

GM Arts Firmware v5 for BJ Devices

SAMPLE SETTINGS GUIDE



Introduction

There are 3 sample setting files:

Generic MFC.tb2 is a generic setup for patches and effects

Axe-FX II.tb2 is a setup for Axe-FX II owners, with patches, scenes, effects and looper

Axe-FX III.tb2 is a setup for Axe-FX III owners, with patches, scenes, effects and looper

Open them with MFC Edit to see how they work and modify them to suit your own guitar rig.

None of these files are plug 'n' play, although they should be close. MFC settings need to match those in your connected equipment. You will need to check some settings, in particular effects and their CC numbers.

Also use the Global tab in MFC Edit to check you have the right MIDI channel, and for Axe-FX owners, the right Axe-FX model selected.

I recommended that you start with a basic setup and get that working before trying some of the more advanced features.

Generic MFC

These settings are designed to suit a wide range of music equipment that can be controlled by MIDI commands. It provides patches to select a preset in your MIDI gear, and CC messages to control sounds within each preset.

You will need a MIDI cable to connect MFC MIDI OUT to your equipment's MIDI IN port.

Settings in this document are given with an examples from the TB-11P model, but there are examples for all five TB models.

Here are the settings you'll need to match with your connected equipment to use these settings. You can match them by setting these numbers in your connected equipment or changing them in these MFC settings.

These settings select MFC patches A1 to A9, B1 to B9 and C1 to C9, which send

MIDI program change numbers 1 to 9, 11 to 19 and 21 to 29

(program numbers 0, 10 and 20 are not configured)

The following CC numbers are used for effects:

Boost: 52

Chorus: 41

Delay: 47

Distortion: 50

Overdrive: 49

Phaser: 75

Tap Tempo: 14

Tuner: 15

Volume "Effect": 93 with level controlled by CC number 7

Wah: 97 with frequency controlled by CC number 7

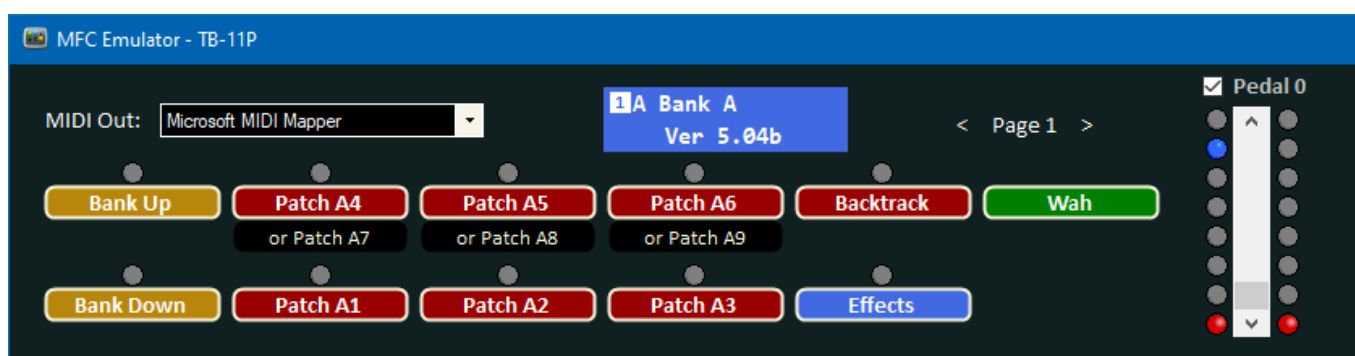
You can match CC numbers from this list or change the setting CC numbers to match your gear.

Most of these effects are configured to be OFF when you select a patch. Selecting a MFC patch sends the effect OFF messages to your connected device to make sure everything is synchronised.

If you have an effect that is always ON, you can change that in the settings and re-load settings into your MFC. See the user guide if you need to use overrides to set effects OFF in some patches and ON in other patches.

