LINE 6 ®

POD Farm™ 2.5

Basic User Guide

**Features and functionality of the Line 6
POD Farm version 2.5 software**

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Welcome to the ***POD Farm™ 2.5 Basic User Guide***. This document includes information on the features and functionality of the POD Farm 2 Plug-In & standalone application for the POD Farm 2.5 software version. Also included is information on the Line 6 License Manager™ and Line 6 Monkey™ software utilities, which are included in the POD Farm 2.5 installation and provide simple online license authorization & updates.

> **Note: Please also consult the POD Farm 2 Advanced & Recording Guides and additional documentation found at** POD Farm Online Help**. Even though these documents cover the earlier POD Farm 2.0 version, basic functionality is very similar. This Guide calls out all features that are new for version 2.5.**

Operating System Requirements

POD Farm version 2.5 is supported with the following Mac® & Windows® operating systems. (Please see the official POD Farm version 2.5 Release Notes for complete system requirements - http://line6.com/support/.)

Mac®

- Mac OS® X 10.5 or 10.6, 32-bit and 64-bit

> **NOTE: The Previous POD Farm versions 1.0 & 2.0 will run on Mac OS® X 10.4 (Tiger®). However, the POD Farm version 2.5 software and the latest Line 6 USB hardware drivers, are no longer supported on OS® X 10.4.**

- AU, RTAS®, or VST® compatible host software required for Plug-Ins

Windows®

- Windows® XP (SP3), Windows® XP x64 (SP2), Windows Vista® 32-Bit (SP2) and 64-Bit (SP2), Windows® 7 32-Bit and 64-Bit
- RTAS® or VST® compatible host software required for Plug-Ins

Create a Line 6 Account

First things first! If you have not already done so, you should go to the http://line6.com/ website and create your free **Line 6 User Account** now. You'll need one for Online Store purchases, for running the Line 6 Monkey & License Manager utilities, and you'll get some nice perks as well. If you already have a Line 6 account, go ahead and sign in.

> **NOTE: It is important to always sign into the one Line 6 account, rather than creating a new additional account, when making additional Online Store purchases. This allows all Line 6 products, licenses and registrations to be easily managed all in one place for you!**

Download & Install POD Farm

> Note that this document includes specifics covering the POD Farm software version 2.5. You'll see that the POD Farm Plug-In, standalone application and product license remain titled as "POD Farm 2" on the Line 6 site, and within your application menus - This chapter will refer to them by this name throughout as well.

No reason to wait... You can download & install the latest POD Farm 2 installer right now from the Line 6 Downloads page! The POD Farm 2 Plug-In and standalone application will function right away in "Trial Mode," (fully functional, but with a limited set of Amps and FX) with no purchase necessary. On the Downloads page, select "**POD Farm 2**" as the Software, and then select your computer's Windows® or Mac® **Operating System**, as shown here:

The Line 6 Software Downloads page

Updating with Line 6 Monkey

Line 6 Monkey is the intelligent updater utility automatically installed with POD Farm. It's a great idea to run Line 6 Monkey immediately after your POD Farm installation, and to do so often to be sure you have the latest updates for all your Line 6 software and hardware products.

- On **Mac®**- Go to /Applications/Line 6 and double-click on Line 6 Monkey.
- On **Windows®**- Go to Start menu\Programs\Line 6 \Tools\Line 6 Monkey.

Login Account

You'll need to Login to your Line 6 User Account (see) so that Line 6 Monkey can communicate with the online Line 6 Server and provide you with exactly what you need.
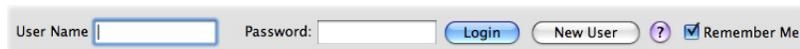
Line 6 Monkey requires you to Login to your Line 6 User Account

Register Your Hardware

If you have not already done so, you'll be prompted to Register your connected Line 6 hardware. Registration may be required for some Line 6 products. It's a painless process really, so click that Register Now button and fill in the blanks on the Web page.

Grab Those Updates

Go to the **Updates** tab in Line 6 Monkey. If you see any items where a newer, updated version is available, then you should click on that item and let the little Monkey fellow walk you through the installation steps. This is the easiest way to stay current on the latest POD Farm software updates, as well as device drivers and firmware updates. You can also go to the **Optional Add-Ons** tab to run the Line 6 License Manager utility to authorize and configure POD Farm, Model Pack and other Line 6 Add-Ons - see "Line 6 License Manager" on page 1•5 for details.
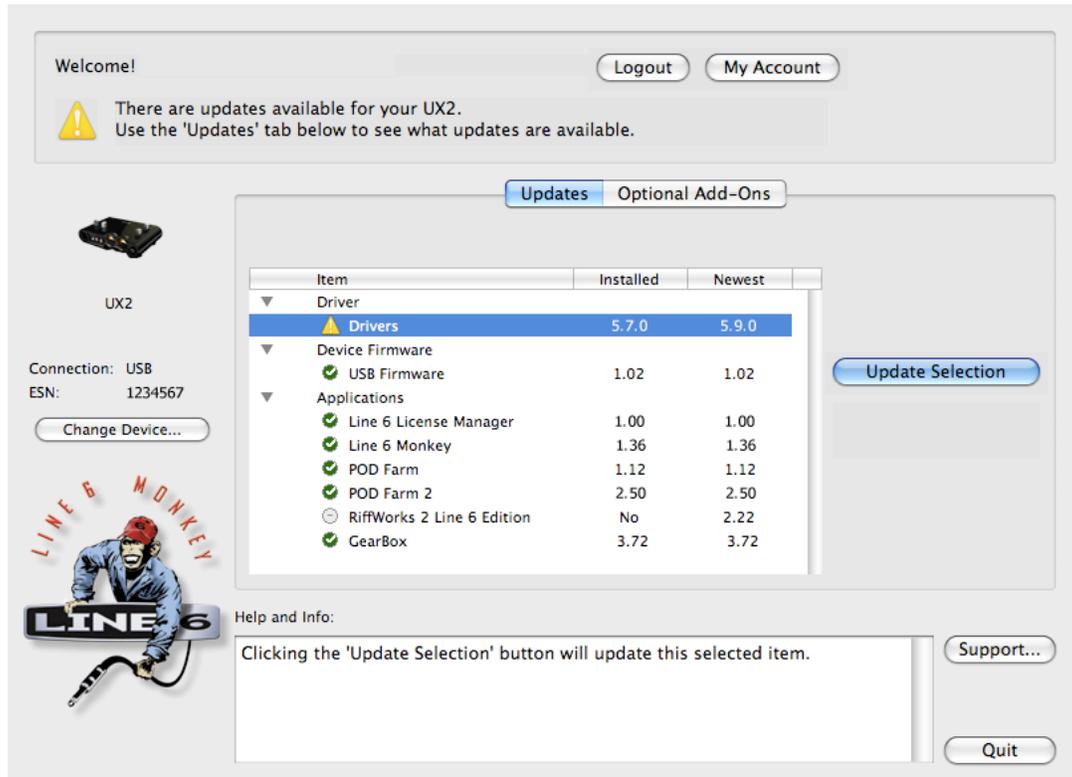
The Line 6 Monkey - Updates tab

Purchasing the POD Farm 2 License

With the POD Farm software version 2.5 installed, its Plug-Ins and standalone application will run in "Trial Mode," with a limited set of Amps & Effects, with no purchase necessary. But to unlock its full potential, you'll want to purchase a POD Farm 2 license! The POD Farm 2 license is valid for all POD Farm 2.*x* versions and is available for purchase from the Line 6 Online Store at www.line6.com/store/shop.

