FC-12 + FC-6
FOOT CONTROLLERS

OWNER’S MANUAL

Manual Version 1.03 — January 2019
Declaration of Conformity

Manufacturer’s Name: Fractal Audio Systems, LLC
Manufacturer’s Address: 4 Wilder Drive, Plaistow, NH 03865 USA

Declares that the product:
Product name: FC Controller
Product option: FC-6, FC-12

Conforms to the following Product Specifications:

Safety: EN60065:2014
EMC: EN55013:2013
EN55024:2010
EN61000-3-2:2014
EN61000-3-3:2013

Supplementary Information:
The product herewith complies with the requirements of
the Low Voltage Directive 2006/95/EC
and the EMC Directive 2004/108/EC.

Clifford Chase, President / CEO
December 21, 2018

EMC/EMI

This equipment has been tested and found to comply with the limits for a Class B Digital device, pursuant to part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in residential installations. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. There is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment to an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.
Important Safety Instructions

WARNING: To reduce the risk of fire or electric shock, do not expose this appliance to rain or moisture.

CAUTION: To reduce the risk of fire or electric shock, do not remove screws.
There are no user serviceable parts inside. Refer servicing to qualified service personnel.

1. Obey any warnings on the FC chassis and in this User Guide.
2. Keep away from sources of heat such as ducts, registers or appliances that produce heat.
3. Connect only to FASLINK II connector or to an AC Adapter rated at 9V DC 1000ma.
4. Keep all cables in good condition. Do not kink, bend, or pinch.
5. If not using your FC for extended periods of time, disconnect from power.
6. Protect the unit from rain and excessive moisture.
7. Refer servicing to qualified personnel only.
8. Stop operation of the unit and obtain service if:
   - Liquids or excessive moisture enter the unit.
   - The unit operates incorrectly or performance is inconsistent or erratic.
   - The unit has been dropped and/or the enclosure damaged.
9. Prolonged exposure to high volume levels can cause hearing damage and/or loss. The use of hearing protection in high volume situations is recommended.
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1 INTRODUCTION

WELCOME TO THE FC

The new FC-6 and FC-12 Foot Controllers for the Axe-Fx III are the perfect way to control your performances with the world’s most powerful guitar processor. Our latest-generation controllers offer an impressive suite of features and capabilities, incorporating years of innovation and customer feedback. They look great too, making an attractive addition to your home, studio or stage.

The FC-12 and FC-6 are easy to use while still granting extreme flexibility. For those who want simplicity, the units are virtually plug-and-play. Use the “Master Layout Menu” to select from “Layouts.” Layouts are like pages of footswitches arranged in familiar and intuitive ways, and they make the FC seem like multiple foot controllers in one. In each layout, every footswitch can have separate “Tap” and “Hold” functions. LED rings change color to show switch category and status (on/off/dim). At the same time, “smart” mini-LCDs eliminate guesswork (and the need for tape or magnets) with an automatic label for each switch.

For simple changes, use “EZ Mode” to set up or modify footswitches in seconds. Just tap the switch and set a few simple Axe-Fx III parameters to select from the many different ways to control presets, banks, scenes, effects, channels, tuner, tap tempo, looper controls, control switches, and more. Such simplicity does not come at the cost of flexibility. Creative users can set up custom control with ease. You can modify layouts with any arrangement of Tap and Hold functions, change colors, customize mini-display text, and more. You can even override the functions of individual footswitches on a per-preset basis!

For the pro player with a “tech” supporting them off stage, “Mirroring” capability allows on-stage and off-stage FC units to follow each other completely without dual programming. This is better than vintage “master-slave” technology in that both units are effectively the master: any change on either unit is reflected on both.

One standard XLR cable provides two-way communication between the FC and Axe-Fx III over our new FASLINK™II standard. More efficient than MIDI and more rugged than Ethernet, this format is worthy of the most challenging conditions. A FASLINK II thru port on every FC allows you to daisy-chain up to four FC units for bigger rigs. FASLINK II even powers your first FC, while an AC adapter is required for any daisy-chained units.

Each FC controller has four 1/4" jacks for connecting expression pedals such as the Fractal Audio EV, and another two 1/4" jacks for connecting up to four external switches. Pedals and switches can be used in the Axe-Fx III for a range of global and modifier options.

Enjoy the FC Controller and thank you for choosing Fractal Audio Systems.
FEATURE SUMMARY

- The FC comes in two different versions: FC-12 with 12 switches and FC-6 with 6 switches. Aside from the number of switches, the two models are identical in capabilities.
- EZ mode makes it simple to assign the function of any switch with one tap and a few adjustments.
- Built-in footswitch categories include banks, presets, scenes, effects, looper, control switches, and more.
- Override the function of up to 24 switches on a per-preset basis.
- The Tap Tempo function flashes the tempo on the footswitch LED ring.
- The Tuner function shows the Axe-Fx III tuner in the main display of the FC Controller.
- The FC is plug-and-play with simple settings, or you can create your own Layouts for the ultimate custom controller.
- Layouts are "Pages" of footswitches that you can switch between on the fly, granting far greater control with fewer switches.
- You can change layouts on the fly using the "Master Layout Menu", accessible by an easy footswitch combination — or with special dedicated "Layout Select" footswitches.
- Every footswitch can be assigned up to two functions: one for TAP and one for HOLD.
- With "Layout Link," any Tap or Hold footswitch can also change the layout on one or more connected FC controllers.
- Every footswitch has its own variable-color, variable brightness LED ring which also shows the status of on, off, or dim depending on the state of whatever the switch is connected to.
- Every footswitch also has its own customizable, 128×32 graphical Mini LCD display.
- Mini-Displays can automatically and dynamically display preset names, scene names, effect names, channels, and more, including custom text.
- The 2×20 Transflective Main Display shows the current preset, scene and information about switches when you activate them.
- Add up to Four External Pedals and Four external switches per FC unit, integrated natively with the Axe-Fx III modifier system.
- SSS™ switches are extremely quiet and durable, with no mechanical switch contacts to fail.
- The FASLINK™ II port of the Axe-Fx III provides 2-way communication, and will also provide phantom power to the first FC unit in a daisy chain. (Axe-Fx II not supported).
- FASLINK™ II "thru" port for connecting up to four FC units total in a single daisy chained rig.
- In a daisy chain, units can "Mirror" each other, so a tech off-stage can share switching responsibilities with an artist on-stage.
- The FC can trigger the Axe-Fx III to generate and transmit MIDI messages from its own MIDI out port to connected devices.
- The FC is built tough for stages and touring with a powder-coated 16-gauge steel chassis and tough protective end-caps.
- Most FC features are built in to the Axe-Fx III, so you won't need to update or backup your FC controller separately. As with all Fractal Audio products, this means that the FC will enjoy a future of updates and innovations for years to come.
- FC-12 Dimensions: 20.2" x 9.2" x 3.5" (512mm x 233mm x 88mm). Weight: 11 lbs (5 kg).
- FC-6 Dimensions: 11.2" x 9.2" x 3.5" (283mm x 233mm x 88mm). Weight: 6.7 lbs (3 kg).
- A full suite of FC editing tools for Axe-Edit, our software editor/librarian for the Axe-Fx III, is under development and will be released during Q1 2019. We are working on a general FC editor, Layout Library, Switch Library, drag and drop designer, integrated "Per-Preset" feature, and more.
2 HARDWARE OVERVIEW

THE TOP PANEL

The FC-12 is shown here. The FC-6 is identical except for the number of switches and the width/weight of the unit.

1 Chassis — The FC is housed in a rugged steel chassis. A pair of protective end caps also serve as feet and provide a convenient gap to lift the unit from the floor.

- FC-12 Dimensions: 20.2" x 9.2" x 3.5" (512mm x 233mm x 88mm). Weight: 11 lbs (5 kg)
- FC-6 Dimensions: 11.2" x 9.2" x 3.5" (283mm x 233mm x 88mm). Weight: 6.7 lbs (3 kg)

2 Main Display — The main display is a 2×20 transflective character display that remains highly legible under a variety of adverse lighting environments. The main display shows the name of the current preset (and optionally its number) and the name of the current scene (and optionally its number) as well as various other useful pieces of information when you activate a switch, select a layout, and so on.

3 Footswitches — Footswitches are the main attractions of any foot controller. The switches on the FC Controller use our proprietary Solid State Switching (SSS™) technology. They feature extremely smooth, quiet, action, and have no mechanical contacts to fail. Each footswitch can be assigned your choice of one Tap and/or one press-and-hold (“Hold”) function, and these can be different on every “layout”. A layout is like a “page” of switches, and there are 8 different layouts you can switch freely between, plus one special layout called the “Master Layout Menu”. Learn more in Section 4: Layouts & Switches, on p. 11.
2 HARDWARE OVERVIEW

4 **LED Ring** — An LED ring around each switch changes color and brightness to help you navigate and operate the FC. By default, the color shows the category of the switch's Tap function. Presets, for example, are green, banks are yellow, effects are blue, and so on. You can change the color for any category or any individual switch (see p. 23). The LED ring also changes its brightness to show the state of a switch, and each function has its own built-in rules for how this works. For example, a scene switch is dimmed unless that scene is selected. An effect switch is dim when the effect is bypassed and bright when the effect is engaged (or off altogether if that effect is not found in the current preset.) You can change ring brightness on the Setup | Foot Controllers | Config page (see p. 41).

5 **LCD Mini-Display** — An LCD mini-display above each footswitch provides a useful label or indicator for the switch. For example, a preset switch will default to showing the name of the preset that will load if you activate that switch. Scene switches show scene names. For greater flexibility, each of the different functions has its own list of mini-display "Label" options you can choose from, and you can even enter custom text (though why anyone would want to label a footswitch “kebab” is beyond us.)

THE REAR PANEL

6 **PEDAL Jacks** — Four PEDAL jacks allow connecting up to four expression pedals or switches. The Fractal Audio EV series pedals are perfect for this purpose, with linear action and long smooth travel. Pedals connected to the FC are natively integrated with the Axe-Fx III modifier system, without the need to configure any parameters other than the modifier source. Connect pedals using TRS-to-TRS cables, and be sure to calibrate before use (see "Pedals & Switches" on p. 6).

7 **SWITCH Jacks** — Two SWITCH jacks allow connecting two switches each (1+2 and 3+4). Momentary and latching switches are supported. Switches connected to the FC are natively integrated with the Axe-Fx III modifier system, without the need to configure any parameters other than the modifier source. See "Pedals & Switches" on p. 6 for more information.

8 **USB Port** — The USB port on the FC controller is reserved for future use. It is not required for firmware updates, which are performed via the Axe-Fx III over FASLINK II. In fact, most features of the FC controller are part of the Axe-Fx III itself, meaning that new Axe-Fx firmware can also add features to the FC.

9 **FASLINK II port** — (XLR-Male connector) The primary FASLINK II port (right XLR jack, looking at the rear panel) allows connecting an Axe-Fx III. The FASLINK II connector provides power and two-way communications over a single standard male-to-female XLR cable (such as a typical Mic cable).

10 **FASLINK II (Daisy Chain Connector)** — (XLR-Female connector) The secondary FASLINK II port (left jack, looking at the rear panel) allows connecting up to three additional daisy-chained FC units. Connect additional units using a standard XLR cable, but remember that only the first unit in a daisy chain is powered by the Axe-Fx III; additional units require 9–12V DC at their power inlets (see below). Daisy-chaining allows you to extend footswitch “real estate” or to mirror different FC units to each other. (In comparison to “master/slave” controllers of the past, mirroring keeps the switches and displays of multiple units completely in sync—in effect offering a "dual master" scenario.) See "Daisy Chaining" on p. 8 for more information.

11 **Power Inlet** — The first FC unit connected to an Axe-Fx III requires no AC power; the XLR cable powers the unit and handles all communications. Any additional FC units connected in a daisy chain (p. 8) require power from an AC adapter. Adapters are available from https://shop.fractalaudio.com or you can use a third-party adapter rated at 9–12V DC, 1000 ma, negative center, 2.5mm barrel. FASLINK II will not power the FC Controller if the AC Adapter is connected—whether or not the adapter is plugged in.
3 SETTING UP

BASICS

This Guide assumes that you are using a single FC-6 or FC-12. For larger setups, see “Daisy Chaining” on p. 8.

