ICONS

ICONIC TONE FOR YOUR DAW OR DESKTOP

Amp Modeling, Cab Simulation, Effects, and More

Plugin and Standalone versions.

Fullerton

OWNER'S MANUAL

FRACTAL AUDIO SYSTEMS

Contents

TIP You can click links in this manual, including any entry in the table of contents. To return here, click "ICONS Owner's Manual" in the upper left of most pages.

Welcome to ICONS!

Iconic Tone from Fractal Audio

ICONS brings Fractal Audio's industry-leading **amp modeling** to the world of **plugins**—and to your desktop as a **standalone application**.

Built on the same algorithms used in the award-winning Axe-Fx, it delivers the unmistakable **tone and feel** that Fractal Audio is known for—now re-imagined for modern recording and computer-based workflows.

ICONS is not a software version of an Axe-Fx. It's **streamlined** to be fast, intuitive, and inspiring. Whether you're tracking in a studio, at home, or just having fun, it focuses on what matters most: exceptional sound quality, and a creative flow that stays out of your way.

ICONS is also a **series**. New releases will add additional amp families with new cabs and effects, and more—allowing the platform to evolve over time—plus the improvements and enhancements you would expect from Fractal Audio.

In short, ICONS delivers the Fractal Audio amp modeling experience in a format for the new ways you want to work, create, and play.

Getting Help

This manual helps you get started with information beyond what can be shown in ICONS' on-screen interface. If you need additional assistance, the following resources are available:

Fractal Audio Support

Fractal Audio provides dedicated support via email, with assistance available in English. Get support at: https://www.fractalaudio.com/getting-help/

Audio Interface Setup Guides

Fractal Audio is developing a set of articles covering topics including setup for specific audio interfaces and DAWs. For the latest, visit: https://www.fractalaudio.com/icons-3i-cal/

The ICONS Family so far...

(FULLERTON COMPLETE contains EVERYTHING listed below)

FULLERTON VOL 1: Deluxes & Princetones

AMPS
- Deluxe 6G3
- Deluxe Tweed
- Deluxe Tweed Jumped
- Deluxe Verb Normal
- Deluxe Verb Vibrato
- Princetone 5F2
- Princetone AA964
- Princetone Reverb
- FAS Supertweed

CABS
- 1x8 Princetone 5F2
- 1x10 BF Princetone
- 1x12 Deluxe
- 1x12 Deluxe Verb

FULLERTON VOL 2: Bassguys & More

AMPS
- 59 Bassguy Bright
- 59 Bassguy Jumped
- 59 Bassguy Normal
- 59 Bassguy RI Jumped
- 65 Bassguy Bass
- 65 Bassguy Normal
- 6G12 Concert
- Band-Commander
- Dweezil's Bassguy

CABS
- 2x12 65 Bassguy
- 4x10 59 Bassguy RI

FULLERTON VOL 3: Vibras & Supers

AMPS
- 6G4 Super
- Super Verb Normal
- Super Verb Vibrato
- Tremolo Lux
- Vibrato King
- Vibrato Lux
- Vibrato Verb AA
- Vibrato Verb AB
- Vibrato Verb SRV

CABS
- 1x12 Vibrato Lux
- 1x15 Vibrato Verb
- 2x10 Super 6G4
- 4x10 59 Bassguy RI

FULLERTON VOL 4: Doubles & Champlifiers

AMPS
- 5F1 Tweed Champlifier
- 5F1 Tweed Champlifier EC
- 5F8 Tweed Double Bright
- 5F8 Tweed Double Normal
- 5F8 Tweed Double Jumped
- Double Verb Normal
- Double Verb Vibrato
- Double Verb Silverface
- JR Blues

CABS
- 1x8 5F1 Champlifier
- 1x12 JR Blues
- 2x12 Double Verb

Purchasing

ICONS is sold exclusively at: https://shop.fractalaudio.com

ICONS requires an **iLok account** for authorization. Licenses may be activated using **iLok Cloud**, **iLok Computer** (machine-based authorization), or an optional **iLok USB hardware key.**

During the purchase process, your license(s) are delivered directly to your iLok account. If you do not already have an iLok account, you will be prompted to create one at:

https://www.ilok.com/#!registration

A license deposit link is also sent to your **email** and can be accessed at any time through your **order history** in the Fractal Audio store.

To manage and activate licenses, you must have the **iLok License Manager** application installed on your computer. It can be downloaded from:

https://www.ilok.com/#!license-manager

Installation

Your order includes a link to download your ICONS installer.

Run the installer and choose the desired options.
Please note the following requirements:

Minimum Requirements

- **iLok Account and iLok License Manager required**.
  For iLok minimum requirements, see
  https://help.ilok.com/ilm_setup.html
- **Internet connection** required for license activation;
  offline use possible after activation
- 2.0 GB disk space (average for ICONS Complete)
- 1.4 GB disk space (average for ICONS individual Volume)
- For plugins, a 64-bit AU, VST3, or AAX plugin host or DAW

Windows

- Windows 11, 64-bit
  Windows 10 may function but is not officially supported.
- Intel or AMD x64 compatible processor.
- Compatible Audio Interface (**ASIO** is recommended for optimal low-latency performance.)

macOS

- macOS 10.13 (High Sierra) or newer.
- Apple silicon (M-series) or Intel processor.
- Compatible Core Audio interface.

When you first run ICONS, macOS will prompt you to **allow access to the microphone**. You must choose Allow for ICONS to function correctly.

If access is denied, ICONS will not produce audio. In this case, microphone access must be enabled manually in System Settings.

Apple provides additional information at:
https://support.apple.com/guide/mac-help/control-access-to-the-microphone-on-mac-mchla1b1e1fe

AUDIO INTERFACE SETUP: Fractal Audio Device

ICONS manual pages that apply specifically to use with Fractal Audio hardware are marked with a blue band along the left edge of the page.

ICONS is designed for seamless use with the high-quality USB audio interface built into most Fractal Audio hardware processors. Unless otherwise noted, ICONS instructions assume default system settings on these devices.

