

Editor Software Users Manual v2.0


MIDI Setup

To run the FX-Tracker editing software while also hearing the audio changes, you need to connect the MIDI output from your computer to the MIDI input on FX-Tracker and the MIDI output of FX-Tracker to the MIDI input of your computer. Once you have made these connections, use the *MIDI* menu to select a MIDI input device and a MIDI output device. You need to also use the *MIDI* menu to select the MIDI channel that matches the MIDI channel set in FX-Tracker. Set the MIDI channel to a value larger than 8 so that FX-Tracker uses the same MIDI channel for both Continuous Controller messages and Program Change messages.

Loading Preset Data

In order to synchronize the editing software with FX-Tracker, you first need to load the software with the same presets and arpeggio patterns that are stored in FX-Tracker memory. There are two ways to load data for all 99 presets into the software for editing. You can load a sysex file that you have previously dumped from FX-Tracker. To do this, use the *file open* menu item. You can also send all preset data directly from FX-Tracker into the software for editing. To do this, set the FX-Tracker MIDI channel to zero and press the left control knob (don't forget to set the MIDI channel back to the previous value when you are done). Next, use the *Load all Presets from FX-Tracker* menu item to load the data into the software for editing. Once the presets are loaded, you can save them to a new file using the *save as* menu item. You can also clear all presets by selecting the *new* menu item.



Changing Presets

You can change preset numbers using the  buttons on the toolbar. The single arrows increase or decrease the preset number by one. The double arrows increase or decrease the preset number by ten. If your computer is connected to FX-Tracker using MIDI, a MIDI program change message will also be sent to change the preset number in FX-Tracker.

Organizing Presets

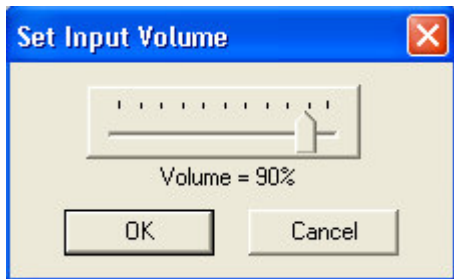
There are several ways to organize presets within the software. From the *File* menu, you can save and load single presets as .pst files using the *Save Single Preset* or *Load Single Preset* menu items. From the *Edit* menu, you can copy, cut or paste a preset using the *Copy Preset*, *Cut Preset* or *Paste Preset* menu items. You can copy, cut or paste the delay effect that is part of a preset using the *Copy Delay*, *Cut Delay* or *Paste Delay* menu items. You can copy, cut or paste the MIDI output setup that is part of a preset using the *Copy MIDI Out*, *Cut MIDI Out* or *Paste MIDI Out* menu items. You can open a location for a new preset by using the *Move Presets Up by One* menu item. This will move the current preset plus all presets higher than this preset up by one location. It will also delete preset number 99. You can delete the current preset by using the *Move Presets Down by One* menu item. This will move all presets higher than this preset down by one location and create an empty preset at location 99.


Once you have organized your presets, you need to update the preset memory inside of FX-Tracker. You can do this by saving the presets to a sysex file and then loading them into FX-

Tracker later. You can also directly dump the software presets into FX-Tracker using the *Send all Presets to FX-Tracker* menu item from the *MIDI* menu. Before you do this, you must set the FX-Tracker MIDI channel to zero (don't forget to set the MIDI channel back to the previous value when you are done). To save a single preset to FX-Tracker memory, you can first download it using the  toolbar button. If you want to save it into FX-Tracker memory, follow this by pressing the  toolbar button.