POD Farm 2 License Types

The POD Farm 2 license provides authorizations to run the POD Farm 2 & Elements Plug-Ins and POD Farm 2 standalone application in their full, unrestricted modes for Mac® and Windows®. POD Farm 2 is available in two optional formats - as a Line 6 software license key, or for a PACE® iLok™ USB "Smart Key." Note that features differ slightly for each:

Line 6 Software License

The POD Farm 2 Line 6 software license is purchased from the Online Store as a download and immediately deposited into your Line 6 User Account. You then use the Line 6 License Manager application to "Authorize" the license to your supported Line 6 USB device (POD Studio™, TonePort™, POD® X3 or POD®xt), or to your Mac® or Windows® computer. Please see "Line 6 License Manager" on page 1•5 for details on the authorization process.

This POD Farm 2 license is available in two types: **"Standard"** (includes the Standard set of Amp & FX Models) or **"Platinum"** (includes all Standard Models, plus all available Model Pack Amp & FX Models). It is also possible to purchase the "Standard" license, and individual Model Packs separately.

PACE® iLok™ Smart Key

The POD Farm 2 iLok™ license for is available as "Standard" (includes the Standard set of Amp & FX Models) or "Platinum" (includes all Standard plus all available Model Pack Amp & FX Models). With the POD Farm 2 license successfully added to your iLok™ USB Smart Key, you'll be able to run the fully authorized POD Farm 2 & Elements Plug-Ins with your favorite DAW application, and the POD Farm 2 standalone application with any Line 6 or 3rd party Core Audio or ASIO® audio interface. Please see "POD Farm 2.5 for iLok™" on page 1•10 for details.

If you already own POD Farm 2...

The POD Farm version 2.5 software is a free update. If you already own the POD Farm 2 license and have it installed on a Line 6 USB device, or on a PACE® iLok™, then all you need to do is run the POD Farm 2.5 application installer. If you already have the POD Farm 2 software version installed, the installer will update your version 2.0 Plug-Ins and the standalone application to version 2.5.

There is no additional license purchase required for you, however, you may be prompted to run the License Manager to configure your Line 6 USB device, (see "Line 6 License Manager" on page 1•5). It is also recommended that you connect any Line 6 hardware that you plan on using and run Line 6 Monkey to make sure you have the latest updates (see "Updating with Line 6 Monkey" on page 1•2).

If you own POD Farm 1, or do not yet own POD Farm...

Either of these cases require the purchase of a POD Farm 2 license to allow the POD Farm version 2.5 to run in full authorized mode. If you own the POD Farm 1 Plug-In license, then you qualify for "upgrade" pricing on the purchase of a POD Farm 2 license (see the Line 6 Online Store at www.line6.com/store/shop for details).

If you already have the POD Farm version 1 software installed, you may leave it on your computer and POD Farm 2.5 will install separately. You will still be able to use the POD Farm 1 Plug-In and application.

Line 6 License Manager

New with POD Farm version 2.5 is the Line 6 License Manager utility. This application allows you to authorize & manage the POD Farm 2 and optional Model Pack licenses to function with your computer or Line 6 hardware. Additionally, the Line 6 License Manager provides online access to your line6.com User Account, allowing you to reference your purchase history, register your gear, manage account options and more!

Attention iLok™ users: You do not need to use the Line 6 Manager. iLok™ offers its own online license configuration process on the ilok.com website. Please skip ahead to "POD Farm 2.5 for iLok™" for details.

The Main Window

Before launching the Line 6 License Manager, be sure to have your Internet connection active (and your Line 6 device connected, if you are using one). License Manager can be launched from:

- On **Mac®**- Go to /Applications/Line 6/Line 6 License Manager.
- On **Windows®**- Go to Start menu\Programs\Line 6\Tools\Line 6 License Manager.

Once the Line 6 License Manager launches, you'll be prompted to Login to your Line 6 User Account.
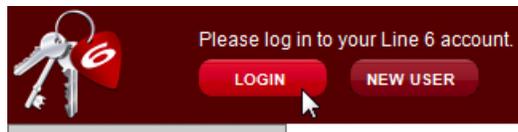
The Line 6 License Manager Login prompt

Upon Login, License Manager automatically communicates with your User Account on the Line 6 Server and displays information about your connected devices. To follow are descriptions of the features in the main window.

Line 6 License Manager main window - showing a UX2 authorized

1 **Devices List** - Here you will see your computer and any supported Line 6 USB device that is currently connected. Click the **Scan for Devices** button if you don't immediately see your connected device. Select any device here to configure its Add-On authorizations.

2 **Web Links** - The handy links will launch your Web Browser and take you directly to the Line6.com site:

- **line6.com** - Goes to the Line 6 Home page.
- **Online Store** - Takes you directly to the Line 6 Online Store where more great gear is always just a click away!
- **My Devices** - Opens your account page listing the Line 6 devices for your User Account, along with their current authorization status.
- **My Software** - Goes to your account page that lists the Line 6 Add-Ons that you have purchased from the Online Store. These Add-Ons will be added to your selected device when you "Authorize" it using License Manager.
- **My Account** - Takes you to your main account page, where you can review and edit your contact & personal info, product registrations and more.
- **Support** - You guessed it, this goes directly to the exemplary Line 6 Customer Support site, in case you need some help.

3 **Device Status** - Information about your selected device and its authorization status appears here.

4 **Add-Ons List** - Once authorized, your device's purchased and "Factory" Add-Ons all appear in this list. Factory Add-Ons are POD Farm, Model Pack or other software licenses that came included on your device when you purchased it.*

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* Note: Factory Add-Ons can be authorized strictly on the device they originally were purchased with, and cannot be authorized on other devices. This is unlike Add-Ons purchased from the Line 6 Online Store, which can be authorized on all supported devices.

Authorizing a Device

Once you've made your purchase of POD Farm 2 and/or other Line 6 Add-ons, select the device to which you want to "authorize" these Add-ons. This can either be your computer, or any supported Line 6 USB device that is connected. POD Studio, TonePort, GuitarPort, POD X3 or PODxt devices are all supported for Add-On authorization.
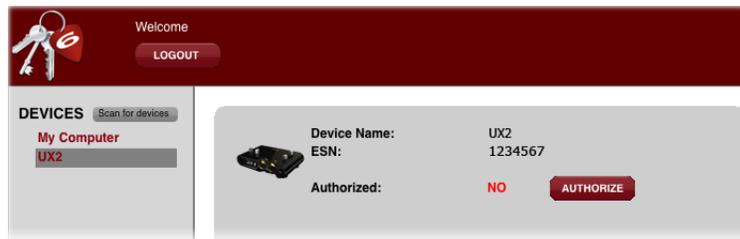
Line 6 License Manager - UX2 Device selected (not Authorized)

In the above example, License Manager has found two "Devices" that can be authorized for Add-Ons: **My Computer** and a Line 6 POD Studio **UX2**, which is selected. For this example, we'll click the **Authorize** button to authorize the UX2 device.

Once the Authorization process completes, you may be prompted with the following screen, informing you that your Line 6 device includes some Add-Ons that need to be "Installed" on your device.* If you are presented with this screen, as shown below, click the **Install** button to proceed.