CONNECT USING FASLINK II

Setting up a single FC unit is simple. Use a generic Male-to-Female XLR cable to connect the FASLINK™ II port of the Axe-Fx III to the FASLINK™ II port of the FC as shown in the diagram below. This connection provides both power and 2-way communications—sending footswitch and pedal commands to the Axe-Fx III, and sending the FC all required programming instructions, status updates, mini-display messages, and more. The FC is even “hot swappable” meaning there is no need to power down the Axe-Fx III.

CONFIGURE THE AXE-FX III

No configuration is needed for the FC to function fully. However, we recommend loading the factory default layouts and FC Configuration before first use. To do so, please perform the following simple steps:

- Page to the Reset page of the FC Controllers menu under SETUP.
- Select the relevant entry for FC-6 or FC-12 and press ENTER.
- If you are using a combination of different controllers in a daisy chain, it is probably best to load the defaults for the first unit in the chain, even though you will ultimately want to use custom layouts.

Performing “Reset System Parameters” on the Axe-Fx III will erase ALL of the stored settings for the FC Controller, setting them to blank. If this happens, you will need to re-load the Factory Default Layouts & Settings as described above, or restore a backup of your Axe-Fx III System settings.
3 SETTING UP

PEDALS & SWITCHES

CONNECT AND CALIBRATE EXPRESSION PEDALS

Each FC Controller supports up to four expression pedals connected at the rear panel PEDAL jacks using TRS-to-TRS cables. The Fractal Audio Systems EV pedal is perfect for this application, with true linear response, smooth action and a long throw. (Third party pedals rated 10–100KΩ may also work.)

- Page to the Remote page of the FC Controllers menu under SETUP.
- If you have more than one FC controller connected, select the desired Target FC unit using the A knob.
- Ensure that Pedal Type is set to "CONTINUOUS" for the desired pedal (1–4).
- Navigate to the Pedal Calibration function for the desired Pedal and press the ENTER button.
- Follow the on-screen instructions to perform calibration. Watch the on-screen slider, which shows the reading of the pedal as you move it. The slider should move over a large portion of the range. Many brands of pedal will not reach the top, but all should reach the bottom.
- Press ENTER when finished.

CONNECT A SWITCH AT A PEDAL JACK...

Instead of a pedal, you can alternately connect a single switch at any Pedal jack. Follow the instructions above and simply set Type to "MOMENTARY" or "LATCHING" based on what you’re connecting and how you want it to work. (If you’re not sure, check with the switch manufacturer or try both settings to see which works better.) Calibration is not required. You can use a normal guitar cable (TS) for switches.

CONNECT EXTERNAL SWITCHES

Each external switch jack on the FC can host one or two external switches of any type. Switches require no configuration or calibration.

For a single switch, use a normal guitar cable.

For two switches, use a ¼" TRS-to-dual ¼" TS "Y-cable" (aka an "insert cable") where the tip side is used for the first switch and the ring side or the second, as illustrated below:

WHAT IS TRS?  "TRS" stands for TIP-RING-SLEEVE and describes an endplug or jack with three insulated contacts. Normal guitar cables are TS (Tip-Sleeve) since they lack the ring which serves as a third contact. The illustration at right shows both types.

FAQ:
CONFIGURE THE AXE-FX III TO USE FC PEDALS AND SWITCHES

The Axe-Fx III features a powerful system of automation and remote control using “Modifiers”. For example, a modifier allows an expression pedal to operate a wah or whammy. The Axe-Fx III Owner’s Manual covers modifiers in detail.

The FC Controller is “plug-and-play” with the modifier system, meaning that when you browse through the list of modifier Sources on the Axe-Fx III, you will discover four FC Pedal and four FC External Switch options for each of four potential FC units (32 choices total!).

Most factory presets, however—and many other presets you might create, download, or purchase—will not use these FC sources directly. Instead, they will be set to use a “go-between” — a control node called an “External Controller” — which sits between the modifier and the pedal. External Controllers are more universal and user-friendly because they can be configured globally. There are 16 numbered External Controllers on the Axe-Fx III. By default, they are all set to “NONE” but we can easily map them to the pedals and switches of the FC Controller.

All Axe-Fx III factory presets are already set to use External 1 for operating various wah and whammy effects (and more). As an example, let’s set External 1 to use FC#1 Pedal 1:

- On the Axe-Fx III, open the External page of the MIDI/Remote menu under SETUP.
- Locate the External Controller of your choice (External Control 1 for this example).
- Turn the VALUE wheel to set External 1 to “FC#1 PEDAL 1”.
- Continue setting other external controllers as desired and press EXIT when you’re finished.

The Axe-Fx III has two onboard pedal jacks, referred to in the MIDI/Remote menu simply as “PEDAL 1” and “PEDAL 2”. Don’t confuse these with the entries for FC pedals, which appear as “FC#1 PEDAL 1”, “FC#1 PEDAL 2” etc.

USE FC EXTERNAL SWITCHES FOR OTHER AXE-FX III GLOBAL FUNCTIONS

Aside from External Controllers (detailed above) the Axe-Fx III is equipped with dozens of other global functions that can be controlled using FC Pedals and Switches. For example, the “Other” page of the MIDI/Remote menu under SETUP contains global volume options for all inputs and outputs. Almost all of these global options can be set to the FC pedal of your choice.

Be sure to use switches of the appropriate type for the function you have selected. For example, a Latching type switch would be best for a channel or bypass control. Please refer to the Axe-Fx III manual for more about global Remote functions.

The following example shows how to set the global Output 1 Volume to be controlled by FC#1 Pedal 2.

- On the Axe-Fx III, page to the Other page of the MIDI/Remote menu under SETUP.
- Locate the remote function of your choice (Output 1 Volume for this example).
- Turn the VALUE wheel to select the desired FC pedal or switch (“FC#1 PEDAL 2” for this example).
- You may wish to make other assignments on this or other menu pages.
- Press HOME when finished.

If for some reason you find yourself without one or more of the pedals you normally use with the FC, it will assume them to be in the TOE DOWN position. It is sometimes best in this case set the corresponding External or Global Controller(s) on the Axe-Fx III temporarily back to “NONE”, which is equivalent to the HEEL DOWN position.1

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1 Once an external controller is set to “NONE” you can “park” the missing controller at 0% or 100%. See your owner’s manual for more information about the External Controller Initial Value feature.
3 SETTING UP

DAISY CHAINING

FC Controllers can be connected in series or "daisy-chained" to form a mega-controller of up to four units operating as one. This allows access to more switches at once (reducing the need to switch layouts). You can chain units of any type in any order, and any unit can load any of the eight layouts at any time.

Each FC supports up to four expression pedals and four external switches (see “Pedals & Switches” on p. 6).

CONNECT THE FIRST FC WITH FASLINK II

Setup begins just like when you use a single FC unit. Use a generic Male-to-Female XLR cable to connect the FASLINK™ II port of the Axe-Fx III to the FASLINK™ II port of the first FC. This connection powers the unit and carries communication to and from the entire chain.

CONNECT ADDITIONAL FC UNITS WITH FASLINK II AND AC POWER

IMPORTANT: Only the first unit connected directly to the Axe-Fx III will be powered by FASLINK II. Each unit in a daisy chain after the first requires local power via an AC Adapter rated 9–12V 1000 ma. Compatible AC Adapters are available at https://shop.fractalaudio.com

CONFIGURATION

Daisy-chained FC units require no special configuration, though you will probably wish to design custom layouts for use in this type of setup. In fact, you can specify which layout should be loaded upon startup for each connected FC unit by using the options on the Devices page of the FC Controllers menu under SETUP.
MIRRORING

Mirroring is a special setting that forces two or more daisy-chained FC units to remain perfectly in sync. They show the same layouts, with all the same switches and switch states. Any change to any mirrored unit is reflected instantly on the other mirrored unit(s). The usual scenario for mirroring involves an artist on stage with a tech offstage who helps with switching.

To mirror one FC to another:

- Change to the Devices page of the FC Controllers menu under SETUP.
- Select the row for the FC unit that you want to mirror, then select the desired unit to mirror using the D knob.

⚠️ A note on pedals and switches: Connected expression pedals and switches are NOT mirrored, since pedal jacks are named explicitly in modifiers or controller assignments. For example, “External 1” on your Axe-Fx might be set to “FC#1 PEDAL #1”. A preset using External 1 then will ONLY respond to that specific pedal and not the pedal 1 jack on a mirrored FC. Fortunately, different presets, effects, or parameters can be assigned as desired to individual pedal or switch jacks, so in one song, you might operate a wah, while during a different song, your tech could do it for you offstage while you fly through the air on wires.

⚠️ Any unit(s) can mirror any other unit(s), so be careful not to create a circular mirror (1 mirrors 2, 2 mirrors 1). This will cause one or both FC units to behave unpredictably until the problem is corrected.
MIDI CONNECTIONS

You may have noticed that the FC is not a MIDI controller. It does not have MIDI ports. Combined with the Axe-Fx III, however, it becomes part of a MIDI control system. Even without an FC, the Axe-Fx can serve as the centerpiece of a MIDI rig, transmitting various messages from its **MIDI OUT** port. The FC controls the Axe-Fx and the Axe-Fx sends MIDI messages. Don’t be mistaken and expect MIDI messages at the MIDI THRU port of the III; all MIDI messages are generated by the Axe-Fx III at its MIDI OUT port.

Here’s a simple rig diagram showing how the FC and Axe-Fx III might be used to send MIDI to a connected amp, which also passes messages on to a processor.

**FAQ:** **WHY NO MIDI PORTS ON THE FC?** Early during the design of the new foot controllers for our new flagship processor, we decided that the FC should be “lean and mean.” Instead of crouching on the floor to delve through menus, FC owners would set up and operate the unit using the color screen and interface of the mothership. Similarly, all of the “heavy lifting” would be done by the Axe-Fx III, keeping the FC’s price down and extending the “client-server” concept of total integration. The benefits of this are great. Have you noticed, for instance, that as things change on your Axe-Fx III or in Axe-Edit, the FC is updated automatically? With our new highly efficient FASLINK II protocol, the decision was complete. MIDI had no place on the floor, and the Axe-Fx III would become the MIDI master!
4 LAYOUTS & SWITCHES

The FC is organized around Layouts. A layout is a set of up to 12 footswitch definitions, each of which includes one Tap and one Hold function. You can change layouts on the fly to access different "pages" of switches. For example, one layout might be used to select Presets or Scenes, while a different layout operates the Looper. Any layout can be completely customized to serve your own needs. Layouts even have their own names to make navigating easier. The Axe-Fx III provides eight layouts.

1 FC Layouts are not called "pages" to avoid confusion with menu pages in the Axe-Fx III.

THE MASTER LAYOUT MENU

Switching from one layout to another is the key to the versatility of the FC. There are many ways to do this, but the built-in Master Layout Menu ("MLM" for short) will probably be the most popular. The Master Layout Menu grants instant access to other layouts, one per footswitch.

To show the Master Layout Menu, rock your foot from heel to toe over both of the two right-most footswitches on your FC, as shown in the following illustration of the "MLM Switch Combo".

The Master Layout menu automatically assigns different layouts to different footswitches in order. Footswitch 1 loads layout 1, Footswitch 2 loads layout 2, and so on. If your layouts have names, these will be shown in the Mini-Displays. When you activate any switch to select a layout, it is loaded immediately. The currently selected layout will be shown with a bright LED ring, while other options are dimmed. To exit the MLM without changing the current layout, just select the bright switch for the current layout again.

If the lower right switch has a Tap function, it will not be activated by the MLM Switch Combo. If the lower right switch has a Hold function, you can still easily execute the MLM Switch Combo quickly, before the Hold function fires. If the Hold function should fire, the Master Layout Menu will still be displayed. Learn more in "The Rules of Switch Timing" on p. 12.

When you design your own layouts, consider that the best Hold function for the lower right switch is probably one that doesn’t change your sound if you accidentally fire it while activating the MLM. A good example would be "Reveal Hold Functions", present in some of the default layouts.

A layout can also include Tap or Hold switches that change to other layouts without the MLM. See Section 5: Footswitch Functions for more information on this and other switch functions.

