



HX EDIT



PILOT'S GUIDE >

A guide to the features and functionality of the Line 6 HX Edit application

Contents

Workflow

- What's in it for Me? 2
- Workflow Overview 2
- Computer Connectivity 2

Preset Compatibility

- Preset Compatibility with Helix Native Plug-in 3

GUI Overview

- Resizing the Application Window 5
- Application Menus 5

Presets Panel

- Selecting & Loading Presets 8
- Importing and Exporting Preset Files 8
- Renaming, Reordering, Copying and Pasting Presets 8
- Importing and Exporting Setlists 9
- Importing and Exporting Bundles 9

Impulses Panel

- What are Impulse Responses? 11
- Importing and Exporting Impulse Responses 11
- Renaming, Copying, Pasting & Clearing IRs 11

Working in the Editor

- Naming & Saving the Preset 14
- Configuring & Managing Snapshots 14
- Editing the Tap Tempo 15
- Creating & Restoring Complete Device Backups 15

The Signal Flow Window

- Moving Blocks & Arranging the Signal Flow 17
- Split Path Options 17
- Cutting, Copying, Pasting & Clearing Blocks 18
- Adding & Bypassing Blocks 19

The Edit Tab

- Selecting Models 20
- Editing Model Parameters 21
- Editing Input, Output & Mix Blocks 21

The Bypass/Controller Assign Tab

- Editing an Existing Assignment 23
- Clearing Existing Assignments 23
- Creating a Bypass Assignment 24
- Creating a Controller Assignment 26

The Command Center Window

- Creating a Command Center Assignment 29
- Customizing a Footswitch Label 30
- Customizing a Footswitch LED Color 31

Global EQ Window

- Adjusting Global EQ Parameters 32

The Preferences Window

- The General Screen 33
- The About Screen 33
- The Legal Screen 33

Keyboard Shortcuts

- Command Center, Global EQ & Preferences Window Shortcuts 41
- Additional Mouse Behaviors 43

Line 6 Updater & Additional Resources

- Using Line 6 Updater 44
- Additional Resources 44

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Workflow

Welcome to the *HX Edit Pilot's Guide*. This guide contains details of the *HX Edit* v2.60 application's features and functionality with Line 6 Helix® family devices (**Helix®**, **Helix® Rack** and **Helix® LT**), as well as with **HX Effects™** devices. All behaviors are the same on Mac and PC unless otherwise noted. It is recommended that you also read the [Owner's Manual](#) for details on using your device.

What's in it for Me?

HX Edit is a simple, but powerful, editor, preset librarian and IR manager application. It allows you to easily customize, backup and manage your tone presets and setlists, as well as manage the Impulse Responses on your Line 6 Helix or HX Effects device.

For Owners of Helix Devices -

HX Edit is the editor/librarian software for use with Helix devices that are running firmware version 2.20 or later. **For best performance, it is recommended to use the latest available version of both the HX Edit application and device firmware.** If you own a Helix device that is running firmware earlier than v2.20, you'll need to update the Helix device's firmware to the v2.20 firmware or later, or use the previous *Helix* application with your device.

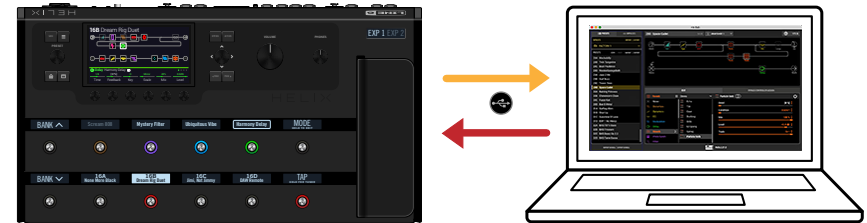
NOTE: HX Edit is the editor/librarian software for use with Helix devices that are running firmware version 2.20 or later. **For best performance, it is recommended to use the latest available version of both the HX Edit application and device firmware.** If you own a Helix device that is running firmware earlier than v2.20, you'll need to update the Helix device's firmware to the v2.20 firmware or later, or use the previous *Helix* application with your device.

For Owners of HX Effects Devices - You must update your HX Effects device's firmware to v2.60 or higher to access full editing functionality with the HX Edit software v2.60 (earlier firmware and application versions provide only Preset & IR Librarian functionality). **Since HX Effects devices offer a different set of inputs, outputs and signal flow capabilities, throughout the following chapters we've indicated HX Edit app functionality that is specific to your HX Effects hardware.**

Workflow Overview

Once the HX Edit app is launched, it automatically syncs all presets from your Helix or HX Effects device's internal memory. You'll see your device's presets & IRs displayed in the Librarian panels at the left. This allows you to export presets and IRs to create a virtually unlimited library on your computer, and then import them onto your device at any time. These Presets and IR panels also allow you to easily rename and reorder your presets and IRs, and the Backup & Restore feature makes it simple to create full device backups that can be restored to your device in minutes.

You will also see your currently loaded preset's contents displayed in the Editor panels on the right. This allows you to load & fully customize your presets, configure bypass & controller assignments and create & edit snapshots. While connected, communication between the application and your connected device's internal memory is instantaneous. Changes you make to any parameters in the Signal Flow or Inspector Windows, as well as any changes to presets, setlists and IRs within the Librarian, are immediately reflected on the device, and vice-versa.



This interactive communication allows you to tweak your presets and setlists in real time, without the need to send/receive or manually sync to the device.

WARNING: Be careful when overwriting presets or Impulse Responses - these changes cannot be reverted! You can use the **Create & Restore Backups** feature to backup your Helix or HX Effects device's contents before making changes. See "[Creating & Restoring Complete Device Backups](#)".

Computer Connectivity

To put the HX Edit application to work, connect your Helix or HX Effects device to your computer's USB 2 or 3 port. If on Windows®, be sure to have the latest Helix ("Helix Driver") or HX Effects ("WinUSB Driver") driver installed. You can download the driver installers at <http://line6.com/software/>, or simply choose to install the included drivers when you install the HX Edit application.

✕ Exit any other Line 6 applications that may be running. With your Helix device powered on, launch HX Edit.

- **Mac:** Go to Applications > Line 6 > HX Edit
- **Windows:** Go to the Start button menu > All Apps (or Programs) > Line 6 > HX Edit

Upon launch, the application will detect Helix hardware and automatically retrieve and display its on-board presets & Impulse Responses. This may take a moment to download all of the preset information.

You'll see an indicator at the bottom of the application window displaying the type of device that is connected and its firmware version - or a warning that no device is detected.



Device indicator at bottom of HX Edit window

Preset Compatibility

This guide covers version 2.60 of the HX Edit application. The easiest way to ensure the best performance and compatibility between HX Edit and your Helix or HX Effects device is to make sure to have the latest updates. The latest HX Edit application installer is always available free at line.com/software. Use the free *Line 6 Updater* application to check and update your device's firmware (see [page 44](#)).

Helix preset, setlist and bundle files are compatible and transferable between Helix family devices (Helix, Helix Rack and Helix LT), as well as with the Helix® Native plug-in software (see next section).* Note that, since Helix LT devices include a more limited set of features (smaller I/O set, up to two EXP pedals rather than three, etc.), presets created for Helix & Helix Rack devices and Helix Native plug-in may include some unavailable functionality when loaded on a Helix LT device. However, all aspects of the preset are retained and available on the other Helix products even after saved with a Helix LT device. Please be sure to consult your *Helix LT Owner's Manual* for its complete feature set.



***NOTE: Presets, setlists & bundles exported from Helix family devices (Helix Floor, Rack & LT) and Helix Native plug-in are not compatible with HX Effects devices. Likewise, at this time, presets and setlists exported from HX Effects devices are not able to be imported into Helix family devices or the Helix Native plug-in.**

It is possible to Copy and Paste individual blocks, along with their current settings, between Helix Native and HX Edit - including with the use of any Helix or HX Effects device. See the following Block Copy and Paste section.

Helix presets that were originally created using the earlier *Helix* editor application and Helix device firmware versions are still supported. Note that, once loaded and saved with the newer *HX Edit* application, your presets will have new information added to them to support the latest models and functionality - full backward compatibility with the *Helix* application and earlier Helix firmware versions, therefore, cannot be guaranteed. It is advised to keep a backup all your earlier presets if you plan on possibly returning to these previous device and application versions.

Preset Compatibility with Helix Native Plug-in

With a Helix device, your presets, snapshots, setlists and bundles are compatible between the HX Edit app and Helix Native plug-in. This compatibility is the foundation of the Line 6 "Studio to Stage" concept, allowing you to load, edit and transfer your tones between Helix hardware and Helix Native plug-in! Note that Helix Native plug-in maintains its own Preset & IR libraries, independent of the presets and IRs that reside within your Helix hardware. To share presets from either the HX Edit app or Helix Native plug-in, use the export & import features within each.



TIP: If you also own Helix Native plug-in, be sure to reference the "**Helix compatible**" version number (found in the Helix Native software's About box - see [page 33](#)) to determine the recommended Helix family device firmware version you should use for maximum preset compatibility.

Due to the obvious differences of Helix hardware devices' physical inputs and outputs, there are some settings, block type and controller support variances when sharing presets between a HX Edit and Helix Native plug-in. To follow are tips for sharing presets and settings. Please also refer to the latest [Helix Native Pilot's Guide](#) for details regarding the use of Helix hardware-exported presets within the Helix Native plug-in.

HX Edit Backup Files

The HX Edit application includes a feature that creates **Helix Backup** (.hxb) files to restore a Helix or HX Effects device's presets, impulses and global settings (see [page 15](#)). Helix Native plug-in does not currently include this functionality and, therefore, does not support creating or opening Helix Backup .hxb files.

Block Copy and Paste

Using the **Copy Block** and **Paste Block** commands, you can copy and paste any block type between any presets within HX Edit, as well as between HX Edit (with any Helix or HX Effects device connected) and any instance of the Helix Native plug-in. Restrictions apply when copying and pasting some block types, depending on the Helix hardware in use and the paste destination - please see ["Cutting, Copying, Pasting & Clearing Blocks" on page 18](#).

Snapshot Copy and Paste

The current Snapshot, along with all its settings, can be copied and pasted using the **Copy Snapshot** and **Paste Snapshot** commands either within the current HX Edit preset or the current Helix Native preset, but not between the HX Edit app and Helix Native plug-in. Also see ["Configuring & Managing Snapshots" on page 14](#).

Command Center Copy and Paste

Within the **Command Center** window, once a command assignment is created for any footswitch, EXP Pedal or other controller, you can use the Command Center's **Copy** and **Paste** command options to copy assignments between controllers, as well as between controllers within other HX Edit presets. Helix Native plug-in does not include the Command Center, therefore, it is not possible to copy Command Center assignments between HX Edit and Helix Native. Also see ["The Command Center Window" on page 29](#).

Input & Output Block Settings

When importing a Helix Native-exported preset into Helix hardware - All input and output blocks that were set to "Host" will default to the "Multi" setting within the Helix family devices. Any input block set to "None" will remain as set to "None" within the hardware.

When importing a Helix hardware-exported preset into Helix Native plug-in - All input and output blocks that were set to physical inputs and outputs (other than "None") will default to the "Host" setting within the plug-in. Any input block set to "None" will remain set to "None" within the plug-in.

Impulse Responses

Impulse Response (IR) files are able to be utilized within IR blocks of the Helix Native plug-in just as they are within HX Edit, by way of each application's Impulse Library panel. If you are to be sharing Helix presets between Helix Native plug-in and Helix devices, it is a good idea to build and maintain your IR libraries similarly on each to allow the same IR files to be utilized for your presets that include them - see [page 11](#).

Controller Assignments

The Helix Native plug-in does not utilize any **Bypass, Controller or Command Center Assignments** that may exist within Helix hardware-exported presets. Helix Native plug-in simply ignores these assignments, therefore, any such assignments remain intact within your presets. (Snapshot controller assignments are supported in both Helix hardware and Helix Native plug-in.) Helix Native plug-in includes its own functionality to create plug-in parameter - Automation Controller type assignments, which are similarly ignored when Helix Native presets are imported into the HX Edit application.

MIDI In Bypass & Controller Assignments

Using HX Edit, you can create **MIDI In Bypass Assignments** to remotely toggle the bypass state of most block types, and **MIDI In Controller Assignments** to remotely control most Helix parameters, via external MIDI controller devices or MIDI software. MIDI In assignments saved within HX Edit-exported presets are supported when imported into Helix Native plug-in. Likewise, MIDI In Bypass and Controller assignments saved in Helix Native-exported presets are also supported when the preset is imported into HX Edit. Also see "[Creating a Bypass Assignment](#)" on [page 24](#).

DSP Limit

In order to maintain preset compatibility with Helix devices, the Helix Native plug-in incorporates similar processing management as the DSP management system utilized on Helix hardware. That is, the Helix Native plug-in includes a built-in, maximum computer processing limit equivalent to the Helix hardware's DSP limit for each preset. This way, any preset created and exported from the Helix Native plug-in is ensured to be able to be imported and used on Helix hardware devices.

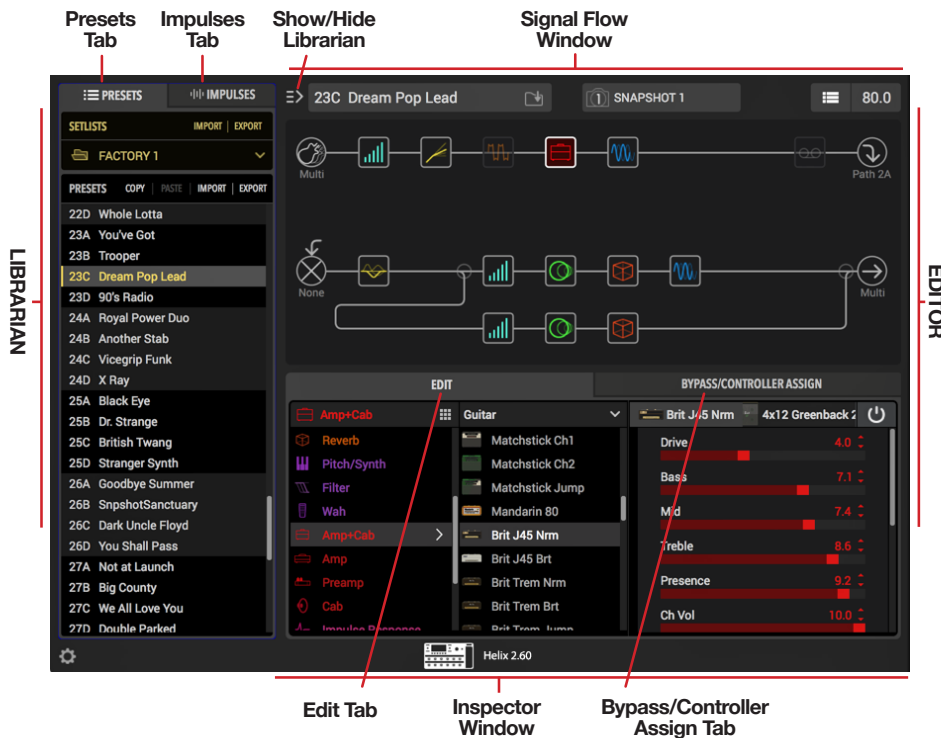
GUI Overview

The HX Edit application has a very intuitive, easy-to-use interface. When connected to a Helix family device, the navigation is divided into three main sections:

The Librarian Window - For managing preset and Impulse Response (IR) files.

The Signal Flow Window - Where you can add and move amp, effects & mix blocks, and customize your complete signal path routing.

The Inspector Window - Where you can choose from the huge selection of models, edit their parameters, create bypass & controller assignments, and more.



The HX Edit main GUI (Helix device connected)

HX Effects Device Owners: With an HX Effects connected, the application displays the single signal flow, just as on your HX Effects hardware. As covered in this chapter for Helix devices, you can utilize the application's signal flow to bypass, move, clear, copy & paste blocks, create split paths, and more.



The HX Edit signal flow - with an HX Effects connected

TIP: The **Command Center** (for creating MIDI control assignments) and **Global EQ** (Helix devices only) are available as separate windows from the application's Window menu.

Resizing the Application Window

The HX Edit main application window is resizable, allowing you to adjust it to best fit your screen size and workflow. Simply click and drag any corner or edge of the window to adjust to the preferred size, or click the "Maximize" button at the top of the window to use it in full screen mode.

It is also possible to show or hide the Presets & Impulses Librarian panel, by clicking on the toggle button at the top left of the Signal Flow window.



The Librarian window Show/Hide toggle button

Application Menus

Above the main application window you'll find the familiar menu bar. Note that the available commands differ within the **File** and **Edit** menu depending on the window, tabbed panel or specific control that currently has "focus." The window focus is indicated by a blue outline appearing around the Librarian, Signal Flow or Inspector windows.* To change focus, simply click within the desired window, or use the **TAB** key. To follow are descriptions of the included application menu commands for Mac and Windows. Also see "[Keyboard Shortcuts](#)" on page 34 for additional information.