Connect and Configure your Device

See your product's **Owner's Manual** if you need more information.

1. Connect your Fractal Audio product to your computer via **USB** as usual including installing the driver if one is required.
2. Connect your guitar to the **instrument input**.
3. Set the unit's **input level or pad** to avoid input clipping, just as you would when using the hardware by itself.
4. Route your product's **main outs** to your FRFR/monitors/mixer as usual.
5. **Disable local audio** to ensure you hear only the ICONS standalone application and not processed audio from your hardware:

- On AM4 and VP4, open **Setup > Audio** and set **Output Mode** to "MUTE".
- On any other product, you can instead **load an empty preset**.
  - Axe-Fx, FM9, and FM3 also offer the option to set **Output 1 Mode** to "MUTE".
  - As an advanced option, you can instead **bypass the Input 1 block** in your current preset. This disables local audio while also giving you the expert option to adjust **Input 1 Instrument Impedance**, which can be useful for accurately loading guitar pickups when simulating certain vintage pedals.

Configure ICONS or your DAW to use your Fractal Audio Interface

Quick links are provided below:

Audio Settings: Fractal Audio Interface: Standalone (p. 6)

Audio Settings: Fractal Audio Interface: Plugin (p. 7)

FAQ: Why is my recorded DI at such a low level?

A common best practice in recording is to capture "healthy-looking" tracks: hot signal, close to full scale in the DAW. While this makes sense in most cases, it does NOT apply to recording instrument-level DI signals through a Fractal Audio product.

Fractal Audio products use "secret sauce" to achieve an exceptionally low noise floor—not a gate or filter, but an inherently improved signal. This allows the DI to be recorded exactly as intended for use in our hardware, as you may already know if you've used a Fractal Audio product for re-amping.

ICONS expects signals at the same level, though it also provides a calibration process for 3rd party interfaces if required. See p. 11.

As a result, DI recordings recorded through your Fractal Audio product will be at a lower level than a typical DAW track. **This is perfectly normal**. Do not normalize or otherwise increase the gain of your recorded clips in the DAW.

The images below show several guitar DI signals captured in Logic through an Axe-Fx III. The clips include some loud chords followed by a lead.

DI signal from a "medium-hot" bridge humbucker

DI signal from a "medium high-output" single coil

DI signal from a vintage low output single coil.

Audio Settings: Fractal Audio Interface: Standalone

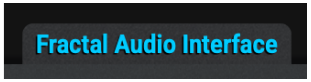
Instructions assume your Fractal Audio device is set up as described on p. 5

ICONS standalone has its own internal **Audio MIDI Settings**.

Input calibration ensures that ICONS responds to your guitar the way a real amp would.

1. Open Input Calibration

Open **INPUT** and select the **Fractal Audio Interface** tab.



2. Select your Device.

Select your Fractal Audio device from the drop-down menu on the left to display the appropriate setup guide. Take note of the required settings.

3. Configure Audio MIDI Settings

Click **Settings** in the upper-left corner to open **Audio MIDI Settings**, then configure accordingly:

- For Windows, **ASIO** is recommended for optimal low-latency performance.
- Set both **Input** and **Output** devices to your Fractal Audio product.
- Select the required **active input and output channels**.
- The **Sample Rate** will be fixed at 48 kHz.
- Set the **Audio Buffer Size** to **64** samples to begin.
  - ICONS performs best with buffer sizes that are **powers of two** (16, 32, 64, 128, 256, 512, 1024).
  - Lower buffer sizes reduce latency but may cause audio artifacts or dropouts on some systems. Increasing the buffer size—or using a more powerful computer—generally improves performance.
- MIDI ports are optional. See "MIDI" on page 17 for more information..

3. Check Input Level

There's no need to calibrate when using a Fractal Audio Interface. Simply check that ICONS **Input Level** is at the default setting of +18.00 dB.

4. Turn off Mute

To prevent feedback at startup, ICONS Standalone launches with **audio muted**.

You can mute or unmute audio from the top of the **Audio MIDI Settings** page, or from the main window using the **MUTE** button.

IMPORTANT: To avoid feedback, always exit ICONS before powering off or disconnecting any audio interface—even if that interface is not currently in use by the application.

As with any pro audio setup, connected amplifiers and speakers should be turned on last and off first.

5. Enjoy ICONS!

Close the Input Calibration page and enjoy ICONS.

Audio Settings: Fractal Audio Interface: Plugin

Instructions assume your Fractal Audio device is set up as described on p. 5

The plugin does not have its own internal **Audio MIDI Settings**. Instead, audio device settings are made **directly in your DAW or host**.

Input calibration ensures that ICONS responds to your guitar the way a real amp would.

1. Configure your DAW

Interface Selection

- Select your Fractal Audio device for both **Input Device** and **Output Device** to ensure proper recording and monitoring.
- For Windows, **ASIO** is recommended for optimal low-latency performance.

Sample Rate and Buffer Size

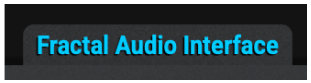
Set sample rate and buffer size appropriately for your system.

- **IMPORTANT:** ICONS is optimized to run best with buffer sizes that are powers of two. While some systems may allow other values, the following buffer sizes are recommended: **16, 32, 64, 128, 256, 512, 1024**. Other settings could affect sound quality or performance.
- A sample rate of **48 kHz** and a buffer size of **64** samples are generally recommended.
  - Use lower buffer sizes for tracking and real-time monitoring to reduce latency.
  - Buffer sizes that are too low may cause audio artifacts, dropouts, or warnings.
  - Use higher buffer sizes during mixing or playback to reduce CPU load.

2. Insert the ICONS plugin on an audio track

ICONS can be used on mono or stereo tracks, depending on your configuration. (See p. 16 for more on mono and stereo.)

- Open **Input Calibration** using the link on the **Welcome** page, or click the **INPUT** button in the top bar and select the **Fractal Audio Interface** tab.