Note that Add-Ons appear dimmed here to indicate they are not yet "installed" on this device

Add-Ons that appear in italics are "Factory Add-Ons" that are specific to this Line 6 device
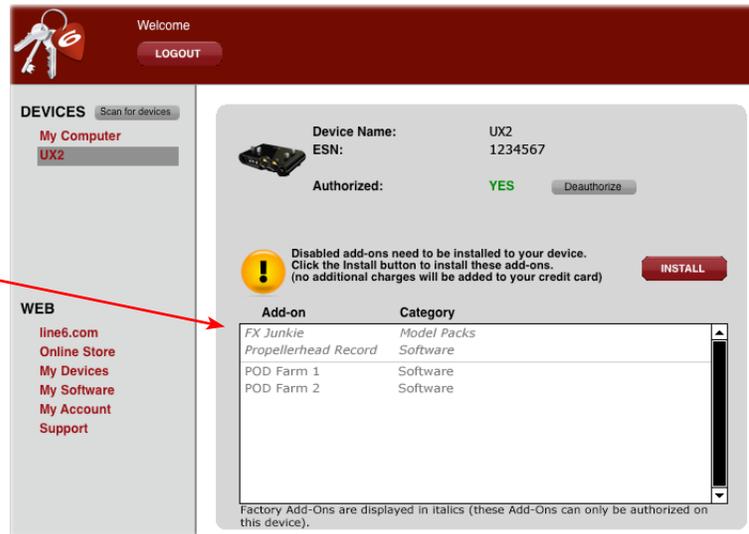
Line 6 devices that include Factory Add-Ons require and Installation step

* Note: For some devices, you may first be presented with the "Remove" option in License Manager, where the Line 6 Server first needs to uninstall some Add-Ons from your device. If you see this screen, simply click the Remove button to allow the process to run.

Once the Install process completes, your device will appear as authorized. If you are authorizing a Line 6 USB device, you'll be prompted to disconnect & reconnect the USB device. Go ahead and do so, then click **OK**.
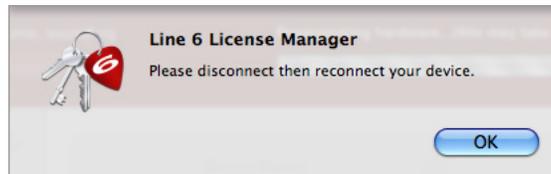
Prompt to disconnect/reconnect Line 6 USB device

You'll next see your device as "authorized" with its specific purchased and Factory Add-Ons listed.

The **YES** indicates the device is now authorized

All the device's installed Add-Ons are now listed here
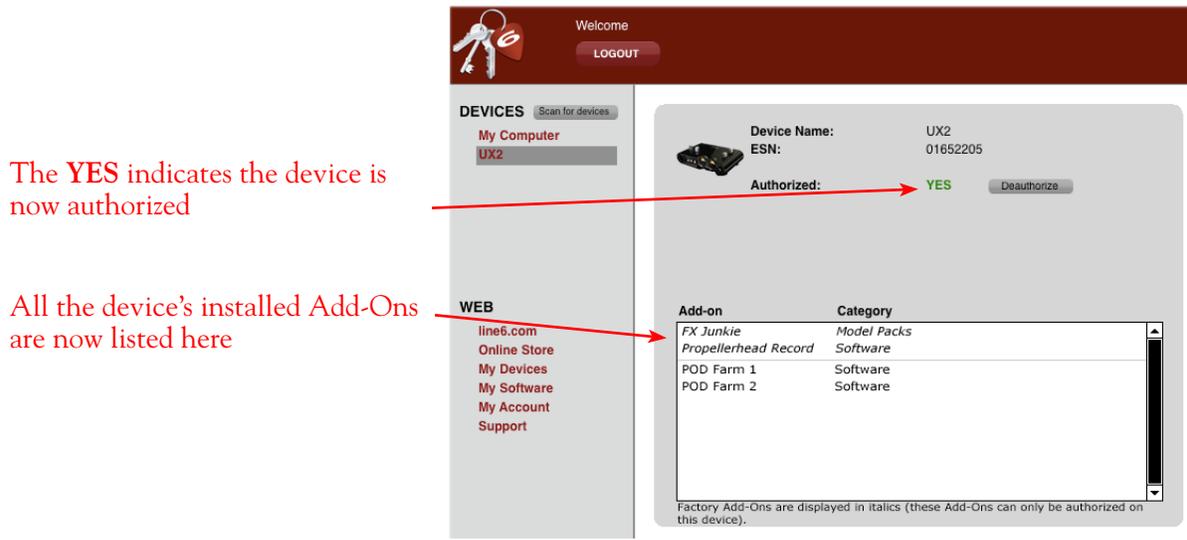
Once complete, the device appear as authorized

This completes the process for authorizing a Line 6 device. Since the UX2 device in our example includes the required Add-Ons, the POD Farm version 2.5 Plug-Ins and standalone application can now be launched in their authorized states whenever this UX2 device is connected to the computer. Since the device also has the "FX Junkie" Model Pack Add-On, POD Farm will include this set of extra FX models as well!

The steps for authorizing your purchased POD Farm 2 or Model Pack license Add-Ons to your computer are the same as above. Simply select **My Computer** in the Device column of License Manager and click **Authorize**.

Multiple Device Authorizations

It is permitted to authorize your purchased Add-On(s) to more than one device, however, your number of simultaneously active authorizations are limited. If License Manager displays the following error during the authorization process, it means you have reached the maximum number of allowable authorized devices:
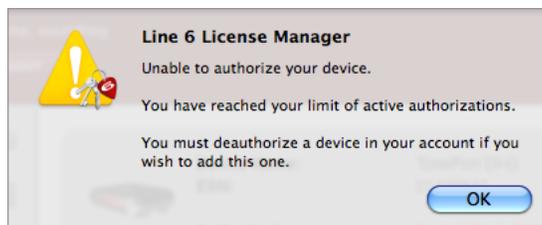
An alert appears if you've reached the maximum authorized number of devices

If you receive this error, you can "Deauthorize" one or more of your authorized (computer or Line 6) devices within License Manager. This will then allow you authorize another device. See the next section for details.

> **TIP: To reference all your currently authorized devices, click the My Devices link in the WEB section at the left of the License Manager window.**

Deauthorizing a Device

Should you ever need to "Deauthorize" a currently authorized computer or Line 6 device, simply select the device within Line 6 License Manager and click the **Deauthorize** button.
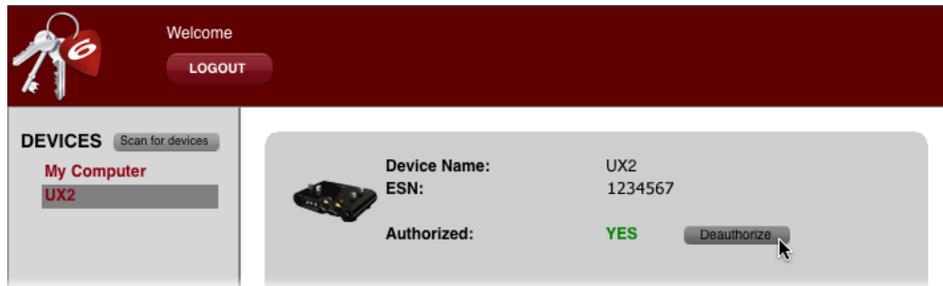
The Deauthorize option appears for any currently Authorized device

You'll be prompted to confirm that you want to deauthorize the device - click **Yes** to proceed.

