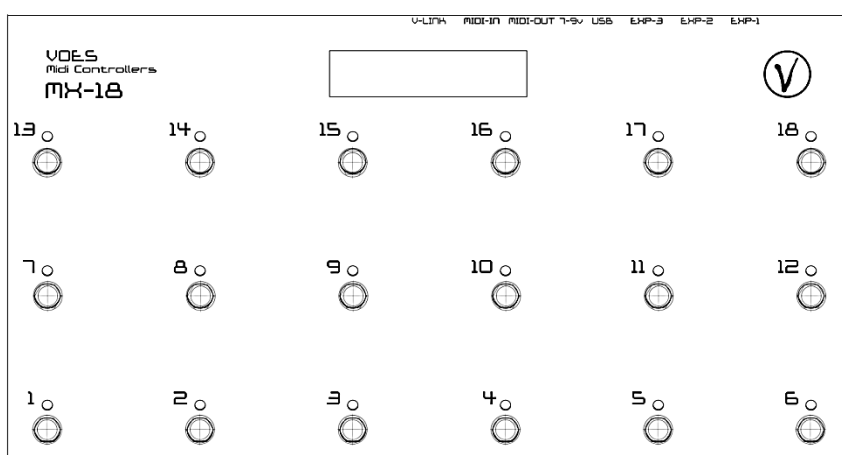
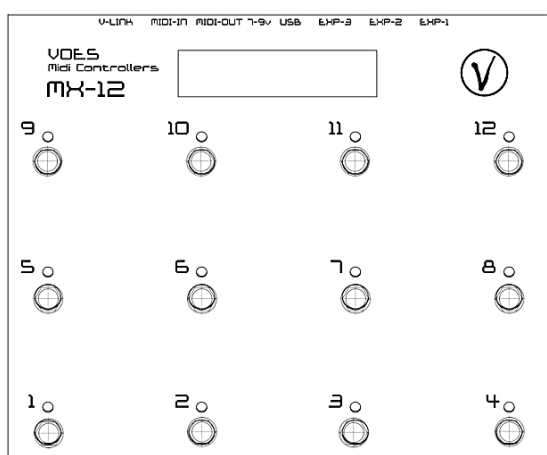
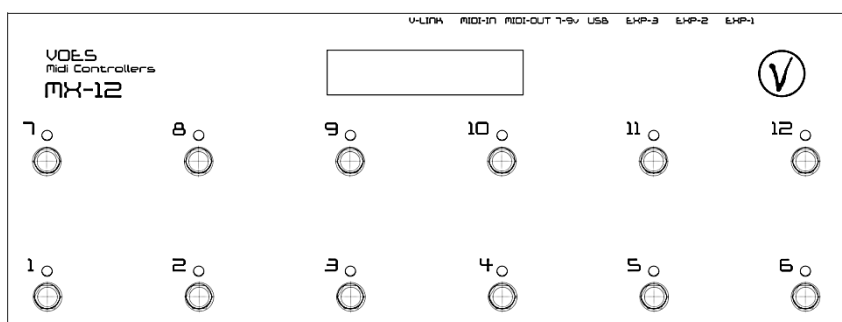
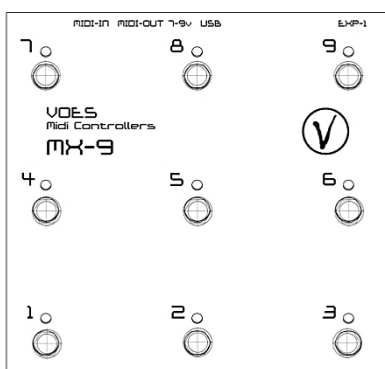
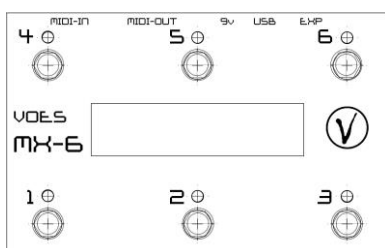




# Voës Midi Controllers

## MX-5/MX-6/MX-9/MX-12/MX-18

### user manual



# 1 Introduction

The **MX-5/MX-6/MX-9/MX-12/MX-18** are intelligent and user-friendly Midi Controllers.

## *Features:*

- 7-pin MIDI out, MIDI in, V-Link. (*V-link not available in MX-5, MX-6 and MX-9*)
- Power: 9-12v AC/DC 1A (2.1mm connector or Midi-7 or V-Link) (*power supply not included*).
- USB connection for easy-to-use editor.
- 2x16 Big LCD display. (*not available in MX-5 and MX-9*)
- 3x Expression inputs. (*1x for MX-5, MX-6 and MX-9*)
- Auto engage/disengage Exp. Pedal 1 & 2.
- All Expression inputs are suited for Expression Pedal or External Switch.
- 5, 6, 9, 12 or 18 hardware buttons with 7 color LED (green, red, blue, purple, yellow, turquoise, white).
- 3 Pages:
  - 2 Pages with each a different button layout.
  - 1 Page Presets with a fixed layout. (*not available for MX-5, MX-6 and MX-9*)
- Each button has 2 layers: *normal press* and *long press*.
- 6 commands for each layer.
- 70 available commands: none, Preset (PC), PC Independent, CC On/Off, CC Off/On, CC On only, CC On only LED, CC Off only, CC value, CC Plus, CC Min, Note On/Off, Note Trigger, Expr 1 CC swap, Auto 1 On CC swap, Expr 2 CC swap, Auto 2 On CC swap, Expr 3 CC swap, IA On/Off, All Other LEDs Off, On Color, Off Color, Bank Down/Up, Bank Number, Preset Down/Up, Favorite Preset, Scene/Snapshot, Scene/Snapshot Down/Up, Scene/Snapshot A/B, Preset Select, Bank Select, Numeric Preset Select, Save, Page A/B, Page Presets, SysEx, SysEx Toggle, Text, AFX1/2-Presets, AFX1/2-Tuner, AFX1/2-Tempo, AFX3/FM3-Presets, AFX3/FM3-Scene, AFX3/FM3-Scene A/B, AFX3/FM3-FX Blocks, AFX3/FM3-Channel, AFX3/FM3-Block & Channel, AFX3/FM3-Looper, AFX3/FM3-Tuner, AFX3/FM3-Tempo, KMPR-Performance, KMPR-Rig, KMPR-Stomp & FX, KMPR-Rot Speed, KMPR-Dly Feedback, KMPR-Dly Hold, KMPR-Looper, KMPR-Tuner, KMPR-Tempo, HX-Tuner, HX-Tempo, HX-Looper, QC-Tuner, QC-Tempo, QC-Looper, Child - IA On/Off and Child - Page A/B.
- Preset 1-100: Name and set On/Off state of each button. Per Preset you can send up to 8 additional PC's and 4 additional CC's.
- Advanced commands: Global, Steps and Groups.
- Suited for the *Fractal Audio Systems Axe-Fx Standard & Ultra™*. Sync preset names, show tuner info, tempo.
- Suited for the *Fractal Audio Systems Axe-Fx II (XL+)™*. Sync preset names, show tuner info. Use Scenes and tempo.
- Suited for the *Fractal Audio Systems Axe-Fx III & FM3/FM9™*. Sync preset names, scene names and Fx-Block states. Show tuner info, tempo and use the looper functions. Use Channels.
- Suited for the *Kemper Profiler™*. Sync performance names, rig names and stomp Fx states. Show tuner info and use the looper functions.

- Suited for the *Line 6 HX Stomp™*. Use Snapshots, Tuner, Tempo & Looper functions.
- Suited for the *Neural DSP Quad Cortex™*. Use Scenes Tuner, Tempo & Looper functions.
- Dimensions approx.:
  - MX-5: 40 cm x 6.5 cm x 3 cm (15.75" x 2.56" x 1.18")
  - MX-6: 19 cm x 12 cm x 3 cm (7.24" x 4.73" x 1.18")
  - MX-9: 19 cm x 20 cm x 8 cm (7.48" x 7.64" x 3.15")
  - MX-12 (3x4): 27 cm x 23 cm x 9 cm (10.63" x 9.06" x 3.54")
  - MX-12 (2x6): 43 cm x 17 cm x 6 cm (16.93" x 6.69" x 2.36")
  - MX-18: 43 cm x 23 cm x 9 cm (16.93" x 9.06" x 3.54")
- Weight approx.:
  - MX-5: 0,62 kg (1.37 lbs.)
  - MX-6: 0,45 kg (0.99 lbs.)
  - MX-9: 1 kg (2.20 lbs.)
  - MX-12: 1,54 kg (3.40 lbs.)
  - MX-18: 2,2 kg (4.85 lbs.)

#### Comparison Chart:

	MX-5	MX-6	MX-9	MX-12 (3x4)	MX-12 (2x6)	MX-18
LCD	✗	✓	✗	✓	✓	✓
V-Link	✗	✗	✗	✓	✓	✓
Buttons	5	6	9	12	12	18
Exp Input	1	1	1	3	3	3
Pages	A/B	A/B	A/B	A/B/P	A/B/P	A/B/P
Suitable for <i>built-in SW-2x</i>	✗	✗	✗	✓	✓	✓

# Installation & Connecting

## 2 Installation

### 2.1 Windows

Download the latest editor, driver, firmware and manual on [voes.be/downloads](https://voes.be/downloads).

Unzip the file.

Connect the **MX** to your computer (Windows 7 or higher).

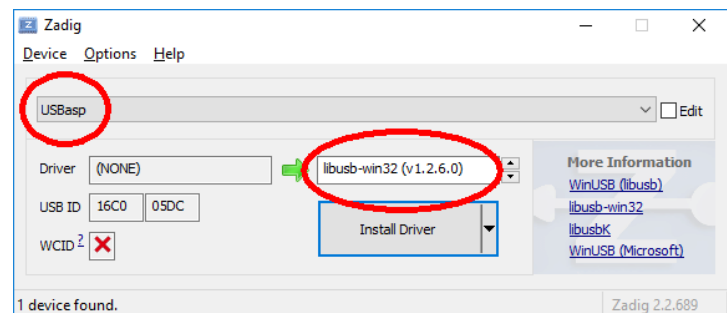
Let Windows detect the device (it will report driver not found). If a window pops up asking to search for driver, just close it or click *Cancel*.

Run **Voes MX-driver** (located in the map *manual and driver*). Do not update if asked.

Make sure **USBasp** and **libusb-win32** are selected. (If **USBasp** is not in the dropdown list, enable **List All Devices** in the Options Menu.)

Start **Voes MX-editor**.

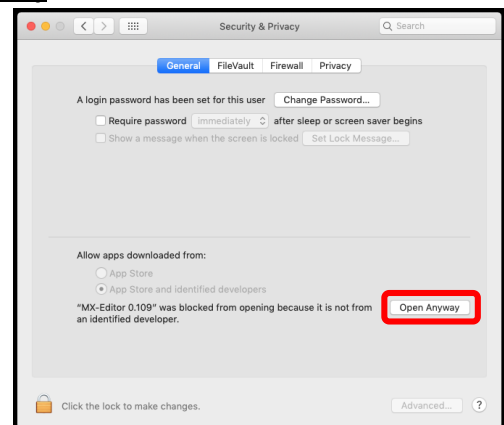
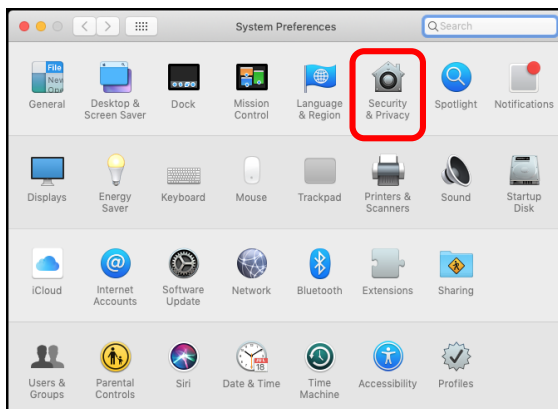
If you get an error, check the *Voes Driver Problem* document (located in the folder *manual and driver*).



### 2.2 Mac

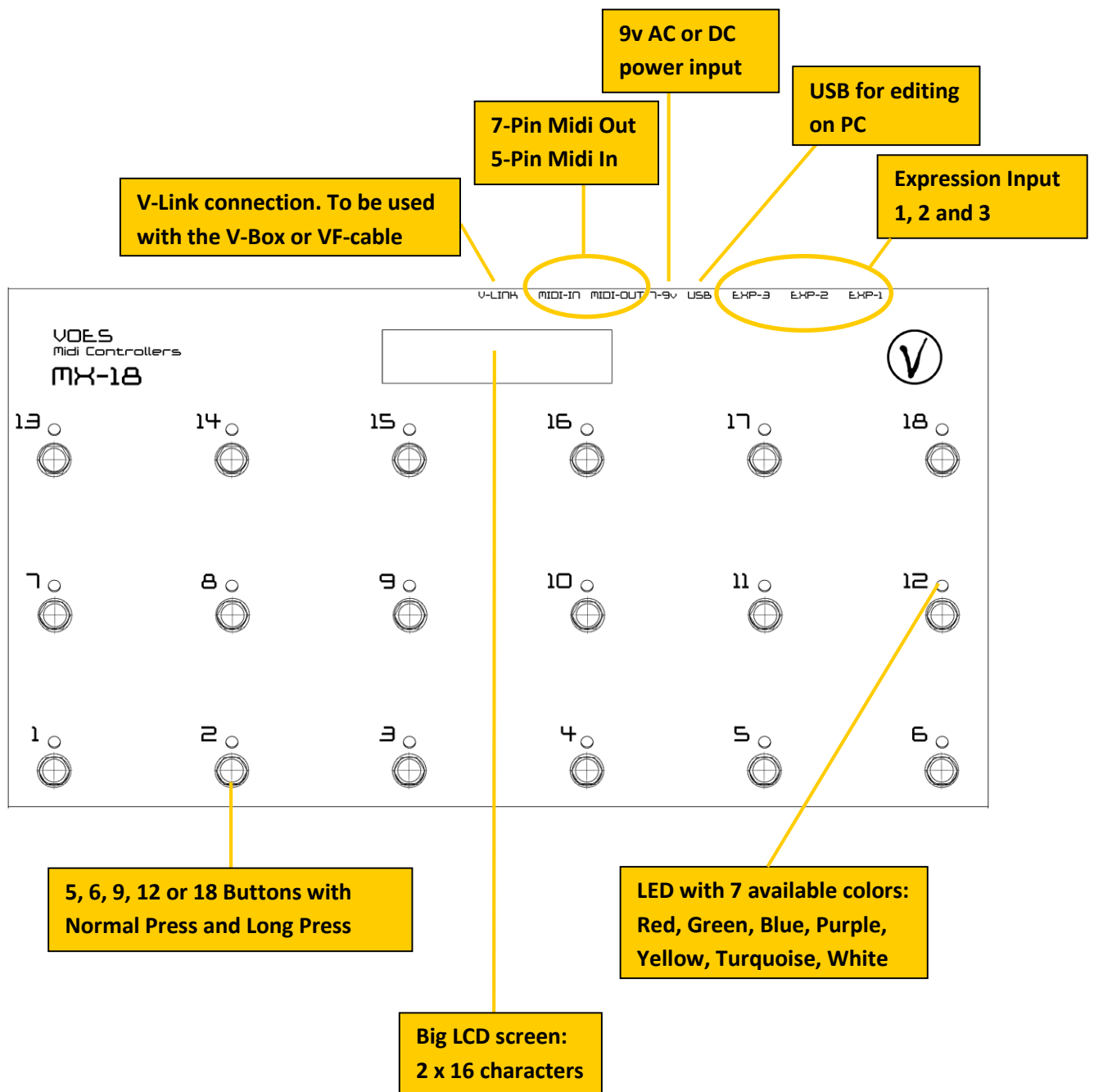
Download the latest editor, firmware and manual on [voes.be/downloads](https://voes.be/downloads).

Unzip the file and open the editor. If Mac OS blocks it, you need to unblock this. Open **System Preferences**, select **Security & Privacy** and click **Open Anyway**.



That's it. Now you can Read and Write from/to your MX.