- On the Input page, select your Fractal Audio device from the drop-down menu on the left to display the appropriate **Setup Guide**.
- Note the required settings and set your track's **input** as indicated:
  - This will be the "DI" output of your processor:
  - Axe-Fx III, FM9: **Inputs 5/6** FM3, VP4, AM4, Axe-Fx II: **Inputs 3/4**

3.Check Input Level

There's no need to calibrate when using a Fractal Audio Interface. Simply check that ICONS **Input Level** is at the default setting of +18.00 dB.

4. Enjoy ICONS!

Close the Input Calibration page and enjoy ICONS.

AUDIO INTERFACE SETUP: Third-Party Device

ICONS manual pages that apply specifically to use with Fractal Audio hardware are marked with a silver band along the left edge of the page.

When using a third-party audio interface, you must select and configure an analog input to deliver an uncolored, instrument-level signal to ICONS for calibration.

Third-Party Interface

1. Connect to a **high-impedance (Hi-Z) instrument input** on your interface. Using a mic or line input will pass signal, but can increase noise and significantly alter tone and dynamics.
2. To ensure the most transparent signal, **disable any processing** that could impart coloration on the selected input. This includes hardware or software preamps, dynamics processing, EQ, plugins, etc.
3. Set your guitar to the loudest setting you would normally use—typically the bridge pickup with all controls "wide open"—and play big and loud. Using the hardware or software controls for your interface, **adjust the input gain or sensitivity** as high as possible without clipping, then reduce it by a few dB to leave a little clean headroom.
4. Route the **outputs** of your interface to your monitors or mixer as you normally would.
5. IMPORTANT: Configure your interface to **disable local monitoring** for the selected input so you hear only audio processed by ICONS, and not the DI guitar signal through your speakers or monitors. Refer to your interface's documentation for instructions.

Continue through ICONS Audio Settings and Input Calibration

Quick links are provided below:

[Audio Settings: Third-Party Interface: Standalone (p. 9)]

[Audio Settings: Third-Party Interface: Plugin (p. 10)]

[Input Calibration: Third-Party Interface: Standalone & Plugin (p. 11)]

FAQ: What is the "Correct" DI Level?

When using a third-party audio interface, there is no single "correct" level for a recorded DI. Differences in hardware and software design mean that input sensitivity and gain staging can vary significantly.

What matters is capturing a clean, unclipped, low-noise instrument-level signal from your interface. If you followed the setup instructions at left, you've made the right start. Depending on the interface, your signal may then appear quite low in ICONS or your DAW, or it may appear higher. **Both cases can be correct**. Do not subsequently normalize or otherwise adjust the gain of DI recordings in your DAW.

The **ICONS Input Calibration process** (p. 11) adjusts whatever signal your interface provides to the level ICONS expects for accurate amp modeling.

Setup guides for specific interfaces will be available in the ICONS wiki at: https://www.fractalaudio.com/icons-3i-cal

Audio Settings: Third-Party Interface: Standalone

These instructions assume that your **Audio Interface** is configured as described on p. 8

ICONS standalone has its own internal **Audio MIDI Settings**.

1. Open Input Setup

Click the **INPUT** button in the upper right to open **Input Setup and Calibration**.

Choose the **3rd Party Interface** tab.

2. Configure Audio MIDI Settings

Click **Settings** in the upper-left corner to open **Audio MIDI Settings**, then configure accordingly:

Audio Device Type (Windows Only)

ASIO is recommended for optimal low-latency performance.

Select a Device for Output and Input

- For both input and output, choose the audio interface you configured specifically for ICONS (p. 8).

IMPORTANT: Audio MIDI Setup may allow you to choose separate devices for input and output. Doing so can negatively impact performance and latency. For optimal results, use a single audio device for both In and Out.

Select Active Input and Output Channels

Select the **Input Channel** you configured (p. 8)
Select the **Output Channel(s)** connected to your speakers, mixer, or monitoring system.

Set Sample Rate and Buffer Size

Set sample rate and buffer size appropriately for your system.

- **IMPORTANT:** ICONS is optimized to run best with buffer sizes that are powers of two. While some systems may allow other values, the following buffer sizes are recommended: **16, 32, 64, 128, 256, 512, 1024**. Other settings could affect sound quality or performance.
- A sample rate of **48 kHz** and a buffer size of **64** samples are generally recommended.
  - Use lower buffer sizes for tracking and real-time monitoring to reduce latency.
  - Buffer sizes that are too low may cause audio artifacts, dropouts, or warnings.
  - Use higher buffer sizes during mixing or playback to reduce CPU load.

MIDI

MIDI ports are optional. See "MIDI" on page 17 for more information.

3. Turn off Mute

To prevent feedback at startup, ICONS Standalone launches with **audio muted**.

You can mute or unmute audio from the top of the **Audio MIDI Settings** page, or from the main window using the **MUTE** button.

IMPORTANT: To avoid feedback, always exit ICONS before powering off or disconnecting any audio interface—even if that interface is not currently in use by the application.

As with any pro audio setup, connected amplifiers and speakers should be turned on last and off first.

4. Calibrate the Input

"Input Calibration: Third-Party Interface: Standalone & Plugin" on page 11

Audio Settings: Third-Party Interface: Plugin

The plugin does not have its own internal **Audio MIDI Settings**. Instead, audio device settings are made entirely in your DAW or host.

1. Configure your DAW

Interface Selection

- For both input and output, choose the **Audio Interface** that you specifically configured for ICONS as described on p. 8
- For Windows, **ASIO** is recommended for optimal low-latency performance.

Sample Rate and Buffer Size

Set sample rate and buffer size appropriately for your system.

- **IMPORTANT:** ICONS is optimized to run best with buffer sizes that are powers of two. While some systems may allow other values, the following buffer sizes are recommended: **16, 32, 64, 128, 256, 512, 1024**. Other settings could affect sound quality or performance.
- A sample rate of **48 kHz** and a buffer size of **64** samples are generally recommended.
  - Use lower buffer sizes for tracking and real-time monitoring to reduce latency.
  - Buffer sizes that are too low may cause audio artifacts, dropouts, or warnings.
  - Use higher buffer sizes during mixing or playback to reduce CPU load.