***NOTE:** It is possible that the Librarian's Presets or Impulses tab currently has focus, but if you've "hidden" the Librarian panel, you will not see its blue outline focus indicator. Using the **TAB** key will advance the focus to the other windows, even when the Librarian is hidden.

HX Edit (Mac only)

- **About HX Edit** - Launches the About box screen, which displays the versions of the HX Edit software & connected Helix device firmware.
- **Preferences** - Launches the Preferences window, where you can select application options and reference the app's version & legal information - see [page 33](#).
- **Quit HX Edit** - Exits the application.


File

When the Presets tab currently has focus (or, when focus is within any window or tab except the Impulses tab):

- **Save Preset** - (Helix devices only) Saves changes to the currently loaded preset to the device's Preset Library.
- **Import Preset** - Imports any .hix preset file (or files) from your computer, replacing the currently selected library preset(s).
- **Export Preset** - Exports the currently selected preset (or presets) and saves it to your computer as a .hix file.
- **Import Setlist** - (Helix devices only) Imports any .hls setlist file from your computer, replacing the current setlist on your Helix.
- **Export Setlist** - (Helix devices only) Exports the current setlist and saves it to your computer as an .hls setlist file.
- **Import Bundle** - (Helix devices only) Imports any .hnb bundle file from your computer, replacing all setlists and presets within the Helix.
- **Export Bundle** - (Helix devices only) Exports all the current setlists and their presets from your Helix and saves them to your computer as an .hnb bundle file.

When the Impulses tab has focus (or, when focus is within any window or tab except the Presets tab):

- **Save Preset** - (Helix devices only) Saves changes to the currently loaded preset.
- **Import Impulse** - Imports an Impulse Response file (or files) from your computer, replacing the currently selected library Impulse(s).
- **Export Impulse** - Exports the currently selected Impulse (or Impulses) and saves it to your computer.

 **TIP:** Please see "[Presets Panel](#)" on [page 8](#) and "[Impulses Panel](#)" on [page 11](#) for details these File menu commands.

The following File menu commands are available regardless of window focus:

- **Create Backup** - Launches the Create a Helix Backup window, where you can export a full backup of your device's presets, impulses & global settings - see [page 15](#).
- **Restore From Backup** - Launches the Restore From Backup window, where you can restore all your device's presets, IRs & global settings from a previously created backup - see [page 15](#).
- **Preferences** - (Windows only) Launches the Preferences window, where you can select application options - see [page 33](#).
- **Quit** - (Windows only) Exits the application.

Edit

When the Presets tab has focus:


- **Copy Preset** - Copies the selected Preset(s) to the clipboard.
- **Paste Preset** - Pastes the last-copied preset(s), replacing the preset(s) within the selected preset library location(s).
- **Select All Presets** - Selects all Presets within the current Setlist.
- **Rename Preset** - Renames the currently loaded preset.

When the Impulses tab has focus:

- **Copy IR** - Copies the selected IR(s) to the clipboard.
- **Paste IR** - Pastes the last-copied IR(s), replacing the IR(s) within the selected IR library location(s).
- **Clear IR** - Deletes the selected the IR(s) from the Impulses library.
- **Select All IRs** - Selects all IRs within the Impulses library.
- **Rename IR** - Renames the currently selected IR.


When the Signal Flow window has focus:

- **Cut Block** - Copies the currently selected block and its settings to the clipboard and removes the block from the Signal Flow.
- **Copy Block** - Copies the currently selected block and its settings to the clipboard.
- **Paste Block** - Pastes the last-copied block's model and its settings to the selected block location.
- **Clear Block** - Deletes the selected block.
- **Rename Preset** - Renames the currently loaded preset.

 **TIP:** **Copy Block** and **Paste Block** can be also used between HX Edit and Helix Native plug-in - and vice-versa! See "[Cutting, Copying, Pasting & Clearing Blocks](#)" on [page 18](#) for details.

Snapshots

- **Copy Snapshot** - Copies the currently loaded preset's snapshot to the clipboard.
- **Paste Snapshot** - Pastes the last-copied snapshot contents, replacing the currently loaded snapshot's contents.
- **Rename Snapshot** - Allows you to edit the title of the currently loaded snapshot.
- **Snapshots** - Any of the current preset's snapshots can be selected directly here. (Note that Helix devices offer 8 snapshots, and HX Effects devices offer 4 snapshots.)

 **TIP:** Please see "[Configuring & Managing Snapshots](#)" on [page 14](#) for details.

Window

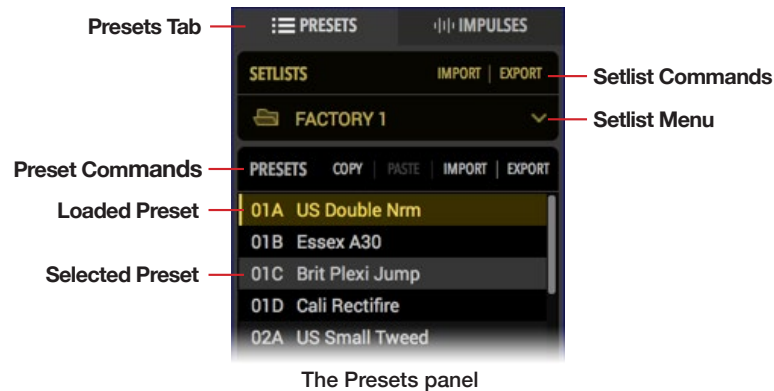
- **Command Center** - Displays the Command Center window - see [page 29](#).
- **Global EQ** - (Helix devices only) Displays the Global EQ window - see [page 32](#).
- **Enter/Exit Full Screen** - (Mac only) Displays the HX Edit application in full screen mode, or exit full screen mode.

Help

- **HX Edit Online Help** - Takes you to the Line6.com Support site where you can find the latest product documentation.
- **HX Edit Application Pilot's Guide** - Launches the PDF you are reading now.
- **About HX Edit** - (Windows only) Launches the About box, which includes the software version and legal credits.


Presets Panel

The Librarian's **Presets** tabbed panel provides functionality for importing, exporting, and managing presets & setlists.



The Presets panel

You'll find the same commands for copying, pasting, renaming, importing, and exporting within the application's File & Edit menus. These commands are also accessible via "[Keyboard Shortcuts](#)".


 **HX Effects Owners:** All functionality described in this chapter is the same for use with all Helix and HX Effects devices, unless otherwise noted. At this time, preset and setlist files are not compatible between HX Effects and Helix devices or Helix Native plug-in - see "[Preset Compatibility](#)".

Selecting & Loading Presets

It is important to note there is a difference between the **selected** and **loaded** preset within the Presets panel.

To Select a Preset - Click once on a preset location in the Presets panel and you'll see it become highlighted in gray. This indicates the preset is selected, meaning that a preset command (Copy, Paste, Import, etc.) will act upon this preset (even if a different preset is the one currently loaded within the Signal Flow for Helix devices).

To Load a Preset - Double-click on any preset (or click once to select it and then hit your Enter/Return key) and you'll see the preset with an amber colored highlight, indicating it as the preset currently in use. If no other preset is currently selected (highlighted in gray), menu commands will act upon this loaded preset, since it is effectively also the selected preset.

 **TIP:** Before editing a preset you may wish to first copy it to another location in the Presets panel, or export it to be sure you have an original version of the preset before making changes.

Importing and Exporting Preset Files


Presets are able to be exported to your computer as individual (.hlx) files, allowing you to create a limitless collection of tones that can be imported back onto your device's internal preset library at any time.



To Import a Preset File - It is recommended to select an empty "New Preset" location within the Presets panel and select the **Import Preset** command. A brief dialog will inform you that importing will overwrite any preset information in the selected location. Click **Yes** to continue. A system window will display a file browser for selecting the preset you wish to import. Once imported, the preset will reside on your Helix or HX Effects device's internal memory, within the selected preset location.


To Export a Preset File - Select the preset by single-clicking on it in the Librarian - Presets panel and select the **Export Preset** command. This creates a copy of the preset in its last-saved state from your Helix or HX Effects device's memory and saves it to your computer. The familiar "save" window is presented, in which you can edit the filename and choose a destination folder. By default, .hlx preset files are exported to the following directories.

- **Mac** - /Documents/Line 6/Tones/Helix folder
- **PC** - \My Documents\Line 6\Tones\Helix folder

 **TIP:** If you happen to own both a Helix (or Helix Native plug-in) **and** HX Effects device, it is recommended to export your HX Effects presets into a different directory to avoid mixing them up with Helix and Helix Native plug-in preset files, since they are not compatible at this time.

Renaming, Reordering, Copying and Pasting Presets

These functions allow you to customize your presets within the Presets panel. Choose **Rename**, **Copy** or **Paste** from the row of preset command buttons or application's Edit menu and it will act upon the selected (highlighted) preset. You can also right-click on a preset in the list to open a context menu with these same commands. For most commands, it is also possible to multi-select a number of presets by using Shift+Click to select a contiguous set of presets, or Cmd+Click (Mac) or Ctrl+Click (Windows) to select a non-contiguous set.

 **TIP:** There is no command to "delete" a preset, but you can right-click on a block within the signal flow and use the **Clear All Blocks** command.

Drag and Drop Presets

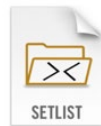
It is possible to drag and drop any preset (or multi-selected presets) directly from the Presets panel to perform the following actions.

- **Import and Load** - Drag a .hlx preset file from any computer folder and drop directly onto a Presets panel slot, or onto the Signal Flow window, to import and load it in the app as the current preset. This import action replaces and overwrites the previously loaded preset.
- **Load** - Drag any individual preset from its Presets panel location and drop it within the Signal Flow window to copy it into the currently loaded preset's slot location, overwriting the currently loaded preset.
- **Export** - Drag one or multiple presets from the Presets panel and drop into any folder on your computer to export a copy of the .hlx preset file(s) there.
- **Reorder** - Drop to another location within the Presets panel to reorder the presets within the list as desired. When the preset is dropped into the new location slot, the surrounding presets are shifted upward or downward accordingly.
- **Transfer To/From Helix Native Plug-in** - (Helix devices only) Drag a preset from the plug-in's Presets panel and drop directly into the Presets panel of the HX Edit app to import and load the preset on your Helix device, replacing and overwriting the previously loaded preset. Likewise, you can also drag and drop presets from HX Edit into Helix Native plug-in (see ["Preset Compatibility" on page 3](#)).

Importing and Exporting Setlists

The Presets panel allows you to instantly save the currently loaded setlist, including all its saved presets, to a Helix setlist file (.hls). This is very handy for making a backup of all presets within a setlist, so that a group of presets can easily be loaded back into your Helix in a single action.

 **HX Effects Owners:** A Setlist for your HX Effects consists of all presets within the device's preset library. Similar to the steps described here for Helix devices, you can use the HX Edit **Import Setlist** and **Export Setlist** commands, found within the app's File menu.



To Import a Setlist - Select the **Import Setlist** command. This will prompt you to ensure that you wish to replace the currently selected setlist and the presets therein. Continue through the **Open** window to select the setlist you wish to load onto your connected device.

To Export a Setlist - Select the **Export Setlist** command to display the Save As dialog. By default, setlists are saved to:


- **Mac** - /Documents/Line 6/Tones/Helix/Setlists folder
- **PC** - \My Documents\Line 6\Tones\Helix\Setlists folder

Changing Setlists

To change the active setlist shown in the Presets panel, click on the Setlist menu and choose from among your device's setlists. The currently-selected setlist will be indicated with an "open folder" icon in this menu.


Renaming Setlists


To rename the current setlist, right-click on the setlist name within the Setlist menu and type in your desired title.

 **HX Effects Owners:** The single Setlist on your HX Effects device displays no name on the hardware or within HX Edit. However, you can edit the Setlist file name when Exporting the file to your computer.

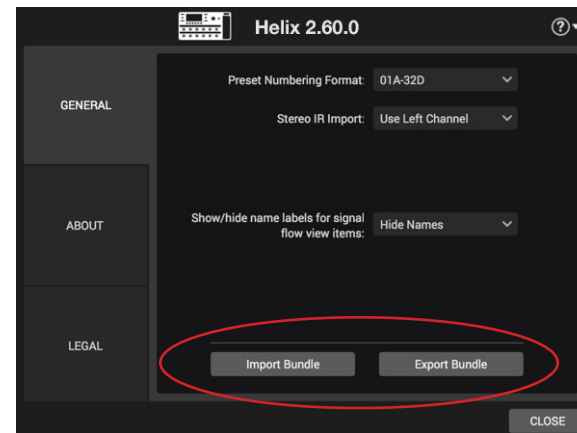
Importing and Exporting Bundles

A Bundle file (.h1b) includes all 8 setlists' contents of your Helix device, including all their presets and saved settings, all wrapped up in a tidy package. This makes it easy to export to create and store a backup of your Helix device's complete Preset library - and easily restore your device's Presets library to your device (or to the Helix Native plug-in) by importing the bundle.

 **NOTE:** Bundle files do not contain any of the Helix device's Global Settings or Impulse Response (IR) files. To include all these Helix items, use the **Create & Restore Backups** feature - see [page 15](#).

 **HX Effects Owners:** HX Effects devices do not support Bundle files, therefore, you will see no available Bundle options.

The **Import Bundle** and **Export Bundle** options are found in the application's **Preferences > General** window (see ["The Preferences Window" on page 33](#)).





Bundle options within the Preferences window (for Helix devices)

To Import a Bundle - Click the **Import Bundle** button and you'll be prompted to replace all setlists and presets within your Preset library. Continue through the "Open" window to select the bundle you wish to import. Note that you can optionally import any bundle that was exported from the Helix Native plug-in or any Helix device.

To Export a Bundle - Click the **Export Bundle** button to create a copy of all presets and their last-saved settings that exist in all setlists as a Helix bundle (.h1b) file. By default, all .h1b files are saved to:

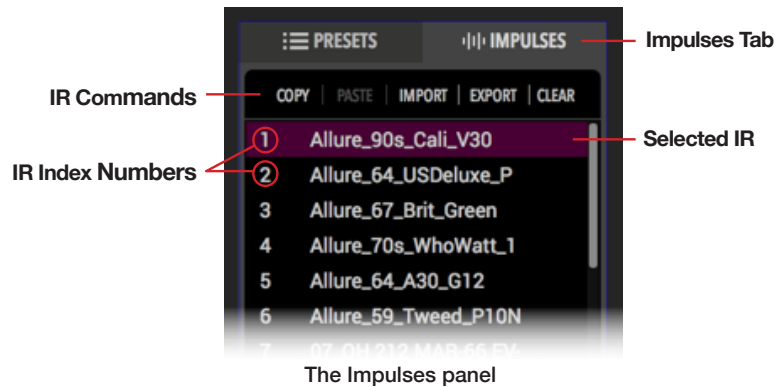
- **Mac** - /Documents/Line 6/Tones/Helix/Bundles folder
- **PC** - \My Documents\Line 6\Tones\Helix\Bundles folder

 **NOTE:** On the next power up of your device after importing multiple presets, or importing any setlist or bundle, you may see your device perform an additional "Rebuilding Presets" process during boot up. This process is normal and optimizes preset loading times on the Helix / HX Effects hardware.

 **TIP:** Visit the line6.com/customtone site to share your tones and download from the huge online library of artist and user presets!

Impulses Panel

The Librarian's **Impulses** tabbed panel provides a list of all Impulse Response files (along with their respective ID numbers in the left column) that currently reside on your Helix or HX Effects device. Initially, this Impulses panel is empty, awaiting you to import your Impulse Response files.



HX Effects Owners: IR files can be used by both Helix and HX Effects devices. All functionality described in this chapter is the same for use with all Helix and HX Effects, unless otherwise noted.

What are Impulse Responses?

Impulse Responses (or "IRs") that can be used in Helix & HX Effects devices are audio files that are the result of capturing the sound of a test tone (frequency sweep) through a guitar or bass amp speaker cabinet, which has been de-convolved with the original tone signal. This represents the frequency response of the cabinet itself and can be used to simulate the way it alters the sound. This is similar to a convolution reverb, but with a much shorter decay.

You can add an IR block to your preset as an alternative to using one of the Cab blocks to provide speaker cabinet simulation. Several companies now offer large selections of professionally recorded IR files that can be used in Helix devices, or you can even do some research on how to record and create your own.

TIP: Line 6 offers a free pack of excellent IRs from Allure - you can grab them now at <http://line6.com/allure/>.

IR Formats and Restrictions

It is possible to import any mono or stereo .wav file IR, regardless of its bit depth, length, or sample rate frequency. While this is very convenient, please be careful not to load just any .wav file as an IR or you may experience unexpected sonic results. SysEx files are not supported by Helix.