* Note: You are allowed to authorize this device again, if you have not exceeded the maximum allowable authorizations for your User Account - please see "Multiple Device Authorizations" on page 1•8**.**

When deauthorizing a Line 6 USB device, you may also be presented with an extra step to "Remove" the Add-Ons from the device, as shown below. If you are presented with this screen, just click **Remove** and wait for the Line 6 Server to properly configure your device:
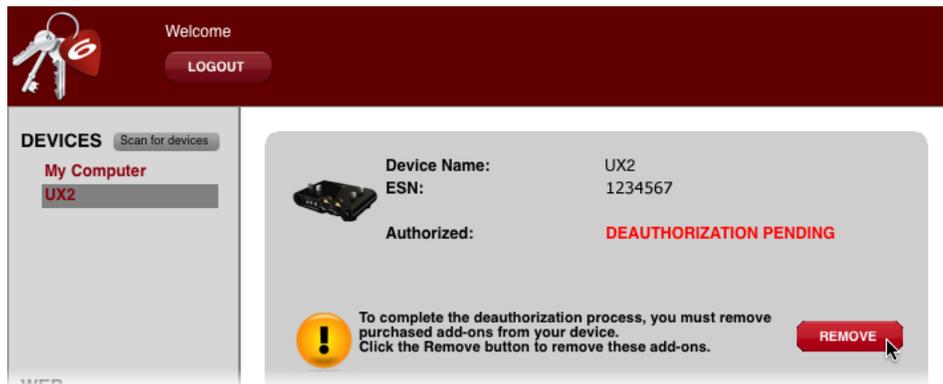
Line 6 devices that include Factory Add-Ons require the "Remove" step when deauthorizing

Once the process completes, you'll see a prompt to disconnect & reconnect the USB cable for your Line 6 device. Go ahead and do so and then click **OK**.

Prompt to disconnect/reconnect Line 6 USB device

1•9
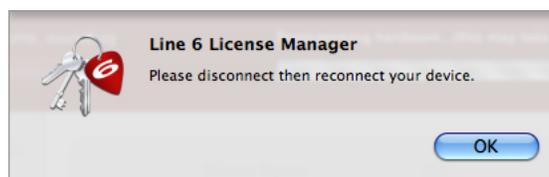
Once the process completes, your Line 6 device will be deauthorized. Note that this deauthorization does not allow a device's "Factory" type Add-Ons to then be available for other devices - Factory Add-Ons can only be authorized to the device on which they were originally included. As noted above, you can perform the authorize steps again at any time to install & authorize all your Add-Ons back on this device, provided you have not exceeded your maximum allowable authorizations.

POD Farm 2.5 for iLok™

As an alternative to purchasing the Line 6 software type license (as described earlier in this chapter), the POD Farm 2 Plug-In license can be purchased specifically for your iLok™ USB "smart key" for Mac® or Windows® computers. The POD Farm 2 license unlocks additional Amp & Effects Models within the POD Farm version 2.5 Plug-Ins and standalone application. Upgrade pricing is also available for owners of the POD Farm 1 Plug-In. If you don't already have an iLok™ key, you can purchase one at most stores where audio software is sold, or directly from iLok.com. To follow are the steps for purchasing and configuring POD Farm 2 for your iLok™.

What is an iLok™?

The iLok™ key is a proprietary USB hardware dongle that holds licenses for software protected by the PACE® Anti-Piracy Interlok® system.

Original iLok™ USB smart key   *2nd generation iLok™ USB smart key*

If you own an iLok™ (original or "2nd generation" model USB smart key) and purchase the POD Farm 2 license for iLok™, you can use the iLok™ USB key to store your license, as well as numerous other Mac® and Windows® iLok™-enabled software licenses, all on the one iLok™ USB key. The iLok™ is portable and allows you to authorize POD Farm version 2.5 on any computer, without the need for Line 6 hardware. It is also easy to manage all your iLok™ software licenses at iLok.com - where you can set up a secure account, view all licenses on your iLok™ key, take delivery of new licenses, and even move them between multiple iLok™ keys!

Create an iLok™ Account

If you've just purchased a new iLok™ USB key, your first step is to go to the iLok.com site to set up an account. Note that it is important you set up only ONE account, even if you own multiple iLok™ keys! Create your account here. If you already have an iLok™ account, then you'll use it for the following steps.

Next, for a new iLok™ key, you'll need to download the **iLok™ Client Software** and the **iLok™ Driver** and install them. There are a few different options here, depending if you want to manage your iLok™ on the same computer as you plan on actually using POD Farm on or not. Please see the steps outlined on the iLok.com Help page for the complete instructions.

Purchasing POD Farm 2 for iLok™

If you don't already have one, create a Line 6 account now. It is free and is necessary for activating and retrieving your POD Farm 2 license. To create your account, go here.

To purchase the POD Farm 2 license for iLok™, you can go the Line 6 Online Store and select the iLok™ license option. (Note that the iLok™ USB software key is sold separately, and not part of the Line 6 POD Farm 2 license purchase). There are a few options for the purchase of **POD Farm 2 for iLok™**:

- **POD Farm 2 Standard -** Includes a great variety of guitar & bass amps, mic preamps and effects models.

- **POD Farm 2 Platinum** - Includes all the Standard models PLUS all the optional Model Pack Add-Ons we make!

- **POD Farm 2 Platinum Upgrade** - For owners of the POD Farm 2 iLok™ version that want to step up to the 2 Platinum version, you can purchase this upgrade.

- **POD Farm version 1 to POD Farm version 2 Upgrade** - For owners of the POD Farm 1 iLok™ license version that want to step up to the 2 version, you can purchase this upgrade at a discount as compared to the full price of the POD Farm 2 iLok™ license.

All POD Farm 2 Plug-In versions include RTAS®/VST®/AU support for Mac® and RTAS®/VST® support for Windows®. See the info on the Online Store pages for more details.

> **Note: You can perform the following Online Purchase, Activation and iLok™ licensing processes on any computer that has Internet access. These steps do not necessarily need to be performed on the computer on which you plan to use POD Farm version 2.5 software.**

iLok™ Deposit

Once your POD Farm 2 for iLok™ license transaction is complete, log into your Line6.com account and go to the iLok Deposits page. Here you can check the **Status** of your iLok™ License.

iLok Deposits

View Product Activations   Add Product Activation Code

ID	Description	Status	iLok User
37 Order Detail	POD Farm 2	inserted	Deposit

Initially, following your Online Store transaction, you should see the Status listed here as "**inserted**", as shown above. Click the **Deposit** button to proceed.

Deposit iLok License

If you currently do not have an iLok account, create one at www.ilok.com before continuing.

iLok User ID: | MyiLokAccountName |

Important: Make sure that you enter your iLok.com User ID correctly. Line 6 is not responsible for incorrect entries and may charge a fee to amend iLok.com User ID errors. If you are unsure of you User ID or do not have one, please visit this page for more information about iLok.com.

Continue   Cancel

Next you are prompted to enter your **iLok™ User ID** - This is the "Username" you use to login to your account at iLok.com. Type it in and click **Continue**.

Deposit iLok License

Below is the information that will be deposited to iLok.

Product **POD Farm 2**

iLok User ID MyiLokAccountName

Please verify that the information is correct. It cannot be changed once the deposit has been requested!

(Confirm & Submit)   (Cancel)

You are then asked to verify that the **iLok™ User ID** is entered correctly - Please be sure it is to avoid the added task of contacting iLok™ to fix it! Click **Confirm & Submit** if all is correct. You should next see confirmation that your iLok™ Deposit was successful and your license has been sent to iLok.com. Head on over to the iLok.com website and log into your account there to download your license. If any error was encountered, you can return to the iLok Deposits page and repeat the process.

iLok™ License

Once logged in to your iLok.com account, you should find your "pending" POD Farm 2 license waiting for you in the **Download Licenses** section.

Pending licenses available for download:

Product	Company	Type	Deposited	Use By	
POD Farm 2	Line 6, Inc.	License	05/01/2011		🗑

Connect your iLok™ to your USB port and follow the instructions on the iLok™ site to **Synchronize** your iLok™ key.

Synchronize

Allow the Synchronize process to complete, and you'll then be able to select your POD Farm 2 license for download.