Main Output Settings

Use your normal DAW output routing for monitoring and playback.

2. Insert the ICONS plugin on an audio track

- Insert the plugin on an audio track in your DAW or host application just like any other plugin.
- ICONS can be used on mono or stereo tracks, depending on your configuration. (See p. 16 for more on mono and stereo).
- For the track input, choose the input that you specifically configured for ICONS as described on p. 8

3. Perform Calibration (See next page)

Input calibration ensures that ICONS responds to your guitar the way a real amp would.

Input Calibration: Third-Party Interface: Standalone & Plugin

These instructions assume that your **audio interface** is set up as described beginning on p. 8

Whether you are using the plug-in or the standalone version, **input calibration** ensures that ICONS responds to your guitar the way a real amp would.

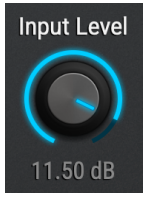
1. Open Input Calibration

Open **INPUT** and select the **3rd Party Interface** tab.

2. Perform Calibration

The **Input Level** control and **Reference Player** are used to calibrate input gain.

1. Play your guitar and observe the **Input Meter**.
2. In the **Reference Player**, select a file that is reasonably close to your guitar and/or pickups. Files also indicate pickup location (Neck/Bridge).
3. Press **PLAY** and observe the **Reference Meter** while listening to the clip.
4. Set your guitar's volume and tone controls fully open and play along: big, loud, open E chords like those in the clip.
5. Adjust **Input Level** until the **Input Meter** registers in roughly the same range as the **Reference Meter**.



6. If you stop the player, you can **hear your guitar** through the same preset. Go back and forth, letting the meters and your ears guide the final setting. (You can change presets during this process.)

NOTE: Trust the meters to confirm proper levels, and use your ears to confirm that the result is "musically reasonable", but recognize that Input Level allows some latitude—as long as you understand that it affects accuracy and tone.

3. Enjoy ICONS!

Close the Input Calibration page and enjoy ICONS.

FAQ: Can I create and share Reference DI files?

A: Yes. If you own a Fractal Audio processor, you can record and share your own DI clips for use with the Reference Player. This allows you or others with the same guitar or a similar one to use that file to calibrate a third-party audio interface.

Record the clip using the procedure for **capturing a DI for re-amping**, following the instructions in your processor's Owner's Manual.

Player files are stored in **/Documents/Fractal Audio/ICONS/Calibration**

You can change this location to any directory in Global Preferences.

FAQ: Should I re-calibrate when I change guitars?

A: No. Re-calibration is only necessary if you change audio interfaces or interface settings. Calibration ensures your guitar signal reaches ICONS at the same level it would when plugged into an analog amplifier. Once calibrated, changing guitars should affect ICONS just as it would affect an amp.

It's completely normal for **presets** to need adjustment around particular guitars—brighter or darker, more or less gain, different cab or fx settings, and more.

FAQ: My Input Level setting seems high. Is this OK?

A: Depending on your interface, relatively high settings may be required. This is generally not a cause for concern: if it meters right and sounds right, it is right.

FAQ: Some presets sound too clean/dirty.

A: If calibration looks correct but a preset sounds more or less gainy than expected, leave **Input Level** alone and adjust the preset. Presets dialed in on a quiet guitar will sound gainier with a hot guitar (and vice versa).

USING ICONS: Presets

The Presets List

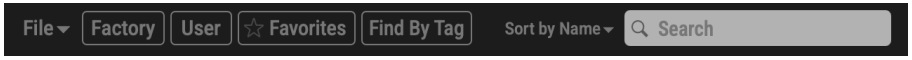
Click the Presets icon to open the Presets List.

Select a preset using one of the following methods:

- **Single-click** to load the preset while keeping the list open.
- **Double-click** to load the preset and close the list.

You can also step through presets in the list using the arrow keys on your keyboard. Arrow buttons to the right of the preset name can be used at any time.

Filter & Sort



Use the **Factory**, **User**, or **Favorites** buttons at the top of the preset list to display presets from those categories only. To filter further, click Find by Tag and select additional tags.

Presets can be sorted by name or by date, and you can also search by name to quickly locate specific presets.

Preset Files

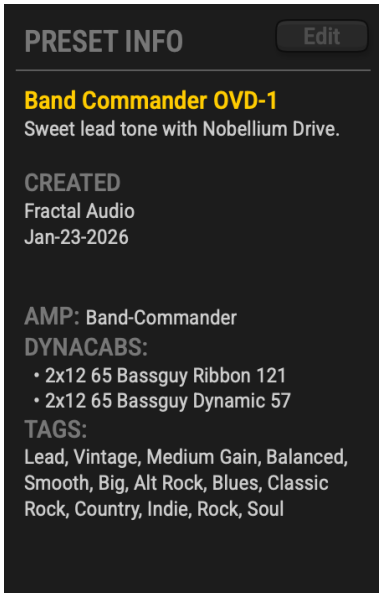
The preset list also includes a **File** menu which allows you to **Import**, **Export**, or open the local **User Presets Directory** in Finder/Explorer. You can manage, delete, back up, import, or export presets by working with the files in this folder, but do not rename preset files outside of ICONS, as this can cause the file name and internal preset name to become out of sync and result in presets failing to load.

Favorites

You can mark any preset as a **Favorite** by clicking the **Star** next to its name. This is registered instantly with no need to **Save**.

Preset Compatibility

- Presets created in an individual **Volume** CAN be loaded in **Complete**.
- Presets created in **Complete** CANNOT be loaded into any individual volume.
- Presets created in one individual **Volume** CANNOT be loaded into another volume.



Preset Info

When you single-click a preset in the preset list, its details appear in the right-hand **Preset Info** panel.

For user presets, you can click **Edit** to modify and save tags and other metadata.

About Tags

Tags are provided to help you organize and find presets. They describe general characteristics such as gain level, general purpose, tonal character, or musical style, and are intended as rough guidelines to aid browsing.