Helix Native Plug-in Users: If you plan on utilizing your Helix presets on both a Helix device and Helix Native plug-in, the best practice to import the same exact IR files into both, and in the same IR list order. This allows all IR blocks to reference and load the same indexed IR files for all presets that use them. Please also see "[Preset Compatibility with Helix Native Plug-in](#)" on page 3.

Importing and Exporting Impulse Responses

To access the IRs stored on your Helix or HX Effects device, click on the Impulses tab. From here you will be presented with a list of up to 128 IRs and their index numbers. Your presets will access these IRs by their IR list index number only. The IR files themselves are not directly associated with presets, only the IR's index number, as shown at its left, is referenced.

To Import an IR, first select the desired index location in the application's Impulses panel and select **Import**. Select the desired IR .wav file you wish to load onto your device. It is also possible to select multiple IR files and all will be imported in one action.

To Export an IR, click **Export** to display the Save As dialog.

By default, IRs are saved to the following directories.

- **Mac** - /Documents/Line 6/Tones/Helix folder
- **PC** - \My Documents\Line 6\Tones\Helix folder

You can also drag and drop to and from the Impulses panel to export and import IRs - see the following section.

TIP: Use the File menu's **Create Backup & Restore From Backup** options to create a backup of your Impulses Panel's contents, and restore from the backup, at any time - see "[Creating & Restoring Complete Device Backups](#)".


Renaming, Copying, Pasting & Clearing IRs

These actions can be performed by clicking the commands above the Impulses list view and will act upon the selected (highlighted) IR. You can also right-click to choose these options from the context menu (or use the app's "[Keyboard Shortcuts](#)").

Drag and Drop IRs

There are several drag and drop options that allow you to import and export single or multiple IR files between your computer's directories and HX Edit, as listed below.

- **Import** - Drag one or more IR files from your computer folder directly into the Impulses panel. When multiple files are being dragged in, they are imported in sequence, starting with the selected IR index slot.
- **Export** - Select one or more IR index locations and drag from the Impulses list view directly to your computer to export the IR files to the selected hard drive folder.
- **Copy** - It is also possible to drag and drop IRs *within* the Impulses list view to create a copy of the IR in a new index location.*

 ***NOTE:** There are no options offered to move or reorder IRs in a single operation, thereby reducing the risk of unintentionally breaking the link between IRs and the Helix presets that may be referencing them. Use the Copy, Paste and Clear functions to rearrange IR within the Impulses list as needed.

Transfer To/From Helix Native Plug-in - With an instance of the Helix Native plug-in open, drop an IR from the HX Edit application's Impulses panel directly into the Impulses panel of the Helix Native. It is also possible to drag an IR from the Helix Native directly into the Impulses panel of HX Edit to import a copy of the same IR.

Loading an IR in an IR Block

When you insert an IR block within your preset's Signal Flow, it initially defaults to referencing the IR that resides within the #1 IR index location (if you have not yet imported any IR file into the referenced index location, the "empty" IR block has no effect on the signal).

To choose which IR index is referenced by the IR block, select the IR block within the Signal Flow, then, in the **Edit** tab, use the **IR Select** parameter slider (or its menu at the right) to select IR index number (1-128) that includes the desired IR.




Choosing an IR by its Library (1-128) index number within the Edit tab

You can use the other IR block parameter sliders in the Edit tab to further shape the IR's tone and level - see ["Editing Model Parameters" on page 21](#).

Working in the Editor

The Editor portion of the HX Edit user interface consists of the Signal Flow and Inspector windows. The **Signal Flow Window** is where you'll see the signal paths for your currently-loaded preset, appearing much like the Home screen of your Helix or Signal Flow screen of your HX Effects device. The **Inspector Window** below contains 2 tabbed panels, **Edit & Bypass/Controller Assign**, where you can select models, tweak parameters, configure controllers and more. Regardless which of these tabs you have selected, the current preset's **Name Field**, **Save**, **Snapshots** & **Tempo** options are always available at the top of the window. Additionally, there are dedicated windows for the **Command Center** for MIDI assignments (see [page 29](#)), and the **Global EQ** (Helix devices only - see [page 32](#)), accessible from the application's **Window** menu. If you have not already done so, be sure to read through the in-depth information in your device's [Owner's Manual](#) to get an understanding of the features we'll be covering in the following sections.


 **HX Effects Owners:** HX Edit application functionality described within this chapter is the same with Helix or HX Effects devices, except where noted.



The Editor portion of the HX Edit application (Helix device)

Naming & Saving the Preset

The **Preset Name** field at the top of the Editor displays the title of the currently loaded preset. Double-click on the text here to optionally rename the preset. For Helix devices, whenever you see your preset's title appearing in italicized text at the top of the **Signal Flow** window, it indicates that the preset has been edited from its last-saved state.

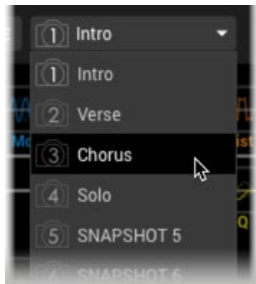
 **HX Effects Owners:** Since preset functionality differs slightly on HX Effects devices, you will not see the current preset's title displayed in italics when in an unsaved state.

The **Save** button at the top of the Editor can be used to save the currently-loaded preset, overwriting the preset that resides in the respective slot within the Presets panel. As covered in ["Presets Panel" on page 8](#), there are also the Librarian window options, **Copy** and **Export**, to create & store copies of your presets.

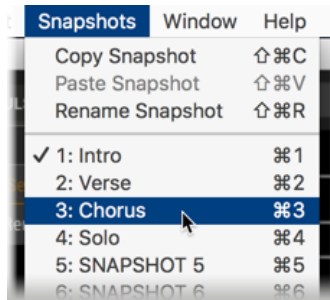
Configuring & Managing Snapshots

Your device offers the ability to configure the 8 snapshots within a Helix preset (or 4 snapshots for an HX Effects preset), allowing you to recall a customized set of options for your current blocks instantly, without the brief lag time associated with changing presets! A snapshot is capable of storing the bypass state of any amp or effects block, up to 64 assigned parameter values, tempo settings and more (please see your device's [Owner's Manual](#) for specifics).


There are two ways to select a snapshot within HX Edit: by clicking on the **Snapshots** menu at the top of the Edit window, or by using the commands within the application's Snapshots menu. To edit its settings, select the numbered snapshot you want as your destination, then configure the desired tone options for this snapshot.*




The Edit window's Snapshots menu



The menu bar's Snapshots menu

 ***NOTE:** You can use your device's **Global Settings > Preferences > Snapshot Edits** to choose between **Recall** (automatically stores your changes to the current snapshot) versus **Discard** (does not store changes to the current snapshot).


The camera icon within the Edit window's Snapshots menu is displayed in red  when the hardware's option is set to **Discard**.

Once your desired destination snapshot has been selected, use the following steps to configure your settings.

To Store a Block's Bypass State Per Snapshot - Click on the Bypass button above any block within the Signal Flow and set your desired bypass state for the block (or you can toggle the block's Bypass button within the Edit tab).

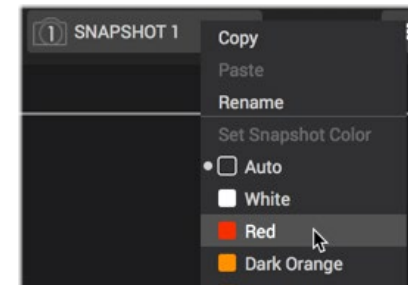
To Store a Parameter's Min. & Max. Values Per Snapshot - Select the desired block within the Signal Flow, then right-click directly on the desired parameter's slider within the Edit tab and choose the **Snapshots** controller option. This effectively creates the snapshot assignment for the parameter. You can then go to the Bypass/Controller Assign tab, select the snapshot assignment you just created within the Controller List and customize its **Min.** & **Max.** sliders and other available options in the Inspector at the right. We cover more about configuring these controller options in ["The Bypass/Controller Assign Tab" on page 23](#).

To Store a Command Center MIDI Message Per Snapshot - The Value parameters of any instant MIDI CC, Bank/Prog, and MMC message, plus the state (Dim or Lit) of any CC Toggle and Ext Amp messages are always stored and recalled when selecting a snapshot. Therefore, there is no need to manually set any of these parameters to a Snapshot assignment within the Command Center - see [page 29](#).

 **Attention Helix Native Plug-in Users:** Snapshot settings are compatible within presets between Helix, Helix Rack & Helix LT devices and the Helix Native plug-in!

Copying, Pasting, Renaming & Customizing Snapshots

The **Copy**, **Paste** and **Rename** Snapshot commands are available within the app's main menu. Or, right-click on the Edit window's Snapshots menu to access these commands as well as the LED color customization options.



The context menu for the Snapshots menu name field

To Copy & Paste a Snapshot - It is possible to copy all the settings of one snapshot and paste them to another snapshot within the same preset. Select and load the snapshot you wish to copy and select **Copy**. Then select and load the snapshot you wish to overwrite and choose **Paste** to paste the clipboard contents, replacing the currently loaded snapshot.

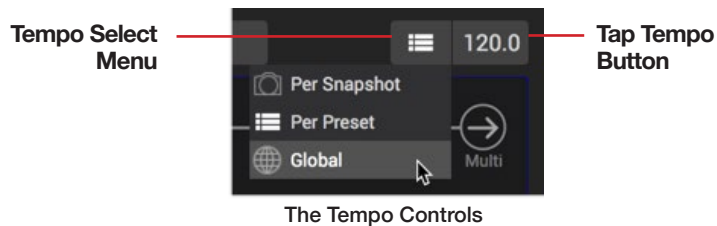
To Rename a Snapshot - Right-click the desired snapshot from the Snapshots menu and select **Rename Snapshot**. Type in your new name, then press Enter/Return on your keyboard.

To Customize a Snapshot's LED Color - When your Helix or HX Effects device is set to Snapshot footswitch mode, each footswitch LED defaults to a red color. If you prefer to customize the LED color for the current Snapshot, choose the desired color from the right-click menu. Or choose **Auto** to restore the default behavior, or **Off** for no LED.

NOTE: Remember that you'll need to **Save** before switching to another preset to retain your edited snapshot settings within the current preset! The snapshot that is in use when you save your preset is the one that is recalled when the preset is loaded again.

Editing the Tap Tempo

There are a few options available for configuring the tempo, accessible from the Tempo Controls at the top of the Signal Flow window. Any of the current preset's effect models set to note division values will follow this Tap Tempo value. (Note Sync mode is available for most delay and modulation effects - see [page 21](#).)



How the Tempo Value is Recalled

Use the **Tempo Select Menu** to choose how the tempo value is saved and recalled (this is the same option found in your Helix or HX Effects hardware's **Global Settings** > **MIDI/Tempo** screen):

- **Per Snapshot** - The tempo value is stored and recalled individually per snapshot for the current preset.
- **Per Preset** - The tempo value is stored and recalled individually with this preset.
- **Global** - The tempo value is used for all presets whenever set to **Global**.

Entering a Tempo Value

To enter a value, click on the **Tap Tempo Button** rhythmically or right-click directly on the Tap Tempo button and type in your desired numerical value.

Creating & Restoring Complete Device Backups

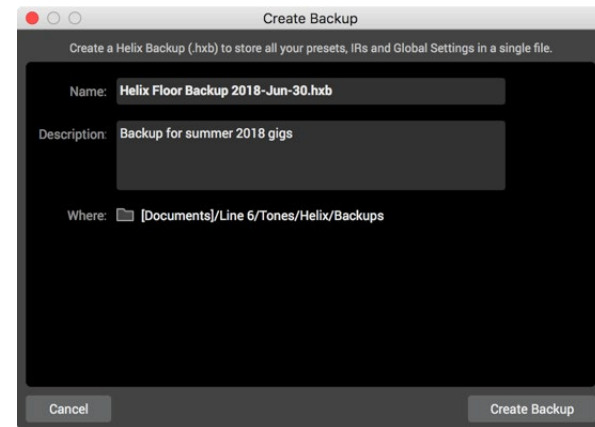
Use the File menu's **Create Backup** and **Restore From Backup** commands to create complete backups of your Helix or HX Effects device's current Global Settings, IRs, and Presets, and easily restore them back to your device at any time. All presets are backed up from their last-saved state, therefore, be sure to save your currently-loaded preset before creating your backup to include its current settings.

TIP: Backup files (.hxb) created using the **Create Backup** feature any Helix (Helix Floor, LT or Rack) device can then be "Restored" onto any other Helix device. This allows you to easily duplicate all your applicable Global Settings, Presets, and IRs to another Helix in one action.

Backups files created for HX Effects devices are compatible only with HX Effects type devices.

To Create a Backup

Select the **Create Backup** command from the File menu to launch the window.




The Create Backup window

1. **Name** - Your backup file is automatically named with the type of device (Helix Floor, Helix Rack, Helix LT, or HX Effects) and the current date. Optionally, you can click directly on the file name here and edit it as desired.
2. **Description** - Optionally, you can type in some descriptive notes about this backup. All text added here is saved with your backup, and viewable during the Restore From Backup process.
3. **Where** - By default, your Backup file (.hxb) is saved to the following directory on your computer:
 - **Mac** - /Documents/Line 6/Tones/Helix/Backups folder
 - **PC** - \My Documents\Line 6\Tones\Helix\Backups folder

If you wish to save to a different folder, click the folder button and browse to select your preferred disk location.

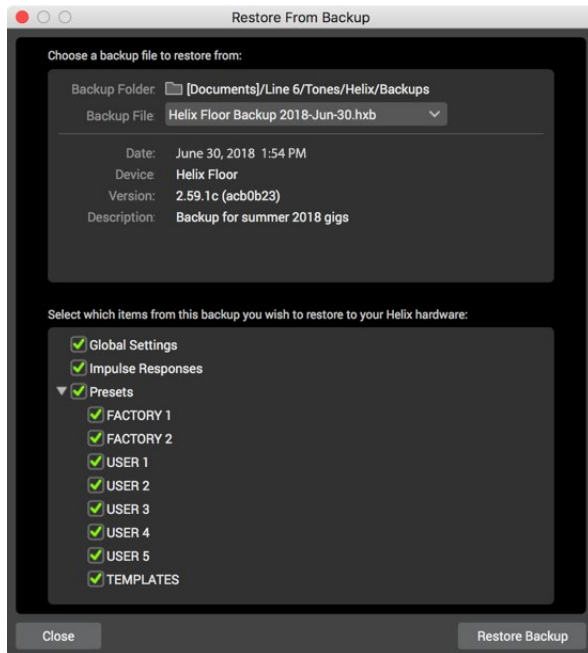
4. Click **Create Backup** and you'll see the progress of your backup being created, and a message once completed successfully (or click **Cancel** to exit without creating a Backup).

You can repeat the above steps at any time to create as many individual backups as you like. All compatible backup files for your connected Helix or HX Effects are then available within the Restore From Backup window.

 **TIP:** It is highly recommended to create a full Backup before installing new device firmware, and to perform backups regularly to make sure you always have copies of your tones, IRs and settings!

To Restore From a Backup

Select the **Restore From Backup** command from the File menu to launch the window.




The Restore From Backup window

1. **Backup Folder** - The default or most-recently used Backup folder is selected here. If you want to find a backup file in a different folder, click the folder button to browse to the desired location.


2. **Backup File** - All compatible Backup files (.hxb) that you created within the currently selected directory are selectable here. When you select a backup file, the following information is displayed so you know the details about the backup before you choose to restore from it.

- **Date:** The creation date of the backup file.
- **Device:** The specific type of Helix device this backup was created from (Helix Floor, Helix Rack, Helix LT, or HX Effects).
- **Version:** The firmware version installed on the device when the backup was created.
- **Description:** Any notes that may have been added within the Description field when the backup was created appear here.

3. **Items to Restore** - In the lower pane, you can select the individual items you wish to be restored from the selected backup file: Global Settings, Impulse Responses and Presets. Whichever items you select here will be restored, overwriting those currently on your Helix device.

 **TIP:** For Helix, Helix Floor & Helix LT devices, note that by clicking on the arrow to the left of the Presets checkbox, you can expand the option (as pictured above) to individually choose whichever Setlists you want to restore from the selected Backup!

4. Click **Restore Backup** and you'll see the progress of the restore process, and then a pop-up message once completed successfully (or click **Close** to exit without restoring). *Do not disturb the HX Edit application or device until the Restore process is complete.*

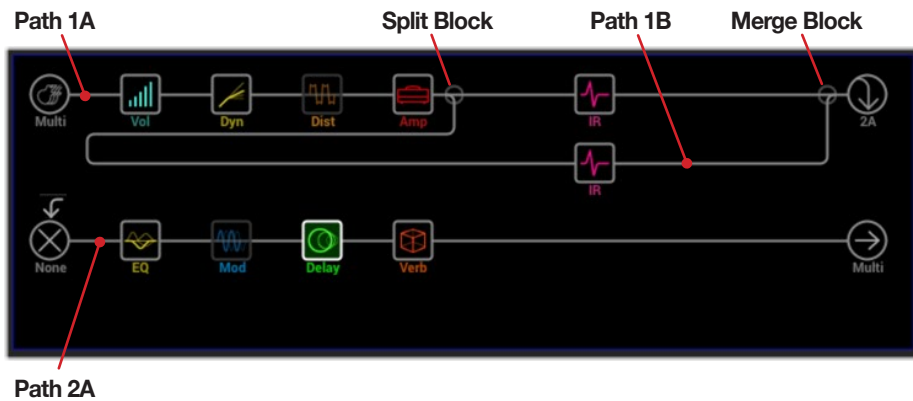
 **TIP:** If the Backup that you restored included any Presets or Setlists, it is a good idea to power your device off and on again to allow it "rebuild" the presets. This process optimizes preset loading times on the hardware.