	Product	Company	Type	Deposited	Use By	
☑	POD Farm 2	Line 6, Inc.	License	05/01/2011		🗑

Follow the steps listed on the iLok.com page to **Download** the POD Farm 2 License to your iLok™ key... And you're done! Now that your iLok™ USB key is all configured, you can log out and exit the iLok™ web site. If you have not done so yet, download the POD Farm version 2.5 application installer and run it on any Mac® or Windows® computer where you want to run POD Farm. Remember, you need to have the iLok™ key connected to the computer for the POD Farm version 2.5 Plug-Ins and standalone application to run in their "authorized" state.

In the event that your POD Farm 2 license does not appear on your iLok.com account, you can check the status of the deposit on the **iLok™ Deposits** page of your Line 6 account.

iLok Deposits

View Product Activations   Add Product Activation Code

ID	Description	Status	iLok User
29 Order Detail	POD Farm 2	deposited	MyiLokAccountName

Assets at ilok.com

Note that the **Status** may initially appear as "**queued**" for a short time until accepted by iLok.com for processing. Once it appears as "**deposited**", as shown above, then this means your new POD Farm 2 license asset has been sent to your iLok.com account.

> **Note: If you already have the POD Farm 1 Plug-In license on your iLok™ and purchase the POD Farm 2 iLok™ upgrade, your POD Farm 1 license still remains on your iLok™ key, and allows you to independently run the POD Farm 1 Plug-In. It is recommended that you do not uninstall your POD Farm 1 iLok™ license or POD Farm 1 application, since existing projects created with your DAW host software may have instances of POD Farm 1 Plug-In saved within. Keeping both the POD Farm version 1 & 2 licenses on your iLok™ key, and POD Farm 1 & 2 applications installed on your computer, will assure all these existing projects still load correctly!**

CONFIGURING AUDIO HARDWARE

The POD Farm™ version 2.5 software is designed to work with any Line 6 USB audio interface, as well as any other manufacturers' audio interface device which includes a Core Audio (Mac®) or ASIO® (Windows®) audio driver. This *Basic User Guide* walks you through getting POD Farm 2.5 up and running with a Line 6, or other manufacturer's, audio hardware. For details on additional Line 6 USB devices, as well as some handy tips on recording, optimizing your computer and more, please be sure to see the additional documentation on the POD Farm Online Help site.

> Note that this document includes specifics covering the POD Farm software version 2.5. The Plug-In, standalone application and product license remain titled as "POD Farm 2," and this chapter will refer to them by this name throughout as well.

Line 6 USB Audio Interfaces

Whether you are using the POD Farm 2 & Elements Plug-Ins, or the POD Farm 2 standalone application, all Line 6 USB audio devices (GuitarPort™, TonePort™, POD Studio™, PODxt®, POD® X3, and POD® HD devices) can be utilized as your computer's high-quality, low latency audio interface. These Line 6 devices are designed to provide top audio performance with all major DAW applications as well. Specifically, the Line 6 GuitarPort, TonePort and POD Studio devices incorporate Line 6 ToneDirect™ Mode functionality - an ultra low latency mode of operation for input signal monitoring when used with the POD Farm 2 standalone application - please see "POD Farm 2 Standalone Application - ToneDirect Mode" on page 4•2 for more info.

> Note: It is possible to "authorize" your POD Farm 2 Line 6 software license to your GuitarPort, TonePort, POD Studio, PODxt or POD X3 device, allowing you to run POD Farm 2 software and Plug-In on any computer, as long as the Line 6 device is connected! See page 1•5.

3rd Party Audio Interfaces

If you are to be using an audio interface from a manufacturer other than Line 6, the steps throughout the following sections are very similar for configuring your device. It is required that your audio device include a Core Audio driver (for Mac® applications) or ASIO® driver (for Windows® applications) for POD Farm, as well as for most DAW applications. Please refer to your device manufacturer's documentation for specifics on its features and options. We've added some pointers in the following sections for things to configure for 3rd party devices as well.

POD Studio UX2

This section describes the configuration for a Line 6 POD Studio UX2 as the audio interface for a Mac® or Windows® computer. All other Line 6 USB devices function similarly. Once you've installed the POD Farm version 2.5 software, the Line 6 Audio Driver for your device was installed as well. (For Windows® installations, it is necessary to select the specific Line 6 USB Device's driver. If the driver for your specific device was not installed, simply run the POD Farm 2.5 installation again and select your device when prompted.)

Connect your UX2 (or other Line 6 USB device) to your computer's USB port and the device should light up indicating it is ready for action. Note that you should always connect to a separate USB controller channel from other USB audio or MIDI interfaces to provide your device with the full USB bandwidth. You should also always connect directly to a USB port on your computer and not into a USB hub.

> **Note: Be sure to always power off or mute your speakers or monitoring setup before connecting and disconnecting your audio device, as well as before booting up or shutting down your computer if the device is already connected. The best practice is to always power on your speakers last, and power them off first to avoid a "pop" which could be damaging to your speakers (or to your ears!)**

POD Studio UX2 - Front panel connections

1 **Microphone Inputs** - You can receive input from one or two mics at the same time via these inputs using XLR mic cables. There is also a +48V Phantom Power switch that you should toggle to "on" if your mic requires phantom power.

2 **Instrument Input** - Connect your electric guitar or bass into <u>one</u> of these inputs. Either of these feeds the instrument's signal into the POD Farm 2 standalone application.

- **Norm** – This input is for a standard instrument level output.
- **Pad** - This input is designed for high output basses and guitars, such as those with active pickups.

3 **Phones** - To listen using headphones, plug them into this 1/4-inch stereo jack. This jack outputs the same signal fed to the Analog Outs: The audio from your audio software on the computer, as well as the monitor signal from anything plugged into any UX2 input. **Save your ears! Remember to always turn down the Master Volume knob to minimum before connecting headphones, and use moderate volumes when listening.**
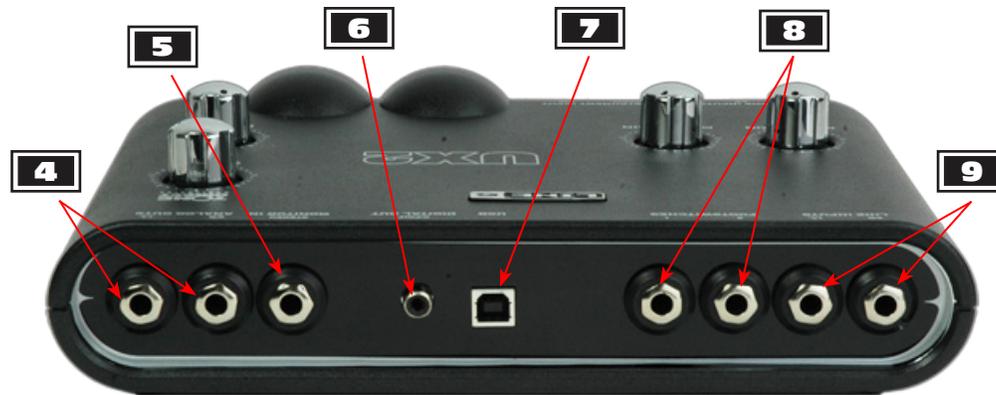
POD Studio UX2 - Rear panel connections

4 **Line Inputs** - To record the signal from a line level source, such as a keyboard, your stereo receiver, the line out from a mixing console, etc., connect them to these Left and Right inputs.