MLM PAGING

Since there are eight layouts and the FC-6 has only 6 footswitches, the Master Layout Menu is split into two pages. Just perform the "MLM Switch Combo" again — or use the MLM utility function (p. 32) — and the FC-6 will toggle between the two pages of the Master Layout Menu.
TAP & HOLD FUNCTIONS

Every switch in every layout can be programmed with individual TAP and/or HOLD functions.

**Tap functions** – used throughout history for guitar effects and beyond – are best for changes that require tight timing. For example, a tap switch set to SELECT SCENE is ideal to change the sound precisely as a solo begins.

**Hold functions** on the other hand, require a “long press” and are fired after a brief delay, so their timing is less precise. Hold switches are perfect for functions like opening the Tuner, or accessing an alternate layout such as Looper Control.

THE RULES OF SWITCH TIMING

Like every guitar product in history with “hold” footswitches, the FC must follow rules for timing so it “knows” whether you are trying to activate the Tap or the Hold. A switch with a Hold function must briefly delay the Tap function until it can determine which one you are trying to activate. When this is the case, the tap is activated when the switch is released instead of when it is depressed—unless you continue holding the switch past the “Press and Hold Timeout” window. The following illustrations help explain switch firing and timing:

### TIMING FOR A TAP FUNCTION WITH NO HOLD FUNCTION

The Tap function fires at the moment the footswitch is depressed.

### TIMING FOR A TAP FUNCTION WITH A HOLD FUNCTION

The Tap function fires when you release the switch, as long as this happens before the Press and Hold Timeout.

If not, the Hold function eventually fires...

### TIMING FOR ANY HOLD FUNCTION

When you hold a switch, its HOLD function activates at the moment the Press and Hold Timeout runs out—whether or not the switch has a Tap function. This does not cause the Tap function to fire.

If you need tight timing from a Tap switch that has a Hold function, tap and release very quickly—even a fraction of a second early, knowing that the change will occur as your foot comes up.

You can change the duration of the Press and Hold Timeout on the Config page of the FC Controllers menu under Setup. The default is 0.5 seconds. Make it longer if you find that you are activating Hold functions when you mean to activate Tap functions. Make it shorter to fire Hold functions sooner.

PRESS & HOLD LABELS

The Mini-Display for each switch normally shows the label for the Tap function. While any switch is depressed — even for a normal “tap” — it changes to show the label of the Hold function, even if you don’t keep holding the switch down until its Hold function fires! Meanwhile, a special “Reveal Hold” utility switch (see p. 31) can also be utilized to cause all mini-displays to persistently show the Hold functions for their switches.
EXAMPLE LAYOUTS

Two sample FC-12 layouts are shown below, each created by a different member of the FC beta testing team. These are just two examples of the types of layouts that can be created using this flexible and powerful system.
FACTORY DEFAULT LAYOUTS

Factory default settings for the FC include various pre-defined layouts: one for selecting presets, one for changing scenes, one for the looper, and so on.

The following pages detail the factory default layouts for the FC-6 and FC-12.

The Axe-Fx III has so many capabilities, and there are so many different categories of player (bedroom, small stage, touring professional, session player, etc) that there really is no such thing as an ideal layout—no "one-size-fits-all" solution. We have therefore provided a set of layouts to demonstrate the very basic capabilities of the FC.

This gives beginners an easy way to select presets, change scenes, toggle effects, operate the looper and more. Those who desire to make changes will find it is very easy to create the perfect custom controller.

Here are a few things to know about the default layouts:

- FC-6 and FC-12 have different default layouts. Be sure to follow the instructions under “Configure the Axe-Fx III” on p. 5, especially if you are using an FC-6.
- The Factory default layouts are designed to be very simple.
- The idea was that they should require almost no explanation, so someone using the FC for the first time could easily understand its broad capabilities.
- Changing between the default layouts relies almost entirely on the Master Layout Menu (see p. 11).
- Except as noted, the default layouts do not have Hold functions.
- Remember, you can change any switch on any layout to do anything you want. See Section 5: Footswitch Functions for a complete guide to all functions.
- Before either of the “Per-Preset” layouts will work, you’ll need to add custom switch definitions to your presets. See "Per-Preset Functions" on p. 34.
- Layouts 7 and 8 are supported with simple tutorials on p. 44 and p. 46.
FC-6 DEFAULT LAYOUTS
The default layouts for the FC-6 allow you to take the Axe-Fx III for a spin.

1. PRESETS

<p>| | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>P3</td>
<td>P4</td>
<td>Bank +1</td>
</tr>
<tr>
<td>P1</td>
<td>P2</td>
<td>Bank -1</td>
</tr>
</tbody>
</table>

**Layout 1: Presets** is designed for switching/auditioning presets. It shows four presets at once, with BANK UP and DOWN switches to get to the next or previous four.

Bank Size (**p. 24**) is set to 4 when you load FC-6 defaults.

2. SCENES

<p>| | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>S4</td>
<td>S5</td>
<td>S6</td>
</tr>
<tr>
<td>S1</td>
<td>S2</td>
<td>S3</td>
</tr>
</tbody>
</table>

**Layout 2: Scenes** is designed for selecting scenes 1–6.

3. EFFECTS 1 (effect bypass)

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Delay 1</td>
<td>Reverb 1</td>
</tr>
<tr>
<td>Comp 1</td>
<td>Drive 1</td>
</tr>
</tbody>
</table>

**Layout 3: Effects** is the first of two Effect layouts to "Bypass/Engage" effects. The MORE>>& footswitch loads Layout 4 (below).

4. EFFECTS 2 (effect bypass)

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Rotary 1</td>
<td>Plex 1</td>
</tr>
<tr>
<td>PanTrem1</td>
<td>Phaser 1</td>
</tr>
</tbody>
</table>

**Layout 4: Effects** is the second of two Effect layouts. The <<MORE footswitch loads Layout 3 (above).

5. LOOPER

<p>| | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Reverse</td>
<td>Undo</td>
<td>Half Speed</td>
</tr>
<tr>
<td>Record</td>
<td>Play</td>
<td>Once</td>
</tr>
</tbody>
</table>

**Layout 5: Looper** offers essential Looper controls.

6. PER-PRESET

<p>| | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>PP#4</td>
<td>PP#5</td>
<td>PP#6</td>
</tr>
<tr>
<td>PP#1</td>
<td>PP#2</td>
<td>PP#3</td>
</tr>
</tbody>
</table>

**Layout 6: Per-Preset** demonstrates per-preset "placeholder" switches (as compared to per-preset "overrides"). You will need to create switch definitions in your presets for this layout to work. See "Per-Preset Functions" on p. 34 for more on this topic.

7. PERFORM 1

<p>| | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Preset -1</td>
<td>&lt;EFFECTS&gt;</td>
<td>Preset +1</td>
</tr>
<tr>
<td>S1</td>
<td>S2</td>
<td>S3</td>
</tr>
</tbody>
</table>

**Layouts 7 & 8 are examples to accompany “FC-6: Short Tutorial” on p. 44.** They represent one possible idea for a simple FC-6 performance layout. Here’s an overview: the “EFFECTS” and “MAIN” switches toggle between layouts 7 and 8. If you hold the lower right switch, it will show you all other Hold functions. Effect “Instant Access” switches toggle between channels A and B when you press and hold.
4 LAYOUTS & SWITCHES

FC-12 DEFAULT LAYOUTS

The default layouts for the FC-12 illustrate some of the many ways it can control the Axe-Fx III. The default Bank Size of 10 is recommended for use with these layouts.

1. PRESETS

<table>
<thead>
<tr>
<th>Bank +1</th>
<th>P6</th>
<th>P7</th>
<th>P8</th>
<th>P9</th>
<th>P10</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bank -1</td>
<td>P1</td>
<td>P2</td>
<td>P3</td>
<td>P4</td>
<td>P5</td>
</tr>
</tbody>
</table>

**Layout 1: Presets** is designed for switching or auditioning presets, with BANK UP and DOWN switches. Bank Size (see p. 24) is set to “10” when you load FC-12 defaults.

2. SCENES

<table>
<thead>
<tr>
<th>S5</th>
<th>S6</th>
<th>S7</th>
<th>S8</th>
<th>Preset +1</th>
<th>Tap</th>
</tr>
</thead>
<tbody>
<tr>
<td>S1</td>
<td>S2</td>
<td>S3</td>
<td>S4</td>
<td>Preset -1</td>
<td>Tune</td>
</tr>
</tbody>
</table>

**Layout 2: Scenes** is designed for selecting scenes 1–8, with bonus switches for changing presets, Tap Tempo, and Tuner.

3. EFFECTS (effect bypass)

<table>
<thead>
<tr>
<th>Chorus 1</th>
<th>Pitch 1</th>
<th>Delay 1</th>
<th>MultiDly 1</th>
<th>Plex 1</th>
<th>Reverb 1</th>
</tr>
</thead>
<tbody>
<tr>
<td>Comp 1</td>
<td>TremPan 1</td>
<td>Drive 1</td>
<td>Phaser 1</td>
<td>Flanger 1</td>
<td>Rotary 1</td>
</tr>
</tbody>
</table>

**Layout 3: Effects** allows you to bypass or engage twelve different effects!

4. CHANNELS

<table>
<thead>
<tr>
<th>Drive 1 A</th>
<th>Drive 1 B</th>
<th>Drive 1 C</th>
<th>Drive 1 D</th>
<th>Phaser 1 A/B</th>
<th>Reverb 1 A/B</th>
</tr>
</thead>
<tbody>
<tr>
<td>Amp 1 A</td>
<td>Amp 1 B</td>
<td>Amp 1 C</td>
<td>Amp 1 D</td>
<td>Delay 1 A/B</td>
<td>Drive 2 A/B</td>
</tr>
</tbody>
</table>

**Layout 4: Channels** is a simple demo of Amp, Drive, and other channel switching. *(Note that some Axe-Fx III presets will not have channels dialed in.)*

5. LOOPER

<table>
<thead>
<tr>
<th>--</th>
<th>--</th>
<th>Undo/Erase</th>
<th>Reverse</th>
<th>Half Speed</th>
<th>Looper Bypass</th>
</tr>
</thead>
<tbody>
<tr>
<td>Record</td>
<td>Play</td>
<td>--</td>
<td>Once</td>
<td>Tempo</td>
<td>Tune</td>
</tr>
</tbody>
</table>

**Layout 5: Looper** offers every control on the Looper block, plus Looper Bypass/Engage, Tap Tempo, and Tune.

6. PER-PRESET

<table>
<thead>
<tr>
<th>PP#7</th>
<th>PP#8</th>
<th>PP#9</th>
<th>PP#10</th>
<th>PP#11</th>
<th>PP#12</th>
</tr>
</thead>
<tbody>
<tr>
<td>PP#1</td>
<td>PP#2</td>
<td>PP#3</td>
<td>PP#4</td>
<td>PP#5</td>
<td>PP#6</td>
</tr>
</tbody>
</table>

**Layout 6: Per-Preset** demonstrates per-preset “placeholder” switches (as compared to per-preset “overrides”). You will need to create switch definitions in your presets for this layout to work. See p. 34 for more on this topic.

7. PERFORM 1

<table>
<thead>
<tr>
<th>&lt;EFFECTS&gt; (Loads Layout 1)</th>
<th>P1</th>
<th>P2</th>
<th>P3</th>
<th>P4</th>
<th>Preset +4</th>
</tr>
</thead>
<tbody>
<tr>
<td>&lt;MAIN&gt; (Loads Layout 1)</td>
<td>S1</td>
<td>S2</td>
<td>S3</td>
<td>S4</td>
<td>Preset -4</td>
</tr>
</tbody>
</table>

**Layouts 7 & 8** are examples covered by the tutorial on p. 46. They show one idea for a simple FC-12 performance layout. Here’s an overview: the “EFFECTS” and “MAIN” switches toggle between layouts 7 and 8. If you hold the lower right switch, it will show you all other Hold functions. All effect switches toggle between channels A and B when you press and hold.
The FC makes it simple to change any footswitch in any layout to perform any function. The easiest way to do this is with the "EZ" Switch edit page as described below.

**IMPORTANT:** To avoid annoying screen jumps and sonic mishaps, all footswitches are DISABLED while you are on the EZ page. To test switch edits, change to a different menu page or press EXIT.