You can repeat the above steps at any time, and select any available Helix or HX Effects Backup file stored on your computer.

The Signal Flow Window

The Signal Flow window allows you to directly access the Amp, Effects, Mix & Looper blocks within your preset and configure your signal path routing simply by clicking and dragging. Once you select any block within the Signal Flow, the Inspector's **Edit** tabbed panel below provides access to all its editable parameters. The options offered here are essentially the same as found on your connected Helix or HX Effects device, making editing very straight-forward.

HX Effects Owners: HX Edit application functionality described within this chapter is the same with Helix or HX Effects devices, except where noted.



The Signal Flow Window (Helix device)

Show/Hide Block Labels Option

If you prefer a cleaner look within the HX Edit app's Signal Flow window, you can "hide" the descriptive text labels that appear below each block using the Show/Hide option within the **Preferences > General** window (see [page 33](#)). When set to hide the labels, you'll only see a block's label appear when hovering your mouse over the block.



Block Label Option Set to Show



Block Label Option Set to Hide

Moving Blocks & Arranging the Signal Flow

To move blocks within a signal path, click and drag any block to its desired location. To follow are a number of pointers for arranging the signal flow in different ways.

HX Effects Owners: You'll see only the HX Effects device's single Path 1 displayed within the HX Edit signal flow panel. The HX Effects Path 1 can be similarly split to offer parallel Paths 1A and 1B.

Path 1 / Path 2 (Helix devices only) - Just like on the Helix hardware, it is not possible to *move* a block between Path 1 and Path 2, but you can *Cut* or *Copy* a block and then *Paste* into any desired location on the opposite path to re-locate it there along with all its settings intact - see next section.

Split Paths - To create a split path, simply drag a block down from the main signal path (Path 1A or Path 2A) and you'll see a parallel, split path (Path B) appear, with both a Split and Merge block created at each end (as shown in above image). To remove the split path, clear or move all blocks out of the parallel "B" path.

Mix (Split and Merge) Blocks - When a Split block is selected in the Signal Flow, you can choose from among 3 types of Split blocks, and adjust the balance options using the parameter sliders that appear in the Edit tab below. Note that you can click and drag the Split and Merge blocks to position them however you like within the path.

TIP: You can also Copy and Paste blocks between presets, between HX Edit and Helix Native and back, and with any Helix or HX Effects device - see [page 18](#).

Split Path Options

Functionality for Split blocks and Paths differ slightly for Helix vs. HX Effects devices, as detailed here.

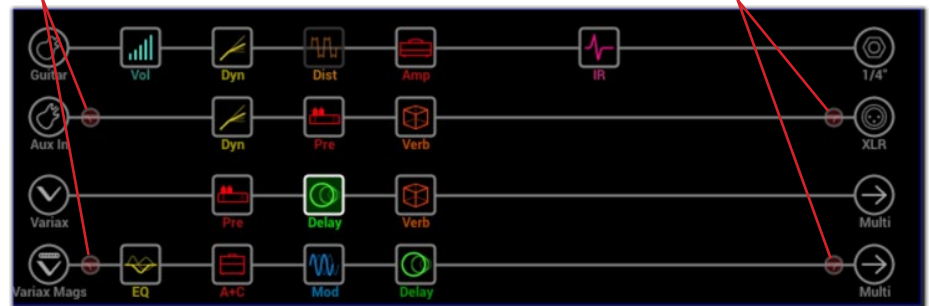
Helix, Helix Rack & Helix LT Devices

If you drag a Split block down from Path A (or right-click on the Split block and choose **Create Input**), it will change into a separate Input block for Path B, which then offers a set of Input block options in the Edit panel. Likewise, if you drag a Merge block down (or right-click on the block and choose **Create Output**), it becomes a separate Output block for Path B.

This functionality is how you can potentially create up to 4 individual signal paths within one preset, each with its own input and output settings, as shown below. Once converted to Input & Output blocks, you'll see a "handle" for each that you can drag back up to the main Path A to restore each back into a Split or Merge block (or use the right-click options to **Restore** back to Split or Merge blocks).

Drag handles for Split blocks

Drag handles for Merge blocks



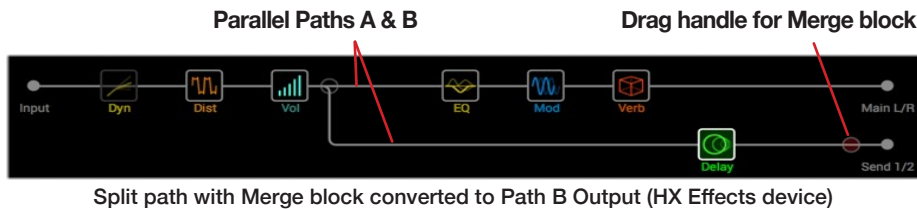
Split paths converted to individual paths (Helix device)

HX Effects Devices

On HX Effects devices, once a parallel path is created, the Split block can be dragged left or right on Path A to re-position it as desired. (But unlike as with Helix devices, a Split block cannot be moved down to convert it into a separate Path B Input.)

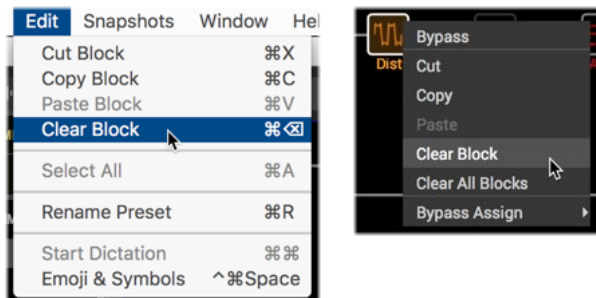
It is possible to drag the Path A Merge block down (or right-click on the block and choose **Create Output**), as shown in the following screenshot. This routes the Path B output separately to the hardware **Send 1/2** output jacks.

Once converted to an output, you'll see a "handle" that you can drag back up to the main Path A to restore back to a Merge block (or use the right-click option to **Restore** the Merge block).



Cutting, Copying, Pasting & Clearing Blocks

You can use the **Cut Block** or **Copy Block** commands for an existing block, and then use **Paste Block**, to paste it with all its current settings into a new location within any path and within any preset. Use **Clear Block** to remove the selected block from the path. Once you've selected the desired block, these commands are accessed either from the menu bar's **Edit** menu, or from a block's (Right-click) context menu (or via keyboard shortcuts - see [page 34](#)).



Cut, Copy, Paste & Clear commands are available in the Edit menu or block's context menu

It is also possible to use **Cut Block** or **Copy Block** and then use **Paste Block** in *either* HX Edit or Helix Native plug-in, as follows:

- Into any path within the same or a different instance of the Helix Native plug-in, and within any preset.
- Into any path within the HX Edit app, and within any preset.
- Into any preset within HX Edit when then connected to a different Helix or HX Effects device (as long as the copied Block data is the last item copied to your computer's clipboard).

Block Copy / Paste is allowed for all block types (Amp, Effects, Mix, Input and Output blocks), with some restrictions.* This provides great flexibility in re-creating tones between Helix Native, HX Edit, and even different Helix devices.

***NOTE:** Some restrictions apply for Copy / Paste of blocks, depending on the DSP capacity and features of the particular device in use. For example, just as any Helix Native plug-in or device preset will prevent adding some block or model types as the DSP limit is reached, the same DSP limit rules apply for Copy / Paste. Presets can also include only one Looper block, one use of each Send & Return, up to two IR blocks, etc. Therefore, Copy and Paste observes these Block rules as well. Physical inputs & outputs differ between Helix Native and Helix/HX Effects devices, therefore, the copying of Looper, Mix, Input and Output blocks and their settings may not be allowed, as covered throughout this chapter.

Cut Block - Clears the block from the Signal Flow and Copies the block and its current parameter settings to the clipboard.

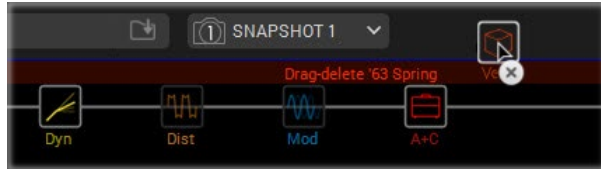
Copy Block - Copies the block and its current parameter settings to the clipboard.

Paste Block - Pastes the most recently Cut or Copied block to the selected destination. To follow are a few handy Copy & Paste tips.

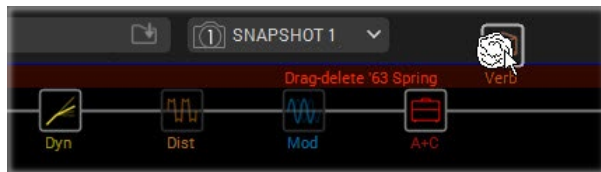
- **Paste location** - You can paste the most recently Cut or Copied block to the currently selected block location. If already occupied, this will *replace* the existing block.
- **Mix type blocks** (Helix devices only) - Copy & Paste are also available for any **Input**, **Output**, **Split** and **Merge** type block as well, where its settings can be Copied & Pasted into a location with the same block type.
- **Clear Block** - Click on the desired block to select it and choose **Clear Block** from the application's Edit menu or from the block's (Right-click) context menu. Alternatively, you can select an existing block in the Signal Flow and choose **None** from the Edit tab's Model Browser.

***NOTE:** Only one Looper block can exist within any preset at a time. Therefore, you cannot Copy and then Paste a Looper block within the same preset. But you can use the **Cut Block** command and then **Paste Block** to effectively "move" a Looper block, including its settings, to a new location, such as to a different path.

Drag-delete - Another handy way to clear any block is to simply drag the block in any direction out of the signal path. Once you reach the outer boundary of the path, you'll see the "Drag-delete" notice appear, as well as a specific mouse cursor icon that indicates the block will be deleted once you release the mouse button. (Note that the mouse icon differs for Mac vs. Windows computers, as shown below.)



Drag-delete of a Reverb block (Mac)



Drag-delete of a Reverb block (Windows)

Adding & Bypassing Blocks

To Add Any Type of Block to Your Tone - Simply hover your mouse cursor over the desired location on any path and you'll see an empty "None" block location appear. Once you select the location, choose any type of block from the **Model List Menu** in the Inspector's **Edit** tab below (see the following chapter for more info). If you select a location already occupied, choosing a different model from the menu will replace the selected block's model.

To Toggle the Bypass of a Block - Do any of the following:

- Hover your mouse cursor over a block within the Signal Flow and use the **Bypass** button that appears above the block.
- Right-click on the block and choose **Bypass** from the context menu.
- Click on the desired block to select it, then use the **Bypass** button within the Edit tab.
- Click on the desired block to select it and hit the Spacebar.

The Edit Tab

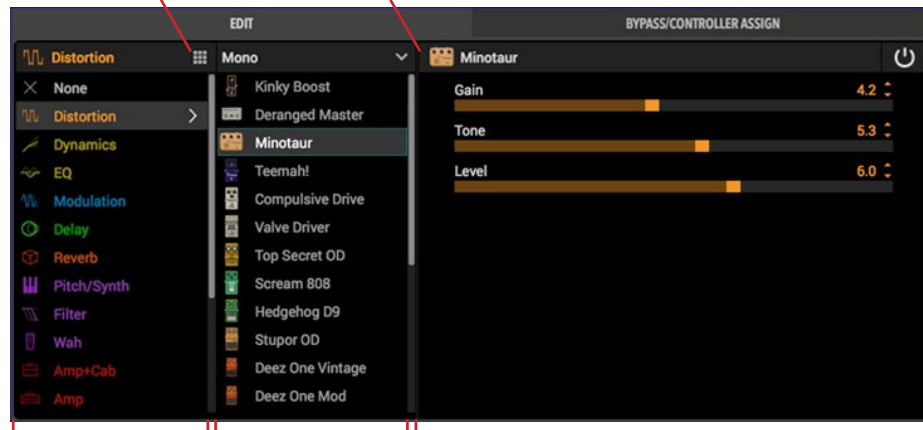
The Inspector window's **Edit** panel provides access to all models via its multi-level **Model Browser**, where you can choose from numerous categories of models to make up your tone. This panel also displays all available parameters for the block that is currently selected within the Signal Flow window, providing easy access for editing.

HX Effects Owners: HX Edit functionality described in this chapter is the same for all Helix and HX Effects devices, except where noted.

Selecting Models

As mentioned in the previous chapter ([page 19](#)), add models to your current preset by selecting the desired empty location on any path within the Signal Flow window and then choose the specific model you want from the Model Select Menu. You can also select any existing block within the Signal Flow and change its model this way.

List/Grid View Toggle Sub-category Menu

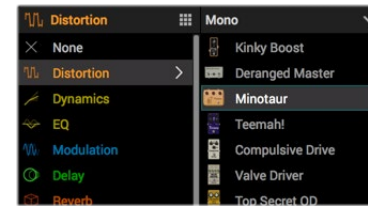


Category List Model List/Grid Parameter Sliders

The Edit Panel's Model Browser

Choose the type of block first in the **Category List** at the left to see all of its available models appear in the **Model List**. Note that, once you've selected a Category, you can toggle **List/Grid View** toggle button to change between a menu list or grid type display of the category's models.

HX Effects Owners: HX Effects devices do not include Helix Amp, Preamp or Cab type models, therefore, these categories will not be available.



Model List view



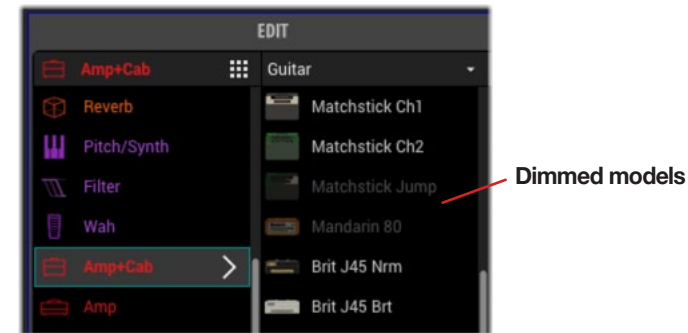
Model Grid view

For block categories that offer it, you'll see a **Sub-category menu** at the top of the Model List, where you can choose to see Mono, Stereo or Legacy type models. Amp categories offer Guitar & Bass sub-categories, and for Cabs you'll see Single & Dual category options.

Once you click on any model in the Model List it is instantly active and loaded into the selected Signal Flow location. You'll see the selected model's editable parameters appear at the right of the Edit panel. If you want to remove an existing block, select it within the Signal Flow and choose the **None** category's **Empty Block** option (or use the **Clear** menu command).

DSP Limit

As in your Helix or HX Effects device's Model Select menu, when the current preset reaches a high DSP usage, some models become non-selectable within the menu. In the HX Edit app's menu, you'll see models dimmed to indicate this, as shown below. To free up more DSP resources for the current preset, try removing some models, or selecting "Simple" or "Legacy" type models. For Helix devices, utilize both Path 1 and Path 2 to take advantage of all available DSP power. (See the DSP Management information within your device's *Owner's Manual* for details.)



Unavailable models appear dimmed when the preset's DSP limit is reached

NOTE: Also see "[Preset Compatibility](#)" on [page 3](#) for relevant information about DSP limits and the use of Helix presets with the Helix Native Plug-in.

Editing Model Parameters

Once added to your tone, simply click on any block to select it, then choose the desired model type and tweak its parameters in the Edit panel. To follow are a few editing tips (also see ["Keyboard Shortcuts"](#)).

Toggling Model Bypass - A Bypass button is available at the top right of the Edit panel for any model that offers a bypass option. When a model is bypassed, its parameters appear dimmed to indicate this state.



Edit tab - model active

Edit tab - model bypassed

Adjusting Parameter Sliders - There are several ways to adjust slider values:

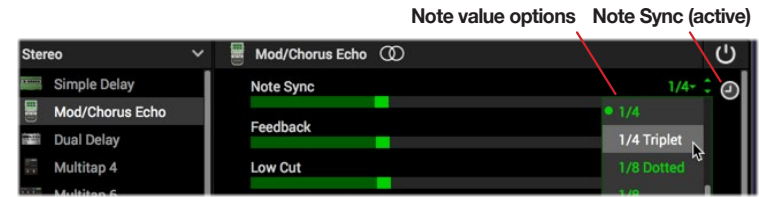
- Click on any slider's "handle" and drag to the desired value.
- Click on the desired range location within a slider's path and it will jump to the clicked value.
- While hovering your mouse cursor directly over any slider's path, use your mouse wheel to adjust it.
- Click the up/down arrow buttons at the right for small, incremental adjustments. If a down arrow is displayed at the right, click on it to expand a menu of selectable options.