### 3 Overview

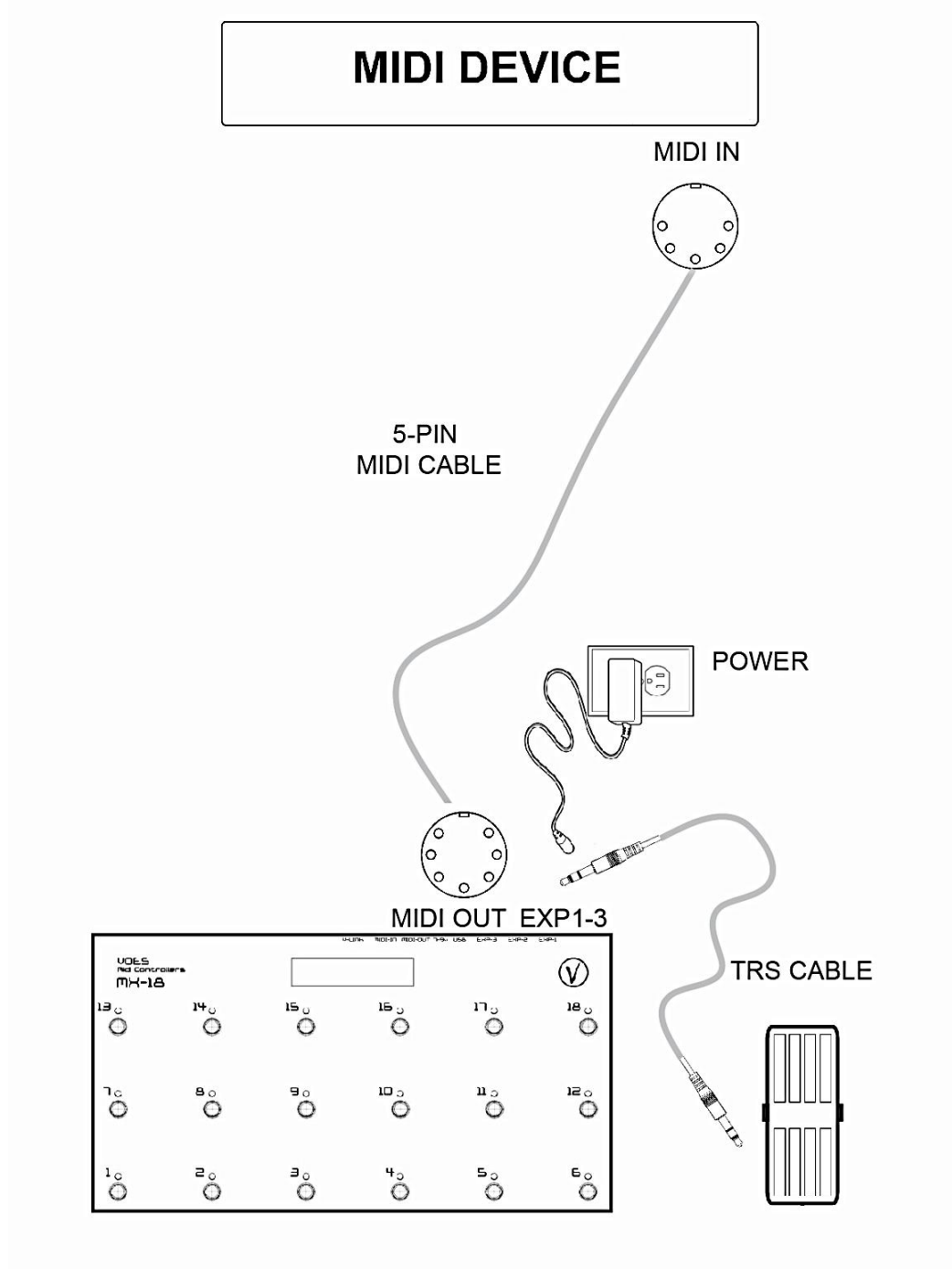


## 4 Connection examples

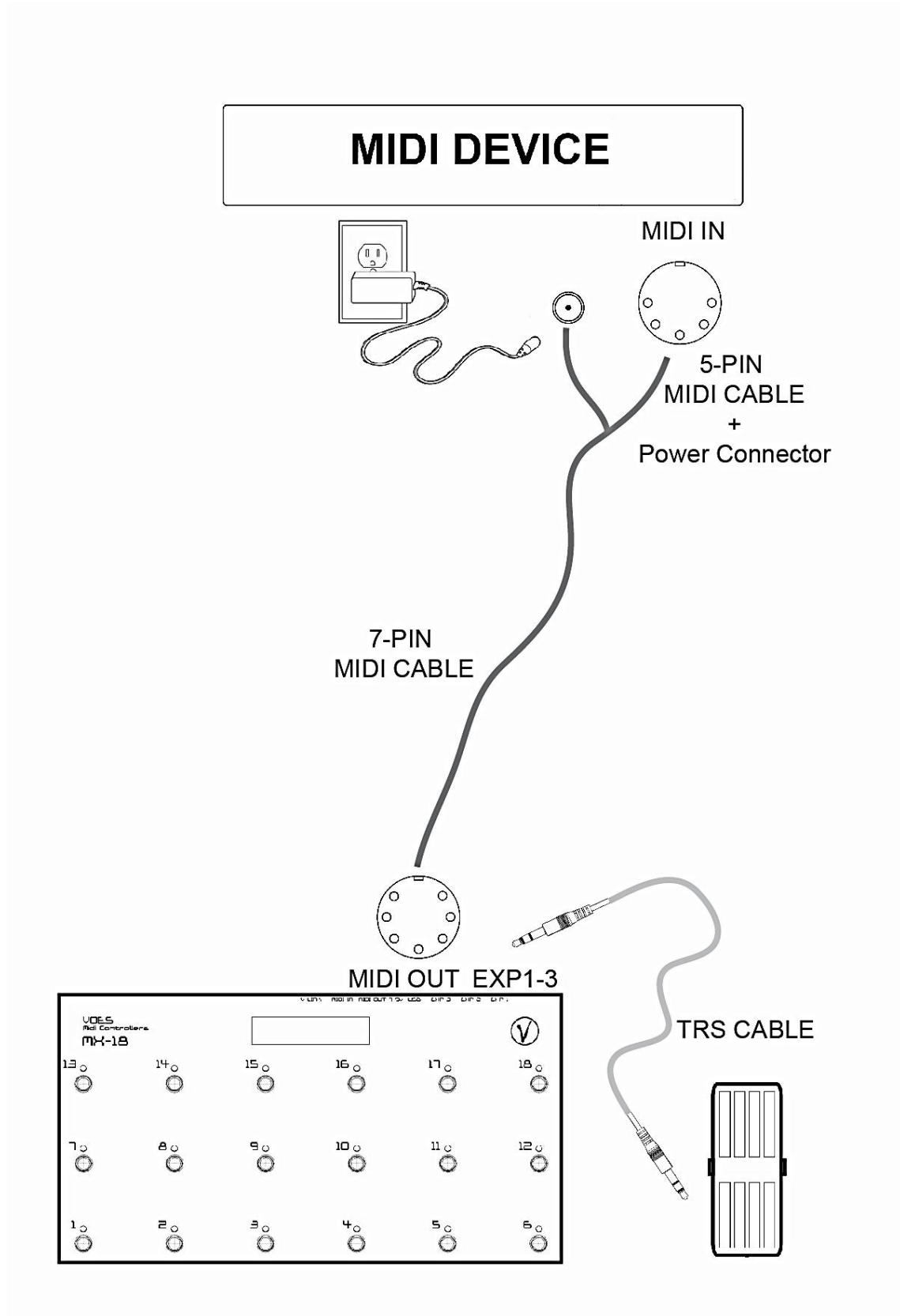
### 4.1 Connecting to an External Midi Device

#### 4.1.1 Connecting to a Midi device.

Only Midi Out is connected from MX to the Midi In of the external device.

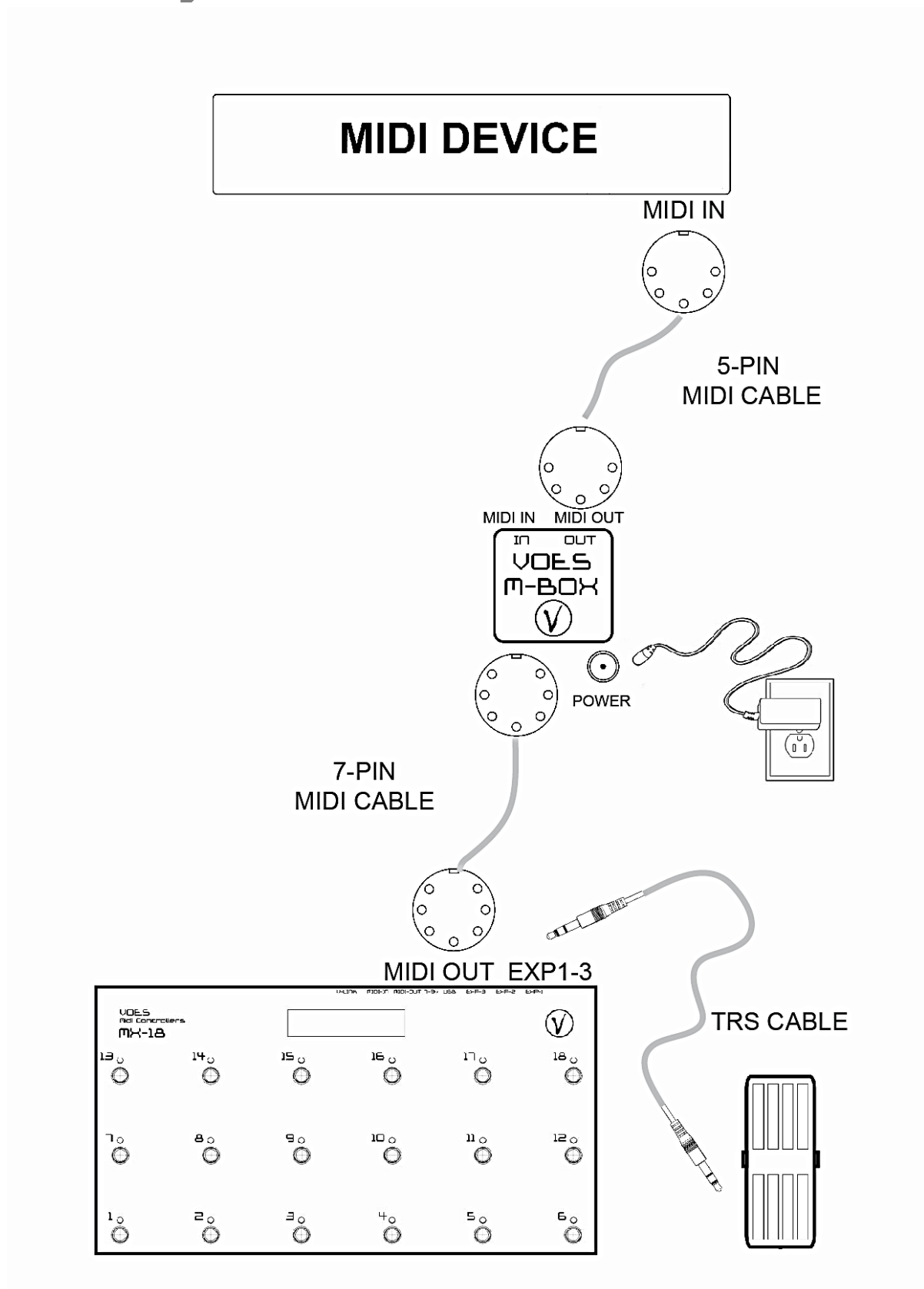


#### 4.1.2 Using a 7-pin Midi cable to reduce the amount of cables (Power over Midi-7)

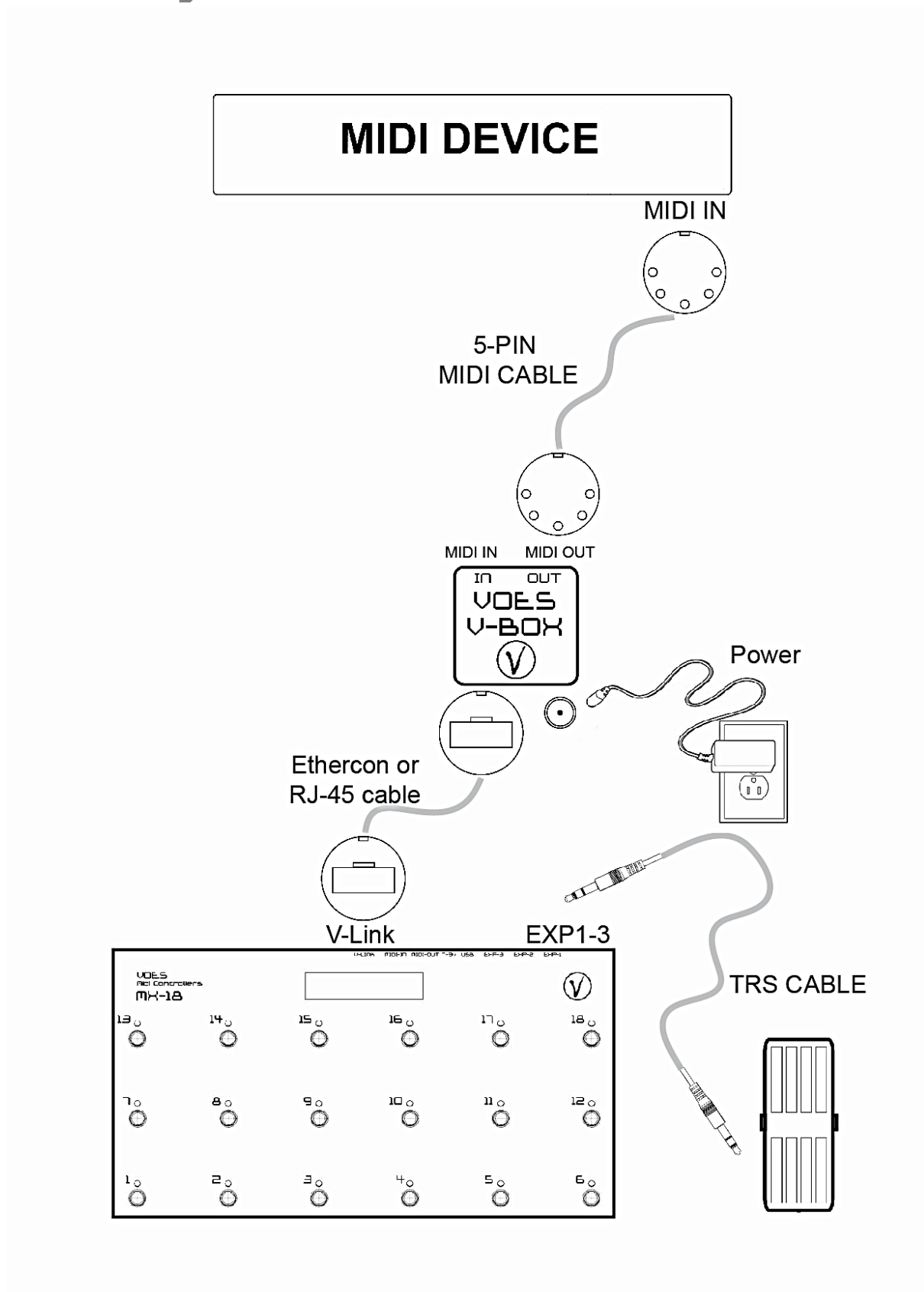




### 4.1.3 Using the Voes M-Box



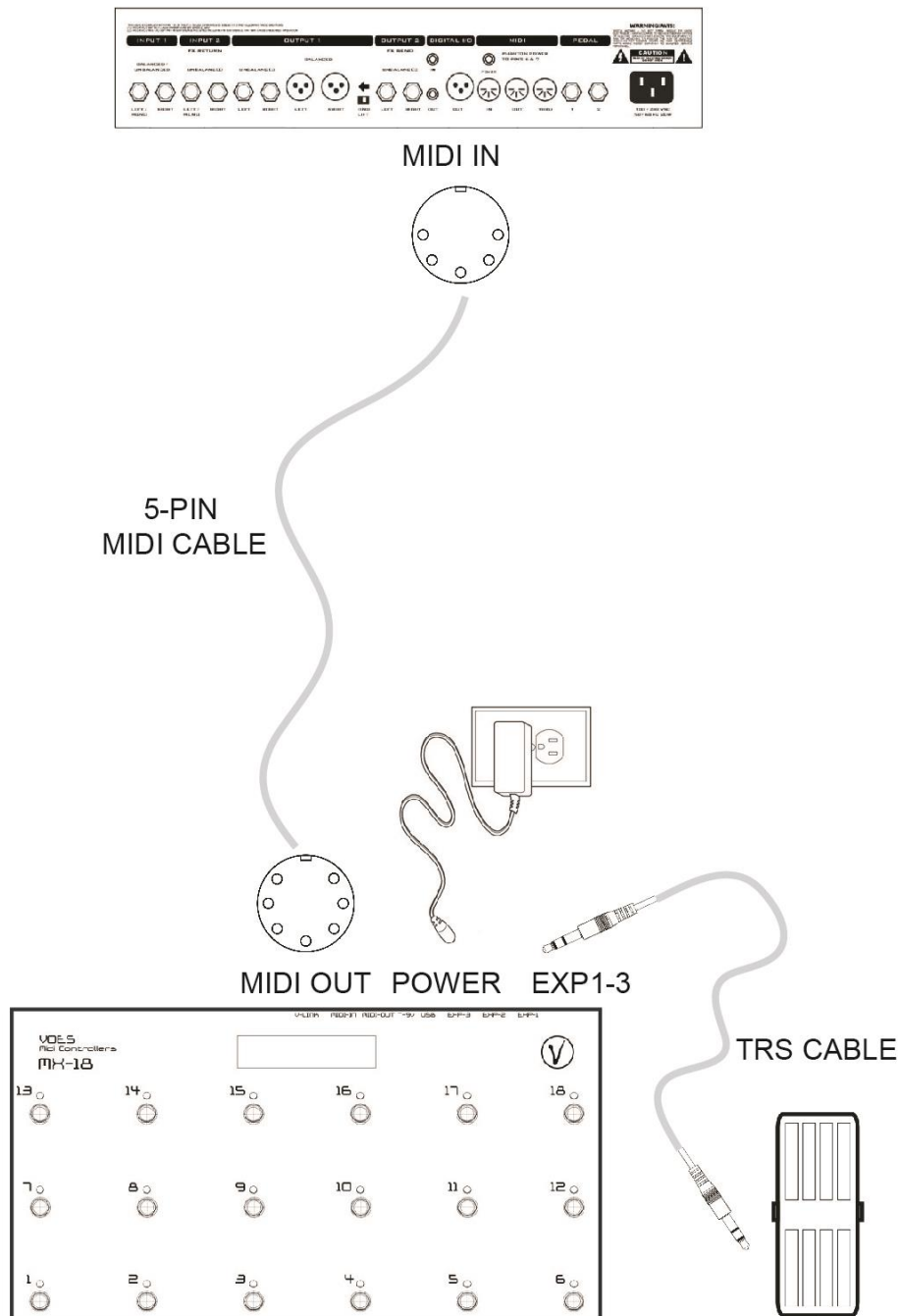
#### 4.1.4 Using the Voes V-Box



## 4.2 Connecting to a Fractal Axe-Fx Standard, Ultra, II, II XL, II XL+™

### 4.2.1 Using 5-Pin Midi cable

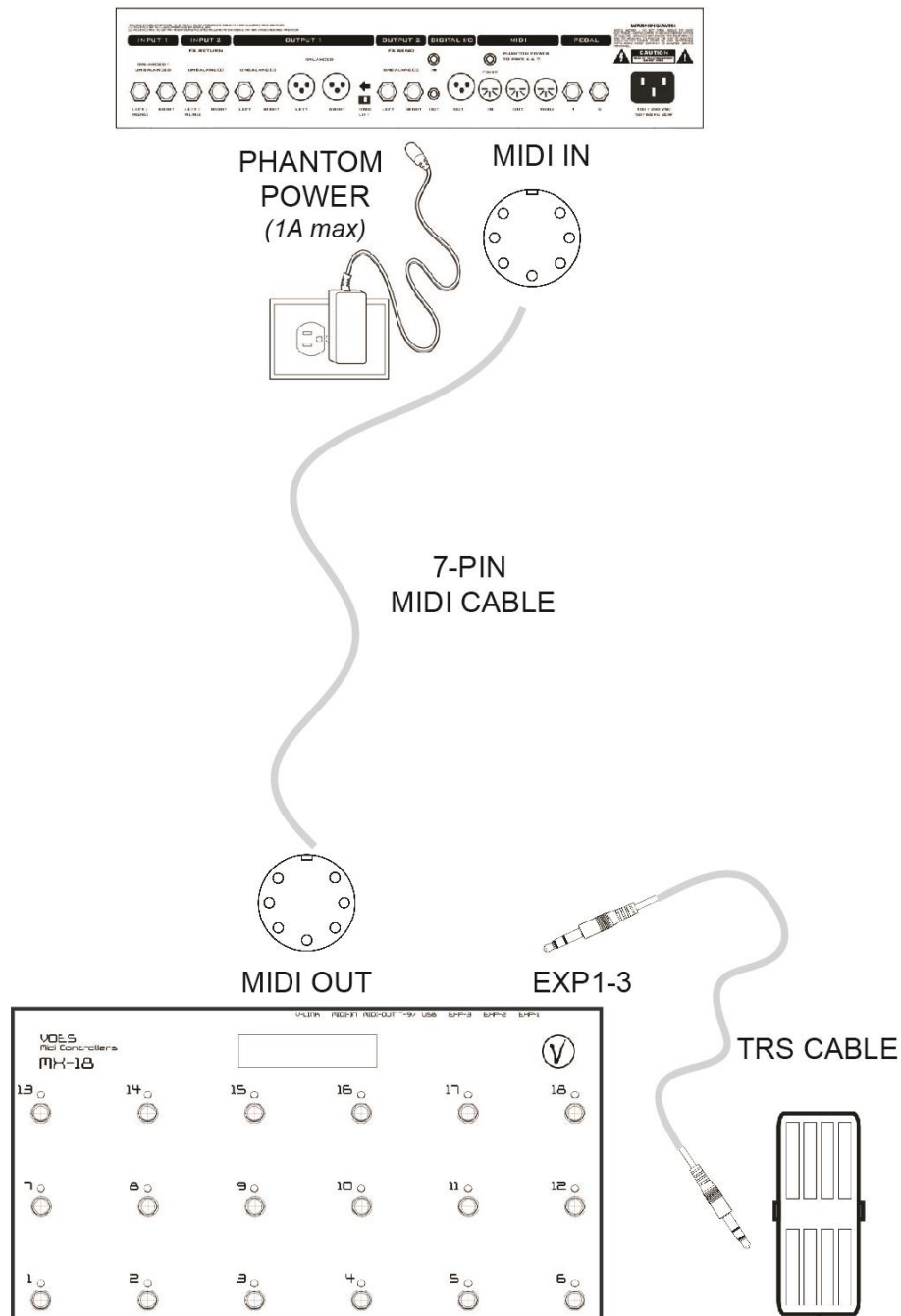
Fractal Axe-Fx Standard, Ultra, II (XL+)™



## 4.3 Connecting to a Fractal Axe-Fx Standard, Ultra, II, II XL, II XL+™

### 4.3.1 Using 7-pin Midi cable

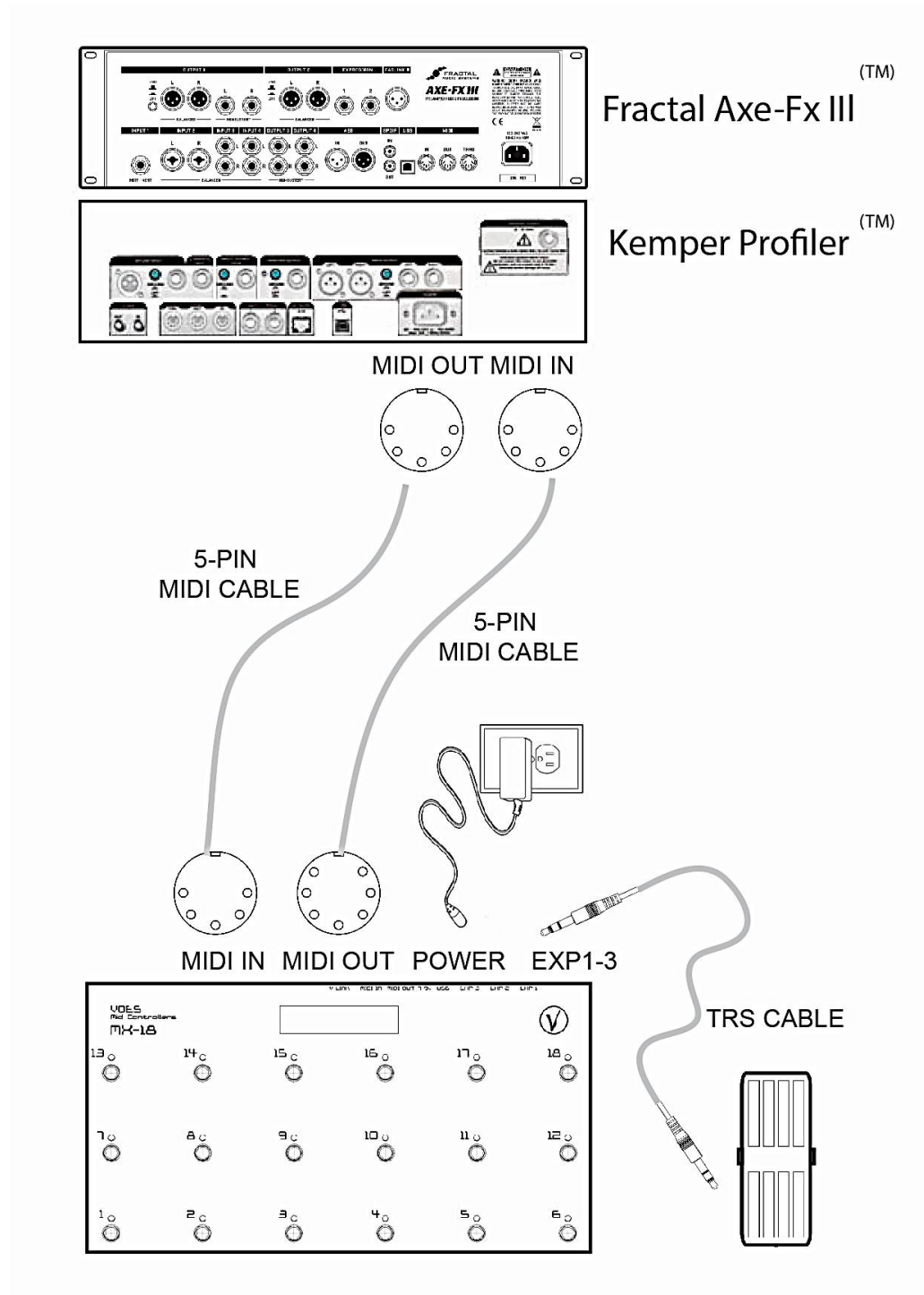
#### Fractal Axe-Fx Standard, Ultra, II (XL+)™



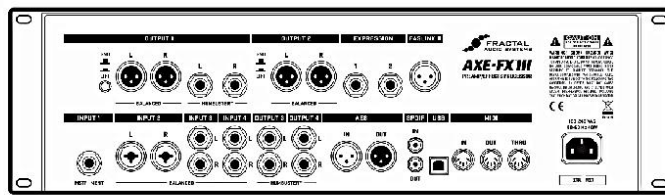
## 4.4 Connecting to a Fractal Axe-Fx III™ or Kemper Profiler™

When connecting to a Fractal Axe-Fx III™ or Kemper Profiler both **Midi In** and **Midi Out** need to be connected to sync data.