**TO USE THE EZ EDIT PAGE:**
- On the Axe-Fx III, open Setup | FC Controllers and page to the "EZ" tab if it isn't already selected.
- Press the footswitch you want to edit. It can be on FC controller.
- An onscreen graphic shows which footswitch you have selected.

You can edit both **TAP** and **HOLD** functions for any switch.

- Use the **A** knob or **NAV** buttons to navigate the list and **C** or **VALUE** knobs to make changes.
  - **Set the desired Category and the Function.**
  - **Set any parameters** for the selected Function as desired. For example, when you select Category: Preset and Function: Select by #, a "Preset" parameter appears to let you dial in the desired preset number. See **Section 5: Footswitch Functions** for a complete guide to all of the functions and their parameters.
  - You can also customize the ring color for an individual switch, overriding the defaults which are assigned to the switch Category (see "LED Ring Colors" on p. 23).
  - You can also select from different automatic "labels" for the Mini-Display, or even enter custom text. Details on the automatic labels are found throughout **Section 5**.
  - The EZ page also provides buttons to **RESET** (Clear with confirmation), and **COPY/PASTE** switches.
  - Press another footswitch to move on, or press EXIT when you are finished.

Reminder: All changes in the **FC Controllers** menu take effect immediately with no need to store.
4 LAYOUTS & SWITCHES

SWITCH “FLOW” ON THE FC-12 AND FC-6

Every layout includes 12 switch definitions, even though the FC-6 has only 6 switches.
The 12 switches of every layout “flow” differently on the FC-6 and an FC-12, as illustrated below.
Switch definitions beyond the first 6 are only for use on the FC-12.
Switch definitions that don’t fit on one FC don’t “spill over” to another daisy-chained unit, and it is not possible to "shift" to the other half of a layout on a single FC-6.

The 12 switches in any layout “flow” differently when loaded on an FC-12 or FC-6
THE LAYOUTS LIST

EZ editing is (you guessed it...) easy, but the FC also provides a deeper way to manually edit layouts and switches. The Edit Layout page of the Foot Controllers menu provides an overview of 12 switches, and also allows deep editing of individual footswitches, with all of the settings from EZ page and more.

On the Axe-Fx III, open the Setup | Foot Controllers and page to the "Layouts" tab.

- Use the A knob or NAV buttons to select the desired layout.

The push-knobs offer additional functions:

- **RESET ALL** sets all functions for all switches in all layouts to “Unassigned” and clears all customization. (A confirmation screen requires you to press ENTER first.)
- **EDIT NAME** allows you to rename the layout (see "Naming Layouts" on p. 22).
- **COPY LAYOUT** and **PASTE LAYOUT** provide a means to replicate a layout to a new location.

- Select any layout and press ENTER or the EDIT LAYOUT button (push-knob B) to open that layout for deeper editing.

**Number 9...** As you review or edit layouts, you may notice “Layout 9” in the list. Layout 9 is in fact the Master Layout Menu used to access other layouts (see p. 11). Do not edit this layout unless you understand what it is, what you’re changing, and how it works.

If you modify the Master Layout Menu — intentionally or otherwise — you can easily reset it to factory default settings without resetting anything else. Just use the "RESET LAYOUT" button on the Edit Layout page (see p. 20). Unlike all other layouts, #9 reverts to factory settings instead of being completely cleared.

As you get deeper in to the FC, you may find the ability to modify the MLM quite useful, with options like “Layout Link” see p. 38, or the ability to add functions to fill in blank switches.
4 LAYOUTS & SWITCHES

EDIT A LAYOUT

Select any layout on the Layouts page (see p. 20) and press EDIT LAYOUT or ENTER to open the selected layout for deeper editing.

The Edit Layout view has two pages: one for the Tap function and one for the Hold function. Each shows the Category and the Function for all 12 switches, plus values for the first two parameters of the current function.

- Use the A, B, C, D, and E knobs, or the NAV buttons and VALUE knob to make changes.

- The push-knobs offer additional functions:
  - RESET LAYOUT sets all switches in the current layout to “Unassigned” and clears all customization. (A confirmation screen requires you to press ENTER first.)
  - EDIT SWITCH opens a single switch for deeper editing.
  - COPY LAYOUT and PASTE LAYOUT provide a means to replicate a layout to a new location.
  - Select any switch and press ENTER or the EDIT SWITCH button (push-knob B) to open that switch for deeper editing.

Notice the Tap and Hold pages

Edit Layout 1: PRESETS

<table>
<thead>
<tr>
<th>CATEGORY</th>
<th>FUNCTION</th>
<th>VALUE 1</th>
<th>VALUE 2</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Tap</td>
<td>Preset Select in Bank</td>
<td>1</td>
<td>--</td>
</tr>
<tr>
<td>2 Tap</td>
<td>Preset Select in Bank</td>
<td>2</td>
<td>--</td>
</tr>
<tr>
<td>3 Tap</td>
<td>Preset Select in Bank</td>
<td>3</td>
<td>--</td>
</tr>
<tr>
<td>4 Tap</td>
<td>Preset Select in Bank</td>
<td>4</td>
<td>--</td>
</tr>
<tr>
<td>5 Tap</td>
<td>Preset Select in Bank</td>
<td>5</td>
<td>--</td>
</tr>
<tr>
<td>6 Tap</td>
<td>Bank Inc / Dec</td>
<td>-1</td>
<td>Wrap</td>
</tr>
<tr>
<td>7 Tap</td>
<td>Preset Select in Bank</td>
<td>6</td>
<td>--</td>
</tr>
<tr>
<td>8 Tap</td>
<td>Preset Select in Bank</td>
<td>7</td>
<td>--</td>
</tr>
<tr>
<td>9 Tap</td>
<td>Preset Select in Bank</td>
<td>8</td>
<td>--</td>
</tr>
<tr>
<td>10 Tap</td>
<td>Preset Select in Bank</td>
<td>9</td>
<td>--</td>
</tr>
<tr>
<td>11 Tap</td>
<td>Preset Select in Bank</td>
<td>10</td>
<td>--</td>
</tr>
<tr>
<td>12 Tap</td>
<td>Bank Inc / Dec</td>
<td>+1</td>
<td>Wrap</td>
</tr>
</tbody>
</table>

Notice the Tap and Hold pages

See Section 5: Footswitch Functions for information on all categories, functions, and parameters.
EDIT A SWITCH

Select any switch on the Edit Layout page (see p. 20) and press EDIT SWITCH or ENTER to open the selected switch for deeper editing.

The Edit Switch view has two pages: one for its Tap function and one for its Hold function. Each page shows the current Category and the Function for the switch, plus any and all parameters for the current function.

- Use the A, B, C, D, and E knobs or the NAV buttons and VALUE wheel to make changes.
- On the Tap page, you can also change the Switch Ring Color for an individual switch, overriding the usual default Category color.
- You can also select from different automatic "labels" for the Mini-Display, or even enter custom text. Details on the various label options are provided throughout Section 5: Footswitch Functions.

<table>
<thead>
<tr>
<th>Edit Layout 5: PRESETS / Switch 5</th>
<th>Tap</th>
<th>Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>TAP FUNCTION</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Category</td>
<td>Preset</td>
<td></td>
</tr>
<tr>
<td>Function</td>
<td>Select in Bank</td>
<td></td>
</tr>
<tr>
<td>Preset</td>
<td>5</td>
<td></td>
</tr>
<tr>
<td>Mini-Display Label</td>
<td>Name</td>
<td></td>
</tr>
<tr>
<td>Switch Ring Color</td>
<td>Default</td>
<td></td>
</tr>
<tr>
<td><strong>LAYOUT LINK</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>FC#1</td>
<td>--</td>
<td></td>
</tr>
<tr>
<td>FC#2</td>
<td>--</td>
<td></td>
</tr>
<tr>
<td>FC#3</td>
<td>--</td>
<td></td>
</tr>
<tr>
<td>FC#4</td>
<td>--</td>
<td></td>
</tr>
</tbody>
</table>

- The LAYOUT LINK section allows the Tap or Hold function of the switch to ALSO change the Layout on up to four connected FC units. See "The Layout Link Feature" on p. 38 for details.
- The RESET button (Push-knob A) clears the function and all customization from the current page. (A confirmation screen requires you to press ENTER first.)

Notice the Tap and Hold pages

See Section 5: Footswitch Functions for information on all categories, functions, and parameters.
NAMING LAYOUTS

Layout Names appear in the Master Layout Menu and can also appear on dedicated Layout footswitches. Changing the name of any layout is simple with the same interface used to name presets and scenes.

NAME A LAYOUT:

- On the Axe-Fx III, open the "Layouts" page of the FC Controllers menu under SETUP.
- Use the A knob or NAV buttons to select the desired layout.
- Push the EDIT NAME button (push-knob C).
- Enter the desired name, up to ten characters:
  - Turn the B knob or use NAV buttons to move the cursor.
  - The C knob selects upper case letters.
  - The D knob selects lower case letters.
  - The E knob selects numbers.
  - The VALUE knob selects ALL characters, including symbols.
  - Press D or E for INSERT and DELETE functions.
  - Press ENTER to commit the name or EXIT to cancel.

Reminder: All changes in the FC Controllers menu take effect immediately with no need to store.

STARTUP LAYOUTS

Each connected FC Controller has its own default layout which loads automatically when you power on. You can change the default layout as follows.

SET DEFAULT LAYOUTS:

- On the Axe-Fx III, open the "Devices" page of the FC Controllers menu under SETUP.
- Use the C knob or NAV buttons and VALUE wheel to set the desired default layout.
- You can also manually change the current layout on any unit using this page.

The Devices page also allows you to set up Mirroring (see p. 9).
5 FOOTSWITCH FUNCTIONS

Footswitch functions are arranged in CATEGORIES, detailed here.
To assign functions, use the EZ page (see p. 17) or the Edit Layout/Switch pages (see p. 19).
Select a Category and a Function, then set the values of any parameters for that function.

LED RING COLORS

Each footswitch Category has its own default color which appears automatically when you assign
the switch. You can change the category colors using a list found in the Config menu:

CHANGE A CATEGORY COLOR:

- On the Axe-Fx III, open Setup | FC Controllers and page to the "Ring Colors" tab.
- NAV to the desired category and turn the VALUE knob to specify the desired color from the list.

You can also set the color for an individual switch:

CHANGE A SWITCH COLOR:

- Find the switch using the EZ page (see p. 17) or the Edit Layout/Switch pages (see p. 19).
- Set “Switch Ring Color” to the desired value.

The LED Ring color for per-preset switches is ALWAYS determined by the settings in the preset. You cannot change Per-Preset colors through the FC Controllers menu (see p. 34).

THE “UNASSIGNED” FUNCTION

To set either the Tap or the Hold function of any switch to do nothing, change the Category to “Unassigned”.

23
5 FOOTSWITCH FUNCTIONS

BANK FUNCTIONS

The FC includes several functions for switching Banks. Let's first look at what a Bank is: a “bank” on the FC Controller is quite different than the “bank” you might encounter on the Axe-Fx III. On the FC, a Bank is simply a subdivision of the total number of presets. It is created on the fly, allowing dynamic "Preset within Bank" switches (see p. 26) to access every preset without the need to program hundreds of individual switches.

BANK SIZE

Bank Size designates how many presets are in each bank. This number should usually match the number of “Preset Within Bank” switches on your layout. (Factory default Layout 1 provides an example.) You can change the Bank Size setting on the Setup | Foot Controllers | Config page.

EXAMPLE: The tables below illustrate how a sample list of 15 factory presets would be divided with bank size set to 3 or 5. Both columns show the same list of presets, but as bank size changes they group differently (shown here with gray and white bands). You can set bank size to anything from 1 to 12. Remember that whenever you change Bank Size the number of banks will change, and the presets contained in each numbered bank will shift.

<table>
<thead>
<tr>
<th>BANK SIZE 3</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bank 1</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td>Bank 2</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td>Bank 3</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td>Bank 4</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td>Bank 5</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>BANK SIZE 5</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bank 1</td>
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<td>Bank 4</td>
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<tr>
<td>Bank 5</td>
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</tbody>
</table>

BANK: SELECT

The Bank Select function creates a footswitch that is "hard-wired” to a specific numbered bank. For example, a switch that selects Bank 1, or Bank 24.