Type in a Precise Value - Double-click anywhere on a slider's path or on its value to manually type in a precise numerical value.

Resetting Sliders - If you're not happy with your slider adjustment, Cmd+Click (Mac) or Ctrl+Click (Windows) on the slider to reset it to its initial default value.

Accessing All Parameters - Note that some model types, such as amps and complex effects, may have more sliders and controls than you can see all at once in the Edit tab. You can re-size the application window to show more sliders, or click and drag the vertical scroll bar at the right to access all parameters (or use your mouse wheel when hovering your mouse cursor over the scroll bar).

Note Sync - Most modulation and delay effects models offer a Note Sync option, allowing the modulation rate or delay repeat time to follow the device's main Tap Tempo value (see ["Editing the Tap Tempo" on page 15](#)). For models that offer it, you can click the Note Sync button within the Edit tab to toggle the feature on/off. When active (the Note Sync button is lit), the parameter will change to offer note division values, as shown in the following screenshot.



A Delay block configured for Note Sync

Impulse Response Block Options - When an IR block is inserted and selected in the Signal Flow, you'll see IR block parameter sliders here in the Edit panel, just like for any other block. Use the **IR Select** parameter to choose the index number for the desired IR from your IR Library. Remember that you'll need to import IR files into your Helix or HX Effects device using the application's Impulses tab for an IR block to utilize them - see ["Importing and Exporting Impulse Responses" on page 11](#).

Looper Block Options - It is possible to add a Looper block to a preset, and view and edit several Looper block parameters within the Edit tab. However, it is not possible to toggle the Looper mode of your connected device on and off within the HX Edit application.

TIPS: Right-click on a slider for a handy menu to assign external control of the parameter to one of your Helix or HX Effects device's controllers, or to an external MIDI controller - also see ["Creating a Controller Assignment" on page 26](#).

Alt+Click directly on slider in the Edit tab to instantly create a Snapshot Controller Assignment for the parameter - see ["Configuring & Managing Snapshots" on page 14](#).

Editing Input, Output & Mix Blocks

Much like Amp & Effects blocks, you can click on the **Input**, **Output**, **Split** or **Merge** blocks of any path and access their options in the Edit panel.

Input Block Options:

- **Helix Devices** - Different parameters, such as Gate, Level, Pan, etc., are displayed depending on the specific input type you select from the Helix Input block's menu. If the **Multi** or **Variac** input type is selected, you'll see options here for selecting a Variac model, individual string tunings and more.
- **HX Effects Devices** - The path's input is "fixed" and, therefore, is not selectable with block options.

Output Block Options:

- **Helix Devices** - When the Output block of any path is selected, you'll see output routing options available. In addition to your Helix device's analog and digital outputs, you can also choose to route the output of one path to the input of another later path. Note that you can route the output of Path 1 into Path 2 in a "serial" fashion to take advantage of both paths' DSP capacity!

- **HX Effects Devices** - When a split path is created, the Merge block can be dragged down to Path B to create a separate "Send" output (see "[Split Path Options](#)" on page 17). When this dual-output, split path configuration exists, you can click on the Path A (Main) output or the Path B (Send) output to access Pan and Level parameters for each.


Split Block Options - If your preset includes a split path, click directly on the point on the main path where the signal divides to select the Split block and you'll see options for choosing different Split block types and their parameters. Note that there is also a Bypass switch for Split blocks which, when bypassed, feeds an equal signal balance to each parallel path.


Merge Block Options - If your preset includes a split path, click directly on the point on the main path where the signal returns to select the Merge block and you'll see several mixer options for blending the two paths' signals.

 **TIP:** Refer to your device *Owner's Manual* for details on Serial & Parallel Routing.

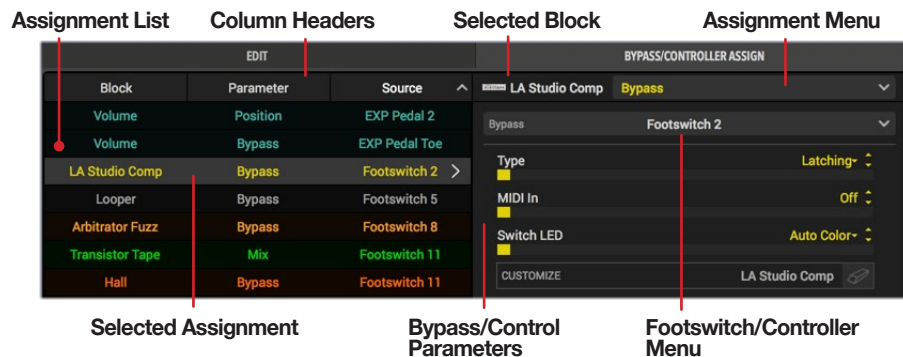
The Bypass/Controller Assign Tab

This tabbed panel combines the options found within the **Controller Assign** screens of your Helix or HX Effects device (as well as the options within the Helix device's **Bypass Assign** screen), allowing you to assign model parameter functions to your device's footswitches & expression pedals, or external MIDI controllers for real-time, remote control. It is also possible here to assign model parameters to be stored and recalled with snapshots, as well as to customize footswitch labels and LED colors.

 **HX Effects Owners:** HX Edit functionality described in this chapter is the same for all Helix and HX Effects devices, except where noted.

 **TIP:** For creating & managing assignments for the transmission of MIDI commands from your device's footswitches and pedals, see ["The Command Center Window" on page 29.](#)

In addition to the options for creating assignments, a list of existing bypass & controller assignments for the current preset appears within the left portion of this panel, allowing you to select and edit assignment options. (This handy display of existing assignments in one list is something not found on your Helix or HX Effects device's screens.)



The Bypass/Controller tab

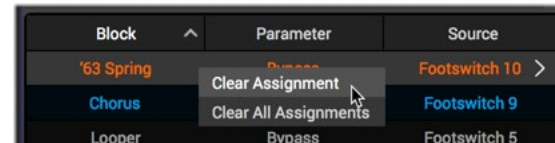
 **Attention Helix Native Plug-in Users:** The Helix Native plug-in's Automation/Controller Assign panel supports a different set of controller assignments (for use with host DAW software's parameter automation). Therefore, Helix Native will essentially ignore any HX Edit-created hardware controller assignments saved in a preset - see ["Preset Compatibility" on page 3.](#)

Editing an Existing Assignment

When working with Factory Presets, you'll see that most already have some existing assignments, and they appear within the Assignments List at the left of the Bypass/Controller Assign tab (see previous image). Once you create your own Bypass & Controller assignments, you'll see them appear within this list as well. At any time you can select an assignment within the list to see and edit its options, as described below. Please also refer to the following examples for creating specific assignments types for more info.

Clearing Existing Assignments

If you right-click directly on any existing Bypass or Controller assignment within the Assignment List, you'll find handy options for deleting the selected or all assignments.




The Clear Assignment options within an assignment's context menu

Clear Assignment - Deletes the assignment that you clicked on.

Clear All Controllers - Deletes all Bypass and Controller assignments that exist within the current preset.

Minimum & Maximum Mix Sliders

Use the **Min Mix** & **Max Mix** sliders to set the range of control. For example, if creating a controller assignment utilizing an EXP Pedal, the Min Mix setting equates to the pedal's "heel down" value, and the Max Mix to its "toe down" value. If assigning to a footswitch, clicking the switch toggles between your configured Min & Max values. (Note that if assigning to a snapshot, all you need to do is set the single parameter value you wish to be recalled with the currently-loaded snapshot.)


 **TIP:** You can "reverse" the behavior of a controller by setting the Min Mix to 100% and the Max Mix to 0% - such as to make an assigned Wah pedal work backwards!

Latching/Momentary Footswitch Option

For Amp & Effect models, you'll also find the **Type** option here to have the assigned footswitch behave as **Latching** (alternating On/Off on each click) versus **Momentary** (active only while the footswitch is held down).

MIDI CC In Selector

For assignments that offer remote control via external MIDI, this parameter is where you need to define the specific MIDI CC value (CC 0-127) to match the MIDI CC value being transmitted from your external MIDI controller device or MIDI software. Your MIDI hardware or software must be capable of sending MIDI CC messages via 5-pin MIDI cable or USB to your Helix or HX Effects device.*

 ***NOTE:** Your Helix or HX Effects can receive MIDI from either its 5-pin MIDI IN jack or over USB. Use the device's **Global Settings - MIDI Tempo** options to configure its receiving MIDI channel and other MIDI options.

Switch LED Option


By default, the color of the LED light surrounding your assigned footswitch is set to **Auto Color**, where it intelligently takes on the color according to the assigned model type. You can optionally use this slider to manually configure this LED color as desired.

Customizing a Footswitch Label

For any selected Bypass or Controller assignment that is created using your device's Footswitch, you'll see a **Customize** control displaying the block model's default name. This is the label displayed on the hardware's scribble strip for this footswitch (or on the LCD screen for a Helix LT device) when the Helix device is in **Stomp Footswitch Mode**. If you want to customize this label, double-click on the existing name, type your new text in the field and hit your Enter/Return key. To clear your text and return to the default model label, click the **Clear** (eraser) button to the right of the field.




The Customize label control

 ***NOTE:** If a footswitch includes one or more additional block Bypass, Controller or Command Center assignments, the default label appears as **Multiple (X)** with "X" being the number of assignments. You can customize the label in this scenario, but note that it can also be customized within the **Custom** field of the other assignment panels as well, with the latest customization edit affecting the label in all places.

Creating a Bypass Assignment

Create a Bypass assignment for any Amp, Cab, IR, Effect, Looper or Split type block to allow it to be toggled on/off via one of your Helix or HX Effects device's footswitches, controllers or via external MIDI.


 ***NOTE:** On Helix devices, adding a Volume Pedal, Pan, Wah, or Pitch Wham block automatically creates a Bypass assignment to the Helix on-board pedal's **EXP Toe** footswitch. On HX Effects devices, a Bypass assignment is automatically created for these block types on EXP 1 / EXP 2. You can change or clear this assignment if desired - see ["Editing an Existing Assignment" on page 23](#).

Creating a Bypass Assignment Using a Footswitch

1. Click on the block within the Signal Flow for which you want to create the Bypass assignment.
2. At the right of the Bypass/Controller Assign panel, if not already selected by default, click the **Assignment Menu** and choose **Bypass** as the parameter to control.
3. Click on the **Footswitch/Controller Menu** to select the desired footswitch or controller and your assignment is created.




Selecting a footswitch controller for block Bypass assignment

 **TIP:** Alternatively, right-click on a block within the Signal Flow and choose the desired Footswitch or Controller to quickly create a Bypass assignment.

Creating a Bypass Assignment Using an External MIDI Controller Source

It is also possible to configure a block to be controlled remotely via an external MIDI controller switch, or via MIDI software on your DAW computer. All that is required is that the MIDI controller is capable of sending MIDI CC messages via 5-pin MIDI cable or USB to your Helix or HX Effects device.*

A MIDI - Bypass assignment can be created independently of a Helix or HX Effects hardware controller source assignment for the same block. You will only see one Bypass assignment entry displayed within the HX Edit app's Assignments List, regardless if it includes an active MIDI assignment source, hardware controller assignment source, or both.

 ***NOTE:** Your Helix or HX Effects can receive MIDI from either its 5-pin MIDI IN or over USB. Use the device's **Global Settings - MIDI Tempo** options to configure its receiving MIDI channel and other MIDI options.

1. Click on the block within the Signal Flow for which you want to create the MIDI-In Bypass assignment.
2. At the right of the Bypass/Controller Assign panel, if not already selected by default, click the **Assignment Menu** and choose **Bypass** as the parameter to control.

- Set the **MIDI In** parameter to match the MIDI CC number (0 - 127) that your external MIDI controller is sending. To "disable" the MIDI assignment, simply set this parameter to **Off**.



Setting the MIDI In's CC number for a bypass assignment

Your configuration is now complete and your external MIDI source should successfully toggle the selected block's Bypass. You'll also see the CC number you selected shown in the Assignment list's Source column ("MIDI In 11").

TIP: Alternatively, you can utilize the **Learn** (MIDI Learn) feature within the Bypass Assign screen of your Helix or HX Effects device to create a MIDI Bypass Assignment.

NOTE: You can use CC67 to toggle the Bypass of any 6 Switch Looper block. This is a pre-defined, global MIDI CC hardware assignment that does not appear within the HX Edit Bypass/Controller Assign panel.

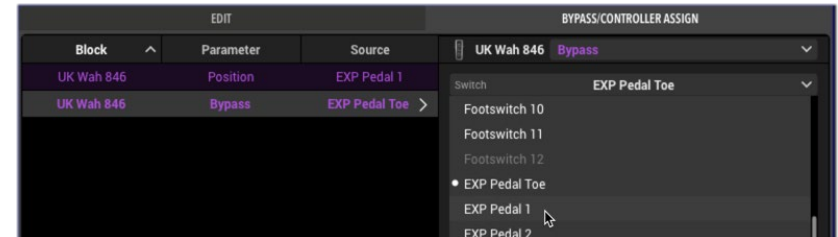
Creating a Bypass Assignment Using an Expression Pedal

It is also possible to assign a block's Bypass to an Expression pedal (or to a Variac knob on Helix devices). An example of this is to configure a Wah block so that resting the pedal at the "heel" position toggles the effect off, and then moving the pedal away from this position to use the Wah automatically activates the effect again. Set this type of configuration using the following steps.

HX Effects Owners: This type of EXP 1 - Bypass configuration is configured automatically for any Wah or Pitch Wham type block you add to your HX Effects tone, and to EXP 2 for any added Volume/Pan block. You can follow these steps to manually create an EXP Pedal - Bypass assignment for any type of block.

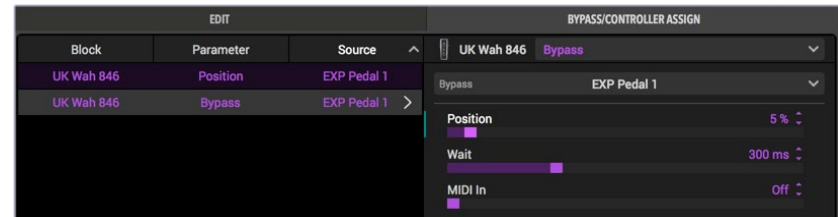
- Start by adding a Wah block to your tone and selecting it within the Signal Flow.
- If using a Helix device with an on-board EXP 1 pedal, move the pedal forward and click the Toe Switch so that it is set to **EXP Pedal 1**, and the Wah block is active.
- On a Helix device, since the Wah block is already automatically assigned to the **EXP Pedal Toe** switch for bypass, you'll need to change its **Bypass** assignment to **EXP Pedal 1** instead.

Select the Wah block in the Signal Flow view and go to the **Bypass/Controller Assign** tab. Select the existing **Bypass** assignment in the list at the left, then select the **EXP Pedal 1** controller from the **Controller/Switch** menu at the right.



Selecting an expression pedal controller for block bypass assignment

- Once the assignment is created, you can configure its option sliders at the right of the panel.



Configuring an expression pedal - Bypass assignment options

- Position** - For a Bypass assignment, this determines the position of the controller where the block's bypass is triggered. Set this slider to 5% or lower to establish a "heel down" resting position to trigger your bypass toggle.
- Wait** - Determines the duration of time for which the assigned controller must rest at the configured Position value before the bypass is triggered. For this type of Wah Bypass assignment, 300 ms is generally a good setting, since it prevents unwanted bypass triggering during the typical use of the pedal for your Wah effect.

Once configured, you'll see that your **EXP 1** pedal's heel down position toggles the Wah block off, and as soon as you move the pedal, it activates the Wah until you move the pedal back to the Min heel position and rest it there for 300 ms or more (as determined by the **Wait** slider). You can choose to configure other blocks' parameters with a "pedal bypass" using these same steps as well.

Bypass Assignments for Multiple Blocks

For Helix & HX Effects hardware, you can only assign the Bypass toggle of any particular block to one footswitch at a time. If a block already has an existing Bypass assignment and you change the assignment, this will *move* the assignment to the newly selected footswitch or controller. But it is possible to assign the Bypass function for multiple blocks to one common footswitch or controller for simultaneous switching.

Each Helix or HX Effects footswitch or controller can have up to 8 assignments. You can additionally create Controller & Command Center assignments utilizing footswitches that simultaneously include Bypass assignments. It's also possible to create snapshots that include multiple Bypass & other parameter changes all in one click - see the respective sections for more on these assignment types!