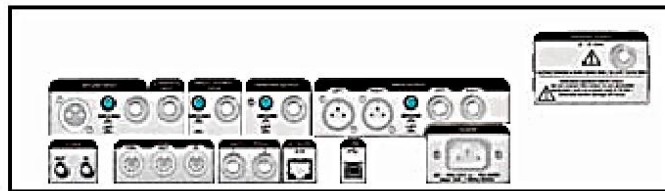
### 4.4.1 Using 2x 5-Pin Midi cables



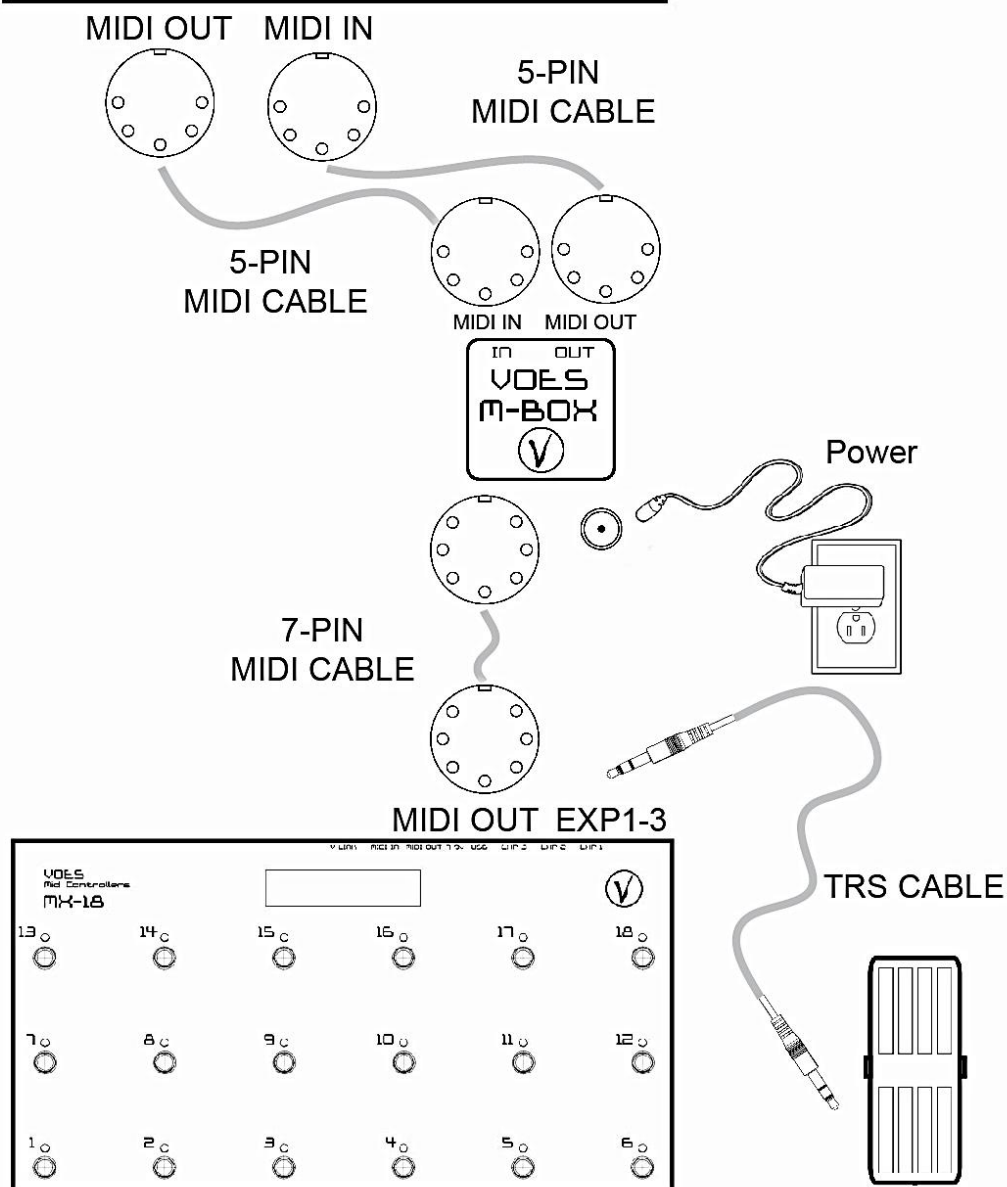
#### 4.4.2 Using the Voes M-Box and 7-pin Midi cable



Fractal Axe-Fx III<sup>(TM)</sup>



Kemper Profiler<sup>(TM)</sup>

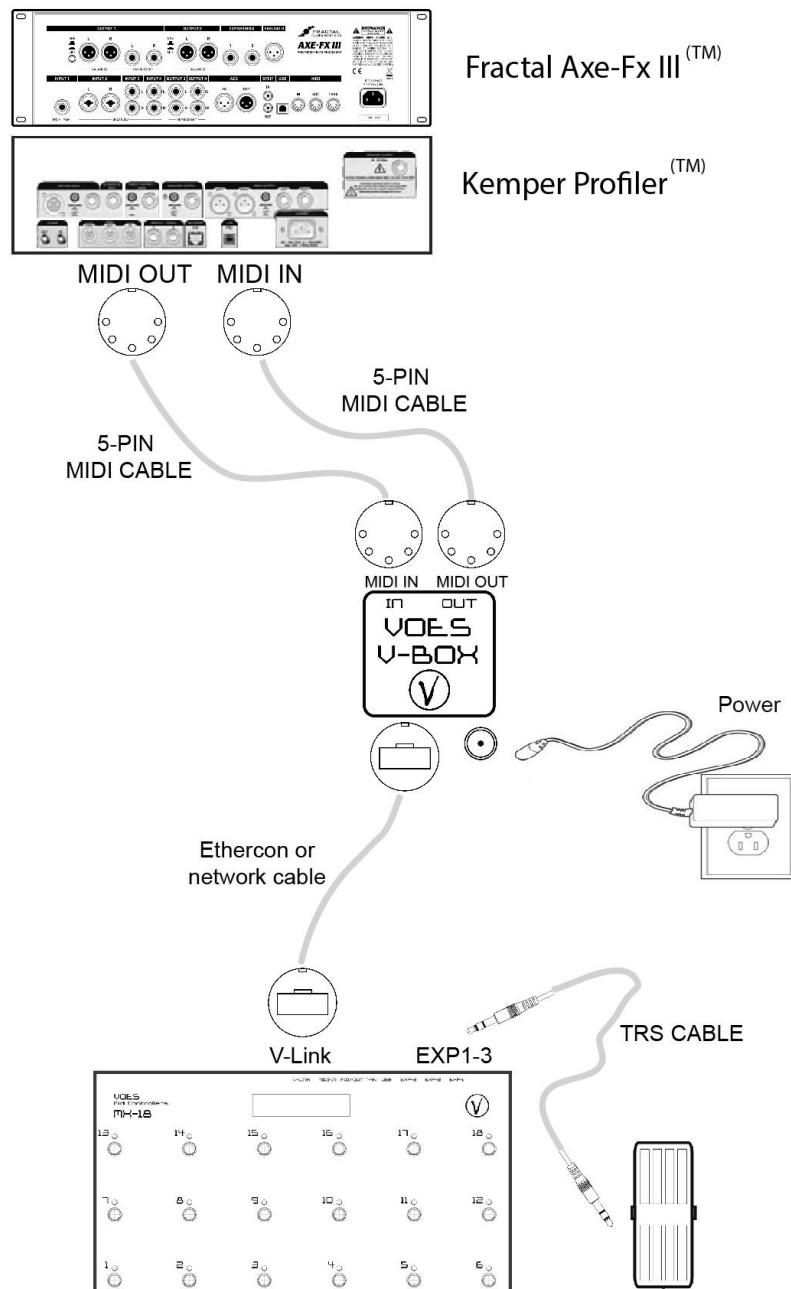


### 4.4.3 Using the Voes V-Box and Ethercon or Internet (RJ-45) cable

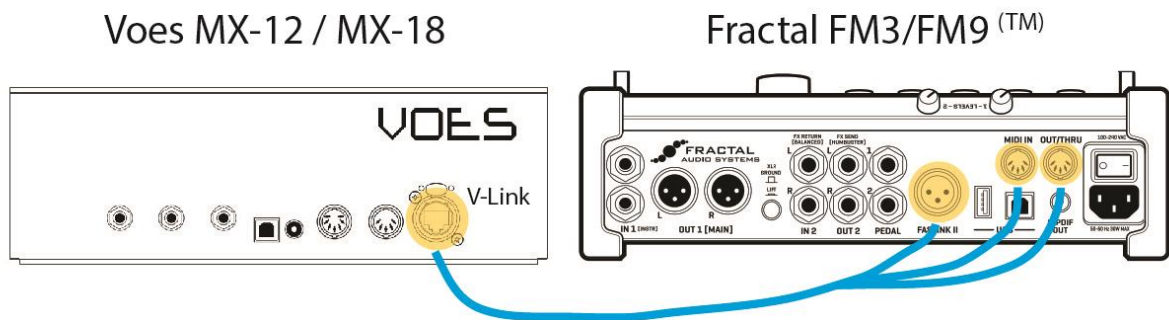
**The MX V-link can only be used with the Voes V-BOX.**

Do **NOT** connect it to other devices with RJ-45 connectors like the Axe-Fx II MFC connector or the Kemper Profiler Network connector

**It will irreparable harm your MX!**



## 4.5 Connecting to a Fractal FM3/FM9™ with a VF-Cable.



Use **ONE** cable to connect **MX-12 3x4 / MX-12 2x6 / MX-18** and Fractal Audio Systems FM3/FM9™.

No need for an external Power adapter. With the VF-Cable you use the power directly from the FM3/FM9™.

On the MX side:

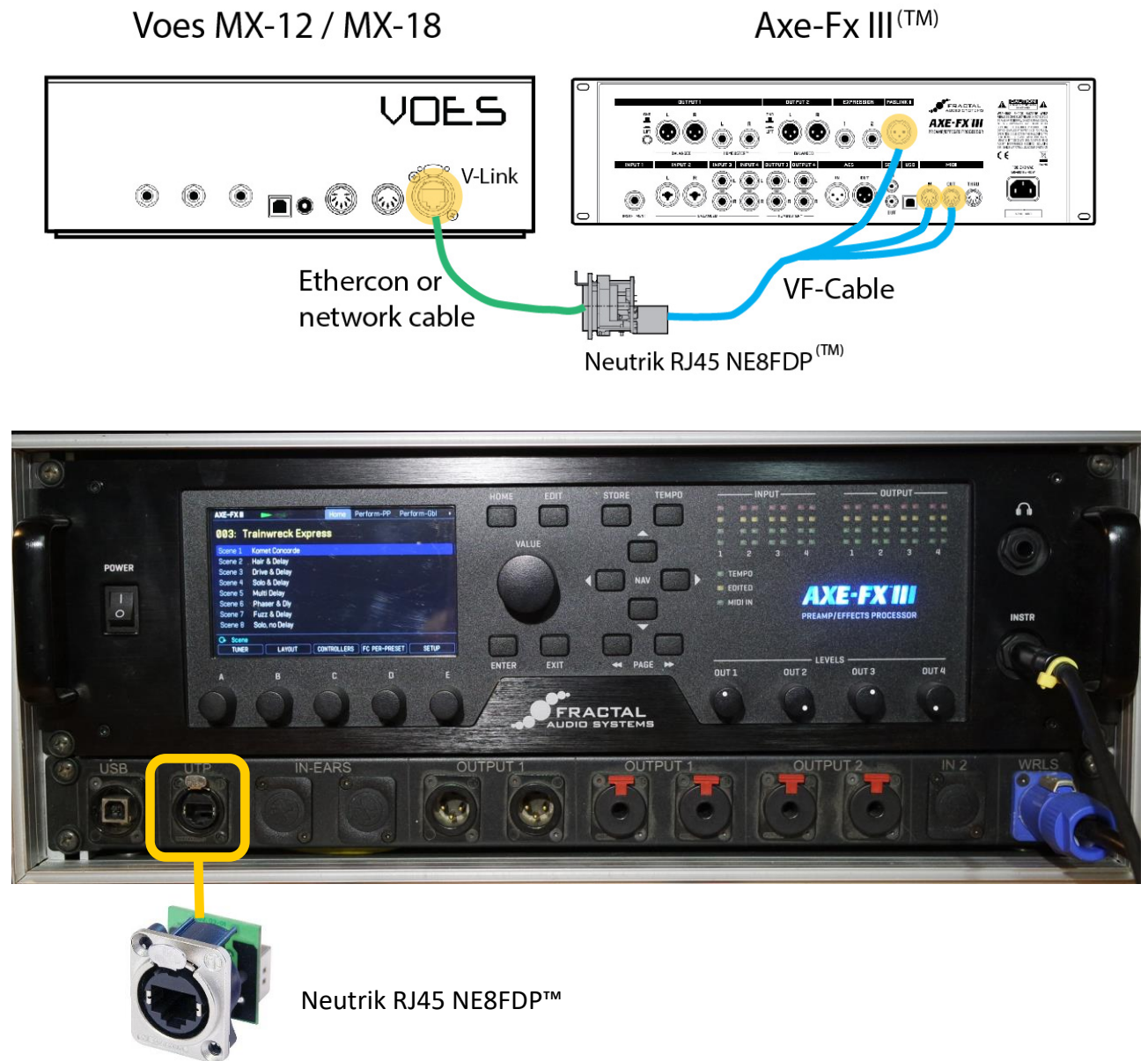
- Network connector to V-Link.

On the FM3/FM9™ side:

- XLR connector to FASLINK™.
- Midi In connector to Midi In.
- Midi Out connector to Midi Out.

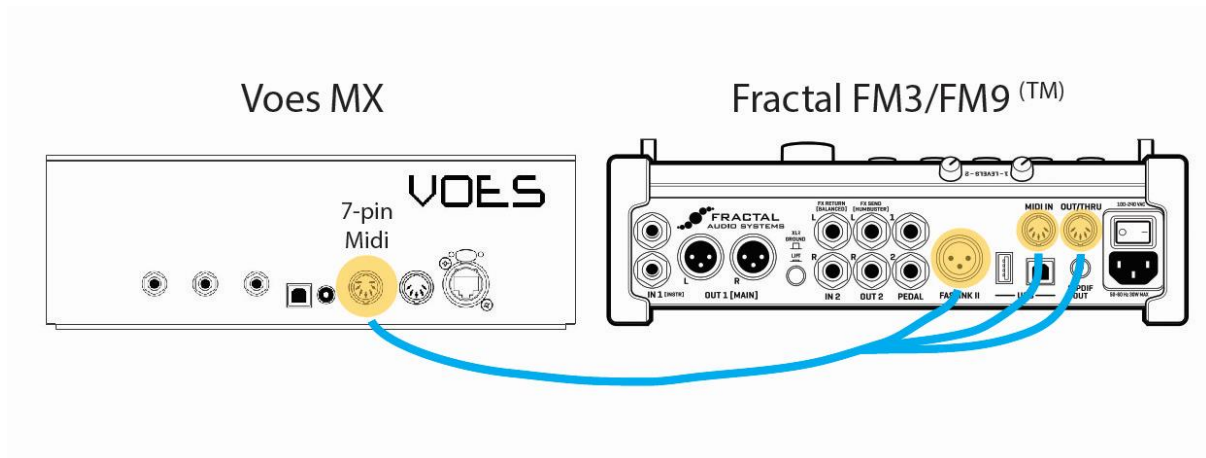


## 4.6 Connecting to a Fractal Axe-Fx III™ with a VF-Cable.



1. Connect **MX-12 3x4 / MX-12 2x6 / MX-18** to **Neutrik RJ45 NE8FDP** front using a Ethercon or a regular network cable.
2. Connect **VF-Cable** network connector to the **Neutrik RJ45 NE8FDP** back.
3. Connect **VF-Cable** to Axe-Fx III:
  - XLR connector to FASLINK™.
  - Midi In connector to Midi In.
  - Midi Out connector to Midi Out.

## 4.7 Connecting to a Fractal FM3/FM9™ with a MF-Cable.



Use **ONE** cable to connect the **MX** and Fractal Audio Systems FM3/FM9™.

No need for an external Power adapter. With the MF-Cable you use the power directly from the FM3/FM9™.

On the MX side:

- 7-pin Midi connector to MX Midi Out.

On the FM3/FM9™ side:

- XLR connector to FASLINK™.
- Midi In connector to Midi In.
- Midi Out connector to Midi Out.

# Concept

## 5 Concept

### *Pages, Buttons, Layers, Commands, Types & IA's:*

3 different setups: **Page A**, **Page B** and **Page P (presets)**. (\*)

Each **Page** has **5/6/9/12/18** Physical **Buttons**.

Each **Button** has 2 **Layers**.

Each **Layer** has up to 6 **Commands**.

Each **Command** can choose out of **63 Types**.

### *Page*

The MX can handle 2 different setups, named **Page A** and **Page B**.

On top of that there is an extra **Page P (presets)** with a fixed layout. (\*)

### *Buttons*

Each Page has **5/6/9/12/18** Physical **Buttons**.

### *Layers*

Each Button has 2 layers: **Normal Press** and **Long Press**. This doubles your amount of buttons!

**4** Different Long Press types: **Block**, **Once**, **Trigger-Only** and **Hold**.

### *Commands*

Each Layer has up to 6 commands.

*Default behavior:* commands are transmitted all at once.

*Step By Step:* alternatively commands can be transmitted Step-By-Step.

### *Types*

Each command can choose out of **70 Types**.