Generic Footswitch Layout - Patches

There are 2 pages of footswitches: page 1 is for patches and page 2 is for effects. Here's the footswitch layout for patches on page 1:



On this page, the left 2 footswitches allow you to cycle through banks A, B & C. Add or remove banks if you wish on the editor Patches tab.

There are 3 footswitches on the bottom row that allow you to select MFC patches 1, 2 and 3 in the current bank.

Above these are 3 footswitches that allow you to select patches 4, 5 and 6 in the current bank, or if you hold these footswitches down, you can select patches 7, 8 and 9 in the current bank.

This demonstrates a difference between footswitches with and without “or hold” options:

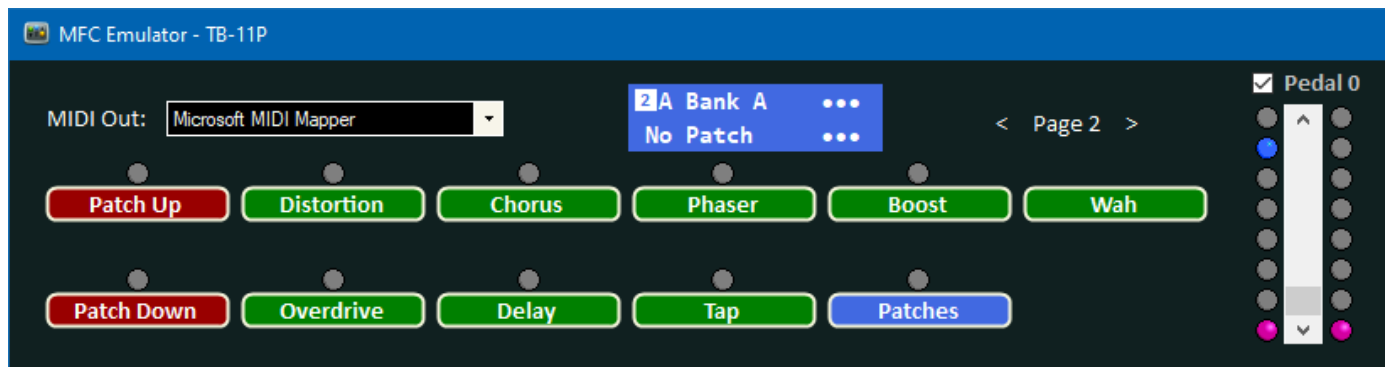
- The footswitches on the bottom row will select a patch as soon as you press the footswitch, because there's no need to wait and see if you're holding the footswitch down for a different option.
- After you press one of the patch footswitches on the top row, the main patch will be selected if you release the footswitch before the hold time (default is 1 second), or will select the hold patch when you release the footswitch after the hold time.

The Backtrack footswitch returns to the previous patch you used and will also restore the effects that you were using on that last patch.

The bottom-right footswitch goes to the effects page, and the same footswitch on the effects page returns to this patches page.

Generic Footswitch Layout - Effects

Here's the footswitch layout on the effects page:



The left two footswitches allow you to select patches up and down. The bottom right footswitch takes you back to the Patches page.

The Tap footswitch sends a tempo message to your connected equipment when you press the footswitch and does nothing when you release the footswitch. You will need to check documentation for your gear to see what it expects for setting tempo.

The other footswitches act like regular stomp boxes: Press once to turn ON, press again to turn OFF. When an effect is ON, the footswitch LED will light, and you'll also see an abbreviation at the right side of the LCD screen.

Pedal Settings

The pedal is configured as a volume pedal, or if you click the under-pedal toe-switch, it acts as a wah effect.

Your presets need to obviously include a wah effect that is OFF by default. The wah effect is bypassed with CC Number 43, and the wah frequency is controlled by CC number 7.

Your presets also need to include a volume "effect" that is ON by default with the level parameter controlled by CC number 7. This volume effect is bypassed with CC number 42 and should pass full volume when bypassed.

The pedal footswitch controls both wah and volume bypasses: When acting as a volume pedal, the volume effect is ON and the wah is bypassed. When wah is on, the wah effect is ON and the volume effect is bypassed.

