Fxbox 2.0 Quick Start Guide
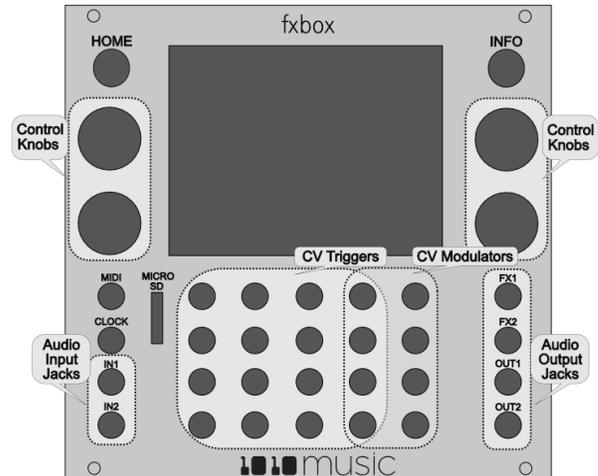
Before You Start

A microSD card must be inserted into fxbox before you can get started. By default, fxbox takes audio input from IN1 and IN2, processes the configured effects, and sends the result to OUT1 and OUT2. The firmware and all settings are stored on the microSD card.

Apply Effects

When fxbox starts up, it displays the **Main** screen with the effects grid for Chain A of the loaded preset. Activate an effect by doing one of the following:

- Touch a cell on the touch screen to momentarily enable that effect.
- Trigger the effect via CV signal by plugging a gate signal into the CV Trigger jack that maps to the effect in the grid.
- Set the effect to be always on by setting the **Trigger Mode** property for the effect to **ON** by following the steps below. (Not all effects have a trigger property.)
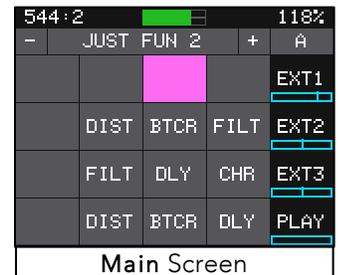
Edit the Parameters of an Effect

1. Touch an effect cell on the **Main** screen.
2. Push the **INFO** button. You will see effect specific parameters, such as **Cutoff** and **Res**.
3. Adjust a parameter by turning the **Control Knob** next to it.
   Note:
   - The signal processing chain applies the effects in the order displayed on the grid, from left to right, then top to bottom.
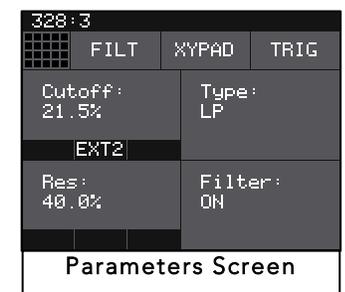
Main Screen

Add or Change an Effect

1. Touch a cell on the main grid to select it. Touch an empty cell to add a new effect to the chain.
2. Press the **INFO** button to display the parameters screen.
3. Touch the effect type button in the top row (**FILT** in the example on the right) to display the effects list, and then touch an effect to select it. The parameters screen changes to match the effect type.
   Note:
   - Most effects can be used more than once. All effects can only be used a limited number of times, corresponding to the relative processing power needed. An effect will be disabled in the list if you cannot use more of that effect type.

Parameters Screen

Select a Preset

1. From the Main screen, cycle through the list of presets by touching the **–** and **+** buttons on either side of the preset name (**Just Fun 2** in the Main Screen example shown above).
2. To select a preset from the list, touch the preset name at the top of the Main Screen to display the Presets screen.
3. Select a preset by scrolling through the list with any of the Control Knobs, and then touching **Load** in the top right corner of the touch screen.

Presets Screen

Save Changes to a Preset

Fxbox 2.0 does not automatically save changes as you work. If you change to a different preset or turn off fxbox, you will lose your work. If you want to keep the changes you made to a preset, you will need to save them:

1. Press **HOME** until you see the Main screen.
2. Touch the preset name at the top of the screen to display the Presets screen.
3. Touch **Edit** to display the Edit Preset Menu.
4. Touch **Save** to store your changes to the currently loaded preset, or **Save As** to save to a different preset.
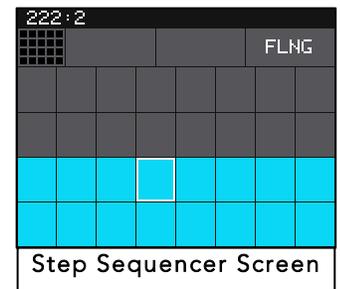
Mute Effects

1. While on the Main screen, push the **HOME** button to enter mute editing mode. The grid cells will be green.
2. Touch a cell to mute that effect. The cell will turn red. Touch it again to remove the mute.
3. Push the **HOME** button to leave mute editing mode. A red bar appears over the names of muted effects.

Start and Configure the Step Sequencer

1. Push the **HOME** button to return to the Main screen if needed.
2. On the Main screen, touch the **Play** button to start and stop the Step Sequencer as needed.
3. With the **Play** button selected, push the **INFO** button to see the step sequencer parameters, including **Step Count** and **Step Duration**.
4. Adjust a parameter by turning the control knob next to it.
5. To run the sequencer constantly, set the **Sequencer** parameter to **ON**.

Sequence an Effect

1. Push the **HOME** button to return to the Main screen if needed.
2. Select an effect to sequence by touching the grid cell.
3. Push the **INFO** button twice or thrice until the **Step Sequencer** screen is displayed. A box outline moves across the grid to represent the currently playing step of the sequencer. The number of boxes the sequencer moves through is controlled by the **Step Count** parameter. The time spent in each box is controlled by the **Step Duration** parameter.
4. Touch the grid boxes on the touch screen to enable and disable the gate for the effect on each step. The effect is enabled for the step when the grid box is highlighted blue.

Step Sequencer Screen

Visually Monitor the Effects

The grid on the Main screen shows when the effects are active via a bar that is displayed below the name of the effect. If the bar is filled, the Step Sequencer or a **CV Trigger** input triggered the effect. If the bar is unfilled, the effect is active because the **Trigger Mode** parameter for the effect is set to **ON**.

Modulate Effect Parameters

Some of the effects have parameters that can be modulated using the External CV Inputs EXT1 through EXT8.

1. Plug an external CV signal into one of the top three **CV Modulator** jacks. A bar graph appears along the bottom of the corresponding **MOD** button that represents the value of the CV input.
   Note:
   - The right most column of CV Modulator jacks map to EXT1 through EXT4. Ext5 through EXT8 are in the column to the left of that. EXT5 through EXT8 also control the trigger for the corresponding effects grid cells. EXT4 also controls playback.
2. Touch an effect cell and press **INFO** to see the parameters screen for this effect.
3. Touch one of the three black boxes below a parameter to display the Modulation Parameters screen.
4. Use the Control Knobs to select a value for the Source parameter. This parameter specifies which signal will be used to control this parameter.
5. For example, choose a **FILT** effect cell, then choose one of the modulation squares below the **Cutoff** parameter. Then set **EXT1** as the Source of modulation to use CV voltage to adjust the cutoff value of the FILT effect.
6. Turn the **Control Knob** next to the **Amount** parameter to adjust how much impact the CV signal will have on the effect.
7. The destination effect must be active to hear the impact of the modulator changes. Follow the steps under Apply Effects above to activate the effect.

Learn More

Download the user manual from 1010music.com/fxbox-support to learn about multiple effects chains, activating the XY Pad, swapping firmware and other advanced features.

Be sure to check for any firmware updates and join the community by registering at forum.1010music.com.

This guide was written for fxbox 2.0.3.

1010 music