Editing the Input Level

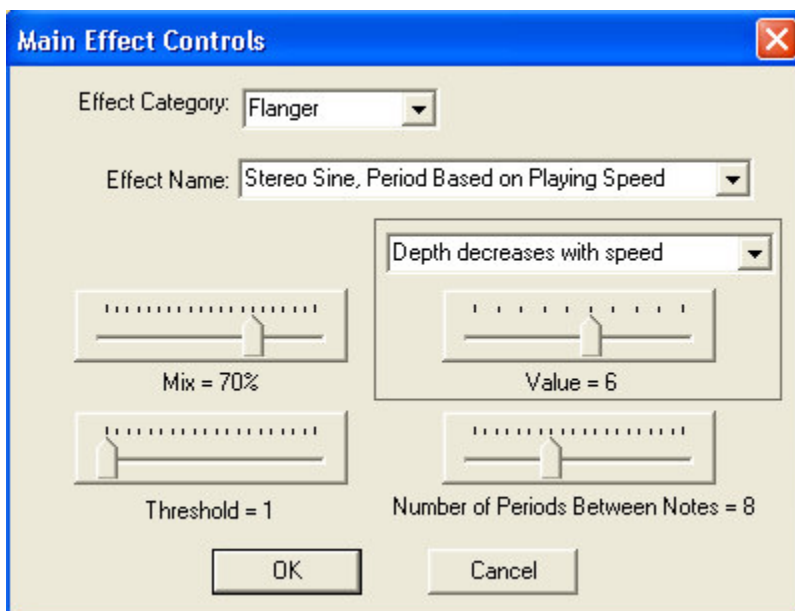
To edit the input level for a preset, click on the input level box in the main window. This will bring up a dialog box that allows you to edit the input level as shown below.




If you are connected through MIDI to FX-Tracker, changes you make in this dialog box will also be updated in FX-Tracker. Press OK to accept the changes, or Cancel to return to the previous values. Changes made will not be loaded into FX-Tracker permanent memory, and the decimal point will blink to identify that changes have been made but not yet saved. To save these changes into FX-Tracker memory, press the  button on the toolbar.

Editing the Main Effect

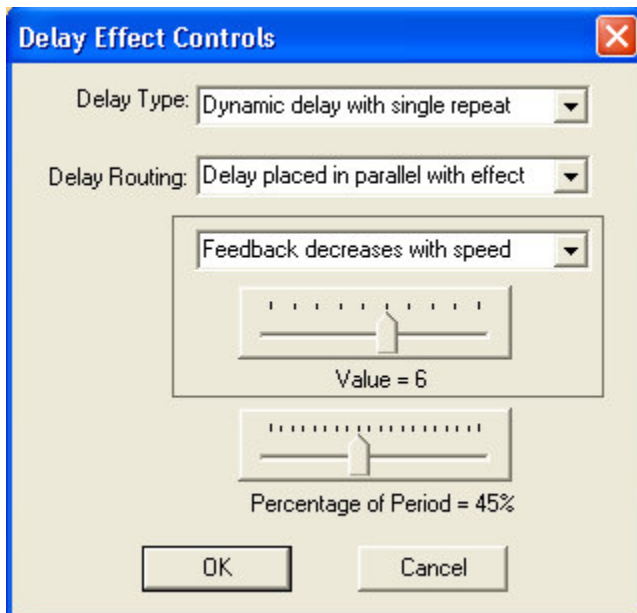
To edit the main effect for a preset, click on the middle effect stompbox in the main window. This will bring up a dialog box that allows you to edit various effect parameters as shown below.




If you are connected through MIDI to FX-Tracker, changes you make in this dialog box will also be updated in FX-Tracker. Press OK to accept the changes, or Cancel to return to the previous values. Changes made will not be loaded into FX-Tracker permanent memory, and the decimal point will blink to identify that changes have been made but not yet saved. To save these changes into FX-Tracker memory, press the  button on the toolbar.