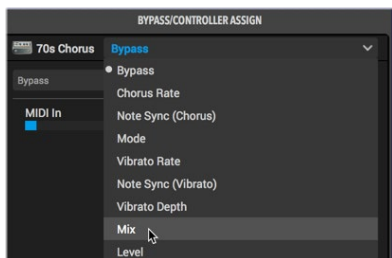
TIP: A handy trick is to create a multi-bypass assignment to toggle one block off and the other on simultaneously, such as to change between two different distortions, between two different amps, etc. To reverse the switching, select one block within the Signal Flow and manually click its Bypass button so that one block is the opposite bypass state as the other. Now whenever you toggle the assigned Bypass footswitch, both blocks' bypass states are toggled oppositely.

Creating a Controller Assignment

Just as on your Helix or HX Effects device's **Controller Assign** screen, you can create a Controller assignment for practically any block's parameter to allow it to be controlled by a remote device's footswitches or controllers, or by external MIDI gear. Here in the Bypass/Controller Assign tab you can also configure a Snapshot assignment, to allow your desired parameter settings to be stored & recalled with a preset's snapshots.

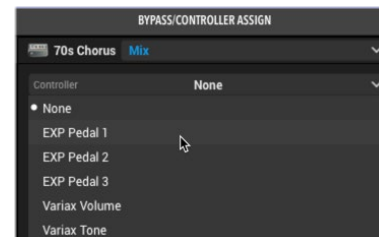
Creating a Controller Assignment Using an EXP Pedal or Footswitch

1. Click on the block within the Signal Flow that includes the parameter for which you want to create the Controller assignment.
2. At the right of the Bypass/Controller Assign panel, click the **Assignment** menu and choose the parameter to control - for this example we'll choose the **Mix** of a 70s Chorus block.



Selecting a Chorus block's Mix parameter for controller assignment

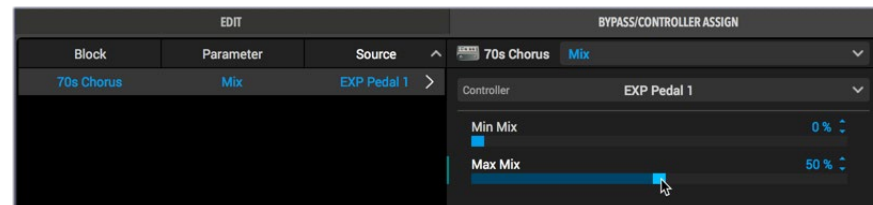
3. Click on the **Switch/Controller** menu to select the desired controller and your assignment is created. We'll choose the **EXP Pedal 1**, but you can alternatively choose any EXP Pedal (or, if using a Helix device, one of the Variax Knob controllers). It is also possible to choose one of your device's Footswitches as the controller, which allows you to then configure a specific parameter value for each of the two states of the footswitch. More on this in the final step.



Selecting an EXP Pedal controller for controller assignment

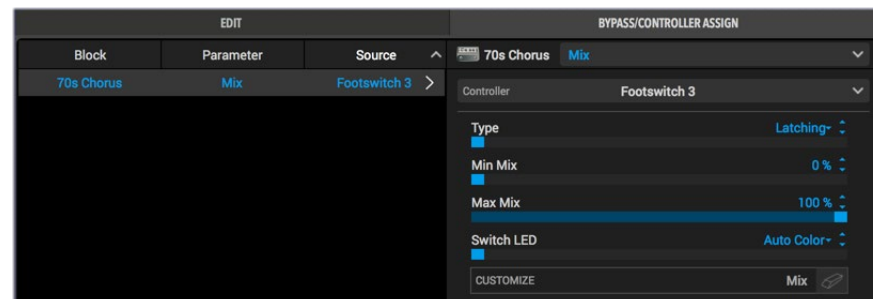
TIP: Alternatively, right-click on the Mix slider for the 70s Chorus within the **Edit** tab and choose the desired controller from the slider's context menu to quickly create a Controller assignment.

4. Once you've created the Controller assignment, you'll see it appear in the list at the left of the Bypass/Controller Assign tab. Select the assignment in the list to access options specific to the type of controller you've chosen. For EXP Pedal and Variax Knob controller types, there are options for the **Min Mix** and **Max Mix**, which allow you to limit the range of the assigned parameter as you move the pedal or knob controller from minimum to maximum position. For our example, we'll set the Max slider to 50% so that it achieves a 50% wet/dry balance when our controller is moved to full open.



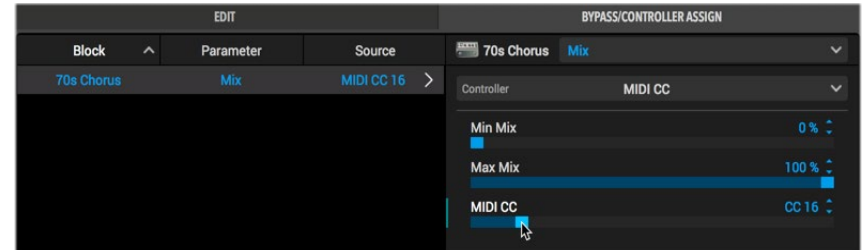
Configuring options for an EXP Pedal controller assignment

If you have chosen a Footswitch as your controller rather than an EXP Pedal or Variax Knob, you'll have a few more options, as described below.



Configuring options for a footswitch controller assignment

- **Type** - Choose the footswitch behavior:
 - **Latching** - Press and release the footswitch to toggle between the "On/Off" states.
 - **Momentary** - Press and hold and the footswitch. While held down, the "On" state of the switch is active. While released, the "Off" state is active.
- **Min Mix and Max Mix** - Configure these two sliders to the specific values you'd like the "Off" and "On" footswitch states of the assigned footswitch to toggle between.
- **Switch LED** - Customize the color of the LED that surrounds the assigned footswitch on your Helix or Helix Control device.
- **Customize** - You can edit the name that appears for the assigned footswitch label on your Helix or HX Effects by clicking in this field. To return to the default label, click the eraser button.



Configuring a MIDI CC assignment's options

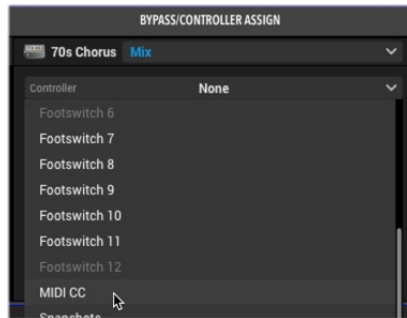
Your configuration is now complete and your external MIDI controller source should successfully control the selected 70s Chorus - Mix parameter. You'll also see the assigned CC number shown in the Assignment list's Source column ("MIDI CC 16") for reference.

TIP: Alternatively, you can utilize the **Learn Controller** (MIDI Learn) feature within the Controller Assign screen of your Helix or HX Effects device to create a MIDI Controller assignment.

Creating a Controller Assignment Using an External MIDI Controller Source

It is also possible to configure a block's parameter to be controlled remotely via an external MIDI controller device, or via MIDI software.

1. To configure a parameter for external MIDI control, you can essentially use the same steps as in the above controller assignment example. However, in step 3 you will want to select **MIDI CC** from the **Footswitch/Controller Menu**.



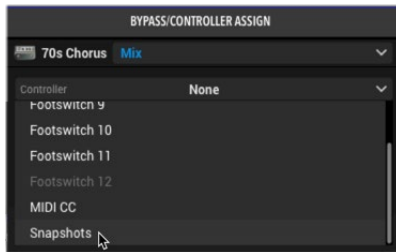
Selecting MIDI CC as the controller type

2. Once the assignment is created, configure the **Min & Max** sliders to limit the range of the assigned parameter control, if desired. You then need to set the **MIDI CC In** slider value to match the MIDI CC number being sent from your external MIDI source - if this value does not match the MIDI CC being sent, the parameter will not respond.

Creating a Snapshots Controller Assignment

Configure a block's parameter with a Snapshots assignment to allow the parameter's settings to be stored & recalled with a preset's snapshots.

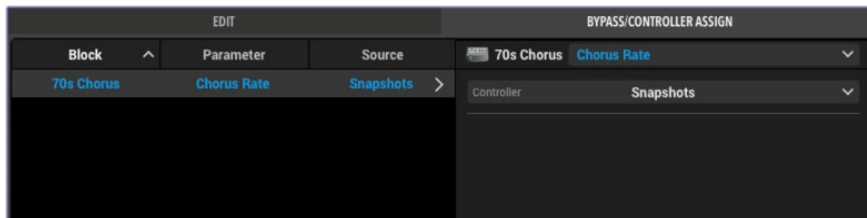
1. Since a Snapshots assignment is simply one type of controller assignment, you can follow the same steps 1 and 2 from ["Creating a Controller Assignment Using an EXP Pedal or Footswitch" on page 26](#) to select the block within the Signal Flow, and then choose the desired parameter in the **Bypass/Controller Assign** tab's **Parameter Menu**.
2. In the **Controller Menu**, choose **Snapshots**.



Selecting the Snapshots controller type

TIP: Click on the desired slider within the HX Edit **Edit tab** and use the "Alt+click" or "S" keyboard shortcuts to instantly create a Snapshots controller assignment.

3. Unlike with other controller types, you won't see any options in the right of the Bypass/Controller tab for a Snapshots controller assignment.



A snapshots assignment is created - there are no configurable options for this assignment type

With this assignment created for the parameter, simply choose the desired snapshot from the **Snapshots Menu** at the top of the HX Edit application window, and then whatever value you set for this parameter is automatically stored and recalled with the snapshot. This allows you to configure up to 8 different values (on Helix devices) or 4 different values (on HX Effects devices) for the preset - one for each available snapshot. Please see your device's [Owner's Manual](#) for details on using snapshots.

Multiple Controller Assignments


Just as on the hardware, you can only assign a parameter to one Controller at a time. However, it is possible to assign multiple parameters to one common Controller, (for example, to simultaneously control the Mix parameters of two effects with an EXP Pedal to blend between them). It is also possible to create additional Bypass assignments and/or Command Center assignments on footswitches that also include Controller assignments - see the respective sections for more on these assignment types.

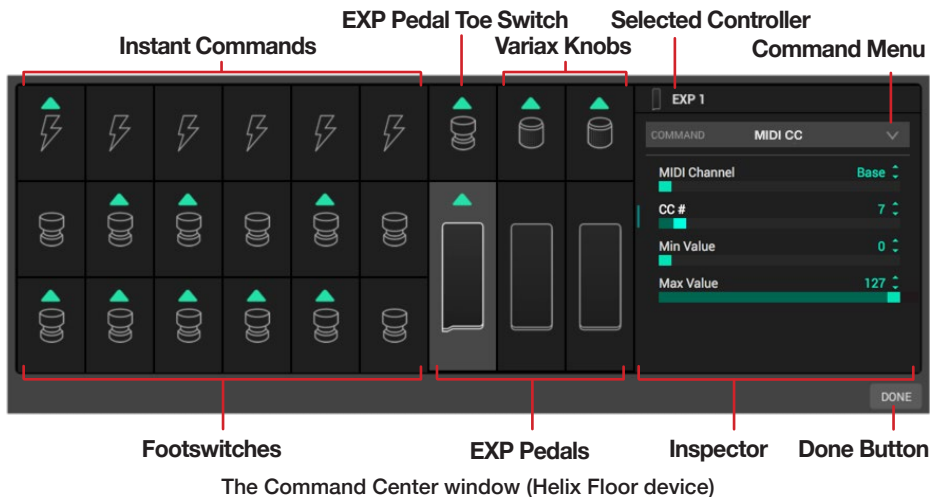
NOTE: If a footswitch includes one or more additional block Bypass, Controller or Command Center assignments, the default label appears as **Multiple (X)** with "X" being the number of assignments. You can optionally customize the footswitch label - see ["Customizing a Footswitch Label" on page 24](#).


The footswitch label can also be customized within the **Customize** label field within the Command Center window, with the latest customization edit affecting the label in all places. See the next chapter.


The Command Center Window

To display the Command Center window, select it from the application's **Window** menu. This window offers the options found within the Helix or HX Effects devices' **Menu - Command Center** screen, allowing you to create MIDI output assignments (and CV output assignments for Helix devices) to remotely control other gear from your device. Please refer to your Helix or HX Effects [Owner's Manual](#) for details on the types of commands supported and their options. Many of the Command Center window functions are also accessible using keyboard shortcuts - see [page 34](#).

 **HX Effects Owners:** HX Edit functionality described in this chapter is the same for all Helix and HX Effects devices, except where noted.



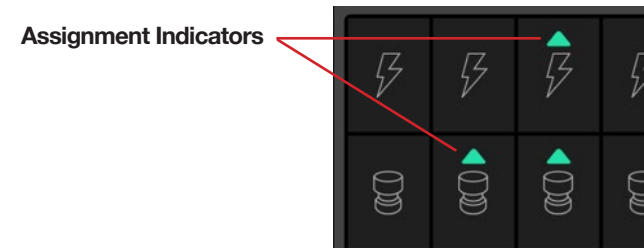
 **NOTE:** The application's Command Center window will show Control selector items specific to your device. For example, as shown above, the Helix Floor device offers more hardware options for controller assignment (Variax Knobs, 3 EXP Pedals, and a Pedal Toe switch), than are available with an HX Effects.

 **Attention Helix Native Plug-in Users:** Helix Native does not include the Command Center or support for creating or customizing these types of commands. However, existing Command Center assignments are retained even after loading, editing or exporting presets with Helix Native. Also see ["Preset Compatibility with Helix Native Plug-in" on page 3](#).

Creating a Command Center Assignment

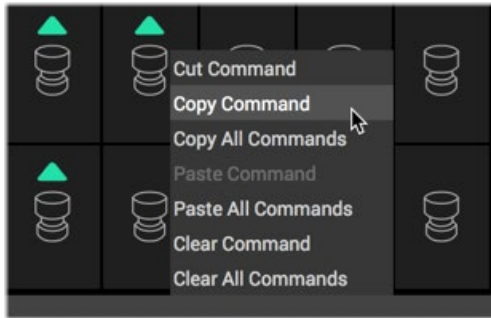
Click directly on any **Control Selector** item (**Instant** ⚡, **Footswitch**, **EXP Pedal** or **Variax Knob**) for which you want to map an assignment. Then, in the inspector pane at the right portion of the window, click on the **Command menu** to choose the type of message you wish to transmit from this control. Once a command type is selected, configure its options using the parameter sliders that appear. Once you save, these Command Center settings are stored individually with the current preset.

You'll see a turquoise triangle indicator above the control items that include an assignment. To remove an existing assignment, select the control item again within the Command Center window and choose **None** from the **Controller** menu, or right-click and choose one of the **Clear Command** options from the context menu.



Copying, Pasting and Clearing Commands


Just as on your Helix or HX Effects device, there are options available to easily **Copy**, **Paste** and **Clear** Command Center assignments. Using these commands from the application's Edit menu, or from the individual controls' right-click context menu, you can copy and paste an assignment from one controller to another, copy & paste all command assignments within the current preset to another preset, clear the current command assignment, or clear all of the preset's current command assignments.



The Command Center context menu's Cut, Copy Paste & Clear commands

It is also possible to paste within the Command Center window for any other preset, even if a different Helix device is connected to the HX Edit application while your last-copied command data still exists on the clipboard. At this time, it is not possible to utilize the **Copy All Commands** and **Paste All Commands** options between different devices.*

***NOTE:** The different Helix device types offer varying sets of Command Center assignment options, therefore, unsupported commands cannot be copied between different Helix devices (e.g., Helix LT and HX Effects devices do not offer an EXP 3 controller, thus it is not possible to paste an EXP 3 command assignment from a Helix floor to these devices).

To Cut, Copy or Clear - Simply right-click on the desired instant , Footswitch, EXP Pedal or Variax Knob controller item that includes the assignment and choose the command from the context menu.

- Use **Cut** if you want to clear the assignments of the selected Control Select item, and also copy the assignments to the clipboard.
- Use **Copy All** if you want to copy the complete set of existing Command Center assignments within the current preset and you can then load a different preset and use **Paste All Commands** within its Command Center window to copy all in one action.
- Use **Clear All** if you want to wipe out all the Command Center assignments from the current preset and start clean.

To Paste - Once you've copied Command Center assignment data to the clipboard, right-click on your desired destination controller item (within the same preset, or in another) and choose the **Paste** or **Paste All** option.

Configuring Unique Assignments Per Snapshot

It is possible to configure your Command Center assignments with specific command values that differ within each snapshot, allowing a great deal of message variety possibilities within a single preset. The message types supported by snapshots include the Value parameters of any instant MIDI CC, Bank/Prog, and MMC message, plus the state (Dim or Lit) of any CC Toggle and Ext Amp messages. Please refer to your Helix or HX Effects [Owner's Manual](#) for details on the types of Command Center messages that can be stored & recalled with a snapshot, and their specific behaviors.