**12** special Axe-Fx II/III & FM3/FM9™ Types.

**9** special Kemper Profiler™ Types.

**6** special Line 6 HX Stomp™ Types.

**6** special Neural DSP Quad Cortex™ Types.

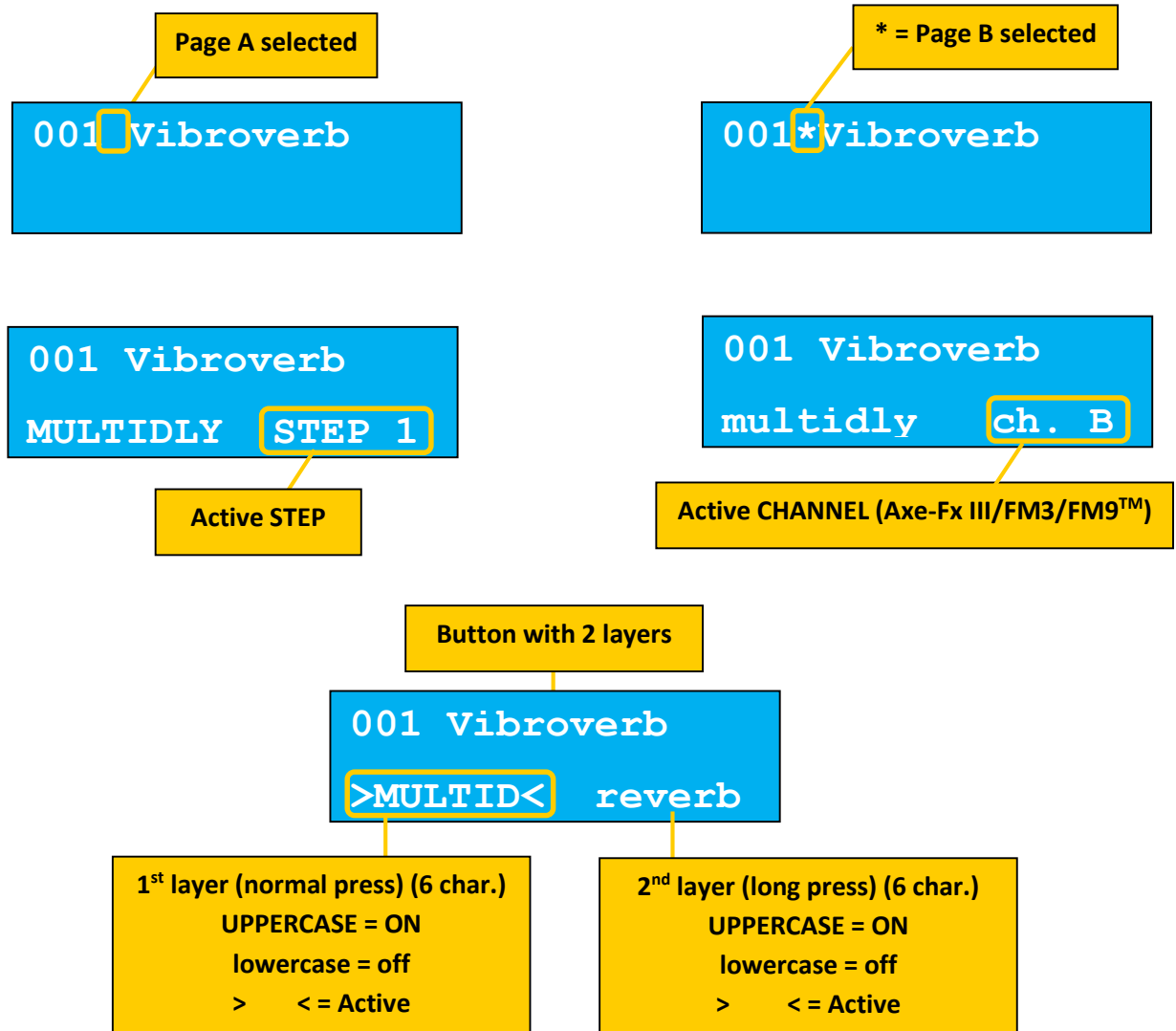
(\*) *MX-5, MX-6 and MX-9: no Page P (presets).*



LCD

## 6 LCD

### 6.1 LCD





# Editor

## 7 The Editor - Overview

Instead of using precious resources for editing on the hardware, which is a PITA to use, we thought it would be better to give you an excellent easy to use Editor and extra features.

### 7.1 Hardware selection

Select your connected hardware on the upper middle.



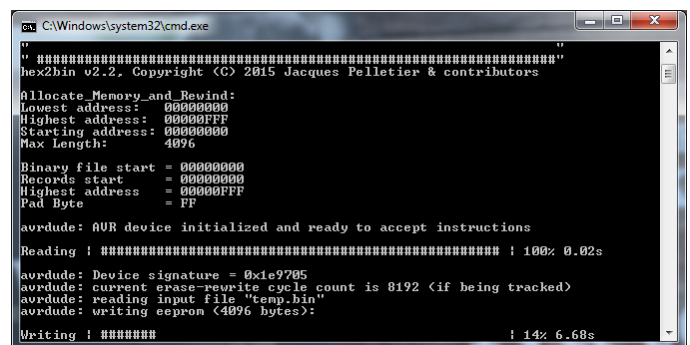
## 8 Load/Save/Update



You can save and load settings from/to computer and from/to **MX**.

When sending to **MX** a popup window will appear so you can follow the writing progress.

Please wait until this window closes and the **MX** reboots.



### 8.1 Updating firmware


Most recent firmware and software can be found on [www.voës.be](http://www.voës.be)

Booting the **MX** will display the installed firmware version and connected hardware:

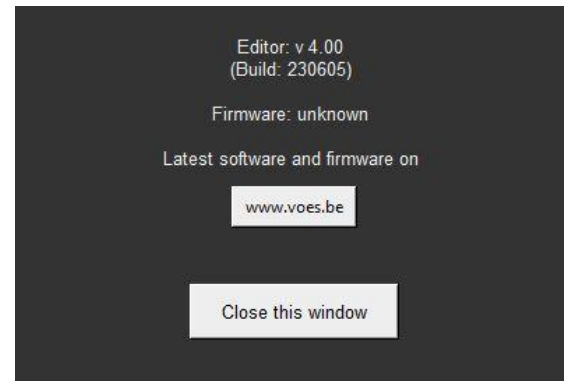
**Voës MX-18**

**v 3.26**



Another way to find the firmware version is clicking on the  logo in the left bottom corner. An info window will pop up with the editor version. If data is loaded from the **MX** the firmware version is also shown.

A batch program will be started. Wait until it stops and close the window. *(We could make it auto close, but if any error appears it would be easier to report it this way.)*



#### **Windows:**

Notice that the firmware file needs to be placed in the MX-Editor map.

#### **Mac:**

Notice that the MX-Editor map and path name cannot contain any spaces.

## 8.2 MIDI-CC



In the right top corner you can click on the MIDI-CC icon which brings you to the [www.midi-cc.com](http://www.midi-cc.com) website.

The MIDI-CC website contains a database of Midi Devices with their Midi CC# specifications. Handy when for programming your MX device.

## 9 Tab Buttons

2 different Pages

Available Buttons  
click to edit,  
right-click drag & drop to swap

Selected Button  
Normal Press

Selected Button  
Long Press

The left panel shows the available buttons. Depending on the selected hardware 5, 6, 9, 12 or 18 buttons are visible.

Clicking on a button will show details info in the right panels.

### **Right Mouse Button and**

**Drag & Drop** will swap buttons.

**Drag & Drop + CTRL** will copy a button.

**Drag & Drop + SHIFT** will copy only the color of the button.

## 9.1 Page A, B and P.

The **MX-12/18** can have 3 different setups: **Page A**, **Page B** and **Page P (presets)**. (*Page P is not available for MX-5, MX-6 and MX-9*).

**Page A** and **Page B** are both completely editable. **Page P (presets)** has a fixed layout (*see section 9.10 command "Page Presets"*).

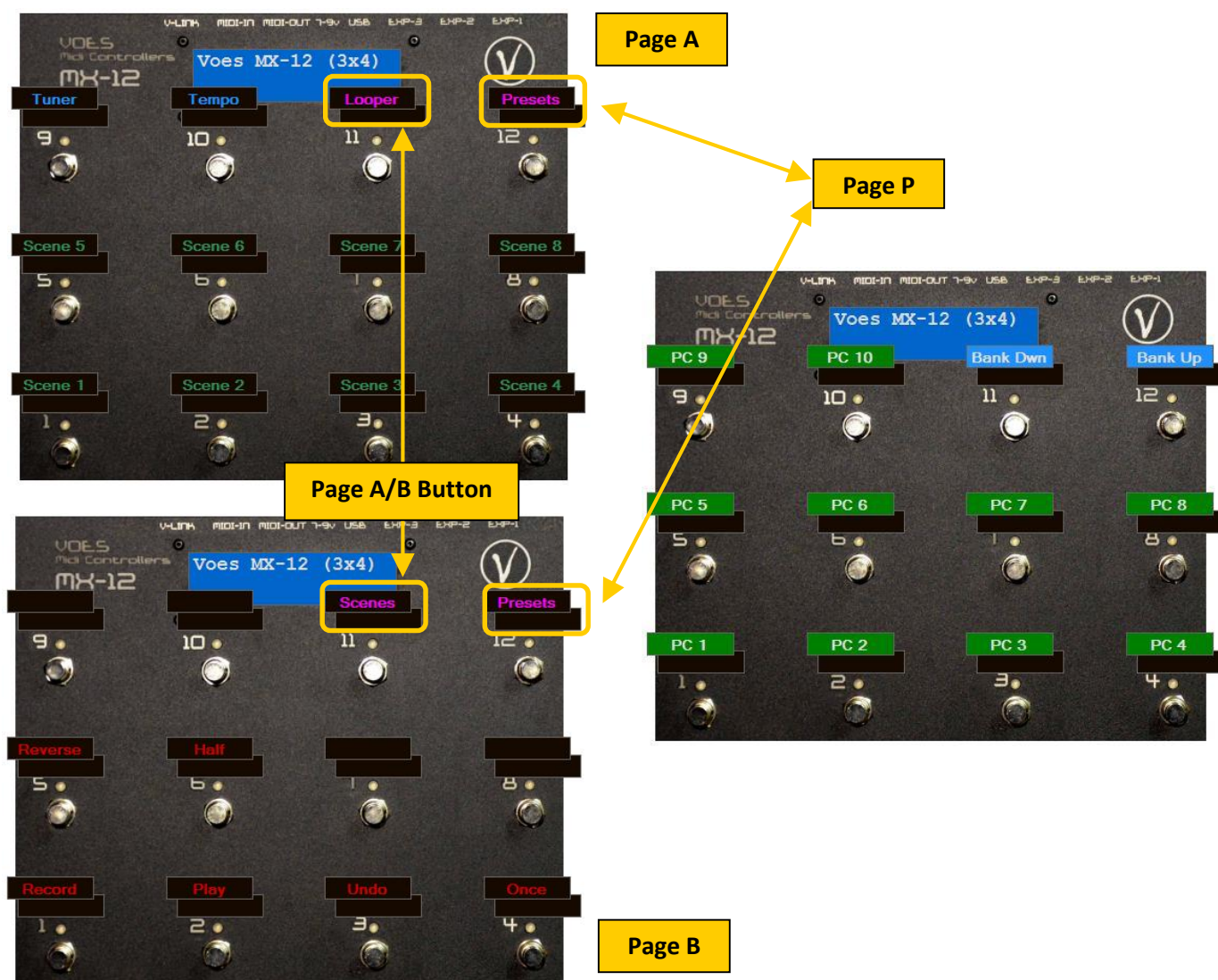
Example:

**Page A** has 8 Scenes, Tuner and Tempo.

**Page B** has Looper commands.

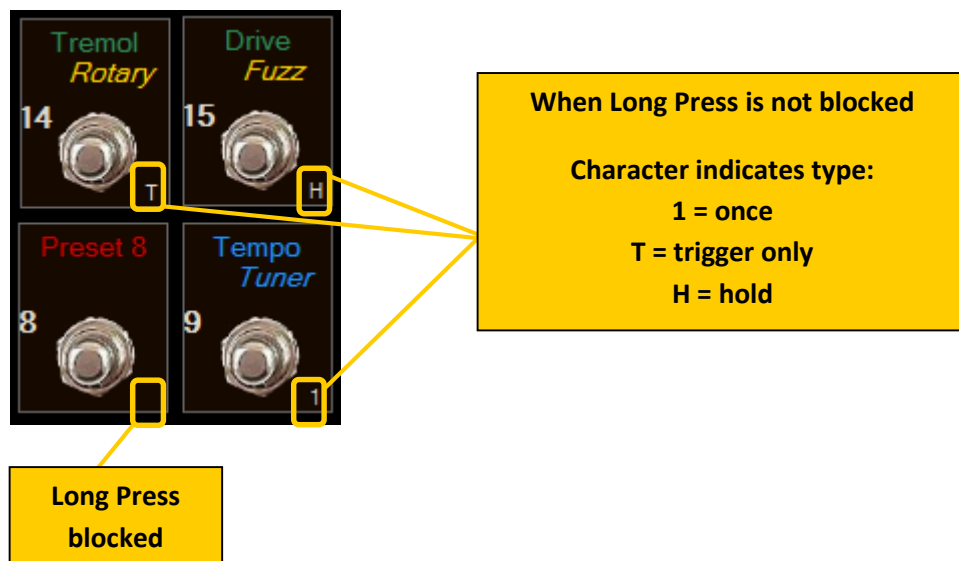
**Page P** has 10 Presets, Bank Down/Up.

Switching between pages is done by commands "**Page A/B**" and "**Page Presets**". After selecting a preset on **Page P**, previous used page is set active.

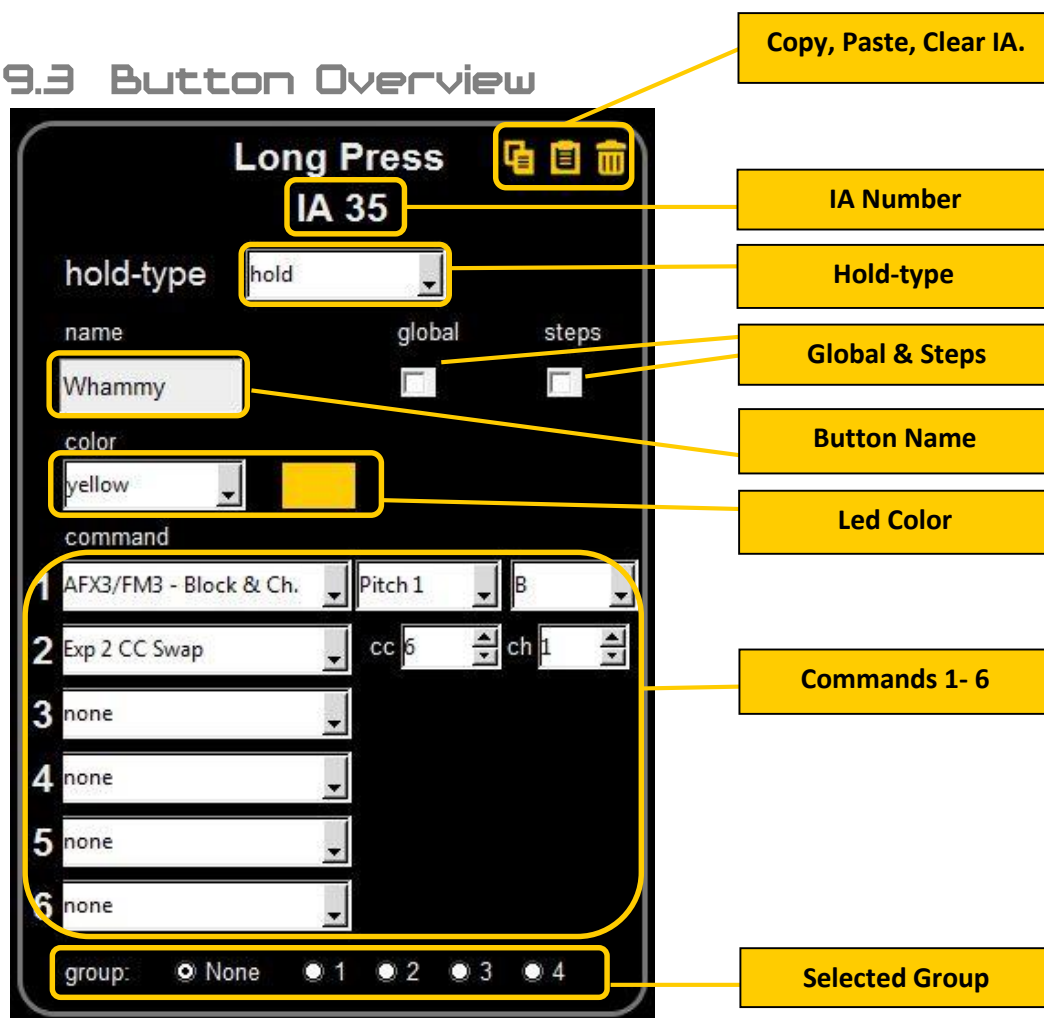


## 9.2 Normal Press and Long Press

You have access to 2 different layers (1<sup>st</sup> 'Normal Press' layer and 2<sup>nd</sup> 'Long Press' layer).



## 9.3 Button Overview



## 9.4 Copy, Paste, Clear IA

Using Right Click + CTRL while drag & drop will copy the entire Button to a new Button.



Downsize is that you can't copy between layers (Normal Press/Long Press) and between pages (A/B).

Using the IA copy and paste buttons solves this problem.

With the IA clear button, all settings of the selected IA are cleared.

## 9.5 IA number

Instant Access (IA) number is shown here.

IA 01-18: buttons 1-18 normal press page A

IA 19-36: buttons 1-18 long press page A

IA 37-54: buttons 1-18 normal press page B

IA 55-72: buttons 1-18 long press page B

## 9.6 Hold-Type

A button can be pressed in two ways: **Normal Press** (1<sup>st</sup> layer) and **Long Press** (2<sup>nd</sup> layer).

When activated, it will change a button to the respective button on the 2<sup>nd</sup> layer by Long Press. E.g. Long Press button 4 activates IA 22.

The Long Press time is approximately 0.5 seconds (short) or 1 second (long) depending on the setting in *Global Settings* (see section 13).

Each button can be set to one of four types:

**1. Block:** Long Press does not work.

*Notice that when set to **Block**, the button will respond faster because commands will be processed on button press and not on button release.*

**2. Once:** Long Press will activate the button on the 2<sup>nd</sup> layer once and will return back to the 1<sup>st</sup> layer page on the next press. (\*)

**3. Trigger-Only:** : Long Press will activate the button on the 2<sup>nd</sup> layer once and will return back to the 1<sup>st</sup> layer page on the next press. (\*)

**4. Hold:** Long Press will activate the button on the 2<sup>nd</sup> layer and stay there.

(\*) Difference between **Once** and **Trigger-Only** is subtle and differs in the way the LEDs behave. Here are two scenarios to explain this.

### Scenario 1:

Button 1 is on normal press **Preset 1 (PC) LED Green** and on Long Press **Preset 6 (PC) LED Red**. Normal press is mainly used, Long Press is occasionally used. Here you want to use **Once**.

On normal press PC 1 will be activated and LED will turn green.

On Long Press PC 6 will be activated and LED will turn red.

Pressing again (normal press), PC 1 will be activated and LED will turn green.

This way you always see which Preset is selected.

### Scenario 2:

Button 1 is on normal press **Tremolo On/Off with LED Green** and Long Press **Controls the Speed with LED Red**. Here you want to use **Trigger-Only**.

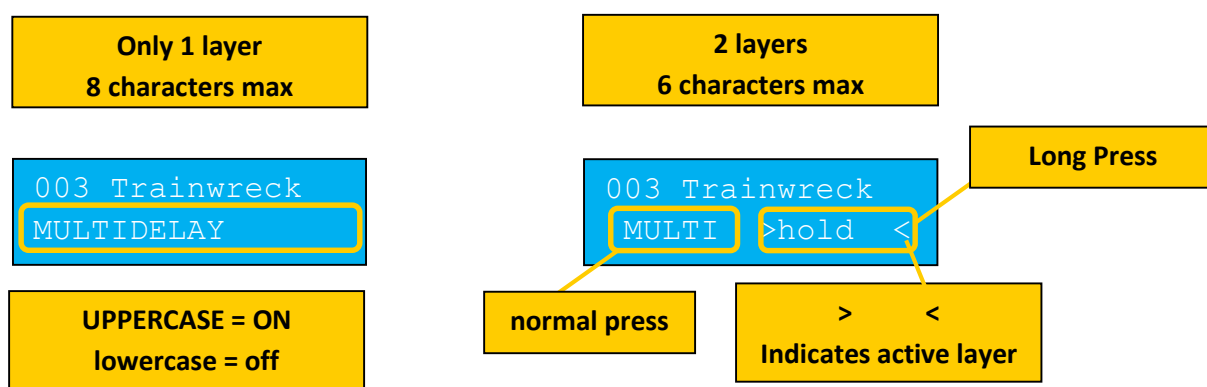
On normal press Tremolo will be turned On or Off and LED will turn green or off.