5 **Monitor In** - To hear the signal from a line level source mixed with all the other audio coming from your computer, but do not want this audio recorded, then plug the source in here (this Monitor signal is not fed to the Record Sends). This input is perfect to connect your MP3 player or stereo receiver if you want to jam along with your favorite tunes! This is a stereo jack, so you should use a stereo 1/4-inch TRS audio cable (or cable adapter) for this connection.

6 **S/PDIF (Digital) Out** - To send the output of UX2 to an external device digitally, connect a 75-Ohm coaxial cable into this RCA jack and into the S/PDIF digital input on the external device. This is the best choice for connecting to digital recording devices, such as a DAT recorder, digital mixing console, etc. This S/PDIF output sends the same audio as is sent to the UX2 Analog Outs (with the exception that any audio coming into the Monitor In jack is not routed to the S/PDIF output). The digital signal is always sent at 24-bit resolution.

7 **USB** - This is where you connect a USB cable to UX2, with the other end going to your computer's USB port.

> Note: GuitarPort, TonePort, POD Studio & PODxt devices all utilize a USB 1.1 port, with the exception of the UX8 devices, which utilize a USB 2 port. All POD X3 and POD HD devices require a USB 2 port connection.

8 **Footswitch Inputs** - Connect up to two On/Off footswitches here and use the MIDI Control Settings dialog within the Line 6 Audio-MIDI Devices panel to configure the type of MIDI message that is transmitted.* You can use most available "momentary" or "sustain pedal" type footswitch that includes a 1/4 inch connector. The MIDI control message is routed to the UX2 USB MIDI Out Port. This MIDI port is selectable within POD Farm 2 or your DAW or MIDI software to provide MIDI control of the desired software parameters. Also see "MIDI Controller Hardware" on page 2•20.

> *TIP: For more about configuring the Line 6 MIDI Control Settings dialog, please see the *POD Studio & TonePort MIDI Setup Guide* available from the POD Farm Online Help site.

9 **Analog Outs** - These Left and Right balanced jacks are your main outputs and carry all the audio from UX2: the audio from your audio software on the computer, and the monitor signal from anything plugged into any UX2 input. These are what you want to connect to your monitoring system for a recording setup.

Line 6 Audio Driver Options

The POD Farm 2 standalone application, as well as most popular DAW applications, require that you configure their Preferences to utilize the desired device and configure driver options for audio functionality. Additionally, most multimedia applications (iTunes®, QuickTime® Player, Internet Browser players, etc.) utilize the computer's "Default Audio Device" for their audio playback. Here we'll cover how to configure these applications to use a Line 6 UX2 audio device (or 3rd party audio device). These options differ for Mac® and Windows® systems. See below for the steps on Mac® computer. For the steps on Windows®, please go to .

Mac® Audio Device Setup

POD Farm 2 Standalone Application (Mac®)

To choose the audio device and its options for the POD Farm 2 standalone application, select **Preferences** from the **POD Farm 2** menu and go to the Preferences window's **Hardware** tab. It is important to note that the type of audio device selected here determines whether the POD Farm application operates in the Line 6 "ToneDirect" Mode or "Core Audio" Mode.

First click on the **Use this device** menu to choose the audio device into which you'll be connecting your instrument. You'll see a list of available "Core Audio" driver audio devices to choose from. If you are using one of the Line 6 devices that support the "ToneDirect" feature (any GuitarPort, TonePort or POD Studio device) then you'll see an option for it, indicated by "(ToneDirect)" in its name, as shown for our UX2 device below:
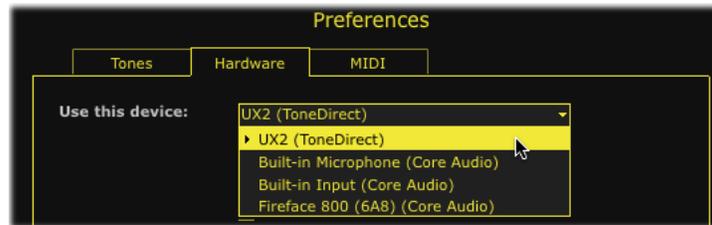
Authorized UX2 "ToneDirect" device selected

Choosing this "ToneDirect" device option is the preferred one if available, since it switches the POD Farm application to function in its ToneDirect mode, offering additional recording & monitoring options - please see page 4•2 for details. Depending on whether you've selected a ToneDirect or Core Audio device in this menu, the options within the Hardware tab screen will differ.

ToneDirect Mode (Mac®)

With a Line 6 ToneDirect device selected, the options offered within the Hardware tab are as follows.
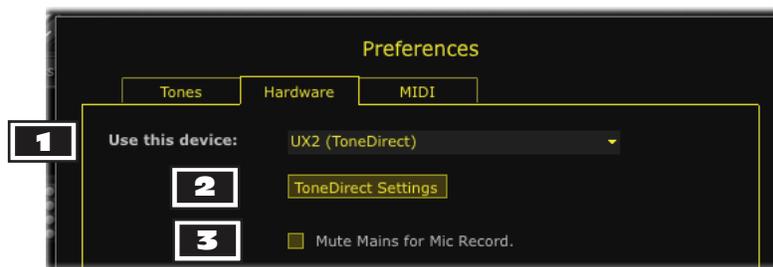
The Preferences - Hardware tab, ToneDirect Mode

1 **Use this device:** When you choose your Line 6 ToneDirect device here, it automatically sets the device to be used for both your input and output hardware.

2 **ToneDirect Settings:** Click this button to launch the Line 6 Audio-MIDI Devices utility, which is where you access driver options for the selected Line 6 device:
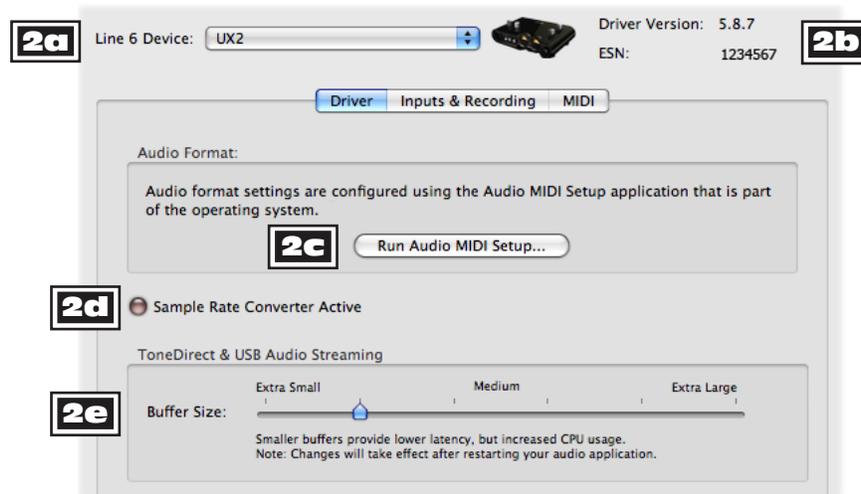
The Line 6 Audio-MIDI Devices utility, Driver tab*

* Note: The Inputs & Recording tab offers no options while the POD Farm 2 standalone application is running, since all these signal options are controlled by the application (see page 4•2**). Also see** "The Mac® Audio MIDI Setup Utility" on page 2•9 **for the functionality of these Inputs & Recording tab options when the POD Farm application is not running.**

2a **Line 6 Device:** Your connected Line 6 USB devices are selectable here.

2b **Driver Version and ESN:** Displays the currently installed Device Driver version and Electronic Serial Number for the selected Line 6 device.

2c **Audio Format - Run Audio MIDI Setup:** Clicking this button launches the Mac OS® X Audio MIDI Setup utility, which is where you can access additional audio device driver settings.