To store your assignment settings within a snapshot, first select the desired snapshot index number from the **Snapshots** menu at the top of the app's Editor window, and then open the Command Center and edit the eligible values of your existing Control Center assignments that you wish to be stored. The settings are automatically retained per snapshot. Be sure to save your preset once your edits are complete. (Also see ["Configuring & Managing Snapshots" on page 14.](#))

Customizing a Footswitch Label

When you create a Command Center assignment to the selected footswitch control within the Command Center window, you'll see the **Customize** field available within the parameter display at the right.

You can customize text in this field to determine what is displayed on the hardware's footswitch scribble strip (Helix Floor, Helix Control, and HX Effects devices), or on the footswitch display block when in Stomp Mode (Helix LT devices). To clear your text and return to the default label, click the **Clear** (eraser) button to the right of the field.

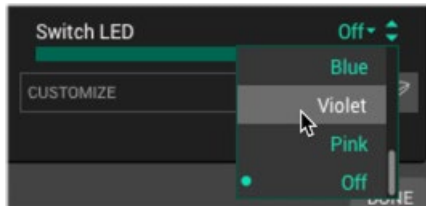


Customize label field Clear button

***NOTE:** If the footswitch includes one or more additional block Bypass, Controller or Command Center assignments, the default label appears as **Multiple (X)** with "X" being the number of current assignments. You can customize the label in this scenario, but note that it can also be customized within the **Custom Label** field of the Bypass/Controller Assignment tab as well, with the latest customization edit affecting the label in all places.

Customizing a Footswitch LED Color


When the selected footswitch within the Command Center window includes any type of Bypass, Controller or Command Center assignment, the color of the LED on/off indicator light surrounding your footswitch can be customized to your color choice using the Switch LED slider/menu at the right.*



The Command Center - Switch LED parameter

The options are as follows:

- **Choose one of the 10 colors**
- **Auto Color** - The LED intelligently takes on the color according to the assigned model type.
- **Off** - The LED remains unlit, regardless of the switch state.

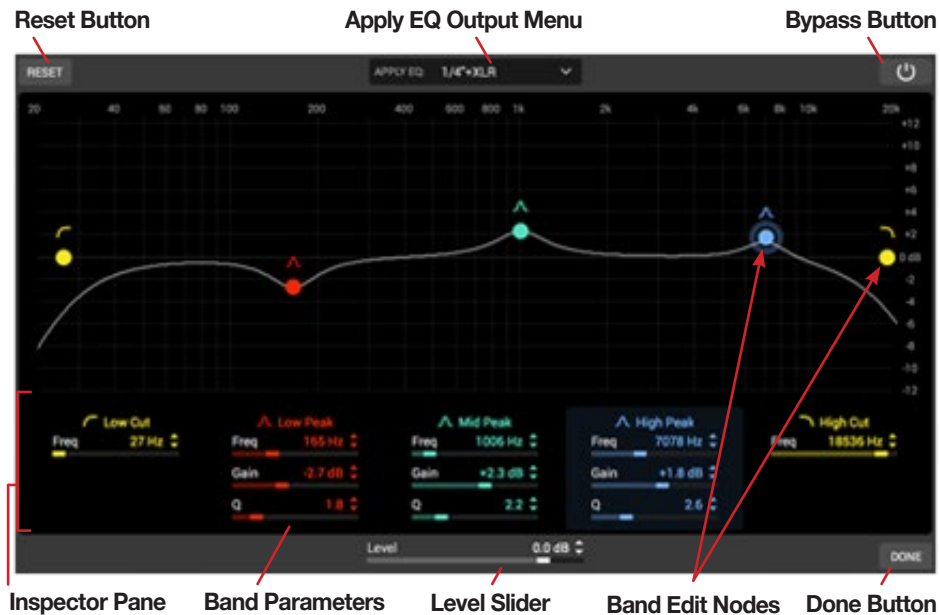
 ***NOTE:** This option is also found within the Bypass/Controller Assign panel - customizing an LED in either will overwrite the LED's current settings.

Global EQ Window

The **Global EQ**, accessed from the application's Window menu, offers a large graphical interface for the Helix device's Global EQ. As its name suggests, the Global EQ settings and bypass state are indeed global and not saved or recalled with any preset or snapshot.



HX Effects Owners: HX Edit functionality described in this chapter is available only with Helix devices.



The Global EQ is a 5-band, parametric style equalizer, situated after all other processing blocks of your Helix signal path, allowing for sculpting your overall tone just before it is sent out your Helix 1/4" and/or XLR outputs. This is especially handy for fine-tuning your tone to compensate for a venue's stage or room sound, without having to go in and tweak all your presets.

Adjusting Global EQ Parameters

The Global EQ window offers two methods in which you can view & adjust its settings: by dragging any band's edit "node" within the graph, or by adjusting the selected band's parameter sliders within the lower inspector portion of the window. The EQ processing is functional whenever its **Bypass** button is set to "active" in this window (or via your device's **Bypass** button when viewing its Global EQ screen).

Reset - Click the **Reset** button to instantly return all parameters to their default, "flat" values.

Apply EQ Output Menu - Select your Helix device's output(s) on which you want the Global EQ to be active.

Bypass Button - Toggle the **Bypass** to globally enable or disable the EQ.

Band Edit Nodes - Click and drag the desired band's **Edit Node** in the upper graph to adjust its Frequency and Gain. You'll also see the respective parameters' sliders move within the inspector pane while adjusting any edit node.

Inspector Pane - This lower portion of the window offers a set of adjustable parameters for each of the EQ's five bands.

Band Parameters - Each band has its own set of sliders. Note that the Low Cut and High Cut are "shelving" type filters, allowing you to set the roll-off point for the low and high frequencies respectively. The middle 3 bands are fully parametric, with controls for choosing the center **Frequency**, **Gain** (with a boost or cut of up to 12dB), and **Q** (the width of the frequency range affected). Adjust the sliders as follows:

- Click and drag any slider's handle or use the Up/Down buttons at the right of each slider
- Right-click on a slider to enter a precise value numerically
- Turn your mouse wheel while hovering your cursor over any slider
- Click on a slider and use the comma/period or -/+ shortcut keys to incrementally adjust its value
- Double click on a slider to individually reset it to its default value

Level Slider - Adjusts the post-EQ output level, offering a "make-up gain" to compensate for the overall output level change incurred by EQ parameter settings.

Done Button - Click to close the Global EQ window.



TIP: Try the handy keyboard shortcuts for adjusting Global EQ options - see [page 34](#).

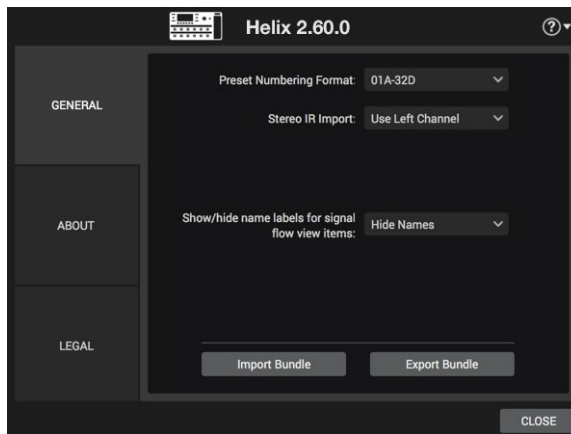
The Preferences Window

The HX Edit **Preferences window** is available for all Helix and HX Effects devices. It includes three selectable screens to edit application settings and to reference version & legal info. This window is accessed by either selecting **Preferences** from the **HX Edit menu** (Mac), **Help menu** (Windows), or by clicking on the "gear" button or connected device indicator at the bottom of the main application window.



Click the "gear" button or connected device indicator to launch the Preferences window

At the top of the Preferences window you'll see the firmware version for your connected Helix or HX Effects device.* Click the **HX Edit Help** menu and you can choose **Online Help** to visit the line6.com site for product info, or select **Pilot's Guide** to launch the PDF you are now reading. Click the buttons at the left of the window to access the desired options.



The HX Edit Preferences window - General Settings screen (Helix device connected)

***NOTE:** To check for and install the latest firmware updates for your Helix or HX Effects device, use the *Line 6 Updater* application - see [page 44](#) for details.

The General Screen

The **General** screen (as shown above) offers options for your device's Preset and IR Libraries.

Preset Numbering Format - The presets within the Librarian's Presets Panel can be numbered as bank numbers & letters (as 01A-32D), or by 000-127 within each Setlist, depending on which is more convenient for you.

Stereo IR Import - When a stereo IR .wav file is imported by a Helix or HX Effects device, it must be converted to mono. This preference lets you choose whether to take the left or right channel of the source IR file, or to sum both channels to mono. The default is to import the left channel.

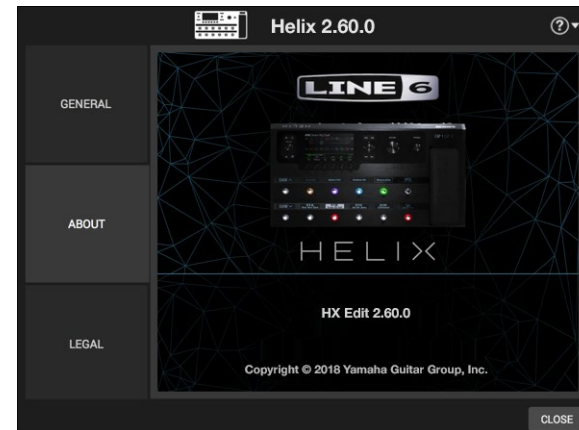
Import Bundle & Export Bundle - (Helix devices only) A Bundle is a file containing the complete contents of the Helix device's Preset Library (or, the full Preset Library from Helix Native plug-in, if exported from Helix Native). These buttons allow you to Import a Helix Bundle file from your hard drive, or create and save all your device's setlists and presets in their currently-saved state as a Bundle file to your hard drive. Please see ["Importing and Exporting Bundles" on page 9](#) for details.

EXP 2/Ext Amp Option - (Helix LT devices only) Helix LT devices incorporate a "shared" **EXP PEDAL 2/EXT AMP** jack. This option allows you to choose the jack's functionality (same as the Helix LT hardware's Global Settings > Preferences option).

EXP 1/Amp 1 and EXP 2/Amp 2 Options - (HX Effects devices only) For the HX Effects device's two **PEDAL/EXT AMP** jacks, these options allows you to choose their functionality (same as the HX Effects hardware's Global Settings > Preferences options).

The About Screen

The **About** screen provides version information for the HX Edit application.



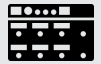
The HX Edit About box screen (Helix device connected)

The Legal Screen

The Legal screen displays all the necessary trademark, copyright and other legal required statements for HX Edit.

Keyboard Shortcuts

The following keyboard shortcuts are available to speed up tasks when working in the HX Edit application. Where indicated, some shortcuts require that "focus" be placed on a window, panel or specific control to be able to trigger its function. To place focus within the desired window, press your **Tab** key to cycle focus between the **Librarian**, **Editor** and **Inspector** windows - you'll see the window outlined in blue to indicate it now has focus. Whenever the **Command Center**, **Global EQ** or **Preferences** modal windows are opened from the app's **Window** menu, they will automatically have focus. To place focus on a tabbed panel, click directly within the desired **Presets**, **Impulses**, **Edit** or **Controller Assign** panel. To place focus on any block, or on any parameter slider, button or menu list, simply click directly on it to select it, or use the Up/Down and Left/Right arrow keys to navigate through blocks, presets, IRs or menu items.



HX Effects Owners: Shortcuts listed in the following tables are the same for use with Helix and HX Effects devices, except where noted.

Global Shortcuts			
Command	Mac	PC	Function - These shortcuts perform the following functions regardless of focus
Window Focus (forward)	Tab		Toggles focus between the Librarian , Signal Flow and Inspector (as indicated by blue outline of selected window)
Window Focus (reverse)	Shift + Tab		Performs same focus action as above, but rotates through Librarian , Signal Flow and Inspector in reverse order
Enter Tap Tempo	T		"Tap" the key rhythmically to enter the system Tap Tempo value
Tap Tempo Mode Selection	Shift + T		Changes the Tap Tempo Mode Menu selection (Per Snapshot , Per Preset or Global)

File Menu Commands - Shortcuts						
Command	Mac	PC	Presets Tab Focus	Impulses Tab Focus	Signal Flow Panel Focus	Inspector Tab Focus
Save	Command + S	Ctrl + S	Saves the currently loaded preset			
Import Preset/IR	Command + I	Ctrl + I	Imports a preset into the currently-selected librarian list slot	Imports an IR into the currently-selected librarian list slot	These shortcuts are functional and act upon the Presets or Impulses tab, whichever is currently displayed within the Library window	
Export Preset/IR	Command + E	Ctrl + E	Exports the currently-selected preset	Exports the currently-selected IR		
Import Setlist (Helix devices)	Alt Option + Command + I	Ctrl + Alt + I	Imports a setlist, replacing the current setlist and its presets	No function		These shortcuts are functional whenever the Presets tab is currently displayed within the Library window
Export Setlist (Helix devices)	Alt Option + Command + E	Ctrl + Alt + E	Exports the current setlist and its presets as a setlist file to your computer			

File Menu Commands - Shortcuts						
Command	Mac	PC	Presets Tab Focus	Impulses Tab Focus	Signal Flow Panel Focus	Inspector Tab Focus
Import Bundle (Helix devices)	Shift + Command + I	Ctrl + Shift + I	Imports a bundle, replacing all setlists and presets	No function	These shortcuts are functional whenever the Presets tab is currently displayed within the Library window	
Export Bundle (Helix devices)	Shift + Command + E	Ctrl + Shift + E	Exports all setlists and their presets as a bundle file to your computer			






Edit Menu Commands - Shortcuts						
Command	Mac	PC	Presets Tab Focus	Impulses Tab Focus	Signal Flow Panel Focus	Inspector Tab Focus
Cut	Command + X	Ctrl + X	No function	No function	Copies the selected block & its settings to the clipboard and deletes the block from the signal flow	No function
Copy	Command + C	Ctrl + C	Copies the currently-selected preset (in its last-saved state) to the clipboard	Copies the currently-selected IR (with its current settings) to the clipboard	Copies the selected block (with its current settings) to the clipboard	No function
Paste	Command + V	Ctrl + V	Pastes the last-copied preset from the clipboard into the selected preset location	Pastes the last-copied IR from the clipboard into the selected IR location	Pastes the last-copied block from the clipboard into the selected block location	No function
Clear	Command + Delete	Delete	No function	Clears the selected IR location(s)	Deletes the block from the signal flow	No function
Select All	Command + A	Ctrl + A	Selects all 128 preset locations within the current setlist	Selects all 128 IR locations within the Impulses list	No function	No function
Rename	Command + R	Ctrl + R	Allows the selected preset to be renamed	Allows the selected impulse to be renamed	Allows the currently loaded preset to be renamed	

Window Menu Commands - Shortcuts						
Command	Mac	PC	Presets or Impulses Tab Focus	Signal Flow Panel Focus	Inspector Window Focus	
Show/Hide Librarian Panel	Shift + Command + L	Ctrl + Shift + L	Shows or hides the Preset/Impulses Librarian Panel			
Command Center	Shift + Command + M	Ctrl + Shift + M	Opens (and places focus in) and closes the Command Center window			
Global EQ (Helix devices)	Shift + Command + G	Ctrl + Shift + G	Opens (and places focus in) and closes the Global EQ window			
















Snapshots Menu Commands - Shortcuts

Command	Mac	PC	Presets Tab Focus	Impulses Tab Focus	Signal Flow Panel Focus	Inspector Tab Focus
Copy	Shift + Command + C	Ctrl + Shift + C	Copies the currently loaded snapshot to the clipboard			
Paste	Shift + Command + V	Ctrl + Shift + V	Pastes the last-copied snapshot contents from the clipboard into the current snapshot			
Rename	Shift + Command + R	Ctrl + Shift + R	Allows you to enter in a new title to rename the current snapshot			
Snapshot 1	Command + 1	Ctrl + 1	Loads Snapshot 1			
Snapshot 2	Command + 2	Ctrl + 2	Loads Snapshot 2			
Snapshot 3	Command + 3	Ctrl + 3	Loads Snapshot 3			
Snapshot 4	Command + 4	Ctrl + 4	Loads Snapshot 4			
Snapshot 5 (Helix devices)	Command + 5	Ctrl + 5	Loads Snapshot 5			
Snapshot 6 (Helix devices)	Command + 6	Ctrl + 6	Loads Snapshot 6			
Snapshot 7 (Helix devices)	Command + 7	Ctrl + 7	Loads Snapshot 7			
Snapshot 8 (Helix devices)	Command + 8	Ctrl + 8	Loads Snapshot 8			