Because guitar tone depends heavily on your instrument and how it's played, a preset can respond very differently from one setup to another. For example, a sound that is clean on a low-output vintage guitar may become edgy on medium output single-coil pickups, or fully distorted on a hot humbucker. Genre tags can also overlap, and people interpret styles differently.

When saving or browsing presets, use tags as a general guide rather than a strict classification system. It's appropriate to apply any tags that reasonably describe a preset, even if multiple tags overlap.

Presets (continued)

Saving Changes

ICONS provides dedicated **Save** and **Save As** buttons for managing presets.

After loading a preset, the Save button remains disabled until you make a change. This indicates whether the current preset has been **edited**. Once a change is made, Save becomes available.

Factory presets cannot be saved or overwritten. When working from a factory preset, **Save As** is the only available option, allowing you to create a new user preset based on the original.

The **Save Preset** dialog appears when you click Save As.

This screen allows you to:

- Edit the preset name, author name, and description.
- Select tags used by the preset browser for searching and filtering

These details help organize your presets and make them easier to find later.

Preset Names

Every preset has a **name**, which is also used as the file name on disk.

You can **rename** a preset by double-clicking the name field in the main interface and then pressing Save, or by choosing Save As and then editing the name.

Because preset names correspond to **file names**:

- User presets cannot use the same name as a factory preset
- Two presets cannot share the same name
- If you attempt to reuse an existing preset name, ICONS will warn you before overwriting

If you want to create a variation on an existing preset, consider appending your initials or another short suffix to keep the name unique.

Deleting Presets

To delete a user preset in the Presets list, right-click it (Ctrl-click on macOS) and choose **Delete**. Factory presets cannot be deleted.

Meters & Levels

Global Output Level

This control intended for live use allows you to adjust the overall level by +/- 20 dB across all presets. An output meter displays the current level.

The triangles indicates the level to which factory presets are calibrated using a medium-hot bridge humbucker.

Input Meter

A dedicated Input Meter in the main interface displays the incoming signal level and confirms that ICONS is receiving audio. Input levels are set during calibration in the Input screen.

Input Levels

Input levels are set only during calibration, or in the event that you wish to intentionally manipulate input gain at the expense of accuracy (see p. 11).

Blocks

About Blocks

Blocks represent the main components of the signal chain. Each block processes a specific part of the sound, such as the amp, cab, or effects.

- Select any block to **edit** its parameters.

Block Order

Signal flows through blocks from **left to right**.

- Blocks can be **reordered** in any preset using drag and drop.
- To **swap** instead, hold Cmd (macOS) or Ctrl (Windows) while dragging.

Editing Blocks

Adjust the controls in any block to edit sound settings.

- For **precision** control, hold command (Mac) or Ctrl (Win).
- To enter numbers with the keyboard, click the parameter value.
- As you move the mouse over a control, a **tooltip** in the bottom bar provides help.
  - Since ICONS is based on the award-winning Axe-Fx III, the **Fractal Audio Blocks Guide** serves as an additional reference in even greater detail: https://www.fractalaudio.com/fas-bg

Bypass

Bypassing a block temporarily removes it from the signal path without deleting it from the grid. Bypassed blocks remain available for instant access.

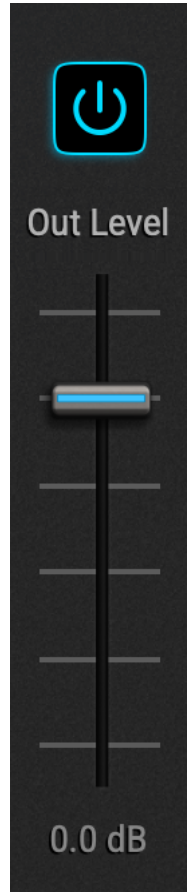
- To bypass a block, double-click it in the grid or click the dedicated Bypass button.

Block Level

Each block includes its own Level control, allowing you to adjust the overall volume at that point in the chain.

In the Amp block, the **Level** fader does not correspond to a control on the actual amp and has no effect on gain or tone. It exists solely to adjust volume, so any tone can be heard at any level.

For **Drive** and **Compressor** models, Level is closely interactive with other controls such as Gain or Ratio. For this reason, it is presented as a standard knob integrated with the other controls, rather than as a fader.



Reset

- To **reset an individual parameter** to its default value, **double-click** the knob, slider, or parameter name, or **right-click** (Ctrl-click on macOS) and choose **Reset to Default Value**.
- To **reset a block** to its initialized settings, change the **model type**. Initialized settings reflect values chosen for that specific model and may differ from generic default values. Some settings persist across a reset.

Amp Parameters

The **Amp** block is the core of ICONS, recreating the sound, feel, and response of analog guitar amplifiers.

Basic amp parameters correspond closely to the controls found on the original amps. Control names and ordering may be adjusted slightly to maintain consistency across types, but their behavior reflects the sound and function of the original amps.

Unlike static captures or profiles, which represent a fixed snapshot of an amp at one setting, each Fractal Audio amp model recreates the **fully interactive analog circuit**. As a result, changes to one control influence others, shaping gain structure, frequency response, feel, and dynamics across the full range (and beyond if you get into expert settings.)

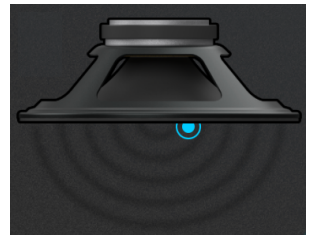
In short, if you know how to dial in the amp, you know how to dial in the model!

Amp Expert Parameters

A small selection of "Expert" amp parameters is available on the second tab of the Amp. These provide access to deeper aspects of the amplifier's behavior for users who want additional options or control.

When you change the amp model, some Expert parameters are automatically reset to values appropriate for the selected amplifier type. This ensures that each model starts from an appropriate baseline while still allowing further adjustment.

Cab Parameters



The Cab block offers two modes:

DynaCab™ mode lets you position a virtual mic on a virtual speaker and hear the results in real time—just like with traditional analog gear.

Each ICONS volume includes a number of cab selections appropriate to the included amp types.

Compared to older Fractal Audio products, ICONS features next-generation **DynaCab™ HD** with higher spatial density, delivering smoother and more accurate microphone positioning.