Because selecting a patch sets the pedal as a volume control, the Volume effect is set to be ON after patch selection.

There's another feature of the pedal: when you move the pedal to the heel-down position, the tuner is turned on.

The pedal can be set to turn any effect OFF at heel-down or toe-down positions. These settings turn the tuner effect OFF at heel-down. But we actually want to turn the tuner ON at heel-down, so if you look at the tuner effect settings, you'll notice that the on and off CC values have been swapped.

The final adjustment is to reverse the OFF/ON display so the tuner LED displays correctly for OFF and ON.

Axe-FX II and Axe-FX III

The setting files for Axe-FX II and Axe-FX III are similar except for the looper which works differently for these models. So make sure you use the file that matches your Axe-FX, and for Axe-FX II users, choose the right Axe-FX model on the Global Display & Axe-FX tab.

You will need 2 MIDI cables:

Connect MFC MIDI OUT to Axe-FX MIDI IN

Connect Axe-FX MIDI OUT to MFC MIDI IN

You will also need to make these settings on your Axe-FX to allow it to “talk” to your MFC:

Axe-FX II:

- Press [I/O], the [PAGE >] to the MIDI tab, navigate to MIDI THRU and set it to OFF
- Press [I/O], the [PAGE >] to the MIDI tab, navigate to SEND REALTIME SYSEX and set it to ALL

Axe-FX III:

- Press [Setup], select [MIDI/Remote] then “General” tab, navigate to “Send Realtime Sysex” and set it to ALL

There are 4 pages in these settings

Page 1: Patches

Page 2: Scenes

Page 3: Effects

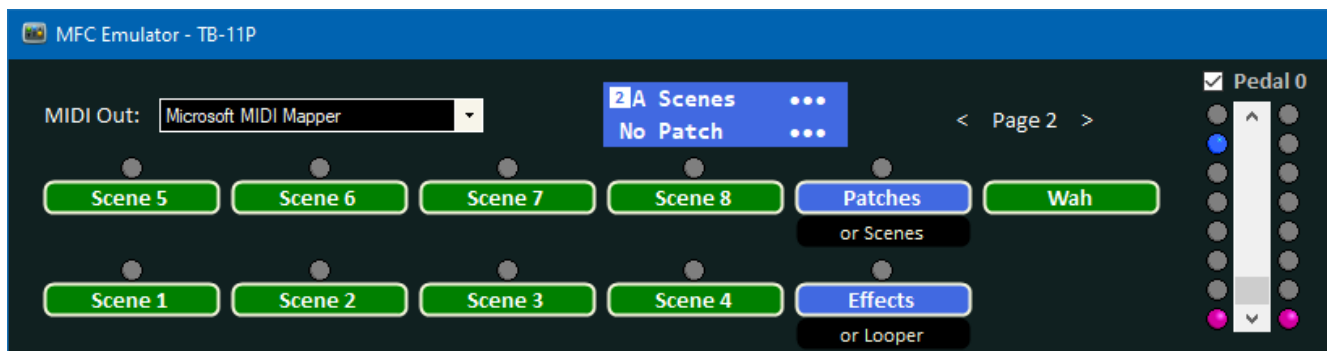
Page 4: Looper

All pages have the same page selection footswitches at the right: Press the top footswitch to go to the Patches page, or hold the footswitch down to go to the Scenes page. Press the bottom footswitch to go to the Effects page, or hold the footswitch down to go to the Looper page.

Of course, you don't really need a footswitch to go to the page you're already on, so you may like to change these footswitches to some other method of selecting pages.

The Patches and Effects pages are described above for Generic MFC.

Scenes and Looper modes synchronise with the Axe-FX. Here's the Scenes page layout:



These MFC settings use **CC number 34** for scene selections, so make sure your Axe-FX uses the same CC number.