Editing the Delay Effect

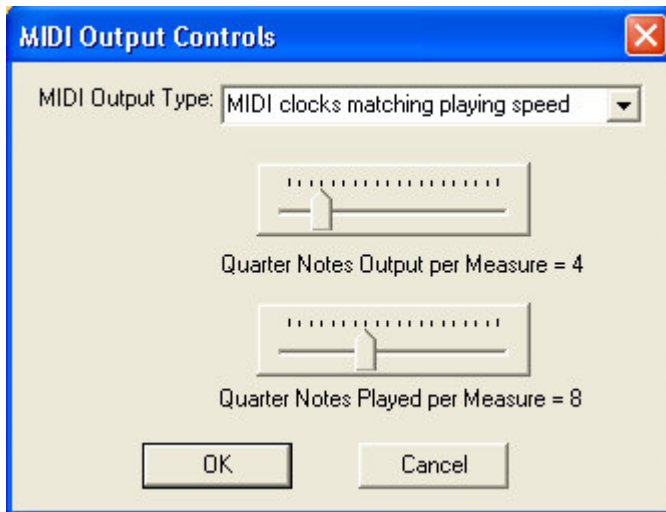
To edit the optional delay effect for a preset, click on the left *Delay Effect* stompbox in the main window. This will bring up a dialog box that allows you to edit various delay effect parameters as shown in the figure below.



It also allows you to change the audio routing for the delay effect. If you are connected through MIDI to FX-Tracker, changes you make in this dialog box will also be updated in FX-Tracker. Press OK to accept the changes, or Cancel to return to the previous values. Changes made will not be loaded into FX-Tracker permanent memory, and the decimal point will blink to identify that changes have been made but not yet saved. To save these changes into FX-Tracker memory, press the  button on the toolbar.

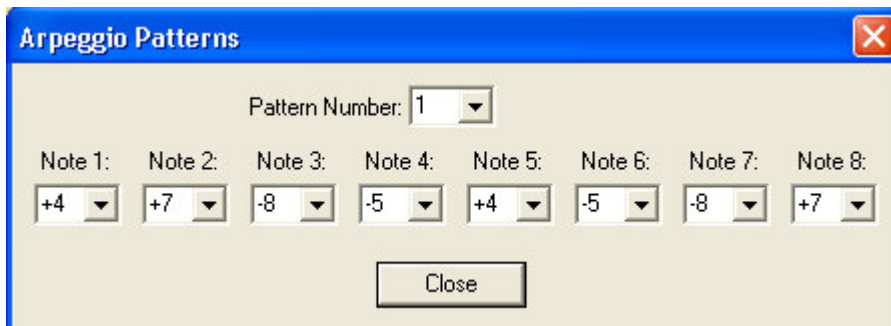
Editing the MIDI Output

To edit the MIDI output for a preset, click on the right *MIDI Output* stompbox in the main window. This will bring up a dialog box that allows you to edit various MIDI output parameters as shown in the figure below. If you are connected through MIDI to FX-Tracker, changes you make in this dialog box will also be updated in FX-Tracker. Press OK to accept the changes, or Cancel to return to the previous values. Changes made will not be loaded into FX-Tracker permanent memory, and the decimal point will blink to identify that changes have been made but not yet saved. To save these changes into FX-Tracker memory, press the  button on the toolbar. Keep in mind that some MIDI output functions require that you press the footswitch to start the MIDI output.



Editing the Arpeggio Patterns

There are 20 arpeggio patterns stored in FX-Tracker that are used by effect type 66 and 67. You can edit these patterns by clicking on the *Arpeggio Pattern* box in the main window. This will bring up a dialog box that allows you to edit the arpeggio patterns as shown in the figure below. Each of the 20 arpeggio patterns are 8 notes in length. If you are connected through MIDI to FX-Tracker, changes you make in this dialog box will also be updated in FX-Tracker. When you make changes to note values in this dialog box, the changes are automatically written into FX-Tracker permanent memory.



If you have any questions about the functions or controls discussed above, please consult the FX-Tracker users manual.

Sending Sysex Files

You can send sysex files directly from your computer to FX-Tracker (or to RiffBox) using the *Send MIDI sysex file* command from the *MIDI* menu. You can use this to update firmware or to send preset files. Make sure you have set up your MIDI output connection before you begin.