On Long Press Speed will change, but the LED will stay green or off depending on the state of the Tremolo.

This way you always see the state of the Tremolo.

## 9.7 Button Name

Each button can be named (8 characters max). If the button has also a 2<sup>nd</sup> layer, both layers are displayed in the LCD, but only the first 6 characters are used.



If the command is **Preset (PC)** then the corresponding preset name in **Tab Presets** will be shown on the first line of the LCD. Otherwise, the Button name will be shown on the second line of the LCD.

If command is **AFX1/2 - Preset**, **AFX3/FM3 - Preset** or **KMPR - Performance**, preset names are synced and loaded from the Axe-Fx/FM3/FM9™ or Kemper™ and not loaded from the list in **Tab**.

## 9.8 Global

On a **Preset Change**, all buttons other than PC will be turned on or off depending on the initial state selected in **Tab Presets**.

Selecting **Global** will override the initial state.

*e.g.: Button 1 is programmed with an EQ to compensate the volume between two different guitars (HB vs. SC). When you have your SC guitar, the button will be activated. In this case you want, when changing Presets, that the HB/SC button remains on its state. Here you should use **Global**.*

## 9.9 Steps

When checked, each press will execute only **one** command. If a command is **Change Color** then the next command will also be executed.

When using groups, steps is not available.

**Normal Press**  
**IA 7**

name: Speed      global: ☐      steps: ☒

color: green     

command:

	command	cc	#
1	CC Value	20	1
2	On Color	red	
3	CC Value	50	1
4	On Color	blue	
5	CC Value	100	1
6	On Color	green	

group: ☒ None    ☐ 1    ☐ 2    ☐ 3    ☐ 4

*E.g. on the left:*

*first press      1 CC Value 20*  
*second press    2 Color Red*  
*3 CC Value 50*  
*third press      4 Color Blue*  
*5 CC Value 100*  
*fourth press     6 Color Green*  
*1 CC Value 20*  
*fifth press       2 Color Red*  
*3 CC Value 50*  
*....*



The active step will be displayed in the LCD



**Reset Steps** will reset all other buttons with steps to the first step. This function can be found in *Global Settings* (see section 13).

If **Auto Color Steps** is checked, which you can find in *Global Settings* (see section 13), the LED color will change on each step.

## 9.10 LED Color

Choose the LED color of the activated button. You can choose between the colors **Green**, **Red**, **Blue**, **Purple**, **Yellow**, **Turquoise** and **White**. The selected color will also be shown on the overview panel.

## 9.11 Command

There are 6 **Commands** available. Each command can have one of these **70 Types**:

39 different **Types**: None, PC (preset change), PC Independent, CC On/Off, CC Of/On, CC On Only, CC On Only LED, CC Off Only, CC Value, CC Plus, CC Min, Note On/Off, Note Trigger, Expr 1 CC Swap, Auto 1 On CC Swap, Expr 2 CC Swap, Auto 2 On CC Swap, Expr 3 CC Swap, IA On/Off, All Other LEDs Off, On Color, Off Color, Bank Down/Up, Bank Number, Preset Down/Up, Favorite Preset, Scene/Snapshot, Scene/Snapshot Down/Up, Scene/Snapshot A/B, Preset Select, Bank Select, Numeric Preset Select, Save, Page A/B, Page Presets, SysEx, SysEx Toggle, Text, Child IA On/Off and Child Page A/B.

There are 12 additionally types when the **MX** is used in combination with the Fractal Audio™ Axe-Fx Standard, Ultra, II(XL+), III, FM3 & FM9: AFX1/2 - Preset, AFX1/2 - Tuner, AFX1/2 - Tempo, AFX3/FM3 - Preset, AFX3/FM3 - Scene, AFX3/FM3 - Scene A/B, AFX3/FM3 - FX Block, AFX3/FM3 - Channel, AFX3/FM3 - Block & Channel, AFX3/FM3 - Looper, AFX3/FM3 - Tuner and AFX3/FM3 - Tempo.

There are 9 additionally types when the **MX** is used in combination with the Kemper Profiler™: KMPR -Performance, KMPR - Rig, KMPR - Stomp & FX, KMPR - Rot Speed, KMPR - Dly Feedback, KMPR - Dly Hold, KMPR - Looper, KMPR - Tuner and KMPR - Tempo.

There are 3 additionally types when the **MX** is used in combination with the HX-Stomp and Helix™: HX - Looper, HX - Tuner and HX - Tempo. Scenes can be used with the commands Scene/Snapshot, Scene/Snapshot Down/Up, Scene/Snapshot A/B.

Also 3 additionally types when the **MX** is used in combination with the Quad Cortex™: QC - Looper, QC - Tuner and QC - Tempo. Scenes can be used with the commands Scene/Snapshot, Scene/Snapshot Down/Up, Scene/Snapshot A/B.



*None*

None does nothing! If steps is active, this command will be skipped.

### *Preset (PC)*

Preset (PC), also known as Program Change, transmits a program change **PC** on a midi channel **Ch** (1-16).

Depending on **Preset Offset** in *Global Settings* (see section 13), the PC range is 0-127 or 1-128.

You can change the name of the first 100 presets (see section 18).

### *PC Independent*

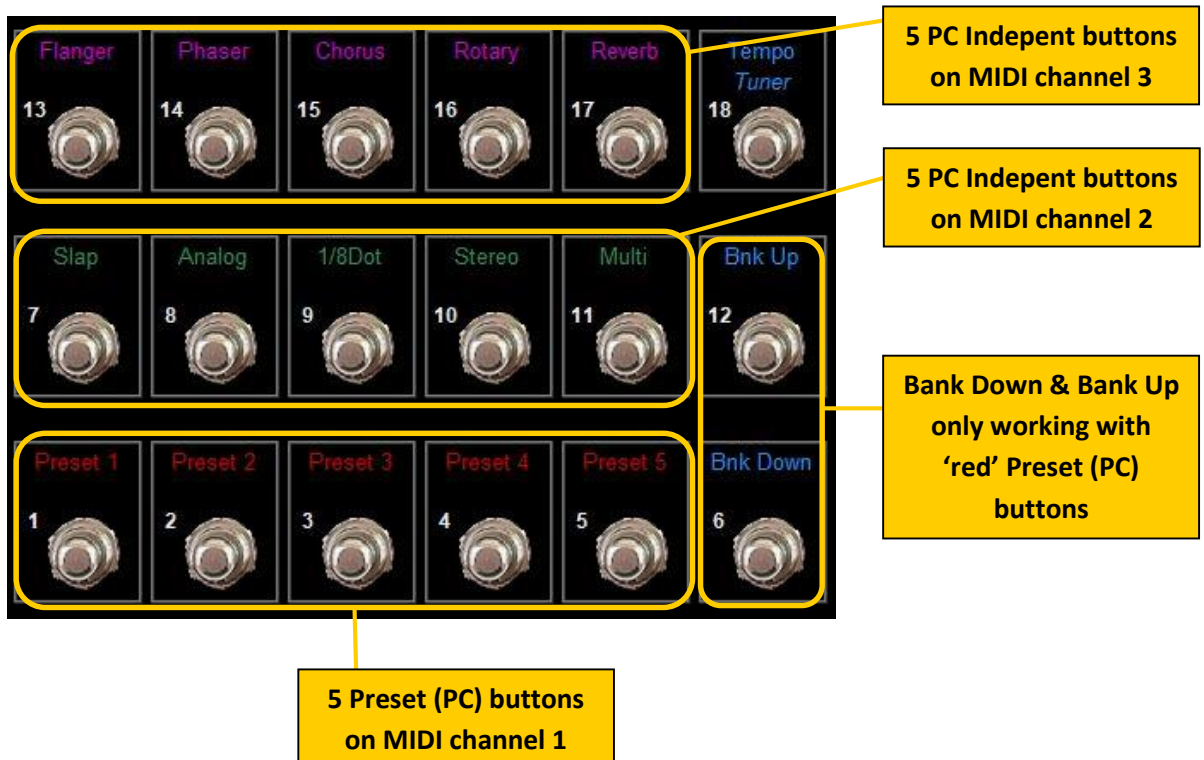
Sends a MIDI Program Change message exactly like the standard **Preset (PC)** command, but the button operates independently from the main exclusive group.

Pressing a regular **Preset (PC)** button will NOT turn off the LED of **PC Independent** buttons.

Pressing a **PC Independent** button turns its own LED on (and sends the Program Change) and will turn off the LED of any other PC Independent button with the same MIDI channel.

This command is specifically designed for multi-device/layered setups.

Example: you can assign each row of 5 buttons to a different MIDI channel/device. Selecting a preset in row 1 will not reset the LED states of row 2 or row 3, allowing completely independent preset selection per device while still providing clear visual feedback.



Commands Bank Down/Up, Bank Number, Preset Down/Up, Preset Select, Bank Select, Numeric Preset Select and Page Presets don't have affect on **PC independent** buttons.

If you want to control different Program Changes to several MIDI devices with the *same* button, then check out **Per preset PC's and CC's** (*see section 10.5*).

### *CC On/Off*

ON sends a control change **CC** (1-127) on **Ch** (1-16) with **Value 127** (maximum).

OFF sends exactly the same **CC** with **Value 0** (minimum).

### *CC Off/On*

**CC Off/On** is the opposite of the previous type **CC On/Off**.

ON sends a control change **CC** (1-127) on **Ch** (1-16) with **Value 0** (minimum).

OFF sends exactly the same **CC** with **Value 127** (maximum).

### *CC On Only*

Sends always **Value 127** on each press on **CC** (1-127) on **Ch** (1-16). This command is ideal for Tap-tempo.

The corresponding LED will blink briefly.

### *CC On Only LED (only available as first command)*

Sends **value 127** on every press on **CC** (1-127) on **Ch** (1-16). The corresponding LED will toggle On/Off.

### *CC Off Only*

Sends always **Value 0** on each press on **CC** (1-127) on **Ch** (1-16).

The corresponding LED will blink briefly.

### *CC Value*

In cases where other CC values than 1 (minimum) or 128 (maximum) are needed.

Set CC number (1-128) and Data value (1-128). Midi Channel in **External Device** in *Global Settings* (*see section 20*) is used. The corresponding LED will blink briefly.

### *CC Plus / CC Min*

Sends a different CC value on each push.

Set CC number (1-128) and value (0-127) that needs to be added or subtracted on each push.

In *Global Settings* (see section 20) in **Misc** set “CC Start +/- value”. Midi Channel in **External Device** is used.

### Note On/Off

ON sends a “Note On” midi command with **Note** (1-127) on **Ch** (1-16) with **Velocity 127** (maximum).

OFF sends a “Note Off” midi command with **Note** (1-127) on **Ch** (1-16).

Find your desired Note number in the chart on the right.

Note	Octave										
	-1	0	1	2	3	4	5	6	7	8	9
<b>C</b>	0	12	24	36	48	<b>60</b>	72	84	96	108	120
<b>C#</b>	1	13	25	37	49	<b>61</b>	73	85	97	109	121
<b>D</b>	2	14	26	38	50	<b>62</b>	74	86	98	110	122
<b>D#</b>	3	15	27	39	51	<b>63</b>	75	87	99	111	123
<b>E</b>	4	16	28	40	52	<b>64</b>	76	88	100	112	124
<b>F</b>	5	17	29	41	53	<b>65</b>	77	89	101	113	125
<b>F#</b>	6	18	30	42	54	<b>66</b>	78	90	102	114	126
<b>G</b>	7	19	31	43	55	<b>67</b>	79	91	103	115	127
<b>G#</b>	8	20	32	44	56	<b>68</b>	80	92	104	116	
<b>A</b>	9	21	33	45	57	<b>69</b>	81	93	105	117	
<b>A#</b>	10	22	34	46	58	<b>70</b>	82	94	106	118	
<b>B</b>	11	23	35	47	59	<b>71</b>	83	95	107	119	

### Note Trigger

Sends a “Note On” midi command with **Note** (1-127) on **Ch** (1-16) with **Velocity 127** (maximum).

This command is ideal for triggering Samples. The corresponding LED will blink briefly.

### Expr 1 CC Swap

Expr1 CC Swap is a nice feature to change your Exp. Input 1, e.g. from Wah to Volume.

ON replaces the **CC** and **Ch** of the regular Expr 1 settings.

OFF returns to the regular settings found in *Global Settings* (see section 13).

### Auto 1 On CC Swap

Auto On CC Swap can be useful in some situations. For example you could have 3 FX (wah, rotary, phaser). You want to control freq, speed and depth of each with one pedal, and you are not going to use them together. By setting freq, speed and depth to the same controller (**Expr 1 Pedal**), wah, rotary and phaser would all change. Using the Auto On CC Swap command would only turn ON the FX you want.

ON replaces the **CC** and **Ch** of the regular Expr1 Auto On settings.

OFF returns to the regular settings found in *Global Settings* (see section 13).

### Expr 2 CC Swap

Identical as Expr 1 CC Swap, but for Exp. Input 2.

### *Auto 2 On CC Swap*

Identical as Auto 1 CC Swap, but for Exp. Input 2.

### *Expr 3 CC Swap*

Identical as Expr 1 CC Swap, but for Exp. Input 3.

### *IA On/Off*

Turns another IA On or Off. You can choose all 36 IA's (18 normal press and 18 long press) of the current Page.

**Caution!** You can create an endless loop. E.g. Button 1 turns Button 2 On and Button 2 turns Button 1 On.

### *All Other LEDs Off*

In some cases, there might be a conflict with the visual LEDs On/Off layout and the actual On/Off state of the connected musical instrument. Using the **All Other LEDs Off** command can solve this problem.

### *On Color*

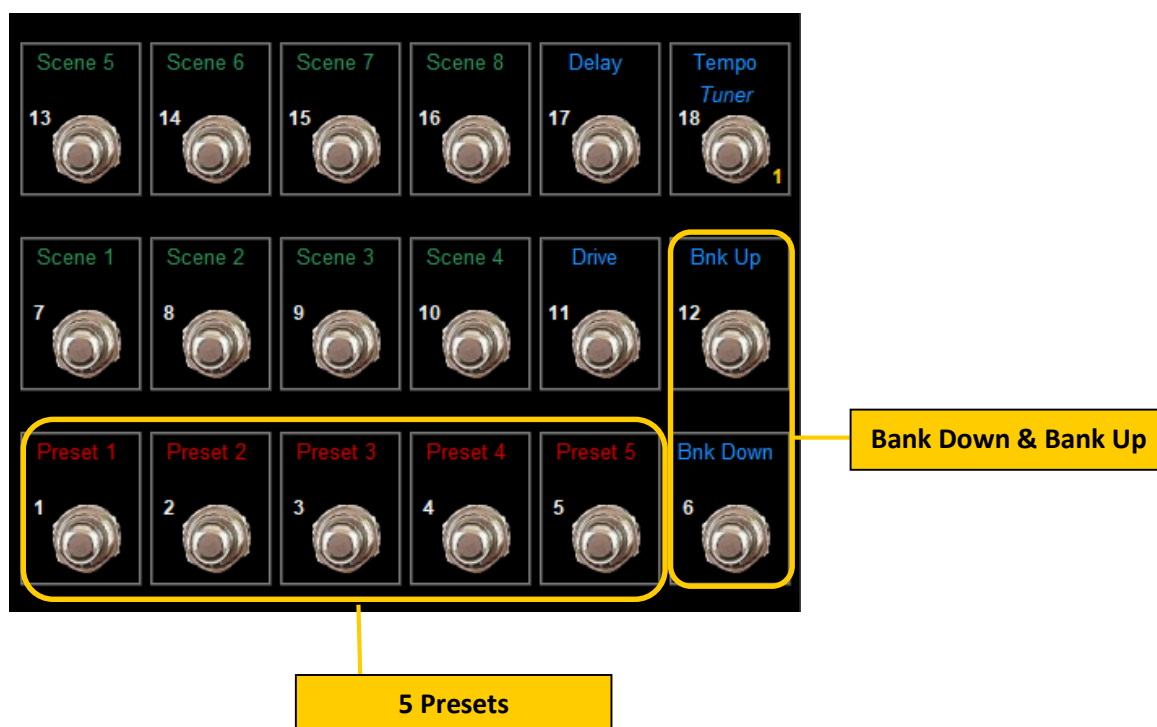
Change the On Color of the Button to **Green**, **Red**, **Blue**, **Purple**, **Yellow**, **Turquoise** or **White**. Useful when using steps.

### *Off Color*

The default Off Status Color is **None**. **Off Color** can change this to **Green**, **Red**, **Blue**, **Purple**, **Yellow**, **Turquoise** or **White**.

### *Bank Down / Bank Up (only available as first command)*

Bank Down/Up selects the first preset number and decreases/increases it with the count of all the presets on the Page.



E.g. Buttons 1-5 are defined as **Preset** Buttons with respective values 11, 12, 13, 14 and 15.

If you push Button 12 **Bank Up**, the **MX** will seek the PC with lowest value (11) and will add the count of all Preset buttons (5) giving you  $11 + 5 = 16$ , 17, 18, 19 and 20.

On the first line of the LCD, Bank and preset range are shown.

The second line shows 7 characters of the first preset name and the last preset name of the bank to help you orientate.

Bank 2 P16-20  
Supro ..Dumble

In case **External Device** is **Kemper** and the Kemper Profiler™ is in *Browser* mode, Bank Down and Up will add/subtract 5 Rigs.

### *Bank Number*

Bank Number works the same way as Bank Down/Up, but you select a particular Bank.

### *Preset Down / Preset Up (only available as first command)*

Preset Down/Up decreases/increases the current preset number. This function is often not included in other Midi Controllers.

Default start preset and Midi Channel is defined in 'Misc. – Start Preset' and 'External Device' in *Global Settings* (see section 14).

### *Favorite Preset (only available as first command)*

Jump to your favorite preset and go back to you previous selected preset.

### *Scene/Snapshot (only available as first command)*

The function of the **Scene/Snapshot** depends on the selected 'External Device' in *Global Settings* (see section 14).

In case of "Axe-Fx xxx", "FM3" or "Quad Cortex" the command selects a **Scene**.

In case of "HX Stomp" the command selects a **Snapshot**.

### *Scene/Snapshot Down / Scene/Snapshot Up (only available as first command)*

Scene/Snapshot Down/Up will decrease/increase the current Scene or Snapshot. This command can be used with all *Fractal Audio Systems*™ devices, the *Neural DSP Quad Cortex*™ and the *Line 6 HX Stomp*™.

### *Scene/Snapshot A/B (only available as first command)*

Switches between 2 Scenes/Snapshots. Midi channel is selected in 'External Device' in *Global Settings* (see section 13).

### *Preset Select (only available as first command)*

When clicking on a **Preset Select** button, all LEDs will blink **red** and all buttons are connected to their respective Preset number. E.g. clicking on button 4 will bring you to preset 4. After selection all buttons will go back to their programmed state.

### *Bank Select (only available as first command)*

When clicking on a **Bank Select** button, all LEDs will blink **blue** and all buttons are connected to their respective Bank number. E.g. clicking on button 3 will bring you to bank 3. After selection all buttons will go back to their programmed state.

### *Numeric Preset Select (only available as first command)*

When clicking on a **Numeric Preset Select** button, LEDs 1-12 will blink (1-10 green, 11 red, 12 blue).

Use Buttons 1-9 and Button 10 (as zero) to create your preset number. Button 11 to Clear the entry and Button 12 to activate this preset. After selection all buttons will go back to their programmed state.

This command will not work on the MX-5, MX-6 and MX-9.

### *Save (only available as first command)*

Save will save the On/Off LED states of all the buttons for the current preset.

Only the On/Off state of the commands **CC On/Off** and **CC Off/On** can be saved.

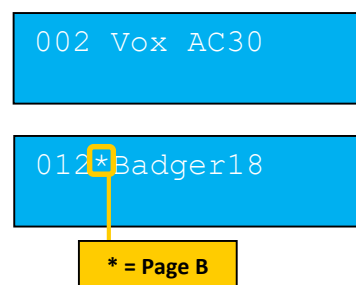
### Page A/B

Using a **Page** button toggles between **Page A** and **Page B**.

Do not forget to place a button page on both pages!

On the LCD, **Page B** is indicated with an asterisk between preset number and preset name.

Alternatively you could set a “**Page B Off Color**” in *Global Settings* (see section 13).