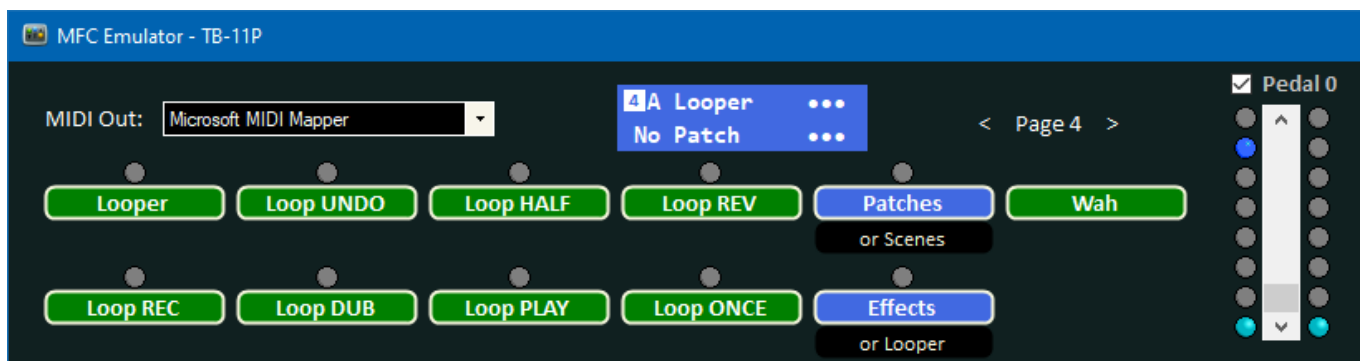
Looper Settings

The looper modes are synchronised between the Axe-FX and MFC so you can see what's happening with the looper. But the Axe-FX doesn't automatically report when all modes finish (such as play once), so the MFC checks every second when necessary to see if anything has changed. For this reason, you may sometimes see a short lag when displaying looper modes.

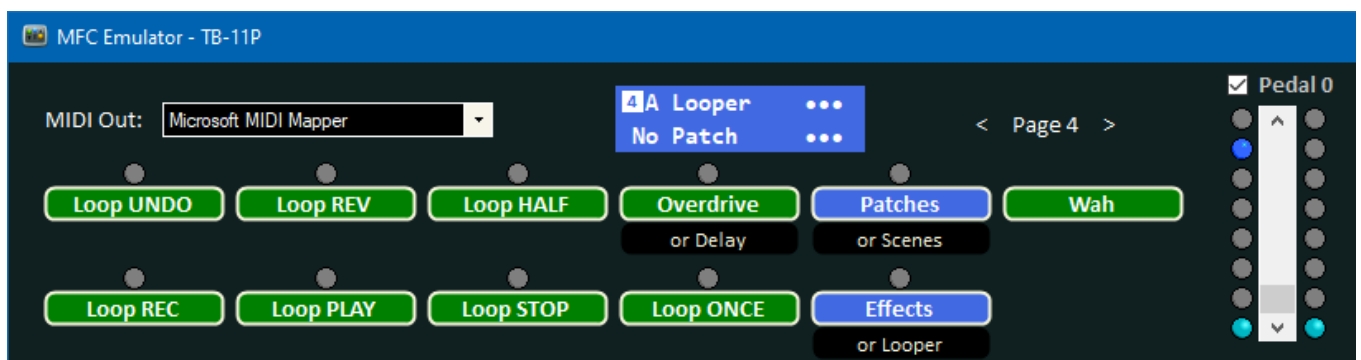
Here are the CC numbers used for looper commands, so make sure these match your Axe-FX. If necessary, either change your Axe-FX CC numbers or the CC numbers in this settings file.

Looper/Bypass: 33
Record: 28
Play: 29
Undo: 121
Play Once: 30
Reverse: 122 (not the Axe-FX II default CC number of 32*)
Stop: 123 (Axe-FX III only)
Half Speed: 120
Overdub: 31 (Axe-FX II only)

The looper layouts are similar - here's the Axe-FX II layout:



And the Axe-FX III looper layout:



* CC number 32 is used for the MIDI standard program bank LSB number in my firmware, so it is not available for use as an effect CC number.