2d **Sample Rate Converter Active:** The red indicator light here illuminates whenever the Line 6 audio device is utilizing its Sample Rate converter to operate at a rate other than one of its native Sample Rates. Most Line 6 USB devices natively support 44.1 and 48 kHz, and also support 88.2 and 96 kHz by way of this Sample Rate converter.

2e **ToneDirect Buffer Size:** Configure the device's buffer size used for the ToneDirect Monitoring audio signal. It is best to keep this as small as possible for the lowest latency Monitoring signal. If you hear audio "dropouts," adjust the slider to the right until the audio signal is free of audible glitches.

3 **Mute Mains for Mic Record:** Check this option within the Hardware screen to mute the main, Analog Outs of your Line 6 device, but still hear your monitor signal through your Headphones output (such as when recording with a Mic, where you need to silence your monitor system in the room).

Core Audio Mode (Mac®)

Device Input Source Configuration for Core Audio Devices

With a Core Audio device selected in the **Preferences - Hardware - Use this device** menu, the options offered within the Hardware tab are as follows.
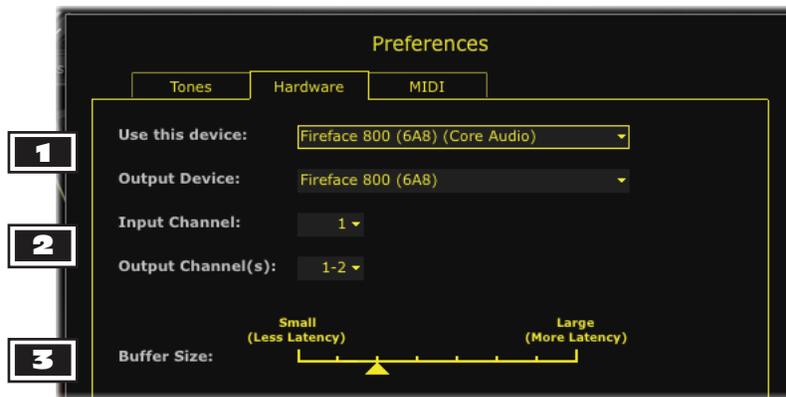
The Preferences - Hardware tab, Core Audio Mode

1 **Input & Output Device:** Choose your input and output Core Audio device:

- **Use this device:** As described above, the desired Core Audio input device is selected here. In our example, we've selected a "Fireface" Core Audio device (from manufacturer RME).

- **Core Audio Output device:** The desired output Core Audio device is selected here. Typically you'll want this to be the same device as you are using for your input, but it can optionally be a different one.

2 **Input & Output Channel:** Select the specific Input and Output Channels of your Core Audio device to be utilized by the POD Farm application. Note that some audio devices include several inputs and outputs, and all will appear in these menus.

- **Input Channel:** The POD Farm standalone application receives audio input from a single, mono input only, therefore, you'll be able to choose only one individual device input channel here. This should be the input on your device into which your instrument is connected.

- **Output Channel:** The POD Farm standalone application routes its main output as stereo, to a pair of audio output channels, therefore, you can choose your output pair here. This should be the outputs to which your monitor speakers are connected.

3 **Buffer Size:** Adjust the size of the Buffer used by the Core Audio device. The smaller the Buffer setting, the lower the latency (the time between you picking a note on your guitar and when you hear its processed sound from the Line 6 device's audio output). Smaller buffer settings also require greater CPU resources, therefore, if you are experiencing audible "dropouts" then try adjusting the Buffer slider to the right slightly until your output is free of glitches.

> Note that some manufacturers offer their own Settings and/or Mixer utility for their Core Audio devices. Please consult your audio device documentation for details.

Configuring DAW Applications to Utilize Line 6 Core Audio Devices

Most Mac® DAW applications offer specific options to select Core Audio device for its playback and recording. Typically, these audio device options are offered within the DAW application's "Preferences" menu. When your Line 6 USB audio device is connected to your computer, you'll see it available within the DAW application's Core Audio device menus, as shown for the Ableton Live® DAW application's Preferences here:
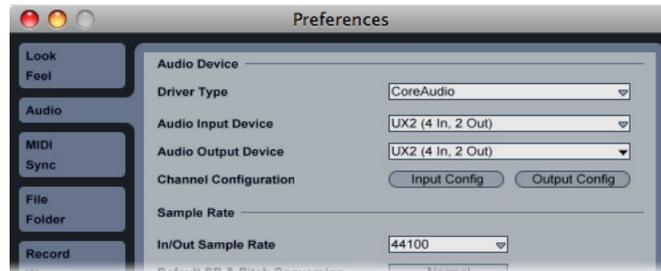
Ableton Live - Line 6 UX2 selected as its Core Audio device

Many Line 6 audio devices (all GuitarPort, TonePort & POD Studio devices) will offer a choice of two pairs of stereo (or four mono) Core Audio "Record Send" Inputs and one pair of stereo Outputs that your DAW software can utilize for its tracks. Line 6 POD X3 and UX8 devices offer additional Inputs and Outputs. Options to configure the Line 6 device's Record Sends and other driver settings can be accessed within the **Line 6 Audio-MIDI Driver Settings** utility - see the next section. For specifics about utilizing a Core Audio device with your DAW software, please also see the application's documentation.

Line 6 Audio-MIDI Settings (Mac®)

The Line 6 Audio-MIDI Driver Settings utility offers access to driver options for your Line 6 device. As covered in the previous POD Farm 2 - Mac® configuration sections, you can access this utility from within the POD Farm 2 standalone application, or directly in **Applications > Line 6 > Tools**.

Driver Tab

Descriptions of the options in this utility's Driver tab are as follows.
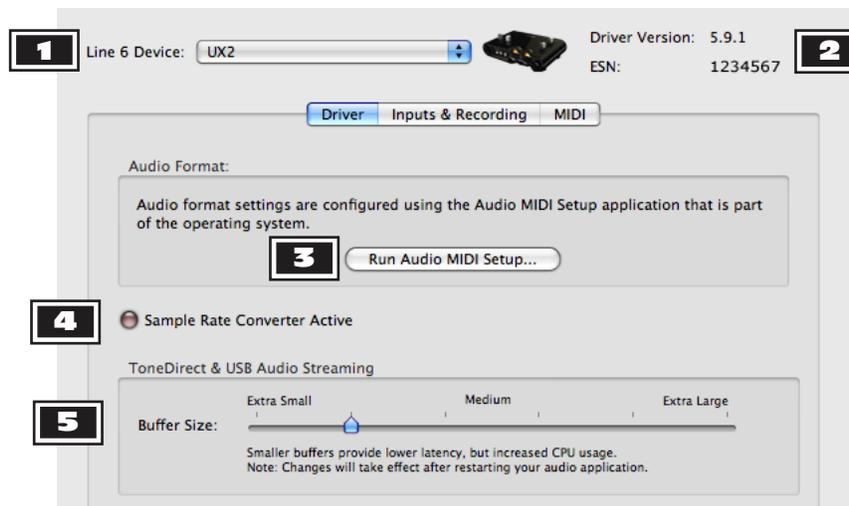
The Line 6 Audio-MIDI Devices utility, Driver tab

1 **Line 6 Device:** Your connected Line 6 USB devices are selectable here.

2 **Driver Version and ESN:** Displays the currently installed Device Driver version and Electronic Serial Number for the selected Line 6 device.

3 **Run Audio MIDI Setup:** Click this button to launch the Mac audio MIDI Setup utility, where additional driver options are offered for all Core Audio devices - see "Mac® Audio Device Setup" on page 2•4.