### Page P (Presets) (only available as first command, not available for MX-5, MX-6 and MX-9)

Beside **Page A** and **Page B** there is a fixed **Page P (Presets)**. Unlike Page A and Page B, the layout of this page cannot be changed.

For visibility, the **Off color** is “Green (preset) or Blue (bank)”. The **On color** is “Red”. Depending on the connected hardware, you have 10 or 15 presets available together with **Bank Down** and **Bank Up**.

Selecting a preset brings you back to the previous Page.







## SysEx

SysEx allows you to send a SysEx message. 20 messages are available of 8 characters each. Choosing **Double** in tab **SysEx** will double the characters (8 -> 16) for half the messages (20 -> 10).

Using the **Prefix** parameter in tab **SysEx** will allow you to send a max of 8 characters before each SysEx command. Handy when sending different messages to the same Midi device where the first (ID) characters are identical.

*(see also section 12).*

## SysEx Toggle (only available as first command)

Similar as **SysEx**. Only difference is how the LED behaves.

With **SysEx Toggle**, corresponding LED will toggle between ON and OFF on each step. Useful on some Midi devices (like the TC 2290™).

*(see also section 12).*



*Text (not available as first command)*

Displays the text of preset # in Tab Presets. Keep in mind that when using text of e.g. #15, that when using PC #15, the same text will be shown.

Three examples how this could be used:

*Example 1 – use “TEXT” with Steps:*

Let's assume Button 11 is programmed for 3 Capo tunings (-1, -2, -3) using steps.

**Normal Press**  
**IA 11**

name: Capo-1      global: ☐      steps: ☒

color: green

command:

	command	cc	#
1	CC Value	8	0
2	Text		92
3	CC Value	8	64
4	Text		93
5	CC Value	8	127
6	Text		91

group: ☒ None    ☐ 1    ☐ 2    ☐ 3    ☐ 4

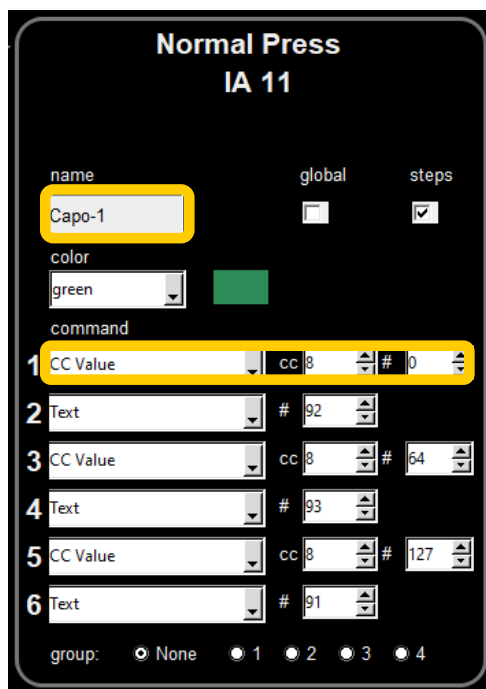
These steps would be: Capo -1 → Capo -2 → Capo -3.

Name the Text commands in the Presets Tab. In this example we use Preset 91, 92 and 93. Keep in mind: these are unused presets, otherwise “CAPO -1” would appear on the LCD as preset name when selecting Preset 91.



When pressing Button 11, this will happen:

#### FIRST PRESS




005 Mesa Boogie  
Capo -1 Step 1

## SECOND PRESS

**Normal Press**  
**IA 11**

name: Capo-1      global: ☐      steps: ☒

color: green 

command:

	command	cc	#	value
1	CC Value	8		0
2	Text		92	
3	CC Value	8		64
4	Text		93	
5	CC Value	8		127
6	Text		91	


group: ☒ None   ☐ 1   ☐ 2   ☐ 3   ☐ 4

005 Mesa Boogie  
Capo -2

## THIRD PRESS

**Normal Press**  
**IA 11**

name: Capo-1      global: ☐      steps: ☒

color: green 

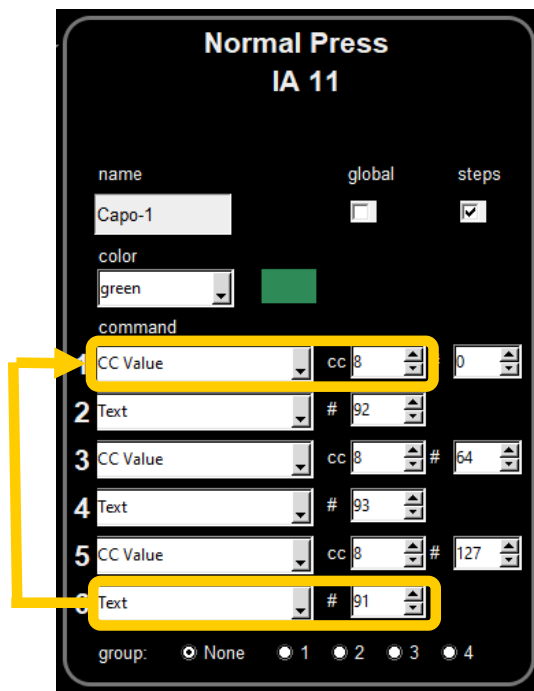
command:

	command	cc	#	value
1	CC Value	8		0
2	Text		92	
3	CC Value	8		64
4	Text		93	
5	CC Value	8		127
6	Text		91	

group: ☒ None   ☐ 1   ☐ 2   ☐ 3   ☐ 4

005 Mesa Boogie  
Capo -3

#### FOURTH PRESS

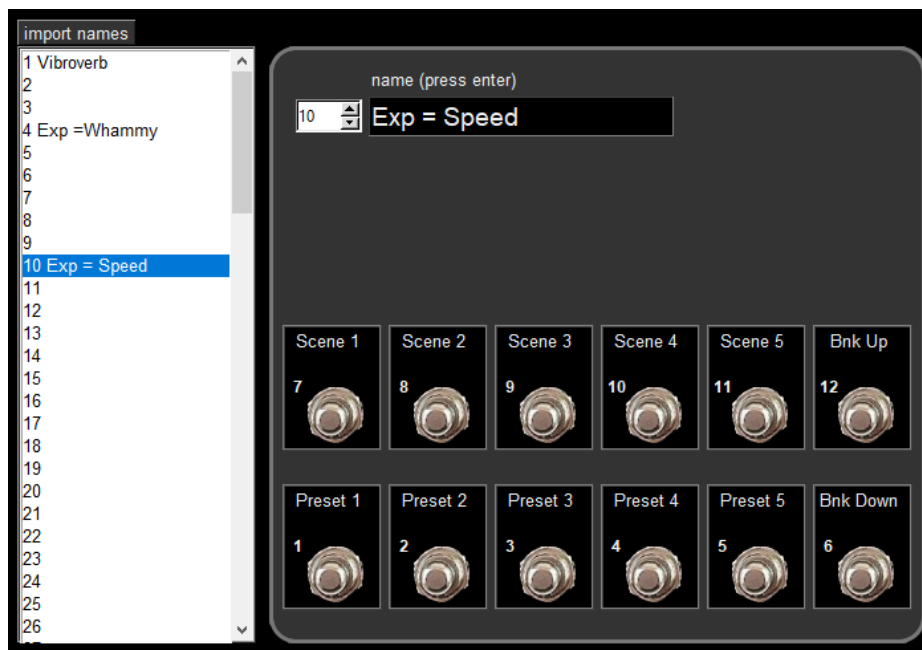


005 Mesa Boogie  
Capo -1

And so on...

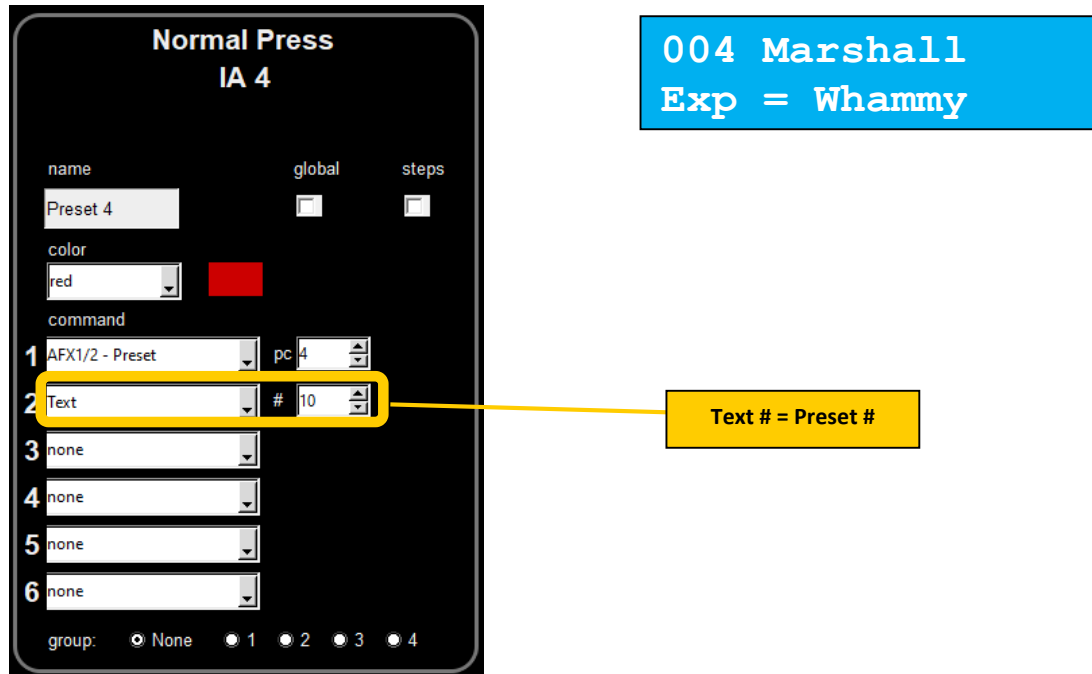
*Example 2 – use “TEXT” together with command “AFX1/2 – Preset”:*

When using the command “AFX1/2 – Preset”, the name of the preset is synced from the Axe-Fx I/II™. The second line of the LCD is not used. Here additional info about the preset can be displayed. E.g. preset 4 and preset 10 have a different use for the expression pedal.



For each preset button we give an additional command **"TEXT"** with the same number as the preset.

With these modifications, Preset 4 will show the synced Axe-Fx I/II™ name on the first line and the text name (from Tab Presets) on the second line of the LCD.

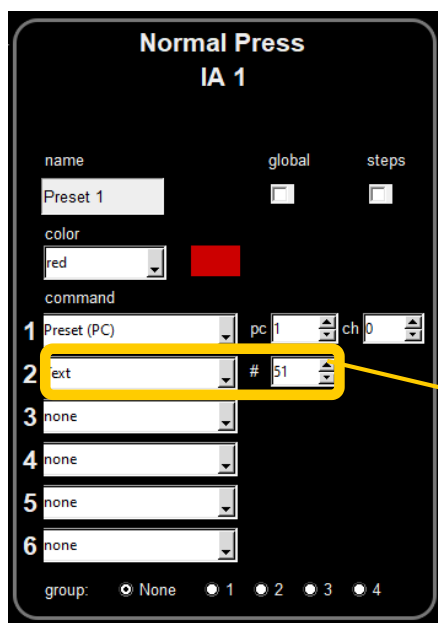
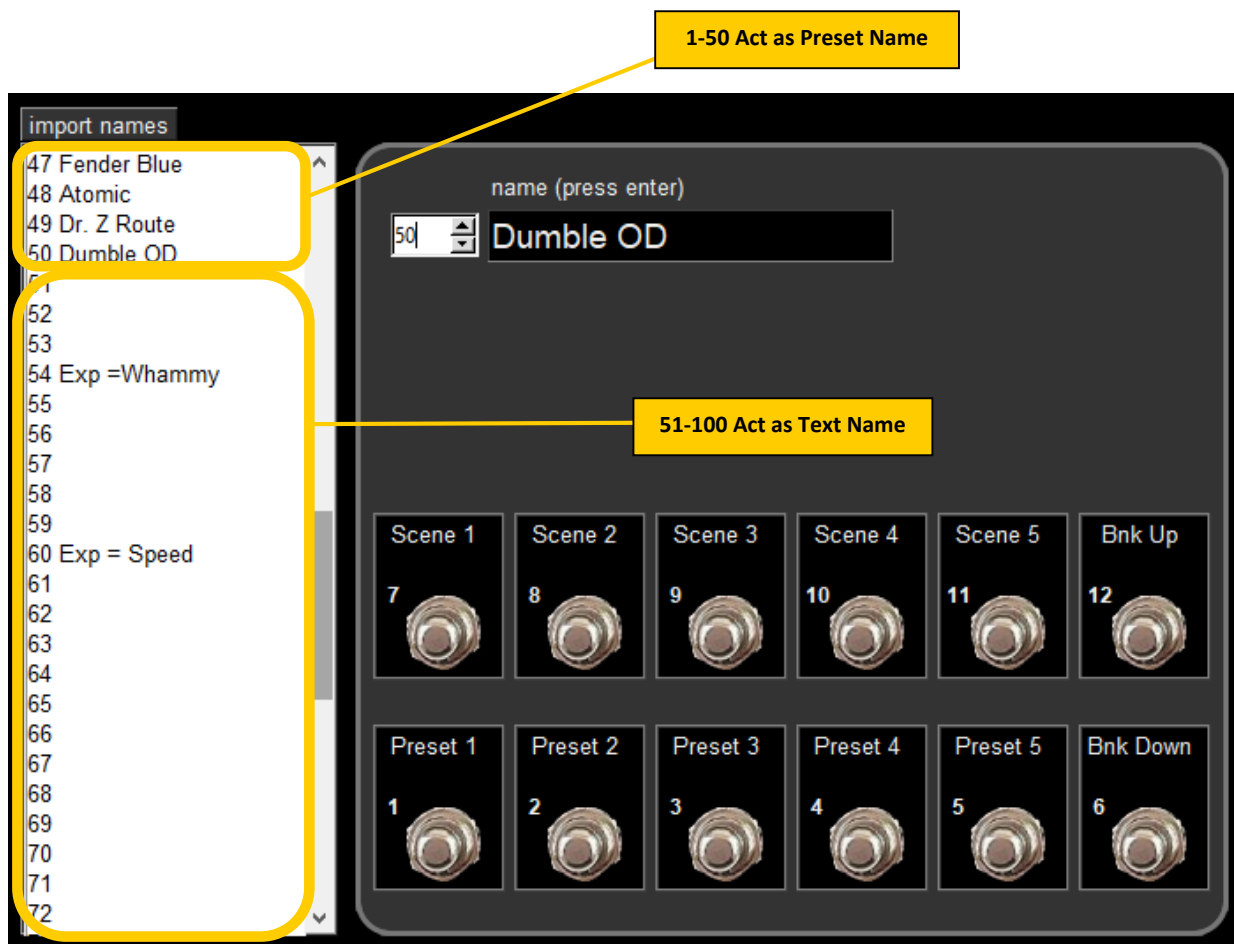


Note: Bank commands affects in this scenario the Text number just like presets.

*Example 3 – use "TEXT" together with command "Preset (PC)".*

When using the command **"Preset (PC)"**, the name of the preset is already retrieved from Tab Presets. But the second line can still be used as TEXT if we only work with 50 presets. Then Preset name would be presets name 1-50 and Text names would be presets name 51-100.

E.g. preset 4 and preset 10 have a different use for the expression pedal. Then we count +50 and adjust Text 54 and 60.



010 Komet 60  
Exp = Speed

There are 12 additionally types when the **MX** is used in combination with the Fractal Audio™ Axe-Fx Standard, Ultra, II(XL+), III & FM3: AFX1/2 - Preset, AFX1/2 - Tuner, AFX1/2 – Tempo, AFX3/FM3 - Preset, AFX3/FM3 - Scene, AFX3/FM3 - Scene A/B, AFX3/FM3 - FX Block, AFX3/FM3 - Channel, AFX3/FM3 – Block & Channel , AFX3/FM3 - Looper, AFX3/FM3 - Tuner and AFX3/FM3 - Tempo.

The **MX** will only work when it is connected to a powered-up Axe-Fx Standard/Ultra/II/III/FM3/FM9™. If the **MX** does not get a response from the Axe-Fx Standard/Ultra/II/III/FM3/FM9™, the LCD will show **"Time Out! Midi In Error"** and the **MX will freeze**.

In that case, make sure the Axe-Fx Standard/Ultra/II/III/FM3/FM9™ is turned on and connected to the **MX** and reboot the **MX** by removing the power-cable for a second.

When using an Axe-Fx Standard, Ultra, II(XL+)™:

On the hardware under **I/O, MIDI** set **"SEND REALTIME SYSEX"** to **ALL**.

When using an Axe-Fx III/FM3/FM9™:

Connect both Midi In and Midi Out.

On the hardware under **SETUP, MIDI/REMOTE**

**Page GENERAL**

set **"Midi Channel"** to **1**.

set **"Send Realtime Sysex"** to **ON**.

set **"Program Change"** to **ON**.

set **"Send Midi PC"** to **CHAN1**.

**Page EXTERNAL**

set **"External Control 1, 2 and 3"** to **(CC#) 1, 2 and 3**.

**Page OTHER**

set **"Tempo Tap"** to **(CC#) 14**.

set **"Tuner"** to **(CC#) 15**.

set **"Scene Select"** to **(CC#) 34**.

set **"Scene Increment and Decrement"** to **NONE**.

*AFX1/2 – Preset (only available as first command)*

Changes the preset number of the Fractal Audio™ Axe-Fx Standard, Ultra, II (XL+). The **MX** will be synced and show the preset name on the first line of the LCD.

*AFX1/2 - Tuner (only available as first command)*

The **MX** is capable to display tuner info of the Fractal Audio™ Axe-Fx Standard, Ultra, II(XL+).

*AFX1/2 – Tempo*

Sets the tempo of the Fractal Audio™ Axe-Fx Standard, Ultra, II(XL+) . LED wil blink accordingly.

### *AFX3/FM3 – Preset (only available as first command)*

Changes the preset number of the Fractal Audio Axe-Fx III/FM3/FM9™. The **MX** will be synced and will show the preset name (1<sup>st</sup> line LCD), scene name (2<sup>nd</sup> line LCD), active scene LED, FX Blocks On/Off state and FX Block active channel.

### *AFX3/FM3 – Scene (only available as first command)*

Changes the scene number of the Fractal Audio Axe-Fx III/FM3/FM9™. The **MX** will be synced and show the scene name (2<sup>nd</sup> line LCD) and FX blocks states.

### *AFX3/FM3 – Scene A/B (only available as first command)*

Switches between 2 scenes of the Fractal Audio Axe-Fx III/FM3/FM9™.

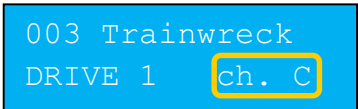
### *AFX3/FM3 – FX Block (only available as first command)*

Sets the selected FX Block state of the Fractal Audio Axe-Fx III/FM3/FM9™.

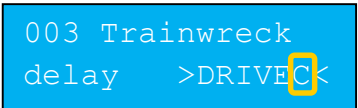
### *AFX3/FM3 – Channel (only available as first command)*

There are 3 ways to use the **AFX3/FM3 – Channel** command.

1. Select a Channel (A/B/C/D).
2. Switch between 2 channels.  
Example: A-D. Off = channel A, On = channel D.
3. NXT to jump to the next channel. The next channel will be displayed in the LCD and the LED will change on each step:  
**A** – **B** – **C** – **D**.



```
003 Trainwreck
DRIVE 1 ch. C
```



```
003 Trainwreck
delay >DRIVEC<
```

Beside all the available Blocks in the Axe-Fx III/FM3/FM9™, there is an extra choice “AMP+CAB” which will affect Amp 1 and Cab 1 at the same time.

### *AFX3/FM3 – Block & Channel (only available as first command)*

This will combine commands Block and Channel of the Fractal Audio Axe-Fx III/FM3/FM9™. Activate the selected FX Block state and select the desired Channel (A/B/C/D).

This will reduce the amount of Buttons you need to perform both actions.

### *AFX3/FM3 – Looper (only available as first command Normal Press)*

Here you find the different looper commands: *Record*, *Play*, *Once*, *Undo*, *Reverse* and *Half*.

*It is strongly recommended to set Long Press to **Block**, the ‘Normal’ button will respond faster this way because commands will be processed on button press and not on button release.*



### *AFX3/FM3 – Tuner (only available as first command)*

Shows Tuner info on the LCD screen:



### *AFX3/FM3 – Tempo (only available as first command)*

Sets the tempo of the Fractal Audio Axe-Fx III/FM3/FM9™. LED will blink accordingly.