User Cab mode allows you to load your own impulse responses for instant, ready-to-play tones. ICONS loads popular file formats up to 8k in length: .**wav**, .**ir**, and **non-UltraRes .syx** files. With two slots to load IRs, you can mix, blend, and adjust time alignment.

The Cab block also includes a **stereo room simulator**, virtual **mic preamp**, and master **high-cut** and **low-cut** filters.

About User Cab Files

Presets that use User Cabs require access to the corresponding impulse response (IR) files. ICONS does not embed or copy IR files into presets. Instead, each preset stores a reference to the IR's file location on disk.

ICONS automatically checks the configured **Global User Cab directory** when loading presets. By default, this is located at:

/Documents/Fractal Audio/ICONS/User Cabs

If a required IR file cannot be found in the referenced location or in the global User Cab directory, ICONS displays a warning and the preset may be silent.

Recommended Workflow

For best results, place your User Cab IR files in the global User Cab directory before creating or editing presets. Then build your presets using IRs from that location.

TIP: If you set the global User Preset directory to a folder managed by a cloud storage service (such as iCloud or Dropbox), you may benefit from features like automatic backups, version history, and syncing presets across multiple computers.

Mono and Stereo Processing

Blocks in ICONS differ in how they process in mono or stereo.

Amp and **Drive** blocks are **mono in** (summed)**, mono out** (dual mono to both left and right channels). Stereo effects may be placed after these blocks to create a stereo signal.

The **Cab** block is **stereo in, stereo out.** When placed after a stereo effect, the left channel is processed by the left cab and the right channel by the right cab. Each cab always has its own independent output pan control. The cab room simulator is stereo.

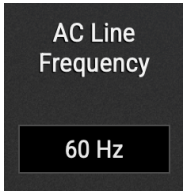
The **Reverb** block sums the left and right input channels to a single point in space, then generates a stereo output. Spring reverb types are mono out.

Other effects are potentially all stereo in, stereo out, but whether or not the effect outputs in stereo will depend on the effect type and settings. "**Mono Analog Delay**" for example, is, well... mono.

AC Line Frequency (Global)

The intelligent noise gate helps reduce hum caused by electrical interference. For best results, set **AC Line Frequency** to match the power standard used in your region.

Although this parameter appears on the Gate page, it is a global setting. Its value applies to all presets and is saved across sessions.



The default setting of **60 Hz** is correct for North America and most of Central and South America.

Use **50 Hz** in most of Europe, Asia, Africa, Australia/ New Zealand, and some parts of South America.

If you're not sure, ask a local engineer or electrician, or look it up online.

Tuner

ICONS offers a precise tuner with a bar graph, arrows for flat or sharp, and note name display. A second tab provides expert configuration options.

PARAMETER	Description.
Mute Type Mute In Mute Out	Mute at the input. Tails ring out. Mute at the output. Tails are silenced.
Display Mode MIXED/FLATS/SHARPS	Determines whether the tuner shows note names for accidentals as Sharps, Flats, or a mix of both.
Calibration	Calibrates the tuner. The tuner defaults to A440.
Downtune 0 – 4 Semitones	The **Downtune** control makes tuning feel more familiar when your guitar is tuned down. For example, if your guitar is tuned down half a step to Eb, setting Downtune to "1" will show the notes in the tuner as if the guitar were in standard E tuning.
Use Offsets OFF/ON **1st, 2nd, 3rd, etc.**	**Use Offsets** determines whether the six offset settings are applied or ignored. Offsets allow the tuner to adjust individual notes slightly away from standard tuning. This is useful for specific tuning systems like Buzz Feiten tuning. The offset range is +/- 25 cents.

Tempo Sync

Many effect parameters in ICONS can sync to tempo, including delay time and modulation speed. The sync setting is not global—it is enabled per parameter, per effect, and per preset.

Tempo-based parameters appear as a separate option alongside the control they affect. For example, in the Delay block you'll see both a Time control and a corresponding Tempo control. When a Tempo value is selected, the related time or rate control is dimmed, indicating that it is being driven by tempo rather than a fixed value.

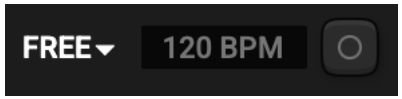
Tempo Modes

ICONS supports two tempo modes when used as a plug-in:

SYNC – Tempo is automatically taken from the DAW or host. For sync to work as intended, some DAWs will require your track to be armed for recording or to have Input Monitoring enabled.

FREE – You can manually enter a tempo or tap the flashing tempo indicator.

When running ICONS as a standalone application, only FREE mode is available.



Automation

ICONS supports a wide range of automation features depending on your DAW or host. You'll find that most parameters can be controlled using your DAW's native automation system.

The exact method for enabling, recording, and editing automation depends on your DAW or host. Refer to your DAW's documentation for details on how to view available parameters, write automation data, and choose between automation modes such as read, write, latch, or touch.

MIDI

ICONS offers extensive options for MIDI control and automation across many sound-shaping parameters. Before using MIDI, enable the desired **device or port** in the ICONS **Audio & MIDI Settings** dialog (upper left).

Parameter Control Using MIDI

To assign MIDI control to a parameter, right-click (or Control-click) the parameter and choose **Learn MIDI Control**. Send a **MIDI CC message** or play a **MIDI Note On** message to complete the assignment.

While a MIDI assignment is active, the parameter turns yellow and a small dot appears next to its name.

To remove a MIDI assignment, right-click (or Control-click) the parameter and choose **Clear MIDI Control**.

NOTE: MIDI **Note** messages **toggle** the controlled parameter between its minimum and maximum values. Use caution when assigning Note messages to level-related parameters or other controls that affect volume.

MIDI Program Change Assignment

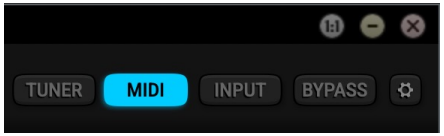
ICONS allows MIDI Program Change (PC) messages to be assigned directly to presets, enabling instant preset recall from MIDI controllers, DAWs, or external hardware.