Bank – Designates the desired Bank by number

Preset Load – Specifies which preset (if any) should be loaded when the specified bank is selected:

- None: No preset from the new bank will be loaded until you select one yourself.
- First: The first preset in the new bank will be loaded automatically.
- Current: Whichever “Preset Within Bank” switch is active will remain active. For example, if you have “P2” selected within the old bank, then “P2” from the new bank will be loaded automatically when you select the new bank.

The LED ring is bright when the selected bank is loaded, otherwise dim.
BANK: TOGGLE

“Toggle” functions allow you to switch back and forth between two designated entries.

**Primary Bank** and **Secondary Bank** – These set the desired Banks by their numbers.

**Preset Load** – Specifies which preset (if any) should be loaded when the specified bank is selected:
- **None**: No preset from the new bank will be loaded until you select one yourself.
- **First**: The first preset in the new bank will be loaded automatically.
- **Current**: Whichever “Preset Within Bank” switch is active will remain active.
  
  For example, if you have “P2” selected within the old bank, P2 from the new bank will be loaded automatically when you select the new bank.

*The LED ring is bright when you toggle to the “Primary” bank, dim for the “Secondary”, and off for “neither”.*

BANK: INCREMENT / DECREMENT (“INC / DEC”)

“Inc / Dec” functions allow you to scroll through a series, stepping up or down.

**Increment/Decrement** – Designates the step size, up or down. For example, to create a switch that goes to the next bank, select +1. For a switch that goes to the previous bank, select -1.

**Wrap** – Determines whether the banks wrap around when you get to the either end of the list.

**Lower Limit, Upper Limit** – These set the lowest and highest bank that can be accessed using this switch, allowing you to restrict access to only certain banks/presets. If you’re using UP and DOWN switches, you’ll probably want to set the same limits for both.

**Preset Load** – Specifies which preset (if any) should be loaded when the specified bank is selected:
- **None**: No preset from the new bank will be loaded until you select one yourself.
- **First**: The first preset in the new bank will be loaded automatically.
- **Current**: Whichever “Preset Within Bank” switch is active will remain active.
  
  For example, if you have “P2” selected within the old bank, P2 from the new bank will be loaded automatically when you select the new bank.

*The LED ring is bright when the switch is active, otherwise dim.*

---

**MINI-DISPLAY OPTIONS FOR BANK FUNCTIONS**

The following Mini-Display Label options are selectively offered for the various Bank Functions.

**Number** – Shows the number of the Bank.

**Custom** – Shows any text you enter in the **Custom Label** field.

**Both** – For the toggle function, shows both numbers, with brackets around the one that is currently selected

*Ex: [B000] B001 or B000[B001] or without brackets if neither is loaded: B000/B001

**Destination** – Shows the bank number that will load when the switch is activated.

**Action** – Shows the action of the switch and the step size. Ex: Bank +1
PRESET FUNCTIONS

PRESET: SELECT BY NUMBER

Creates a footswitch that is "hard-wired" to a specific preset. For example, a switch that selects Preset 1, or Preset 442.

Preset – Designates the desired Preset by its number on the Axe-Fx III.

The LED ring is bright when the designated preset is loaded, otherwise dim.

PRESET: SELECT IN BANK

Creates a footswitch that dynamically maps to a preset within a Bank (see p. 24). Using Select in Bank switches together with Bank Up and Bank Down mimics the way other Fractal Audio products provide access to hundreds of presets with minimal programming.

Preset – Designates the desired Preset by its position within the bank. This setting cannot be higher than the global Bank Size setting (see p. 24).

The LED ring is bright when the designated preset is loaded, otherwise dim.

PRESET: TOGGLE BY NUMBER

"Toggle" functions allow you to switch back and forth between two designated entries.

Primary Preset and Secondary Preset – These set the desired presets by their numbers.

The LED ring is bright when you toggle to the “Primary” preset, dim for the “Secondary” and off for “neither”.

PRESET: TOGGLE IN BANK

"Toggle" functions allow you to switch back and forth between two designated entries.

Primary Preset and Secondary Preset – These set the desired Presets by their positions within the bank.

The LED ring is bright when you toggle to the “Primary” preset, dim for the “Secondary” and off for “neither”.

PRESET: INCREMENT / DECREMENT ("INC / DEC")

"Inc / Dec" functions allow you to scroll through a list, stepping up or down.

Increment/Decrement – Designates the step size, up or down. For example, to create a switch that goes to the next preset, select +1. For a switch that goes to the previous preset, select -1.

Wrap – Determines whether the list of presets wraps around when you get to the end.

Lower Limit, Upper Limit – These set the lowest and highest preset that can be accessed using the switch, allowing you to restrict access to only certain presets. If you're using UP and DOWN switches, you’ll probably want to set the same limits for both.

The LED ring is bright when the switch is active, otherwise dim.
MINI-DISPLAY OPTIONS FOR PRESET FUNCTIONS

The following Mini-Display Label options are selectively offered for the various Preset Functions.

**Name** – Shows the name (first 10 characters) of the target preset.

**Number** – Shows the number of the target preset.

**P#** – Shows the position of the target preset within a bank (Ex: P1 or P2)

**Custom** – Shows any text you enter in the Custom Label field.

**Both #** – For the toggle function, shows both preset numbers, with brackets around the one that is currently selected. Ex: [P000]P001 or P000[P001] or without brackets if neither is loaded: P000/P001

**Both P#** – For the toggle function, shows the positions of both presets within the bank, with brackets around the one that is currently selected (ex: [P1] P2, or without brackets if neither is loaded: P1/P2

**Destination Name** – For Toggle and Inc/Dec functions, shows the name (first ten characters) of the preset that will load when the switch is activated.

**Destination Number** – For Toggle and Inc/Dec functions, shows the number of the preset that will load when the switch is activated.

**Action** – For the Increment/Decrement function, shows the action of the switch and the step size. Ex: Preset +1

CUSTOM MAPPING PRESETS & SCENES

All preset functions on the FC will honor the settings for “PC Mapping” in the Axe-Fx III. When PC Mapping is turned ON (see below) the first 127 preset numbers on the FC Controller will correspond to the entries of the custom Mapping list in the Axe-Fx III. This is true for ALL FC Preset functions, whether by number or by position within a bank.

FC presets above #127 are handled as usual when PC Mapping is on.

**FAQ:** What is PC Mapping?

The Axe-Fx III includes a feature called “PC Mapping” which allows any incoming MIDI PC message to be re-mapped to a custom Preset, and optionally, any scene in that Preset. Normally, the mapping is “1:1”. For example, MIDI Program Change 1 (“PC 1”) normally loads Axe-Fx III Preset 1, with its Default Scene (“as saved”). With PC Mapping on, however, PC 1 might load Preset 2, Scene 3 instead (or whatever else you set up in the map).

The “PC Mapping” parameter is the “master switch” for the map. It is off by default, meaning the map is ignored. When you turn it on, incoming MIDI messages are re-mapped. Find PC Mapping on the “General” tab of Setup | MIDI/Remote on the Axe-Fx III. Find the map itself on the next tab to the right, “Mapping”.

Combined with the “Preset in Bank” switches of the FC, this option serves as a good way to organize a set. Think of each bank as a Song and arrange the presets in the order you need them.
SCENE FUNCTIONS

SCENE: SELECT
Creates a footswitch that is “hard-wired” to a specific Scene. For example, a switch that selects Scene 1, or Scene 7.

Scene – Designates the desired Scene by its number.
☐ The LED ring is bright when the designated Scene is loaded, otherwise dim.

SCENE: TOGGLE
“Toggle” functions allow you to switch back and forth between two designated entries.

Primary Scene and Secondary Scene – These set the desired Scenes by their numbers.
☐ The LED ring is bright when you toggle to the “Primary” Scene, dim for the “Secondary” and off for “neither”.

SCENE: INCREMENT / DECREMENT (“INC / DEC”)
“Inc / Dec” functions allow you to scroll through a list, stepping up or down.

Increment/Decrement – Designates the step size, up or down. For example, to create a switch that goes to the next Scene, select +1. For a switch that goes to the previous Scene, select -1.

Wrap – For the Inc/Dec function, determines whether the list wraps from Scene 8 to Scene 1, and vice versa.

Lower Limit, Upper Limit – These set the lowest and highest Scene that can be accessed using an Inc/Dec Scene switch, allowing you to restrict access to only certain Scenes. If you’re using both UP and DOWN switches, you’ll probably want to set the same limits for both.
☐ The LED ring is bright when the switch is active, otherwise dim.

MINI-DISPLAY OPTIONS FOR SCENE FUNCTIONS
The following Mini-Display Label options are selectively offered for the various Scene Functions.

Name – Shows the Name (first 10 characters) of the target Scene.

Number – Shows the Number of the target Scene.

Custom – Shows any text you enter in the Custom Label field.

Both # – For the toggle function, shows both Scene numbers, with brackets around the one that is currently selected. Ex: Scene[1]2 or Scene 1[2] or without brackets if neither is loaded: Scene 1/2

Destination Name – For Toggle and Inc/Dec functions, shows the name (first ten characters) of the Scene that will load when the switch is activated.

Destination Number – For Toggle and Inc/Dec functions, shows the number of the Scene that will load when the switch is activated.

Action – For the Increment/Decrement function, shows the action of the switch and the step size. Ex: Scene +1
EFFECT FUNCTIONS

EFFECT: BYPASS
This is the classic “Instant Access Switch.”

Effect – Selects which effect you want to control.

The LED ring is bright when the effect is engaged, dim when it is bypassed, and OFF if the effect assigned to the switch is not contained in the current preset.

EFFECT: CHANNEL SELECT
This creates a footswitch that changes a specific effect block to a specific channel.

Effect – Selects which effect you want the switch to control.

Channel Select – Designates the desired Channel: A, B, C, or D (and E, F for the Multiplexer).

Smart Bypass – This parameter is uniquely powerful. It is OFF by default. When you turn it on, it allows Channel switches to engage or bypass an effect. Activating the Channel Select switch for an effect channel which is already active will Bypass the effect. Activating the Channel Select switch for an effect channel which is already bypassed will Engage the effect. This powerful capability allows you to set up separate switches for different channels without the need for a separate “Bypass” Switch. In comparison, using separate switches for Bypass/Engage and Channel(s) can require two or more stomps instead of one to change between the various sound options.

You can try this option on the default FC-12 “Channels” layout, where it is used on Drive 1 channel switches.

The LED ring is bright when the designated Channel is active, dim when it is not, and OFF if the effect assigned to the switch is not contained in the current preset.

EFFECT: CHANNEL TOGGLE
“Toggle” functions allow you to switch a specific effect block between two Channels. The Effect parameter selects which effect you want the switch to control. Primary Channel and Secondary Channel set the desired Channels.

The LED ring is bright for the Primary channel, dim for the Secondary channel, and OFF if a different channel is selected, or if the effect assigned to the switch is not contained in the current preset.

EFFECT: CHANNEL INCREMENT/DECREMENT
“Inc / Dec” functions allow you to scroll through channels, stepping up or down.

Increment/Decrement – Designates the step size, whether up or down. For a switch that goes to the next channel, select +1. For a switch that goes to the previous channel, select -1.

Wrap – Determines whether the Channel wraps when you reach either end of the list.

Lower Limit, Upper Limit – These set the lowest and highest Channels that can be accessed using the switch, allowing you to restrict the range. If you’re using UP and DOWN channel switches, you’ll probably want to set the same limits for both.

The LED ring is bright when the switch is active, otherwise dim.
MINI-DISPLAY OPTIONS FOR EFFECT FUNCTIONS

The following Mini-Display Label options are selectively offered for the various Effect Functions.

**Long Name** – Shows a 10-character version of the specified effect name and instance number.

**Short Name** – Shows the 3-character abbreviation of the specified effect name plus its instance number.

**Short Name + Channel** – Shows the 3-character abbreviation, the instance number, and the channel.

**Long Name + Channel** – Shows a 10-character version of the name, the instance number, and the channel.

NOTE: This option is provided despite that fact that the long names of certain effects are too long for the instance number and/or channel to appear. For those effects (e.g. “Megatap”) “Short Name + Channel” may be a better choice.

**Both Channels** – For the toggle function, shows the 3-letter effect abbreviation, the instance number, and both Channels, with brackets around the one that is currently selected. Ex: DRV1©[A]B or DRV1©A[B] or without brackets if neither is loaded: DRV1©A/B

**Destination Channel** – For Toggle and Inc/Dec functions, shows the 3-letter effect abbreviation, the instance number, and the channel that the switch is set to.