Additionally there are 9 Types when the **MX** is used in combination with the Kemper Profiler™: KMPR - Performance, KMPR - Rig, KMPR - Stomp & FX, KMPR - Rot Speed, KMPR - Dly Feedback, KMPR - Dly Hold, KMPR – Looper, KMPR - Tuner and KMPR - Tempo.

*The **MX** will only work when it is connected to a powered-up Kemper™ with both Midi In and Midi Out. If the **MX** does not get a response from the Kemper™, the LCD will show “Time Out! Midi In Error” and the **MX will freeze**.*

*In that case, make sure the Kemper™ is turned ON and connected to the **MX** and reboot the **MX** by removing the power-cable for a second.*

### *KMPR – Performance (only available as first command)*

Select one of the 125 available performances. When selecting a performance, Rig 1 of the performance is loaded. Both performance name (1<sup>st</sup> line) and rig name (2<sup>nd</sup> line) are shown in the LCD.

This command will only work when the Kemper Profiler™ is in *Perform* mode

### *KMPR – Rig (only available as first command)*

If the Kemper Profiler™ is in *Perform* mode, select one of the five rigs of the active performance. Rig name is shown on the 2<sup>nd</sup> line of the LCD.

If the Kemper Profiler™ is in *Browser* mode, rig name is shown on the 1<sup>st</sup> line of the LCD.

### *KMPR – Stomp & Fx (only available as first command)*

Select stomp A, B, C, D or FX X, Mod, Delay or Reverb. The initial On/Off state will be loaded from the Kemper Profiler on a Performance or Rig Change. When stomp & Fx type is empty, LED won't lit and 2nd line LCD will show "Stomp/Fx = Empty".

### *KMPR – Rot. Speed (only available as first command)*

Sets the rotary speed low/high.

*KMPR – Dly Feedback (only available as first command)*

Sets the delay feedback On/Off.

*KMPR – Dly Hold (only available as first command)*

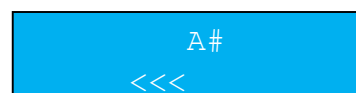
Sets the delay hold On/Off.

*KMPR – Looper (only available as first command)*

Here you find the different looper commands: *Record, Play/Stop, Undo, Reverse* and *Erase*.

*KMPR – Tuner (only available as first command)*

Activates the Tuner. Tuner info will be shown on the LCD.



*KMPR – Tempo (only available as first command)*

Sends a tempo command.

Additionally there are 3 Types when the **MX** is used in combination with the HX-stomp and Helix™: HX – Looper, HX - Tuner and HX - Tempo.

*HX – Looper (only available as first command)*

Here you find the different looper commands: *Record, Play/Stop, Undo, Reverse* and *Erase*.

*HX – Tuner (only available as first command)*

Activates the HX-stomp and Helix™ Tuner. Notice that tuner info is not shown on the MX LCD display.

*HX – Tempo (only available as first command)*

Sends a tempo command.

Additionally there are 3 Types when the **MX** is used in combination with the Quad Cortex™: QC – Looper, QC - Tuner and QC- Tempo.

*QC – Looper (only available as first command)*

Here you find the different looper commands: *Record, Play/Stop, Undo, Reverse* and *Erase*.

*QC – Tuner (only available as first command)*

Activates the Quad Cortex™ Tuner. Notice that tuner info is not shown on the MX LCD display.

*QC – Tempo (only available as first command)*

Sends a tempo command.

When 2 MX devices are connected as Extend Mother/Child (see section 13), following commands can be used:

*Child – IA On/Off (not available as first command)*

Turns On/Off the selected IA on the Extend Child MX.

*Child – Page A/B (not available as first command)*

Changes the Page on the Extend Child MX.

## 9.12 Group

You can group buttons in to **4** different button groups. This will link all buttons of this group with each other.

When a button is pressed, which is part of a button group, all other buttons of that group will be turned OFF and the selected button will be activated. It is a very nice feature if you have FXs that are similar but never used together (like different drives) and this feature will avoid tap-dancing.

When using groups, **global** and **steps** are not available because it can cause conflicts.

## 10Tab Presets

### Remark:

If you use a MX-5 or MX-9, Tab Preset names is obsolete since there is no LCD.

If in Global Settings "External Device" is set to Axe-Fx III, FM3, FM9 or Kemper Profiler™, Tab Presets is obsolete. Names and On/Off states are auto synced.

If in Global Settings "External Device" is set to Axe-Fx I/I, Preset names are auto synced. On/Off states of FX are not.

### 10.1 Overview

Presets 1-100 can be named and the On/Off state of each button on Page A (normal press) can be saved per preset.

Only buttons with command **CC On/Off** and **CC Off/On** can be activated.

### Remark:

Presets 101-127 are also accessible, but these cannot be named and individual On/Off states cannot be saved.

The screenshot shows the VoEs MX Editor v 3.22 - build 230627 interface. The 'Presets' tab is selected. The interface includes a 'List of Presets' on the left, a grid of buttons for various effects (Comp, Flanger, Multi, Phaser, Tremolo, Tempo, Reverb, Chorus, Delay, Drive, Solo, Bank Up, Preset 1-5, Bank Dwn) in the center, and a 'per preset pc's & cc's' panel on the right. Annotations point to specific features:

- Import Preset Names:** Points to the 'import names' button in the top left.
- Change Preset Name:** Points to the 'name (press enter)' field above the button grid.
- List of Presets:** Points to the scrollable list of preset names on the left.
- On/Off state of each button:** Points to the button grid in the center.
- Per preset PC's and CC's:** Points to the 'per preset pc's & cc's' panel on the right.

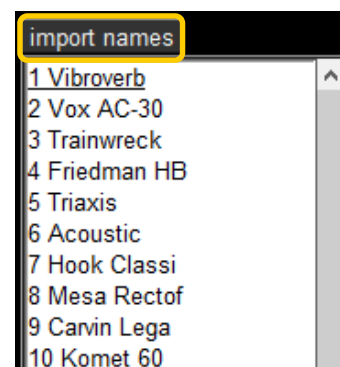
At the bottom, there are buttons for 'load from computer', 'save to computer', 'load from MX', 'send to MX', and 'update firmware'.

## 10.2 List of Presets & Import Presets

On the left panel you have a list of Presets 1-100.

Clicking on them will load the selected preset in the middle panel.

Use the **import names** button above the presets list to import preset names from any **.TXT** or **.CSV** file. Every preset should have his own line and names will be automatically truncated.



## 10.3 Preset Name & Button States

You can name your presets (12 characters max).

The name will be displayed on 1<sup>st</sup> line of the LCD.

001 Vibroverb

## 10.4 Enable buttons per preset

Per preset you can select which buttons need to be enabled on preset change. Simple enable/disable buttons by click.

Buttons that are enabled will light up in the chosen LED color.

Only Buttons with command **CC On/Off** or **CC Off/On** can be enabled.



On/Off state of each button

## 10.5 Per preset PC's and CC's

Beside the On/Off state of buttons, you can send up to 8 additional Program Changes and 4 additional CC's per preset.

Midi Channels and CC numbers are the same for all presets. PC numbers and CC On/Off states are set per preset. Use PC number 0 when no PC is required.

You can name all 12 items. These names are saved on your computer and not on the MX. \*

The screenshot shows a control panel titled "per preset pc's & cc's" with a checked box "use this function". It is divided into two main sections: "pc" (Program Changes) and "cc" (Control Changes). The "pc" section has 8 rows, each with a numeric input, a label (pc #1 to pc #8), and an "on/off" checkbox. The "cc" section has 4 rows, each with a numeric input, a label (cc #1 to cc #4), and an "on/off" checkbox. The "ch" (Channel) section has 8 rows, each with a numeric input and a checked checkbox. Annotations with yellow boxes and lines point to specific features: "Send up to 8 program changes" points to the pc input fields; "Only check those that you need" points to the checkboxes in the ch section; "Select if CC's are On or Off" points to the on/off checkboxes in the cc section; "These values are different per preset" points to the pc input fields; and "These values are the same for all presets" points to the ch input fields.

pc	pc #	on/off	cc	cc #	ch
3	pc #1	<input type="checkbox"/>	12	cc #1	1
6	pc #2	<input type="checkbox"/>	33	cc #2	11
8	pc #3	<input type="checkbox"/>	65	cc #3	3
3	pc #4	<input type="checkbox"/>	66	cc #4	14
5	pc #5	<input type="checkbox"/>			
16	pc #6	<input type="checkbox"/>			
120	pc #7	<input type="checkbox"/>			
3	pc #8	<input type="checkbox"/>			

### Remark:

If you use the function "per preset PC's and CC's", the max presets where you can name presets and set IA's On/Off state is reduced from 100 to 50.

## 11 Tab Exp. Input



If you have a **MX-5**, **MX-6** or **MX-9**, Expr 2 and 3 are not available.

All Exp. Inputs can be set up as input for an **Expression Pedal** or an **On/Off Switch** (act as button). When using an **On/Off Switch**, keep in mind that you must use a TRS-cable and the switch must be latch type (on/off).

The Mission Engineering SP-1™ expression pedal with a built-in switch works great with the **MX**.

### **Momentary switch:**

*The MX buttons cannot be programmed as momentary switch. However you can do this with an external momentary switch connected to one of the Exp inputs.*

*Use an external momentary switch like the Boss FS-5U™ with a **mono jack-jack cable** (not a stereo or TRS cable!) and select "Act as Expression Pedal" in the Exp Input tab on the MX Editor.*

### 11.1.1 Act as Expression Pedal

Set **Expr 1 Pedal CC** (1-127) and midi channel **Ch** (1-16). If necessary, calibrate your pedal! (see section 24).

Set **Expr 1 Auto On**: E.g. Wah Freq is controlled with CC 1, Wah On/Off is controlled with CC 85.

Instead of sacrificing a button to turn the Wah On/Off you can use the **Auto On** feature.

Set Expr 1 Pedal CC to **9** and set Expr 1 Auto On **checked** and to CC **3**.

Moving Expression Pedal 1 higher than 5%, turns the Wah On. When it is below 5% it turns the Wah Off.

#### Min/Mac CC value

Normally CC Min and Max values are 0 and 127. In some situations you want a different Min and/or Max value. For example a Volume parameter of your Midi device. When used as a boost, you don't want a Min value of 0, but rather a Min Value of 75.

#### Resend current value on Scene or Program Change

When checked, the current Expr1 Value will be send on a Scene change or a Program Change

**Expr 2 Pedal CC / Ch** and **Expr 2 Auto On** work similar.

**Expr 3 Pedal** only allows to change **CC** and Midi Channel.

The screenshot shows a control panel titled "Act as Expr. Pedal" with three sections for configuring expression pedals. Each section has a table with columns for "cc" and "ch".

	cc	ch
Expr 1 Pedal	8	2
Expr 1 Auto On	<input checked="" type="checkbox"/>	9
Min/Max CC value	20	100
Resend current value on Scene or Program Change	<input type="checkbox"/>	

	cc	ch
Expr 2 Pedal	2	4
Expr 2 Auto On	<input checked="" type="checkbox"/>	1

	cc	ch
Expr 3 Pedal	18	2



### 11.1.2 Act as Button

Select for each **Exp. Input** one of these commands:

Bank Down/Up, Preset Down/Up, Scene Down/Up, Preset Select, Bank Select, Numeric Preset Select, Page A/B, Page Presets,

AFX1/2 – Tempo (cc14), AFX3/FM3 - Tempo, KMPR – Tempo (cc30),

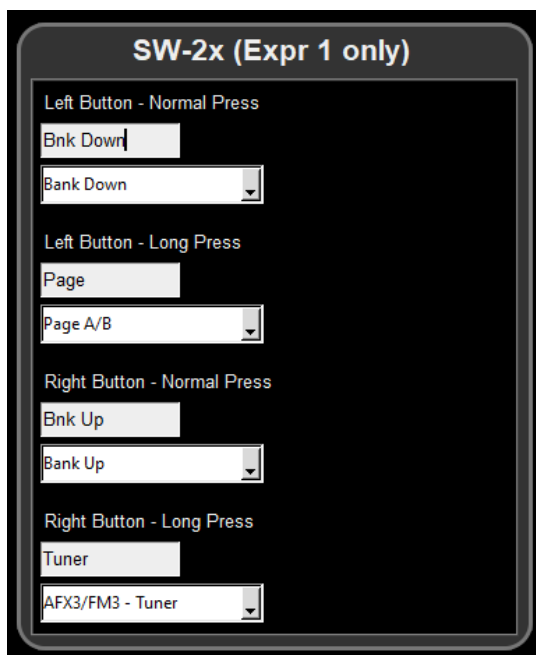
IA 01-18 (Buttons 1-18 on Normal Press),

IA 19-36 (Buttons 1-18 on Long Press).

Keep in mind that external button must be latch type (on/off) and you need to use a TRS-cable.



### 11.1.3 SW-2x

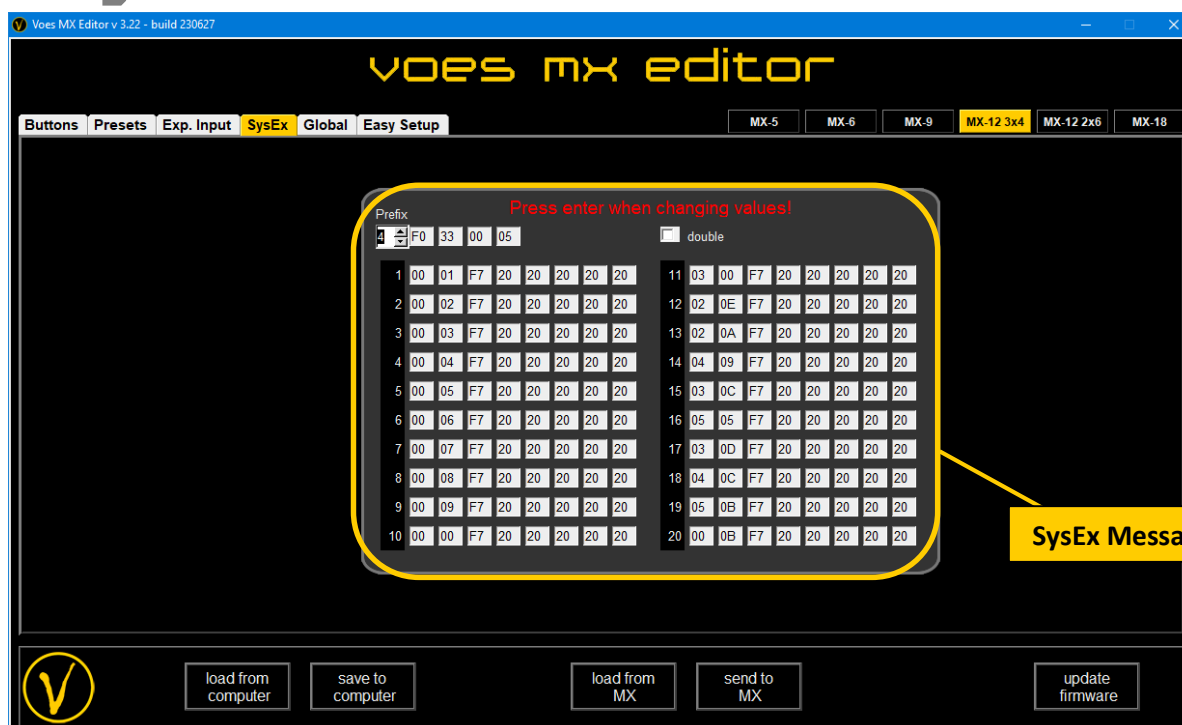


When a SW-2X is connected to **Exp. Input 1**, you have 2 extra buttons, each with Normal Press and Long Press commands.

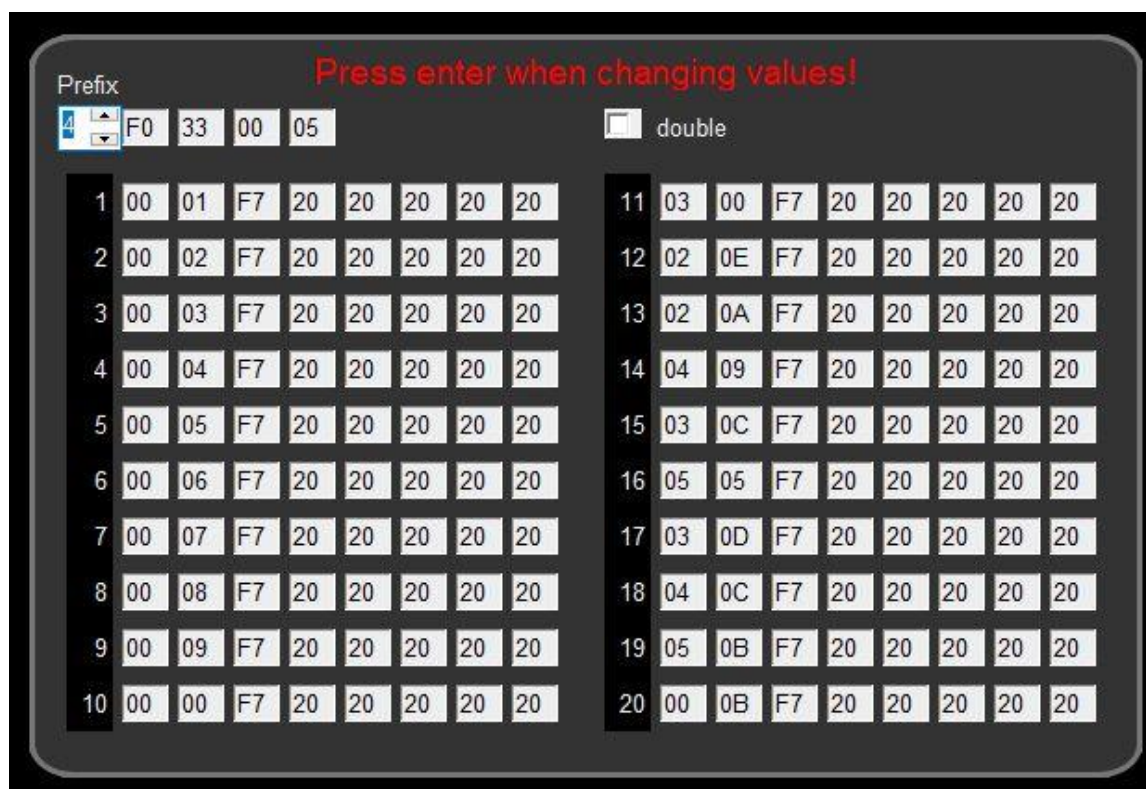
Almost all commands available for regular buttons can be used.

Long Press is type Trigger-Only.

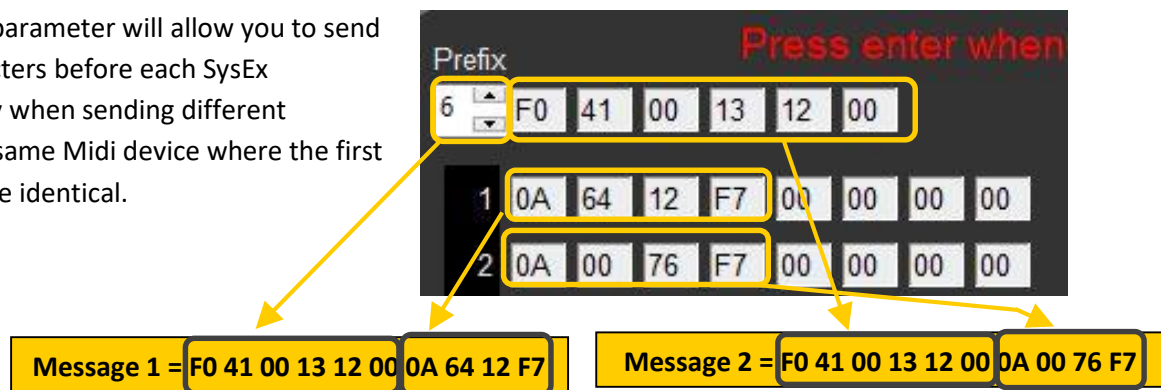




SysEx allows you to send a SysEx message. Up to 20 messages of 8 characters can be send.