Open the **Presets List**, then right-click (or Control-click) the desired preset and choose **Assign MIDI PC to Preset**. Send a MIDI Program Change (PC) message to complete the assignment.

To remove the assignment, right-click (or Control-click) the preset and choose **Clear MIDI PC Assignment**.

MIDI Overview

Click the MIDI button in the title bar for an overview of all MIDI assignments.



Global Preferences

Click the Gear button to show ICONS Global Preferences.

Global Preferences

The Global Preferences page lets you configure file locations and a application-wide behavior settings. These options apply to all presets and sessions and are saved across launches. Each individual ICONS plugin or application has its own preferences.

User Presets Directory

This setting defines the folder where User Presets are stored. Factory presets are installed separately and are not affected by this setting.

Input Calibration File Directory

This setting defines the location used to store Input Calibration reference files for the Reference Player.

User IR Directory

This setting defines the default directory for User Cab impulse response (IR) files. For best results, place IR files in this directory before using them in presets.

Mouse Wheel

Controls whether the mouse wheel or scroll gestures can adjust parameter values. The default value of OFF is recommended for the Apple Magic Mouse.

Audio on Startup

Determines whether ICONS launches with audio muted. Audio can be unmuted at any time from the main interface.

Cloud Services

If you want automatic backup or synchronization across multiple computers, you can use a cloud service (such as iCloud, Dropbox, or Google Drive) for ICONS folder locations.

Backing Up Preferences

ICONS stores all settings in a file on your computer. Backing up this file allows you to preserve preferences such as file locations and other global settings, and to restore them if you move to a new system or reinstall the software.

macOS: /Users/$USER/Library/Application Support/Fractal Audio/ICONS/

Windows: C:\Users\%USERNAME%\AppData\Roaming\Fractal Audio\ICONS\

EULA

1) GRANT OF LICENSE FOR SOFTWARE (PLUGIN AND STANDALONE APPLICATION)

Subject to the terms and conditions set forth herein, Fractal Audio Systems, LLC ("FAS") grants you an individual, personal, non-sublicensable, nonexclusive, non-transferable license to install and use the software product, including any plug-in and standalone application components, and any accompanying documentation (collectively, the "Software"), solely in object code form and solely in accordance with the applicable end user documentation, if any (the "License").

You may install and use the Software only on devices or systems that you own or control, and only for your own personal or internal business use. Except as expressly permitted by this Agreement, you will not, directly or indirectly: reverse engineer, decompile, disassemble, or otherwise attempt to discover the source code, underlying ideas, algorithms, file formats, or trade secrets of the Software; modify, translate, adapt, or create derivative works based upon the Software; copy the Software except for one (1) archival or backup copy; rent, lease, lend, sell, sublicense, distribute, assign, or otherwise transfer the Software or any rights therein; or remove, alter, or obscure any proprietary notices, labels, copyright notices, or license terms contained in or displayed by the Software.

As between the parties, you acknowledge and agree that FAS and its licensors retain all right, title, and interest in and to the Software, including all copies thereof and all intellectual property rights therein, worldwide. No rights are granted to you other than those expressly set forth in this Agreement.

You acknowledge that beta, preview, evaluation, or pre-release versions of the Software, if any, are provided solely at the discretion of FAS, may be revoked at any time, and are not licensed for transfer, resale, or continued use beyond the scope expressly authorized by FAS.

This Agreement is effective until terminated. Upon termination of this Agreement for any reason, the License and all rights granted to you hereunder will immediately terminate, and you must cease all use of the Software and destroy all copies in your possession or control.

THIS LIMITED LICENSE IS PROVIDED "AS IS" AND IS SUBJECT TO THE RESTRICTIONS, INDEMNITY OBLIGATIONS, WARRANTY DISCLAIMERS, AND LIMITATIONS OF LIABILITY SET FORTH BELOW.

2) RESTRICTIONS, WARRANTY DISCLAIMERS, AND INDEMNITY OBLIGATIONS

You agree that you will use the Software solely for lawful purposes and in full compliance with all applicable local, state, national, and international laws, rules, and regulations. You shall not use the Software in any manner that is not expressly authorized by this Agreement.

In consideration for the limited license granted to you under this Agreement, you agree to defend, indemnify, and hold harmless Fractal Audio Systems ("FAS") and its licensors from and against any and all claims, demands, actions, proceedings, damages, losses, liabilities, costs, and expenses (including reasonable attorneys' fees) arising out of or relating to: (a) your unlawful use of the Software; (b) any use of the Software not expressly permitted under this Agreement; or (c) your violation of any applicable law, regulation, or third-party right, including without limitation any claim alleging infringement or misappropriation of any patent, copyright, trademark, trade secret, or other intellectual property right, unfair competition, or violation of general business or consumer protection laws.

The restrictions, indemnity obligations, warranty disclaimers, and limitations of liability set forth in this Agreement are an essential basis of the bargain between you and FAS, and shall apply to the maximum extent permitted by applicable law.

3) MODELING TECHNOLOGY AND IMPULSE RESPONSE ASSETS; NO EXTRACTION, OWNERSHIP, OR CAPTURE

The Software incorporates proprietary modeling technology, algorithms, responses, behaviors, system characteristics, and other technical elements used to simulate or process amplifier, cabinet, and related audio behavior (collectively, the "Modeling Technology"). The Software may also include or internally utilize impulse response files, cabinet data, reference responses, or similar datasets, whether stored as discrete files or embedded within the Software (collectively, the "Impulse Response Assets").

All Modeling Technology and all Impulse Response Assets, including any models, responses, characteristics, or data generated, derived, embedded, or accessed through operation of the Software, are and shall remain the exclusive property of Fractal Audio Systems ("FAS") and its licensors.

No ownership rights in or to the Modeling Technology or the Impulse Response Assets are granted to you under this Agreement. Except where expressly authorized in writing by FAS or through functionality explicitly enabled by the Software, you may not capture, extract, export, copy, analyze, measure, reproduce, distribute, transfer, sell, license, or otherwise use or exploit the Modeling Technology or the Impulse Response Assets, in whole or in part, for any purpose outside the normal operation of the Software.