**Action** – For the Increment/Decrement function, shows the action of the switch and the step size. Ex: DRV1©+1

**Custom** – Shows any text you enter in the Custom Label field.
UTILITY FUNCTIONS

UTILITY: TUNER
Engages the tuner. The tuner display is shown both on the Axe-Fx III and the FC Controller. To disengage the tuner, activate the switch again. Changing the layout will also disengage the tuner.

The LED ring is bright while the Tuner is engaged and dim when it is off.

The Mini-Display can show the function ("Tuner") or your choice of custom label.

UTILITY: TAP TEMPO
This footswitch serves the same function as the Tempo button on the Front Panel of the Axe-Fx III. NOTE: By default, the tempo averages across ten taps, but you can set it to use only two taps with an option found under SETUP: Global: Config: Tap Tempo.

The Tap tempo switch is unique in that it registers timing based on the switch down, even when a Hold function is assigned to the same footswitch.

The LED ring flashes the current tempo.

The Mini-Display can show the function ("Tap Tempo") or your choice of custom label.

UTILITY: AMP LEVEL AND SAVE

IMPORTANT! All unsaved changes such as altered effect parameters or bypass states will be stored when Set Amp Volume and Save is triggered!

This function similar to one found in the MIDI Remote menu of the Axe-Fx III. It provides a convenient way to permanently increase or decrease the level of the Amp block(s) in the current preset. Each time the switch is activated, the level of the current Channel for the designated amp block(s) is increased or decreased by a set amount, and the preset is saved.

Target Amp Block(s) – Designates whether to adjust Amp 1, Amp 2, or both Amp blocks.
Increment/Decrement – Sets the amount of the change in dB from -2 to +2.

The LED is bright while the switch is active and dim when it is not.

The Mini-Display can show the function “Amp # +1dB” or your choice of custom label.

UTILITY: REVEAL HOLD

While active, this function causes the Mini LCDs for all footswitches to show their Hold functions instead of their Tap functions. Remember that you can also see the Hold function for any switch simply by pressing it, but with this Reveal function you can see the entire controller at once without any risk.

The LED ring is bright while the switch is active and dim when it is not.

NOTE: Reveal Hold is unique in that it works as a Hold function whether you assign it to Tap or Hold. It should therefore NOT be assigned as a Tap function so as to avoid interference with any other Hold function.
5 FOOTSWITCH FUNCTIONS

LAYOUT FUNCTIONS

LAYOUT: SELECT

Creates a footswitch that is "hard-wired" to a specific Layout. For example, a switch that selects Layout 2, or Layout 7.

**Layout** – This designates the desired Layout by its number.

The LED ring is bright if the designated Layout is currently loaded, otherwise dim.

The Mini-Display can show the **Layout Name** (Ex: **PRESET**) or the **Number** (Ex: **Layout 1**).

LAYOUT: MASTER LAYOUT

Creates a footswitch that is "hard-wired" to show the Master Layout Menu without using the "Master Layout Switch Combination". See "The Master Layout Menu" on p. 11 for details.

FAQ: **Why not just use the "Master Layout Switch Combination"?**

By now, you are almost certainly familiar with the special footswitch combination that can be used to show the **Master Layout Menu**. (If not, see p. 11.) "Why," you may ask, "should there also be a function to show it?" The answer lies in an advanced option which allows you to **DISABLE** the "MLM Switch Combination". There are several reasons why you might want to do this:

1) To avoid accidentally entering the Master Layout Menu with imprecise stomping (or just big boots).
2) To guarantee that the lower right footswitch fires its Tap function on the down- instead of the up-stroke.

If you’re in either of the above groups, but still want access to the Master Layout Menu, a dedicated switch may be the answer you need. Simply assign the “Layout: Master Layout” function described above.

Another reason to disable the MLM might be that you have designed a way of using the FC which does not require the Master Layout Menu at all. Some setups might use only one layout, ever. Others might use **"Layout: Select"** switches for "Out and Back" or "Round Robin" layout switching with no need for random access to all layouts.

When you disable the Master Layout Menu, this also leaves it free as "Layout 9" to put to other uses.

Find this "expert user" option on the **Config** page of the **FC Controllers** menu (see p. 41).

The **Layout: Master Layout** function also works to change the page of the Master Layout Menu on the FC-6 (see p. 11 for more about FC-6 MLM “paging”).
LOOPER FUNCTIONS

Looper functions are used to operate the Axe-Fx III Looper block, which must be present in your preset for these switches to do anything. Looper footswitches work exactly like the front panel controls for the Looper, with all of the same interactive features.

See the Axe-Fx III Owner’s Manual for more on the Looper Block.

Looper functions have no configurable parameters in the FC. Their Mini-Display and Ring Colors are automatic, though as with other switches, you can use a Custom Mini-Display Label and change the default Color.

Record (Red) Activates the Record Function. Remember that you can configure what happens when you press the active Record switch a second time. Find “Record 2nd Press” on the Config page of the edit menu of the Looper block. When available, Overdub will also appear on the Record footswitch. When in overdub, the switch LED ring changes to Yellow¹.

Play/Stop (Green)

Once (Blue)

Reverse (Orange)

Undo/Erase (Purple)

Half Speed (Pink)

Remember that you can also use the Effect: Bypass function (see p. 29) to add a switch to Bypass or Engage the Looper block itself.

¹ Unless you’ve changed the default color for the switch, in which case Record and Overdub both use the same color.

For the tightest timing, use Looper controls as the Tap function of a switch with no Hold function.
PER-PRESET FUNCTIONS

Per-Preset Functions

FC layouts are global. That is, their functions remain the same as you change presets. The FC’s built-in system of Per-Preset switches adds two different ways to make layouts more flexible.

Every Axe-Fx III preset contains 24 numbered “FC Switch Definitions”. In method 1 (below) the preset overrides any switch on any layout, substituting the Per-Preset switch definition of your choice in the location of your choice. ("I want THIS switch on THIS layout to do something different when THIS preset loads.")

In method 2 (next page), the layout contains a permanent "placeholder" which always loads a specific FC Switch Definition (by its number) in a fixed position. ("I want THIS switch on THIS layout to always use "Per-Preset X" from the currently loaded preset.")

PER-PRESET METHOD 1: OVERRIDES

This method creates a classic “exception” — very useful for “that one song” which needs to do something unusual, like providing access to the Looper instead of a particular effect, or switching to a Scene you don't normally access.

To set up an override, don’t edit the FC. Instead, edit the Preset to force the substitution. Here’s how:

1. Load the desired preset and navigate to its list of per-preset switch footswitch definitions as follows:
   - Press HOME, then use Push-knob D to open the Controllers menu.
   - Navigate to Per-Preset FC Settings and press ENTER.
   - Page to the Per-Preset FC tab if it isn’t already selected.
2. Turn the VALUE knob to select your choice of per-preset switch definition "slots" (numbered “PP# 1-24”).
3. Define the switch. The interface is basically identical to that used by the FC’s own "EZ" page (see p.17).
   - You can set Tap Function, Hold Function, LED ring color, Mini-Display settings, and Layout Links.
4. Repeat this process for any other switches you wish to define.

Once you have defined one or more FC Switch Definitions in your preset, you must set up the override

5. Change from the Per-Preset FC page to the Overrides page by pressing the PAGE > button on the Axe-Fx III. The Overrides page consists of a long list showing every switch in every FC layout.
6. On the Overrides page, use knob A or the NAV buttons to scroll to the FC layout and switch you want to override, then turn knob C or the VALUE knob to select the desired Per-Preset switch (“PP#”).
7. Repeat this process for any other overrides you wish to create

IMPORTANT: You must STORE the preset after setting up FC Switch definitions and overrides!

Note: As of this writing, Factory presets on the Axe-Fx III are not programmed with any overrides.

When any footswitch in any layout is being overridden by a Per-Preset switch, a message is displayed at the bottom of the EZ page to indicate this. When this occurs, push-knob E becomes a shortcut button to jump from the FC Controllers menu to the Per-Preset FC page of the Controllers menu.

DISABLING OVERRIDES

You can globally disable per-preset switch overrides. This can be useful when you want to prevent downloaded presets from "clobbering" your layouts, or when you’ve changed your mind and suddenly want all layouts to be global and consistent. Find this option on the Setup | Foot Controllers | Config page (see p. 41).
PER-PRESET METHOD 2: THE PLACEHOLDER FUNCTION

The second way of working with Per-Preset switches does not rely on overrides (see previous page).

Instead, this method uses the "Per-Preset: Placeholder" function which is set up on Tap and/or Hold for any switch just like any other function via the EZ page or the Edit Layout/Switch pages of the FC Controller menu.

It is important to remember that both Overrides and Placeholders depend on the same list of 24 Per-Preset FC switch definitions. To create a switch definition, simply follow Steps 1 through 4 on the previous page, being sure to STORE the preset when you finish.

PER-PRESET: PLACEHOLDER

This function creates a placeholder for one of the Per-Preset FC switch definitions contained in all presets. When any preset is loaded, the corresponding values from that preset will be used to determine the functions, appearance, and behavior of the Tap and/or Hold functions of this switch.

This function has only a single parameter, Per-Preset Switch, which selects the number of the Per-Preset FC Switch definition you want to place on your layout.

If you want both Tap and Hold functions to appear, you must assign the placeholder function to BOTH Tap and Hold functions of a switch. (This is actually a feature and not a limitation).

As you place the Per-Preset: Placeholder function in your layouts, the Switch Ring Color parameter for the Per-Preset function itself will not work to change the color. Instead, you must set the color footswitch definition stored in the preset itself found under Controllers: Per-Preset FC Settings: Per-Preset FC.

Factory Default Layout 6 uses the per-preset placeholder function, set up for both Tap and hold. Use this layout as a way to check the per-preset functions in presets you download, or try creating Per-Preset FC switch definitions yourself in a few presets.
CONTROL SWITCH FUNCTIONS

Default Color: Purple

Control Switches allow the FC Controller to interact directly with the Modifier system of the Axe-Fx III, operating in much the same way as external expression pedals, switches, or MIDI. They work as modifier sources to control effect parameters. For example, a Control Switch could operate the "Hold" switch on a Delay or Reverb, or change the speed of an LFO. Any parameter that allows a modifier can have its source set to a Control Switch. For more on using Modifiers, see the Axe-Fx III Owner’s Manual.

There are six Control Switches in total.

A Control Switch can be either "Latching" or "Momentary", depending on which of two functions you use. Latching switches can be toggled with your foot, or have their state "forced" to on or off by a Scene.

Control Switches can also optionally transmit a MIDI "Payload" when they are turned on and/or off. See "Control Switch MIDI" on p. 39.

CONTROL SWITCH: LATCHING

Latching switches toggle from on to off (or off to on) whenever you activate them.

Control Switch – This parameter determines which one of the six available Control Switch modifier sources a switch will connect to.

CONTROL SWITCH: MOMENTARY

Momentary switches are active only while you hold the switch down.

Control Switch – This parameter determines which one of the six available Control Switch modifier sources a switch will connect to.

IMPORTANT: Like the Reveal Hold function (p. 31), Control Switch Momentary is an "odd-ball" in that it inherently requires you to press and hold the switch. It should still be assigned as a Tap function1, however, with NO Hold function on the same switch.

1 As you may recall, Tap functions provide the tightest timing, as illustrated in "The Rules of Switch Timing" on p. 12.

SPECIAL NOTE: The "MLM Switch Combination" (see p. 11) relies on an “invisible” Hold function on the lower right switch of the FC. A Momentary Control Switch assigned to the to the Tap function of the lower right switch will therefore not work. See also the "FAQ" entry on p. 32.
ADDITIONAL CONTROL SWITCH FEATURES

In addition to their primary function as modifier sources, Control Switches also offer the following features.

USING SCENES TO TURN CONTROL SWITCHES ON OR OFF

A physical switch is either open or closed, period. In comparison, a programmable switch as used in a traditional MIDI controller has a “virtual state”, meaning its ON or OFF state can be stored in memory so it can toggle as desired when you navigate from one preset to another.