Librarian Window - Shortcuts

Command	Mac	PC	Presets Tab Focus	Impulses Tab Focus
Presets Tab		P	Displays and changes focus to the Presets tab	No function
Impulses Tab		I	No function	Displays and changes focus to the Impulses tab
Display Context Menu	Ctrl +  or  or Shift + Enter Return	 or Shift + Enter Return	Displays the context menu for selected preset location (Navigate an open menu using Up/Down Arrow keys and ENTER key to make selection. Use ESC key to dismiss menu.)	Displays the context menu for selected IR location (Navigate an open menu using Up/Down Arrow keys and ENTER key to make selection. Use ESC key to dismiss menu.)
Change Tab Focus		 	Changes focus between the Presets and IR tabs	Changes focus between the Presets and IR tabs

Librarian Window - Shortcuts

Command	Mac	PC	Presets Tab Focus	Impulses Tab Focus
Navigate Selection			Navigates the preset selection within the current setlist	Navigates the IR selection within the Impulses list
Extend Selection			Extends the preset selection within the current setlist	Extends the IR selection within the Impulses list
Contiguous Multi-select			Selects contiguous multiple presets within the current setlist	Selects contiguous multiple IRs within the Impulses list
Non-contiguous Multi-select			Selects non-contiguous multiple presets within the current setlist	Selects non-contiguous multiple IRs within the Impulses list
Rename Preset/IR		 Delay click	Renames the clicked preset (click once and then a 2nd time 1/3 of a second or later)	Renames the clicked IR (click once and then a 2nd time 1/3 of a second or later)
Rename Setlist (Helix devices)			Renames the current setlist	No function
Setlist 1 (Helix devices)			Displays Setlist 1	No function
Setlist 2 (Helix devices)			Displays Setlist 2	No function
Setlist 3 (Helix devices)			Displays Setlist 3	No function
Setlist 4 (Helix devices)			Displays Setlist 4	No function
Setlist 5 (Helix devices)			Displays Setlist 5	No function
Setlist 6 (Helix devices)			Displays Setlist 6	No function
Setlist 7 (Helix devices)			Displays Setlist 7	No function
Setlist 8 (Helix devices)			Displays Setlist 8	No function

Signal Flow Window - Shortcuts

Command	Mac	PC	Function - These shortcuts perform the following functions when the Signal Flow window has focus
Navigate Selection			Selects and cycles through blocks within the Signal Flow
Edit Tab			Activates the Edit tab, displays the edit options for the selected block, and gives focus to the Model Category of the selected block's model

Signal Flow Window - Shortcuts			
Command	Mac	PC	Function - These shortcuts perform the following functions when the Signal Flow window has focus
Display Block Context Menu			Displays the block's context menu*
Block Bypass Toggle			Toggles the bypass state of the selected block
Amp Block Select (Helix devices)			Selects and cycles through selecting the amp blocks in the current preset
Block Select	Single-click		Selects a block or empty block location
Display Edit tab - Model Browser	Double-click		Double click on any block or empty block location to display the Model Browser to choose a model

*Open context menus can be navigated by arrow keys, where **ENTER** makes a selection, and **ESC** dismisses the open menu.

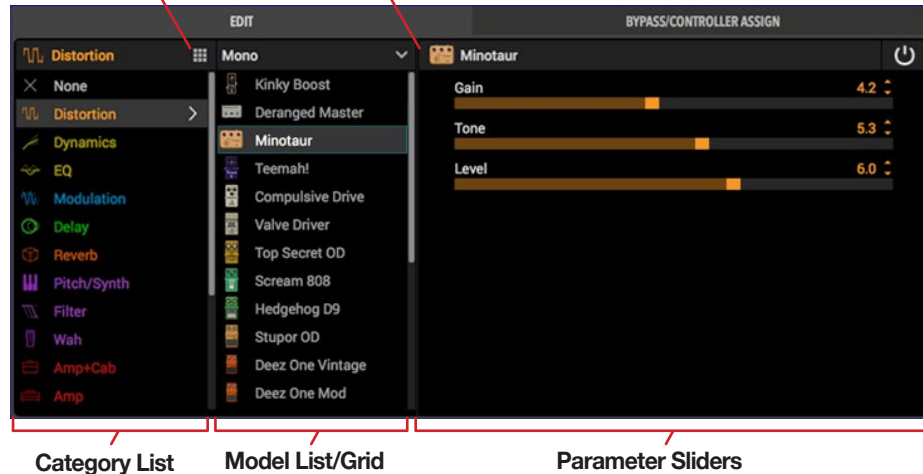
Inspector Window - Shortcuts				
Command	Mac	PC	Edit Tab Focus*	Bypass/Controller Assign Tab Focus
Edit Tab			No function	Displays and places focus on the Edit tabbed panel
Bypass/Controller Assign Tab			Displays and places focus on the Bypass/Controller Assign tabbed panel	No function
Select Previous/Next Parameter or List			Advances the focus to the previous or next parameter slider or list (If Model Grid view is visible, Shift must be used to advance focus out of Model Grid - see next shortcut)	No function
Select Previous/Next Tabbed List			Advances the focus to the first parameter on the previous or next tabbed list (if Amp+Cab or Dual Cab, or if Variax input parameters are present)	No function
Snapshot Assign			Click directly on any parameter slider to quickly assign its value to a Snapshots controller	No function
Display Context Menu			Display the context menu for the selected parameter slider	Display the context menu for the selected Bypass or Controller Assignment within the Assignments list (Note that the Shift+Enter shortcut does not work within this tab, but right click actions do)
Reset to Default			Click on any parameter slider to reset it to its default value	No function
Toggle Model List and Grid Views			Toggles between displaying the Category/Model List View and Model Grid View	No function

*Focus within the Edit tab is indicated by turquoise colored outline surrounding a Model Browser item, or vertical line at left of parameter sliders. See next section for more details.

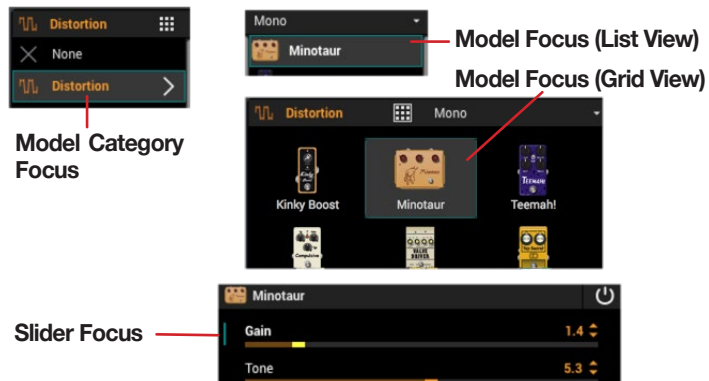
Edit Tab - Model Browser Shortcuts

There are numerous keyboard shortcuts available for working within the multi-level Model Browser of the Inspector's Edit tab. The functionality of these shortcuts is dependent upon the element within the Edit tab that currently has focus, as described below.

List/Grid View Toggle Sub-category Menu








Within the Model Browser, the element that currently has focus is indicated by a turquoise colored outline. You can set the focus by either clicking to select an item within the list, or use your Up/Down/Left/Right arrow keys.
















Edit Tab: Category List or Model/Grid List Focus Shortcuts

Mac or PC	Function
▲ ▼	Changes category or model selection
◀ ▶	Moves focus between Category List , Model List and Parameter Sliders (If Model Grid view is visible, Shift must be used to advance focus out of Model Grid)
Shift + ▶	For navigation when the Model Grid View is in use - Moves focus to the first parameter slider
Shift + ◀	For navigation when the Model Grid View is in use - Displays the Model Category Menu (Use Up/Down Arrow keys and ENTER keys to navigate and select Category within menu)
G	Toggles between displaying the Category/Model List View and Model Grid View
Shift + D	Selects Distortion category
Shift + Y	Selects Dynamics category
Shift + Q	Selects EQ category
Shift + M	Selects Modulation category
Shift + L	Selects Delay category
Shift + R	Selects Reverb category
Shift + S	Selects Pitch/Synth category
Shift + F	Selects Filter category
Shift + W	Selects Wah category
Alt Option + Shift + A	Selects Amp+Cab category
Shift + A	Selects Amp category
Shift + C	Selects Cab category

Edit Tab: Category List or Model/Grid List Focus Shortcuts






























Mac or PC	Function
 + P	Selects Preamp category
 + I	Selects IR category
 + V	Selects Volume/Pan category
 + N	Selects Send/Return category
 + O	Selects Looper category

Edit Tab: Parameter Slider Focus Shortcuts





Mac or PC	Function
  or 	Increments/decrements parameter value - fine adjustment
 +   or  + 	Increments/decrements parameter value - coarse adjustment
	Edits numerical parameter value or shows drop-down menu for discrete parameter choices. (Navigate an open menu using Up/Down Arrow keys and ENTER key to make selection. Use ESC key to dismiss menu.)
 + 	Opens the selected slider's context menu for controller assignment options
N	For "Note Sync" capable parameters (indicated by the  button to the right of the slider), this toggles the functionality between Note Sync and Absolute Time
D	Sets the selected parameter to its default value
S	For model parameters, assigns parameter to a Snapshot controller
Double-click 	Enters edit mode for numerical parameter value (tap Enter/Return key to accept edited value)

Command Center, Global EQ & Preferences Window Shortcuts
























Focus within these windows is indicated by the turquoise colored outline surrounding a control, or by the vertical line at left of any parameter slider.

Command Center Window - Shortcuts		
Command	Mac or PC	Function
Any Control Has Focus		
Open/Close Command Center	 +  + 	Opens and closes the Command Center Window You can alternatively use ESC to close the open Command Center window
Focus Next		Move focus to next command parameter
Focus Previous	 + 	Move focus to previous command parameter
Parameter Slider Focus		
Adjust Parameter Value - Fine	  or  	Adjusts the selected parameter slider's value up or down using small increments
Adjust Parameter Value - Coarse	 +   or  +  	Adjusts the selected parameter slider's value up or down using large increments
Edit Numerical Parameter Value		Edits the selected parameter's numerical value, or displays a parameter's drop-down menu for parameter options
Customize Label Control Focus		
Edit Custom Label		Edits the text within the Customize label field to create a custom name for any Footswitch label
Remove Custom Label		Deletes the text within an edited Customize label field and returns it to its default label
Controller Grid Focus		
Select Controller Within Grid	   	When any Controller (Instant, Footswitch , Variax Knob or EXP Pedal) has focus within the Grid pane - Moves the selection to the next or previous Controller (Use TAB to place focus on Command menu and then use Arrow keys to choose Command option)
Command Menu Focus (as indicated)		
Command Menu Option Selection	    or  	When the Command Menu has focus, but the menu is <i>not opened</i> - chooses the next or previous option within the Command menu. Once the desired command within the menu list is highlighted, press the ENTER key to choose the command

Command Center Window - Shortcuts

Command	Mac or PC	Function
Open Command Menu		When the Command Menu has focus, but the menu is <i>not opened</i> - use the ENTER key to open the menu, and then use the following shortcut keys to choose a command from the open menu list.
Dismiss Command Menu		When the Command Menu has focus and is <i>opened</i> - use the ESC key to close the menu without making a selection
Change Command Menu Selection	 	When the Command Menu has focus and is <i>opened</i> - use the Up/Down Arrow keys to highlight the desired command in the menu list, then use the ENTER key to select the highlighted command

Global EQ Window - Shortcuts (Helix devices)

Command	Mac or PC	Function
Any Control Has Focus		
Open/Close Global EQ	 +  + 	Opens and closes the Global EQ Window. You can alternatively use ESC to close the open Global EQ window.
Focus Next		Move focus to next control
Focus Previous	 + 	Move focus to previous control
Reset		Invoke the Reset button to set all parameters "flat"
Apply EQ		Cycle through the Apply EQ menu's output modes
Bypass		Toggle Bypass on/off
EQ Graph Pane Focus		
Low Cut		Selects the Low Cut node
Low Peak		Selects the Low Peak node
Mid Peak		Selects the Mid Peak node
High Peak		Selects the High Peak node
High Cut		Selects the High Cut node
Adjust Edit Node - Fine	   	Adjusts the selected edit node in small increments Use the numbered keys above to select the desired node, then use Up/Down keys to edit Gain and Left/Right arrow keys to edit Frequency
Adjust Edit Node - Coarse	 +    	Adjusts the selected edit node in large increments Use the numbered keys above to select the desired node, then use Up/Down keys to edit Gain and Left/Right arrow keys to edit Frequency

Global EQ Window - Shortcuts (Helix devices)

Command	Mac or PC	Function
Increment Q Value - Fine		Increments the selected node's Q parameter value by 0.1
Increment Q Value - Coarse	+	Increments the selected node's Q parameter value by 1.0
Decrement Q Value - Fine	+	Decrements the selected node's Q parameter value by 0.1
Decrement Q Value - Coarse	+ +	Decrements the selected node's Q parameter value by 1.0
Control-Specific Focus (as indicated)		
Reset		When the Reset button has focus - Resets all parameters to default "flat" values
Bypass		When the Bypass button has focus - Toggles Global EQ Bypass
Close Window		When the Done button has focus - Triggers the Done button to exit the Global EQ window. Optionally, you can use the ESC key to close the window
Apply To Output Options	 or 	When the Apply To output menu has focus - Selects the Apply To output menu's next or previous option. Optionally, you can use the ENTER key when the menu has focus to expand and view the menu list

Preferences Window - Shortcuts

Command	Mac	PC	Function
Close Window	or +		When the Preferences window is open, triggers the Close button to exit the window. You can also use the ESC key to close the window

Additional Mouse Behaviors

But wait, there's more! To follow are additional time-saving gestures using your mouse buttons or mouse wheel.

- Hover your mouse cursor over any parameter slider and adjust its value.
- Hover your mouse cursor over any scroll bar to scroll the panel's contents, such as within the Presets and Impulses lists and Edit and Bypass/Controller Assign tabs
- Left-click and hold the mouse button or right-click on the Preset tab's Setlist menu to rename the current Setlist.
- Use your mouse wheel while hovering the mouse cursor over the Setlist menu to load a different Setlist.
- Left-click and hold the mouse button or right-click on the Snapshots menu to rename the current Snapshot.
- Use your mouse wheel while hovering the mouse cursor over the Snapshots menu to load a different Snapshot.
- Left-click and hold the mouse button or right-click on the numerical Tap Tempo control to edit the tempo value.
- Use your mouse wheel while hovering the mouse cursor over the numerical Tap Tempo control to increment/decrement the tempo value.
- In the Signal Flow window, drag a block in any direction out of its signal path until you see the "Drag-delete" indicator appear, then "drop" the block to delete it.

Line 6 Updater & Additional Resources



Using Line 6 Updater

The *Line 6 Updater* application is the free utility to use to easily install the latest firmware onto Line 6 products. The *Line 6 Updater* software is installed automatically on your computer with the installation of the *HX Edit* application - or the latest version can be downloaded anytime from <http://line6.com/software/>

TIP: It is always a good idea to create a backup of your Helix or HX Effects device's contents *before* performing a firmware update. See "[Creating & Restoring Complete Device Backups](#)" on page 15.

To use the *Line 6 Updater* application - With your Helix or HX Effects connected and powered on, quit all other Line 6 and audio applications and launch the *Line 6 Updater* application.

- **On Mac** - Go to Applications > Line 6 > Line 6 Updater
- **On Windows®** - Go to the Start button menu > All Apps (or Programs) > Line 6 > Line 6 Updater

Once launched, you will be asked to sign into your Line 6 account. If you do not have an account, you must first create one. Follow the prompts through to the quick online registration.

Once logged in, any USB-connected and supported Line 6 products will appear in the main view of the *Line 6 Updater* application. Click on the device you wish to update and your device's current firmware version and available updates are displayed.

Click the **Update** button for the desired firmware version. The release notes are shown before continuing with the update process. Click **Accept** and accept the terms and conditions to start the update process.

You'll see the firmware's *Release Notes* and special instructions displayed before update begins. Be sure to read all screens and prompts carefully and the *Line 6 Updater* software will assist you in performing the update in minutes. **It is especially important not to disturb the device's controls and cable connections until the update fully completes!**

While the presets on your device will not be altered, some minor sonic changes may still occur with firmware updates, as noted within any firmware's *Release Notes*.

TIP: Whenever installing firmware, you must be sure to also install the matching version number of the *HX Edit* application (for use with Helix firmware 2.30 and later) or *Helix* editor (for use with Helix family devices only, with firmware 2.21 and earlier) for compatibility. Please visit <http://line6.com/software/> to find the correct application version.

Additional Resources

Looking for more info? We've got plenty of online resources, just a click away.

- Additional Help documentation covering Helix & HX Effects hardware and Helix Native Plug-in is available on the Line 6 Support site at [Line 6 Product Manuals](#).
- Visit the [Line 6 CustomTone](#) site where you can share your presets with the world, and download free presets created by Line 6 and other users just like you.
- Can't get enough Line 6 Gear & accessories? Head on over to the [Line 6 Store](#).
- Check out the [Line 6 Support](#) page for access to helpful tips, videos, discussion forums, or to contact Line 6 Technical Support.