Without limiting the foregoing, you may not use the Software, or audio output generated by the Software when used for the purpose of analysis or measurement to train, profile, measure, derive, emulate, or otherwise create or assist in the creation of amplifier models, cabinet models, impulse responses, tone captures, or similar representations using any third-party hardware or software modeler, measurement system, or machine learning process.

For the avoidance of doubt, this restriction does not prohibit the recording, performance, production, distribution, or commercial exploitation of musical works, performances, or sound recordings created using the Software, provided that such use does not involve extraction, profiling, or recreation of the Modeling Technology or Impulse Response Assets themselves.

4) UPDATES, MODIFICATIONS, AND AVAILABILITY

Fractal Audio Systems ("FAS") may, from time to time and in its sole discretion, make available updates, upgrades, enhancements, modifications, or replacements to the Software, including, without limitation, changes to features, functionality, performance, user interface, modeling content, system requirements, or supported platforms ("Updates").

Any Updates may be provided automatically, manually, or not at all, and may be offered with or without notice. FAS has no obligation to provide any Updates or to continue providing or enabling any particular feature, functionality, or content.

Unless otherwise stated by FAS, any Updates provided shall be deemed part of the Software and subject to the terms and conditions of this Agreement.

FAS does not guarantee backward compatibility with any prior version of the Software, presets, data files, operating systems, hardware, or third-party software or services. You acknowledge that installation or use of Updates may result in changes to, or loss of, functionality, content, presets, or compatibility.

5) SUPPORT

Subject to the terms of this Agreement, Fractal Audio Systems ("FAS") may provide e-mail–based support services for the Software, at its sole discretion. FAS has no obligation to provide hard-copy documentation, updates, upgrades, enhancements, modifications, new releases, or telephone support for the Software. FAS reserves the right to modify, suspend, or discontinue support services for the Software at any time without notice or liability.

6) TERMINATION

This Agreement is effective until terminated. Either you or Fractal Audio Systems ("FAS") may terminate this Agreement upon written notice to the other party. FAS may terminate this Agreement immediately, without prior notice or liability, if you breach any term or condition of this Agreement.

Upon termination of this Agreement for any reason, the License and all rights granted to you hereunder will immediately terminate, and you must cease all use of the Software and destroy all copies of the Software in your possession or control.

All provisions of this Agreement which by their nature should survive termination shall survive, including, without limitation, ownership provisions, restrictions on use, warranty disclaimers, limitations of liability, export restrictions, and indemnification obligations.

7) WARRANTY DISCLAIMER

THE SOFTWARE IS PROVIDED "AS IS" AND "AS AVAILABLE," WITHOUT WARRANTY OF ANY KIND. TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, FRACTAL AUDIO SYSTEMS ("FAS") AND ITS LICENSORS DISCLAIM ALL WARRANTIES, WHETHER EXPRESS, IMPLIED, OR STATUTORY, INCLUDING, WITHOUT LIMITATION, ANY IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE, AND NON-INFRINGEMENT.

Some jurisdictions do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you.

8) LIMITATION OF LIABILITY

TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL FRACTAL AUDIO SYSTEMS ("FAS") OR ITS LICENSORS BE LIABLE FOR ANY INCIDENTAL, CONSEQUENTIAL, EXEMPLARY, SPECIAL, OR PUNITIVE DAMAGES, OR FOR ANY LOSS OF PROFITS, REVENUE, DATA, BUSINESS INTERRUPTION, OR LOSS OF GOODWILL, ARISING OUT OF OR RELATING TO THIS AGREEMENT OR THE USE OF OR INABILITY TO USE THE SOFTWARE, WHETHER BASED ON CONTRACT, TORT (INCLUDING NEGLIGENCE), STRICT LIABILITY, INFRINGEMENT, OR ANY OTHER LEGAL OR EQUITABLE THEORY, EVEN IF FAS HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Some jurisdictions do not allow the exclusion or limitation of certain damages, so the above limitation or exclusion may not apply to you.

9) EXPORT RESTRICTIONS

You acknowledge that the Software, and any related technical data, services, or technology (collectively, the "Restricted Components"), are of U.S. origin. You agree to comply with all applicable international and national laws and regulations that apply to these Restricted Components, including, without limitation, the U.S. Export Administration Regulations, as well as any applicable end-user, end-use, and destination restrictions imposed by the United States and other governments.

You represent and warrant that you are not located in, under the control of, or a national or resident of any country or region subject to U.S. embargoes or trade sanctions, and that you will not export, re-export, or otherwise transfer the Software in violation of applicable export control or sanctions laws.

10) MISCELLANEOUS

The failure of Fractal Audio Systems ("FAS") or its licensors to exercise or enforce any right or provision of this Agreement shall not constitute a waiver of such right or provision. If any provision of this Agreement is held to be invalid, illegal, or unenforceable, that provision shall be limited or eliminated to the minimum extent necessary so that the remaining provisions of this Agreement shall remain in full force and effect.

This Agreement shall be governed by and construed in accordance with the laws of the State of New Hampshire, without regard to its conflict of laws principles. You agree that this Agreement constitutes the complete and exclusive statement of the agreement between you and FAS with respect to the Software and supersedes all prior or contemporaneous agreements, communications, and understandings, whether written or oral, relating to the subject matter hereof. Any modification of this Agreement must be made by FAS in writing or through an updated version of this Agreement accompanying the Software.

No agency, partnership, joint venture, or employment relationship is created as a result of this Agreement, and you have no authority of any kind to bind FAS or its licensors in any respect.

In any action or proceeding to enforce rights under this Agreement, the prevailing party shall be entitled to recover its reasonable costs and attorneys' fees.

All notices under this Agreement shall be in writing and shall be deemed given when received if personally delivered; when receipt is electronically confirmed if sent by e-mail; one (1) business day after being sent by a recognized overnight delivery service; or upon receipt if sent by certified or registered mail, return receipt requested.