Control Switches provide the best of both worlds. In their default state, they behave as physical switches, retaining their current or “Last” state as you switch presets or scenes. They are also programmable, however, and any Scene can set any Control switch ON or OFF. Here’s how:

- Load the desired Preset and Scene and navigate the list of Control Switches per Scene:
- Press HOME, then use Push-knob D to open the Controllers menu.
- Navigate to Per-Preset FC Settings and press ENTER.
- Page to the CS Per Scene tab if it isn’t already selected.
- Use the NAV keys to select the row and column corresponding to the Scene and Control switch you want to change.
- Turn the VALUE knob to select “ON”, “OFF”. The default value of “LAST” causes any control switch to retain its state as you change scenes.
- Make any desired changes, then STORE the preset in the usual way.

Please note that Control Switch Per-Scene settings are independent from the main Controllers menu. It is NOT affected by the “Channel” setting found in the main Controllers menu.

CONTROL SWITCH MIDI

Control Switches have an integrated MIDI feature which allows each Control Switch to send its own global MIDI message payload when the switch is turned ON or OFF. See “Control Switch MIDI” on p. 39.

LINK CONTROL SWITCHES IN A MUTUALLY EXCLUSIVE GROUP

The FC allows you to set up a global group of mutually exclusive Control Switches. Only one switch in this group can be ON at a given time. All instances of a switch across any number of layouts abide by this setting. Any of the six control switches can be linked in the group as follows:

- On the Axe-Fx III, open Setup | FC Controllers and page to the “Config” tab.
- NAV to the CONTROL SWITCH LINK section and set Exclusive to “YES” for the desired switches.

Remember, like the Control Switch MIDI feature, the exclusive group setting is Global, for all instances of a given switch on any layout.
5 FOOTSWITCH FUNCTIONS

THE LAYOUT LINK FEATURE

“Layout Link” is not a category function like “Preset: Select” or “Looper: Record”. Instead, this feature is built in to every other function, adding four parameters to every footswitch function on the FC.

With Layout Links, any Tap or Hold function can serve double-duty to also change the layout on one or more of the FC Controllers in your rig.

Setting up Layout Link is simple, but it does not appear on the EZ page. To use this feature, navigate to the desired layout and footswitch using the Layouts page of Setup | FC Controllers.

Notice that every Tap and every Hold function also offers four Layout Link parameters. Why four? Because this is the maximum number of FC units in a daisy chain configuration. To create a Layout Link, simply designate the layout(s) you want on the desired FC unit(s).

Layout Links fire after the primary function they are assigned to, but their timing isn't based on a delay. Instead, the Layout Link activates when the switch for its associated function is released.

Don’t confuse Layout Link with the ordinary LAYOUT: SELECT function, which in comparison is a simple way for a footswitch to change the layout on the current FC. Layout Link is more far-reaching; it can automatically trigger layout sequences, or control multiple units at once without needing to visit multiple Master Layout Menus.

LAYOUT LINKS EXAMPLE

In this example, we’ll envision a set of two custom layouts. Let’s call them Layout 1:Presets and Layout 2: Scenes/FX. The Presets layout contains Bank: Up, Bank: Down, and several “Preset within Bank” switches (just like factory default Layout 1).

Imagine now that Layout Links are added so each Preset switch does two things: selects a preset and then changes automatically to Layout 2, showing scenes and effects for the current preset.

How would you get back to layout 1? There are many ways, but one that comes to mind based on the examples in factory default Layouts 7 and 8 is to add a “Layout 1” switch somewhere on Layout 2. This could even be a press and hold function if “real estate” is scarce.

LAYOUT LINKS EXAMPLE: 6 + 12 = KILLER APP

In this example, we’ll envision an FC-6 (FC#1) daisy-chained to an FC-12 (FC#2).

The FC-6 powers on with a totally customized layout. We’ll call it “Layout 1: MODES”. It contains six switches custom-labeled as “BANKS” “PRESETS” “SCENES” “LOOPER” “Tap Temp” and “Tuner”. Each switch has a unique LED ring color, but in fact, aside from the obvious Tempo and Tuner, they’re all set to Layout: Select: Layout 1.

Huh? That’s the same layout these switches are on, so they don’t do anything. Enter Layout Link!

First, the BANKS switch on the FC-6 uses Layout Link to load a “Banks” layout on the FC-12. This contains 12 different bank switches. When you load a bank, another Layout Link in the Bank Switch itself changes the FC-12 to the “Presets” layout. (“Banks” is also the startup layout for the FC-12)

The PRESETS switch shows 12 Presets from the current bank. When you load any Preset, another Layout Link changes the FC-12 to a “Scenes/FX layout” (as in the first example above).

Take a moment to think about what just happened here: we had access to 144 different presets in just two taps, and we’re already looking at the Scenes and Effects for the current preset! It’s a “killer app.”

The SCENES/FX layout could in practice be anything you want: Scenes, Effects, Channels, etc. It could even link to other layouts if you needed multiple “pages” of controls (counting the obvious “Looper” layout, we have three layouts left!).
6 TRANSMITTING MIDI

The Axe-Fx III can transmit MIDI in several different ways, detailed below. For an overview of connecting to other MIDI equipment, see "MIDI Connections" on p. 10.

SEND MIDI PC

The simplest MIDI capability of the Axe-Fx III is transmitting a single MIDI program change message ("PC") each time a new Preset is loaded—whether via the front panel, using an FC Footswitch, or in any other way. To enable this, open the SETUP | MIDI/Remote menu and page to the "General" tab. Set Send MIDI PC to the desired MIDI channel.

THE SCENE MIDI BLOCK

A more sophisticated MIDI tool is the Scene MIDI Block. Once you place this block on the grid, it transmits MIDI messages automatically whenever a new scene is loaded—whether via the front panel, with an FC footswitch, or by any other means. The Scene MIDI block can transmit up to eight total custom PC or CC messages. Remember that a "default scene" loads automatically when you select a new preset, so any FC footswitch that selects a new Preset or a new Scene can also cause the Axe-Fx III to send a burst of MIDI messages. See the Axe-Fx III Owner’s Manual for more on the Scene MIDI Block.

CONTROL SWITCH MIDI

The FC adds a totally new way for the Axe-Fx III to transmit MIDI messages using Control Switches. Primarily, the Control Switch function (see p. 36) allows any FC footswitch to operate as a Modifier source to control Axe-Fx III parameters. Beyond this, however, each of the six Control Switches has the capability to transmit a custom "payload" of MIDI data every time the switch is turned on ON or OFF. Because this isn’t tied to another event such as a Preset or Scene change, Control Switch MIDI is more flexible and dynamic.

When you recall that Control Switches can be momentary or latching (and even mutually exclusive), the depth of the CS MIDI system becomes apparent. You might change channels on a connected MIDI-controlled amp, or even manually operate a remote processor, sequencer, or lighting system.

Here is a summary of the MIDI Capabilities of a Control Switch:

- Control Switches are placed into an FC Layouts as functions (see p. 17).
- Control Switches 1–6 appear in the list of Modifier sources on the Axe-Fx III. The role of a switch as a modifier source is not compromised if you also use it to transmit MIDI. The same switch can simultaneously control the Axe-Fx III and a connected device. (See the Axe-Fx III Owner’s Manual for more on using Modifiers.)
- Each Control Switch has its own global MIDI Payload containing up to four Program Change ("PC") or Control Change ("CC") messages on any MIDI Channels, with custom values from 0–127, or disabled ("--") for both the ON and OFF states of the switch.
- Each MIDI Payload also has a "master switch" allowing it to be enabled or disabled.
6 TRANSMITTING MIDI

SETTING UP THE MIDI PAYLOAD FOR A CONTROL SWITCH:

- On the Axe-Fx III, open the SETUP | FC Controllers menu and page to the “CS MIDI” tab.
- Use NAV buttons and the VALUE wheel to get around the page.
- Select the desired control switch at the top of the menu. (CS1, CS2, etc.)
- Make sure ENABLED is set to “YES” if you want the switch to send MIDI.
- NAV through the table and create your desired MIDI Payload of up to four commands, with different values for ON and OFF
  - For each command, selecting whether you want a Program Change (PC) or Control Change (CC) message.
  - Set the MIDI Channel for that command as desired from 1–16.
  - If you chose a CC Command, set the CC Number.
  - Set the desired Values for when the switch is ON and when it is OFF.
  - You can select values from 0–127, or “--” which means “send nothing.”
- There is no need to save CS MIDI settings. They take effect immediately.

Remember, Control Switches can be switched manually using a footswitch, or automatically by Scenes. See “Additional Control Switch Features” on p. 37.
The Config Page of the FC Controllers menu contains various options. Some of these are detailed elsewhere in this manual, but the following table collects them all in one place for reference.

⏰ Reminder: All changes in the FC Controllers menu take effect immediately with no need to store.

## GLOBAL SETTINGS: CONFIG PAGE

<table>
<thead>
<tr>
<th>PARAMETER</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Press &amp; Hold Timeout</td>
<td>This sets the time limit before a Hold function is fired, beginning from the moment the switch is depressed. When a Hold function is assigned, a Tap function fires if the switch is released before the press and hold timeout elapses. See illustration, p. 11.</td>
</tr>
<tr>
<td>Master Layout Menu “Switch Combo”</td>
<td>In its default state, the Master Layout Menu (aka “MLM”, aka “Layout 9”) provides access to the other eight layouts (see p. 11). The standard way to load the MLM is to perform a special “switch combo” step where you press the lower right switch with your heel, then, while still holding it, press the upper right switch with your toe. This combination can be disabled, leaving you to navigate the FC without the MLM, or perhaps to use a dedicated footswitch to display it (see p. 32).</td>
</tr>
<tr>
<td>Per-Preset Switch Overrides</td>
<td>The FC allows any Axe-Fx III preset to override the function of any FC footswitch in any layout. This offers extreme flexibility, making it possible to handle exceptions easily in an otherwise global system. This option allows you to DISABLE Per-Preset overrides so only the global switch functions appear. See “Per-Preset Method 1: Overrides” on p. 34 for details.</td>
</tr>
<tr>
<td>Bank Size</td>
<td>The FC’s “Preset: Select in Bank” function (see p. 26) automatically maps presets across special footswitches in your layouts, making them available in dynamic groups as you step through “Banks”. The FC-6 defaults to 4 presets per bank. The FC-12 defaults to 10 presets per bank. The Bank Size number should correspond directly to the number of “Preset: Select in Bank” switches used.</td>
</tr>
<tr>
<td>Preset Number/Scene Number in Main Display</td>
<td>The main display of the FC shows both Preset number and name, and Scene number and name. This option allows you to individually hide these numbers, so a greater number of characters can be dedicated to the names.</td>
</tr>
<tr>
<td>Ring Intensity</td>
<td>Each FC footswitch has its own segmented LED ring. The rings change color to show switch function, and change between two brightness levels (and “off”) to show switch states. These parameters allow you to adjust the intensity of both dim and bright ring states.</td>
</tr>
</tbody>
</table>
| Control Switch Link                          | These six parameters can be used to link two or more Control Switches (see p. 36) in a mutually exclusive group. The single exclusive group is global and affects all instances of the designated Control Switches across all layouts. To join any Control Switch to the group, set its value here to “Exclusive”.

| Description |
|-------------|-------------|
| Reminder: All changes in the FC Controllers menu take effect immediately with no need to store. |

7 THE CONFIG MENU
This page preserves page facing in the printed manual.
8 ADDITIONAL TOPICS

FIRMWARE

Features and fixes for the FC controller are built right in to firmware updates for the Axe-Fx III. Such updates might come at any time, extending the tradition of continual improvement which has become a hallmark of Fractal Audio Systems.

The FC does also have its own internal firmware, but this type of update will be uncommon. The current internal firmware version for each connected FC Controller is shown under Setup | FC Controllers on the “Devices” page.

BACKUPS

Backup and restore operations for the FC are handled via the Axe-Fx III and Fractal-Bot.

When you backup or restore the Axe-Fx III “System” using Fractal-Bot, all FC Settings, layouts, and customizations are included. See the Axe-Fx III Owner’s Manual for details, or let Fractal-Bot guide you with its built-in instructions. Download and install Fractal-Bot from https://www.fractalaudio.com/fractal-bot/

IMPORTANT! Performing “Reset System Parameters” on the Axe-Fx III will erase ALL stored settings in the FC Controllers menu, setting every switch and function to default/unassigned. If this happens, you will need to re-load the Factory Default Layouts & Settings for your FC as described on p. 5, or restore a backup of your Axe-Fx III System file.