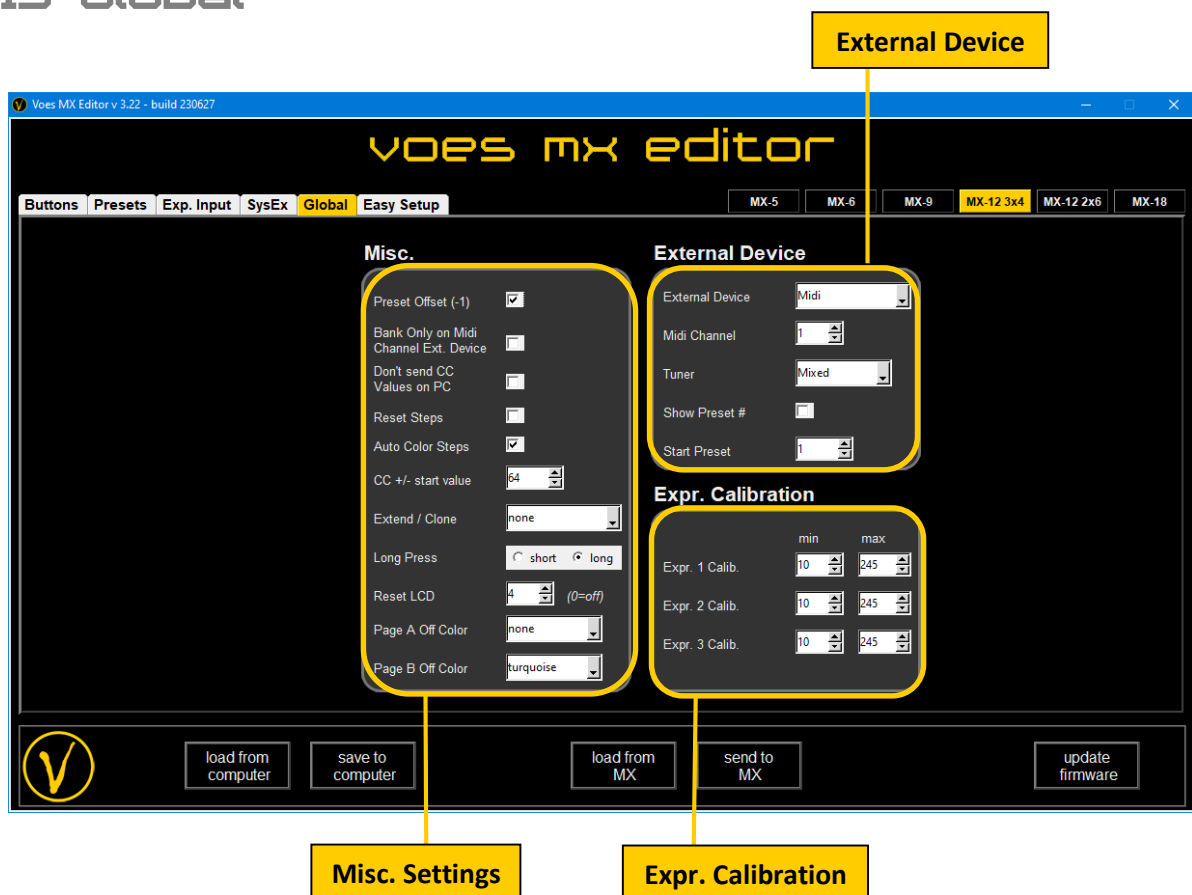
Using the **Prefix** parameter will allow you to send a max of 8 characters before each SysEx command. Handy when sending different messages to the same Midi device where the first (ID) characters are identical.



20 messages are available of 8 characters each. Choosing **Double** will double the characters (8 -> 16) for half the messages (20 -> 10).



## 13 Global



## 13.1 Misc. settings

### 13.1.1 Preset Offset

Set PC range to 0-127 (checked) or 1-128 (unchecked).

### 13.1.2 Bank/PC only on Midi Ch. Ext. Device

If checked, all PC's other than the External Device Midi Channel, will act independent. They will not react on bank related commands and they won't affect the MX board (ex. turn all LEDs off and load on/off states).

### 13.1.3 Don't send CC values on PC

When disabled (default) a PC will transmit the On/Off state of all commands **CC On/Off** and **CC Off/On** as programmed in **Tab Presets**.

When enabled a PC will not transmit any CC values.

### 13.1.4 Reset Steps

If checked, when pressing a button, all other buttons with steps will be reset to the first step.

### 13.1.5 Auto Color Steps

If checked, the LED will change on each step.

### 13.1.6 CC +/- start value

This is the start CC value for the commands **CC Plus** or **CC Min**.

### 13.1.7 Extend / Clone

#### 13.1.7.1 Extend

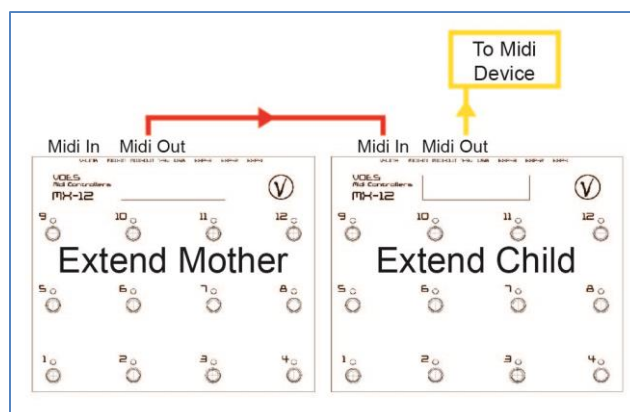
You can connect two MX devices to act as one Big MX pedalboard. When doing this, One MX device must be "Extend Mother" and the other MX device must be "Extend Child".

Each MX must be programmed individually with the editor.

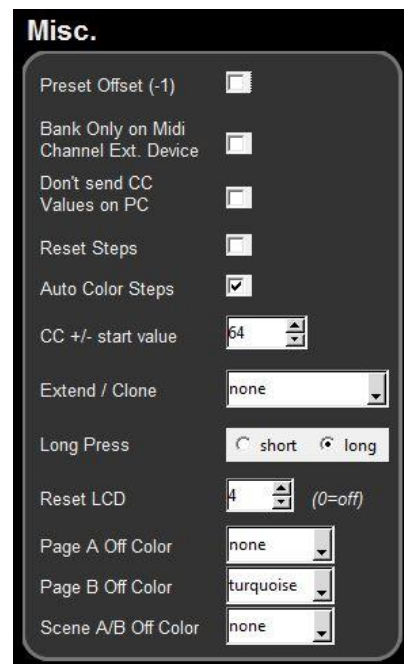
#### Connections (Midi):

MX Mother Midi Out → MX Child Midi In

MX Child Midi Out → Midi Device Midi In



Commands **Child – IA On/Off** and **Child – Page A/B** can be used on the Mother MX to control the Child MX (see section 17.10).

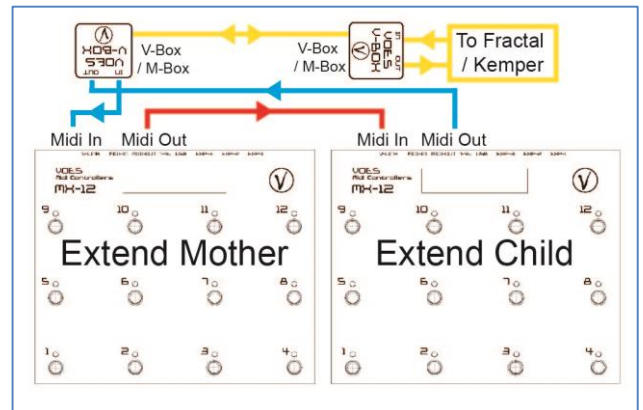


#### Connections (Fractal Audio™ / Kemper™):

Although not necessary, we recommend using two V-Box/M-Box devices.

Connect both V-Box/M-Box devices together using an Ethercon/Network or a 7-pin Midi cable.

V-Box/M-Box Midi In → MX Mother Midi In  
MX Mother Midi Out → MX Child Midi In  
MX Child Midi Out → V-Box/M-Box Midi Out



Commands **Preset (PC)**, **AFX3/FM3 Preset**, **AFX3/FM3 Scene** and **KMPR - Performance** send from the Mother unit will be recognized on the Child unit and the Child unit will do a program change and/or syncing accordingly.

Keep in mind that commands **AFX1/2 Preset**, **AFX3/FM3 Preset**, **AFX3/FM3 Scene** can only be used on the Mother unit.

#### **13.1.7.2 Clone**

You can connect two MX devices as clones of each other. Typical is one MX on stage and one MX backstage controlled by the guitar tech.

Each MX must be programmed exactly the same except the parameter “Clone Mother” / “Clone Child”.

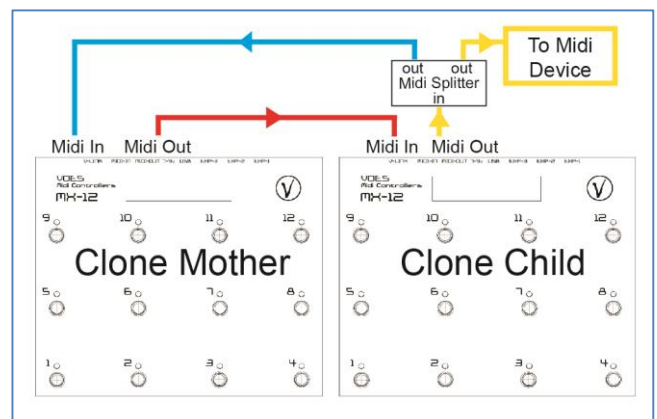
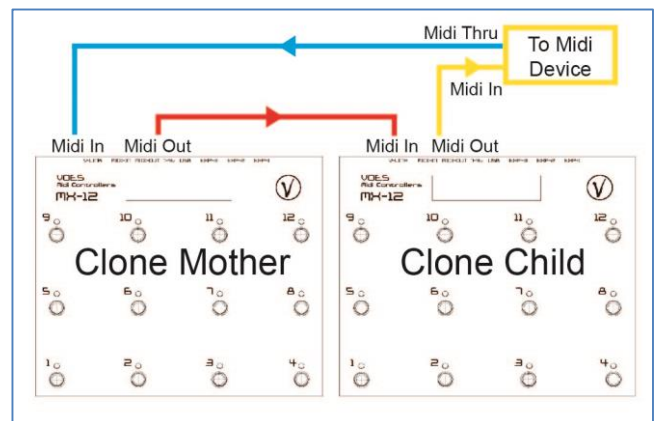
All actions done on the first MX will be shown on the second MX and vice versa.

#### Connections:

MX Mother Midi Out → MX Child Midi In  
MX Child Midi Out → Midi Device Midi In  
Midi Device Midi Thru → MX Mother Midi In

If the Midi Device does not have a Midi Thru, you can use a Midi splitter:

MX Mother Midi Out → MX Child Midi In  
MX Child Midi Out → Midi Splitter Midi In  
Midi Splitter Midi Out 1 → Midi Device Midi In  
Midi Splitter Midi Out 2 → MX Mother Midi In



#### Limitations:

Only commands “Preset (PC)”, “CC On/Off”, “CC Off/On”, “Bank Down”, “Bank Up” and “Scene/Snapshot” are synced between both devices.

**Don't send CC values on PC** in Global Settings will be activated when selecting "Clone Mother" or "Clone Child".

#### 13.1.7.3 Sync FM3/FM9/III

With this setting, the MX will sync when receiving program changes using the Fractal Audio FM3/FM9/Axe-Fx III™ onboard buttons.

External device must be set to "FM3", "FM9" or "Axe-Fx III".

On the FM3/FM9/Axe-Fx III™ hardware under **SETUP, MIDI/REMOTE, Page GENERAL**

set **"Midi Channel"** to **1**.

set **"Send Realtime Sysex"** to **ON**.

set **"Program Change"** to **ON**.

set **"Send Midi PC"** to **CHAN1**.

You can use this also when changing scenes on the Fractal Audio FM3/FM9/Axe-Fx III™ onboard buttons, but it will require that you program a MIDI block in the FM3/FM9/Axe-Fx III™ and each scene the value of command 1 must be set to Type PC, Channel 1, Value 1.

	TYPE	CHANNEL	NUMBER	VALUE	
Command 1	PC	1	--	1	Test
Command 2	--	--	--	--	Test
Command 3	--	--	--	--	Test
Command 4	--	--	--	--	Test
Command 5	--	--	--	--	Test
Command 6	--	--	--	--	Test
Command 7	--	--	--	--	Test
Command 8	--	--	--	--	Test

#### 13.1.7.4 Midi Merge, Midi Merge PC#, Midi Merge IA#

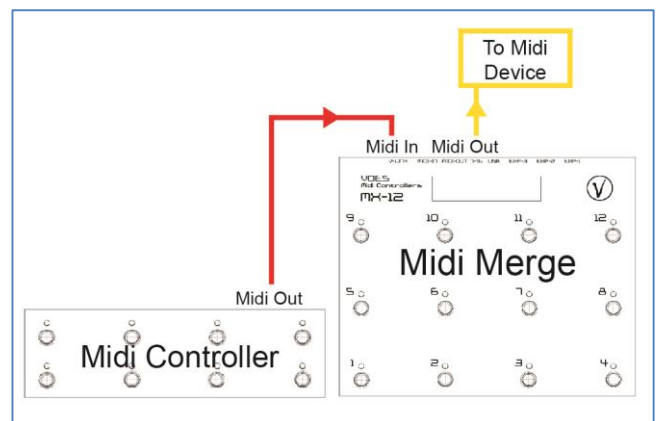
With one of these settings, all Incoming Midi messages are merged to Midi Out.

##### Midi Merge PC#

If the Midi in message is a PC and the PC Midi Channel is the same as the External Device Midi Channel, incoming PC# will activate the respective MX preset.

##### Midi Merge IA#

If the Midi in message is a PC and the PC Midi Channel is the same as the External Device Midi Channel, incoming PC# (1 to 36) will activate the respective IA (1 to 36).



#### 13.1.7.5 Midi In PC#, Midi In IA#

Both settings work exactly the same as their Midi Merge equivalent. The only difference is that no Midi message is merged to Midi Out.



### 13.1.8 Long Press

Choose between a short or long time to engage Long Press.

### 13.1.9 Reset LCD

On rare occasions the LCD might show strange letters (see image). This is a power issue. Whenever there are power fluctuations, the LCD will start with this behavior. Try another power adapter and see if this helps.



Alternatively you can adjust the reset refresh rate of the LCD. 1 will reset the LCD after 1 button click. 10 after 10 button clicks. 0 will turn the resetting off. Downside of resetting is a short flickering of the LCD.

### 13.1.10 Page A Off Color

To improve visibility you can choose the Off color of buttons on Page A. Default color is "None".

### 13.1.11 Page B Off Color

To improve visibility you can choose the Off color of buttons on Page B. Default color is "Turquoise".

### 13.1.12 Scene A/B Off Color

When using commands "Scene/Snapshot A/B" or "AFX3/FM3 Scene A/B" you can define the color for Scene A (off). Default color is "None".

## 13.2 External Device

### 13.2.1 External Device

Specify if you want to use the **MX** with a Fractal Audio Axe-Fx Standard, Ultra, II(XL+), III, FM-3, FM-9™, Kemper (Profiler)™, Kemper Player™, Line 6 HX Stomp™ or Neural DPS Quad Cortex™. Otherwise choose **MIDI**.

In case of an Axe-Fx Standard, Ultra or II(XL+)™ Preset name, Tuner Info and Tap Tempo will be synced. Scenes are also supported in II (XL+).

In case of an Axe-Fx III, FM3 or FM9™ Preset name, Scene Name, Active Scene, FX Block states, Channel, Looper functions, Tuner Info and Tap Tempo will be synced.

In case of a Kemper (Profiler)™ Performance name, Rig Name, Stomp FX states and Tuner Info will be synced.

In case of a Kemper Player™ Rig Name, Stomp FX states and Tuner Info will be synced.



In case of a Line 6 HX Stomp or Helix™ Snapshots, Looper functions, Tuner and Tempo are supported.

In case of a Neural DSP Quad Cortex™ Scenes, Looper functions, Tuner and Tempo are supported.

### 13.2.2 Midi Channel

Specify on which MIDI channel you want to communicate with the selected external device.

This is also the Midi Channel used in the commands **CC Value**, **CC Plus**, **CC Min**, **Preset Down**, **Preset Up**, **Scene/Snapshot (Down / Up / A/B)**, **Preset Select**, **Numeric Preset Select**, **Page Presets**, **Sysex** and **Sysex Toggle**.

### 13.2.3 Tuner

Specify how the tuner is displayed. Mixed, Flats or Sharp.

### 13.2.4 Show Preset #

This function is only used when External Device is Axe-Fx I/II(XL+)/III/FM3/FM9™ or Kemper™.

If checked, Preset Number and Preset Name will be shown. Preset names will be truncated to 12 characters. If unchecked, preset names will be truncated to 16 characters.

001 Marshall JCM

Marshall JCM-800

### 13.2.5 Start Preset

Select **Start Preset** on boot up. This will be added to the preset number you select.

Example: If you set Start Preset to **22**, all presets will be added by **21** (22-1).

So if you select Preset 1, Midi PC 22 will be send. On the MX however Preset 1 will be displayed.

Only Presets send to the Midi Channel of the External Device will be affected.

## 13.3 Expr. Calibration

Beside calibration on the hardware (*see section 15*), you can also adjust the calibration values here.

Calibration is in the range of 0-255. Typical, minimum and maximum are not 0 or 255.

	min	max
Expr. 1 Calib.	10	245
Expr. 2 Calib.	10	245
Expr. 3 Calib.	10	245



# 14 Easy Setup

In **3** Steps, based on your input, a template will be loaded as a starting point for your own setup.

**EASY SETUP**

**STEP 1 OF 3**  
which MX device do you use?



**MX-5**



**MX-6**



**MX-9**



**MX-12  
2x6**



**MX-12  
3x4**



**MX-18**

**EASY SETUP**

**STEP 2 OF 3**  
which device do you want to control?



Midi



Axe-Fx Standard



Axe-Fx Ultra



Axe-Fx II



Axe-Fx II XL



Axe-Fx II XL+



Axe-Fx III




Kemper



HX Stomp



FM3



Quad Cortex



FM9



Headrush



Kemper Player

[back to step 1](#)

**EASY SETUP**

**STEP 3 OF 3**  
(\* = page B \*\* = page P)

BLANK

15 Presets  
Bank Up/Down  
Tuner

10 Presets  
5 Scenes  
Bank Up/Down  
Tuner

5 Presets  
8 Scenes 2Fx  
Bank Up/Down  
Tempo Tuner

5 Presets  
10 Fx  
Bank Up/Down  
Tempo Tuner

5 Presets  
5 Scenes Looper  
Bank Up/Down  
Tempo Tuner

4 Presets  
8 Scenes  
Bank Up/Down  
Tempo Tuner  
Looper (\*)

4 Amp+Cab  
Drive & Delay  
Channels  
5 Fx  
Tempo Tuner

15 Presets  
Bank Up/down  
14 Fx (\*)  
Tempo Tuner

5 Scenes  
Tempo Tuner  
11 Fx (\*)  
15 Presets (\*\*)

[back to step 2](#)

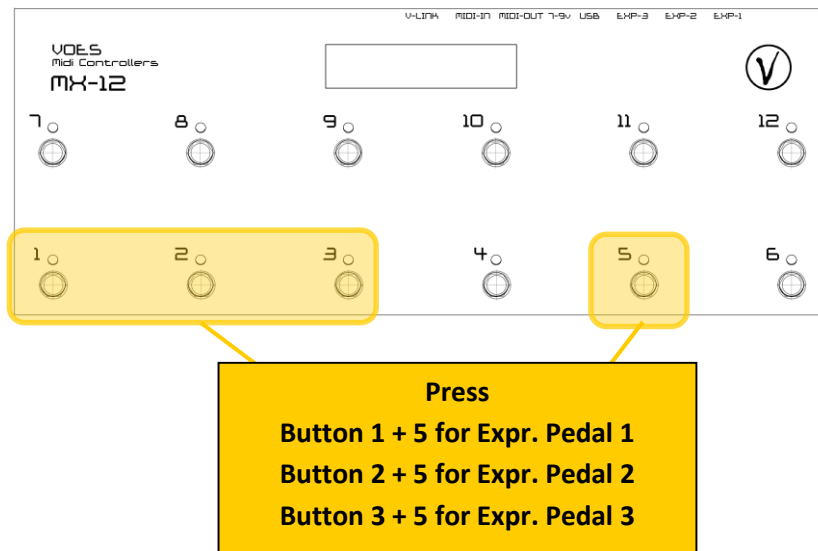
# Calibrating Expression Pedals

# 15 Calibrating Expression Pedals

Calibrating expression pedals can be done on the hardware or on the editor in *Global Settings* (see section 13). If using the hardware, follow these instructions:

## Step 1

### Enter Calibration Menu



## Step 2

### Move Expr. Pedal

## Step 3

### Save and Exit Calibration Menu