AXE-EDIT

At the time of this writing, the FC editor in Axe-Edit is under development for an expected release during Q1 2019. We are working on a general FC editor, Layout Library, Switch Library, drag and drop designer, integrated “Per-Preset” feature, and more.
8 ADDITIONAL TOPICS

FC-6: SHORT TUTORIAL

For the FC-12 Tutorial see p. 46.

A CLOSER LOOK AT LAYOUTS 7 & 8

The following tutorial will be easier to follow if you have reviewed the previous sections of this manual. At a minimum, see p. 11 and p. 14.

Factory default Layouts 7 and 8 were created as examples of how Layouts and Functions can work to control the Axe-Fx III during a live performance.

**Layout 7 ("PERFORM 1")** is intended as an easy way to select presets and scenes on the FC-6. Two switches (green rings) allow you to step one-by-one—up or down—through the list of presets. Three switches (Red rings) load scenes 1 through 3 for the current preset. Scene footswitches are set to show the "Destination", which is to say, the name of the Scene which will be loaded if you activate that switch.

The top center switch loads Layout 8 and has the custom label "<EFFECTS>".

Layout 7 has no "Hold" functions, but should you add your own, the Hold function of the lower right switch is set to "Reveal Hold", which shows the Hold functions of other switches in the Mini-Displays.

**Layout 8 ("PERFORM 2")** contains 4 classic “Instant Access” switches set up as Drive 1, Delay 1, Reverb 1, and Chorus 1. All of these except the Reverb 1 switch have their Hold function set to toggle between Channels A and B. (This emulates the classic "Press and Hold for XY" found on some of our other products.) The Hold function on the Reverb switch (lower right) is set to "Reveal Hold", as on layout 7.

The upper right switch is Tap Tempo, with a Hold function to access the Tuner. The top center switch returns to Layout 7 and has the custom label "<MAIN>".

TRY THE LAYOUTS

To begin, let's load Layout 7 on your FC Controller and try it out:

- Perform the "Master Layout Menu Switch Combination" as illustrated on p. 11. This loads the Master Layout Menu, with footswitches for layouts 1 through 6 (Presets, Scenes, et al.).
- Without leaving the Master Layout menu, perform the special MLM Switch Combo AGAIN to change to the second page of the Master Layout Menu—with switches to access the Perform 1 and Perform 2 layouts.
- Step on the lower left switch for **PERFORM 1** to load this layout on the FC.

Play with the demo layouts a bit before continuing (next page).
**FC-6 Performance Layout Tutorial (Continued)**

**TRY EZ EDIT**

Let’s use EZ edit to modify one of the switches on Layout 8 (“PERFORM 2”).

1. On the Axe-Fx III, press **HOME** and enter the **Setup** menu (push knob **E**).
2. Use the **NAV** knob (A) or buttons to select the **FC Controllers** menu and press **ENTER**.
3. If it isn’t already shown, use the **PAGE** buttons to select the “EZ” tab.
4. Tap any switch on the FC. At the top of the screen, a small image of the FC-6 shows which switch you tapped. A text message to the left of the image indicates that we are using “FC#1 of 1”. The message also shows the unit type (FC-6 in this case).
5. You should be on **Layout 8: PERFORM 2**. If not, use the **Layout** parameter at the top of EZ page to load it now.
6. Let’s change the Chorus switch to control the Phaser instead. Tap the switch now on the FC-6.
7. Notice the current settings under **TAP FUNCTION**:
   - Category: **Effect**
   - Function: **Bypass**
   - Effect: **Chorus 1**
8. Navigate to the “**Effect**” parameter and use the **C** or **VALUE** knob to change “Chorus 1” to “Phaser 1”. You never need to save changes in the FC Controllers menu; they take effect immediately.
9. **We’re not finished yet!** The Hold function of this switch changes the effect Channel. Let’s also make sure that it targets “Phaser 1”. Nav down and notice the current settings under **HOLD FUNCTION**:
   - Category: **Effect**
   - Function: **Chan Toggle**
   - Effect: **Chorus 1**
   - Primary Channel: **A**
   - Secondary Channel: **B**
10. Navigate to the “**Effect**” parameter and use the **C** or **VALUE** knob to change “Chorus 1” to “Phaser 1”.
11. Now let’s test the modified switch. Remember: to prevent mishaps and accidental navigation, the switches on the FC don’t work while the **EZ** page is on screen. Press **EXIT** to leave the **FC Controllers** menu. You never need to save changes in the FC Controllers menu; they take effect immediately.
12. Select factory Preset 023 “**Friedman BE-100**” which contains a Phaser block dialed in for channels A and B. Tap the new Phase 1 footswitch and the effect will be engaged or bypassed. Hold the switch and Phaser 1 will toggle from Channel A to B or vice versa.

*This concludes the short tutorial. You can use what you’ve learned here to modify any switch in any layout to perform any function.*
8 ADDITIONAL TOPICS

FC-12: SHORT TUTORIAL

For the FC-6 Tutorial see p. 44.

The following tutorial will be easier to follow if you have reviewed the previous sections of this manual. At a minimum, see “The Master Layout Menu” on p. 11 and “Factory Default Layouts” on p. 14.

A CLOSER LOOK

Factory default Layouts 7 and 8 were created as examples of how Layouts and Functions can work to control the Axe-Fx III during a live performance.

7 PERFORM 1

PERFORM 1

<table>
<thead>
<tr>
<th></th>
<th>P1</th>
<th>P2</th>
<th>P3</th>
<th>P4</th>
</tr>
</thead>
<tbody>
<tr>
<td>&lt;EFFECTS&gt;</td>
<td>Preset +4</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>TAP Tempo</td>
<td>HOLD Tuner</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>S1</td>
<td>S2</td>
<td>S3</td>
<td>S4</td>
<td></td>
</tr>
<tr>
<td>HOLD Reveal</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

8 PERFORM 2

PERFORM 2

<table>
<thead>
<tr>
<th></th>
<th>Flange 1</th>
<th>Delay 1</th>
<th>Plex 1</th>
<th>Rotary 1</th>
<th>Reverb 1</th>
</tr>
</thead>
<tbody>
<tr>
<td>Comp 1</td>
<td>PanTrem 1</td>
<td>Phaser 1</td>
<td>Drive 1</td>
<td>Chorus 1</td>
<td>Amp 1 A/B</td>
</tr>
<tr>
<td>HOLD Reveal</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Layout 7 (“PERFORM 1”) is intended to provide an easy way to select presets and scenes on the FC-12. Four switches in the upper row (green rings) allow you to select presets. Four switches in the lower (red rings) load scenes 1 through 4 for the current preset. Both Preset and Scene footswitches are set to show the “Destination”, which is to say, the name of the Preset or Scene which will be loaded when the switch is activated.

The two right-most switches step to the next or previous group of four presets. (We didn’t use Bank Switches because “LAYOUT 1: PRESETS” requires a bank size of 10, but we DID set the LED ring colors to look like a Bank select switches.)

The top left switch switches to Layout 8 and has the custom label “<EFFECTS>”.

The lower left switch is Tap Tempo, with a Hold function to access the Tuner.

The Hold function of the lower right switch is set to “Reveal Hold”, which shows the Hold functions of other switches in this layout.

Layout 8 (“PERFORM 2”) contains 10 classic “Instant Access” switches set up as Compressor 1, Pan/Tremolo 1, Phaser 1, Drive 1, Chorus 1, Flanger 1, Delay 1, Plex Delay 1, Rotary 1, and Reverb 1. All of these have their Hold function set to toggle between Channels A and B. (This emulates the classic “Press and Hold for XY” found on some of our other products.)

The lower right switch toggles Amp 1 between Channels A and B. The press and Hold function of this switch is set to “Reveal Hold”, as on layout 7.

The upper left switch returns to Layout 7 and has the custom label “<MAIN>”.

Tutorial continues on next page.
TRY THE LAYOUTS

To begin, let’s load Layout 7: Perform 1 and try it out:

- Perform the “Master Layout Menu Switch Combination” as illustrated on p. 11. This shows the Master Layout Menu, with switches for layouts 1 through 8 (Preset, Scenes, et al).
- Step on the switch for PERFORM 1 to load this layout on the FC.

Play with the layouts a bit before continuing. Factory preset 012: USA Mk IV works well because it has four Scenes and contains almost all of the effects shown on the FC.

TRY EZ EDIT

Let’s use EZ edit to modify one of the switches on Layout 8 (“PERFORM 2”). Admittedly, the FC-12 has so many switches that it is a bit of a stretch to “improve” this layout, so we’ll do something merely instructional instead: let’s change the “Plex Delay” switch to control the “Multitap Delay” instead.

1. On the Axe-Fx III, press HOME and enter the Setup menu (push knob E).
2. Use the NAV knob (A) or buttons to select the FC Controllers menu and press ENTER.
3. If it isn’t already shown, use the PAGE buttons to select the “EZ” tab.
4. Tap any switch on the FC. At the top of the screen, a small image of the FC-12 will confirm which switch you tapped. A text message to the left of the image indicates that we are using “FC#1 of 1”.
   The message also shows the unit type (FC-12 in this case).
5. You should be on Layout 8: PERFORM 2. If not, use the Layout parameter at the top of EZ page to load it now.
6. Tap the Plex switch on the FC-12.
7. Notice the current settings under TAP FUNCTION:
   - Category: Effect
   - Function: Bypass
   - Effect: Plex 1
8. Navigate to the “Effect” parameter and use the C or VALUE knob to change “Plex 1” to “MultDly 1”. Remember, there is no need to save changes in the FC Controllers menu; they take effect immediately.
9. We’re not finished yet! The Hold function of this switch changes the effect Channel. Let’s also make sure that it targets “Multitap Delay 1”. Nav down and notice the current settings under HOLD FUNCTION:
   - Category: Effect
   - Function: Chan Toggle
   - Effect: Plex 1
   - Primary Channel: A
   - Secondary Channel: B
10. Navigate to the “Effect” parameter and use the C or VALUE knob to change “Plex 1” to “MultDly 1”.
11. Now let’s test the modified switch. Remember: to prevent mishaps and accidental navigation, the switches on the FC don’t work while the EZ page is on screen. Press EXIT to leave the FC Controllers menu. You never need to save changes in the FC Controllers menu; they take effect immediately.
12. Select factory Preset 023 “Friedman BE-100” which has a Multitap Delay block you can engage and bypass. (You may wish to edit the preset so that channel A is different from Channel B)

This concludes the short tutorial. You can use what you’ve learned here to modify any switch in any layout to perform any function.
SPECIFICATIONS

FASLINK™ II INPUT PORT
Connector: XLR Male type
Compatibility: Axe-Fx III only

FASLINK™ II THRU PORT
Connector: XLR Female type
Compatibility: Additional FC-6 or FC-12 only

EXTERNAL SWITCH INTERFACE
External Switch Inputs: 2
Connectors: 2 x ¼” TRS phone jacks (2 switches per connector)
Format: Compatible with Toggle or Momentary switches

EXPRESSION PEDAL INTERFACE
Expression Pedal Inputs: 4
Connectors: ¼” TRS phone jacks (1 expression pedal per connector)
Compatibility: Expression type (not Volume pedals), 10K–100K recommended max resistance

MECHANICAL/ELECTRICAL
Chassis: Powder-coated 16-gauge steel
Main LCD: 2×20 dot matrix transflective
Mini LCDs: 128×32 graphical
FC-12 Dimensions: 20.2” x 9.2” x 3.5” (512mm x 233mm x 88mm). Weight: 11 lbs (5 kg)
FC-6 Dimensions: 11.2” x 9.2” x 3.5” (283mm x 233mm x 88mm). Weight: 6.7 lbs (3 kg)
AC Adapter Barrel: 2.5 mm, negative center
Input Voltage: 9–12V DC, 1000ma (Use AC adapter specific to region where the unit was purchased)
Power Consumption: ≤12 W

ENVIRONMENTAL
Operating Temperature: 32 to 122°F (0 to 50°C)
Storage Temperature: -22 to 167°F (-30 to 70°C)
Humidity Max.: 0% non-condensing

(Specifications subject to change without notice)
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