4 **Sample Rate Converter Active:** The red indicator light here illuminates whenever the Line 6 audio device is utilizing its Sample Rate converter to operate at rate other than one of its native Sample Rates. Most Line 6 USB devices natively support 44.1 and 48 kHz, and also support 88.2 and 96 kHz by way of this Sample Rate converter.

5 **ToneDirect Buffer Size:** Configure the size of the device's Buffer used for the ToneDirect Monitoring audio signal. It is best to keep this as small as possible for the lowest latency Monitoring signal. If you hear audio "dropouts," adjust the slider to the right until the audio signal is free of audible glitches.

Inputs & Recording Tab

This tab offers slightly different options depending on the specific type of Line 6 device you are using.

For Line 6 "ToneDirect" type devices (GuitarPort, TonePort & POD Studio) - The **Input Source** allows you to choose what physical input (Instrument, Mic, Line In, etc.) is used for the device. The **Record Sends** portion of the window tells you what type of audio signal is being fed to the device's Record Sends (which is the signal that will be recorded in applications utilizing this as its input/recording device).

- When the POD Farm application is *not* running, this tab's options are available. In our UX2 device example below, the "Instrument" Input Source is selected, and the two, stereo Record Sends both carry its unprocessed signal.

Line 6 Audio-MIDI Settings - Input Source selector (POD Farm application not running)

- When the POD Farm standalone application is running, the Inputs & Recording options are disabled for "ToneDirect" devices, since these options are instead presented within the POD Farm Mixer - see "Mixer View (ToneDirect Mode)" on page 4•3.

For Line 6 POD devices (POD HD, POD X3 & PODxt) - The Input Source for these devices is not offered within this window, but rather on the hardware itself, within the Setup - Inputs screen. The Record Sends area of the window describes the audio signal being fed to each Record Send. POD devices vary in the number of Record Sends they offer, as well as the options provided in this Inputs & Recording tab. Please see your POD device's *Pilot's Handbook* and the *POD Farm 2 Recording Setup Guide* for more information.

The Mac® Audio MIDI Setup Utility

This Mac® utility is used for configuring options for all Core Audio devices on your system, including all Line 6 USB audio devices. As mentioned in the previous sections, this utility can be accessed from the Line 6 Audio-MIDI Settings - Driver tab, or directly from /Applications/Utilities/Audio MIDI Setup. (If you are running Mac OS® X version 10.6, also see page 2•11.)
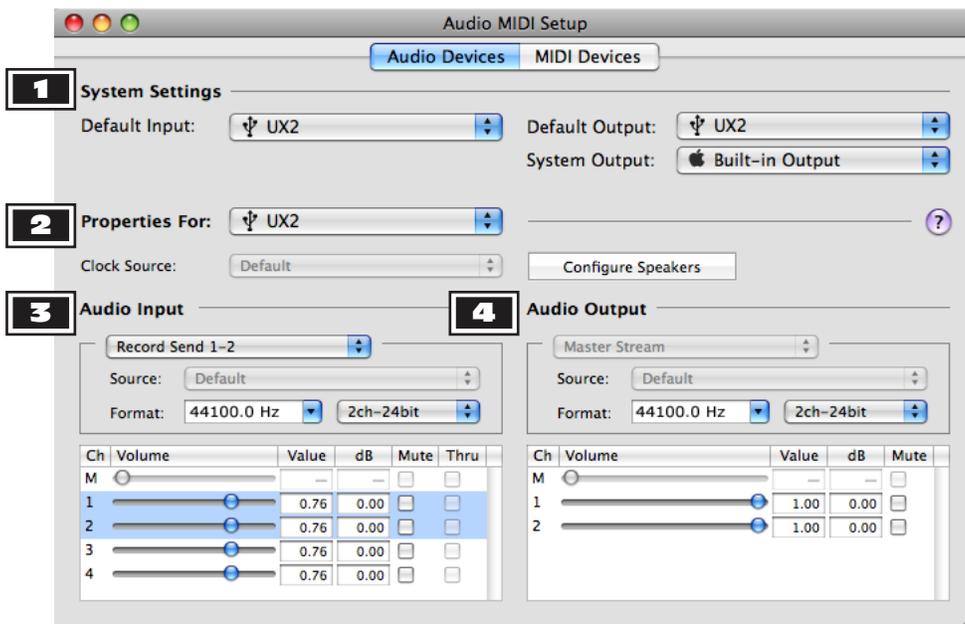
Mac OS® X 10.5 - Audio MIDI Setup utility settings for Default Device

> **Note that some manufacturers offer their own Settings and/or Mixer utility for their Core Audio devices. Please consult your audio device documentation for details.**

1 **System Settings:**

- Use the **Default Input** and **Default Output** options to choose the desired device for audio recording and playback with all Mac® multimedia applications (iTunes®, DVD Player, etc.).

> **Note: Like POD Farm, most professional DAW applications do not utilize these Mac® Default audio device settings, but rather offer their own, individual Audio Device selectors. These options are typically found in the DAW application's Preferences - please see your DAW application manufacturer's documentation. All Line 6 USB audio devices are selectable within DAW applications just like any other Core Audio device.**

- Use the **System Output** to designate the playback device for all the Mac® system sounds & alerts. (You may *not* want to set this to be the same device as your POD Farm 2 or DAW audio output device to avoid hearing the Mac® system sounds blaring through your monitor speakers!)

2 **Properties For:** Select your device here to see and configure its Audio Input & Output settings - also see next item.

3 **Audio Input Options**

Audio Input Selector: Choose the audio input channels that are to be used by any audio application that is set to utilize this Input Device for recording. In our example, our UX2 device offers two options; **Record Send 1-2** and **Record Send 3-4**.*

> *** Note: When POD Farm is running in ToneDirect Mode, the Input Source signal fed to these Sends is determined by POD Farm Record Send options on the Mixer View - see** "Mixer View (ToneDirect Mode)" on page 4•3**).**

- **Sample Rate:** Set the recording Sample Rate for your device here. 44.1 kHz is recommended for use with the POD Farm standalone application. The Sample Rate is how many times per second a sound is sampled while you are recording it or playing it back.

> **Note: It not recommended to change this Sample Rate option when the POD Farm 2 standalone application is running. When running a DAW application, most offer a "project" Sample Rate option within the application which is the preferred Sample Rate option to use, rather than this one within the Audio MIDI Setup utility. See your DAW documentation for details.**

- **Bit Depth:** Set the recording Bit Depth for your device here. 24-Bit offers the recommended, high quality audio resolution. Bit Depth describes the number of bits of information recorded in each sample. Higher Bit Depth means each sample is recorded/played back more accurately.

- **Recording Volume Controls:** The sliders and Mute boxes control the audio recording levels fed to any application utilizing this audio device. When running the POD Farm 2 standalone application, it is recommended to keep these sliders set to 100% and use the Mixer View and application volume controls to more accurately adjust your levels.

4 **Audio Output Options:**

- **Audio Output Selector:** Choose the audio output channels that are to be used by any audio application that is set to utilize this device for playback. Note that our UX2 has only one stereo output, therefore, the selector is not selectable.

- **Sample Rate & Bit Depth:** These options are selected in tandem with the Audio Input Sample Rate & Bit Depth options - see previous section for their descriptions.

- **Playback Volume Controls:** The sliders and Mute boxes control the audio playback levels for the selected device. When using a Line 6 audio device, it is recommended to keep these sliders set to 100% and use the Output & Phones knobs on your Line 6 device to adjust playback levels.

Mac OS® X 10.6 Audio MIDI Setup Utility

If you are running Mac OS® X version 10.6, your Audio MIDI Setup utility has a slightly different layout, as shown below. However, all the controls function the same as the OS® X 10.5 version, described in the previous section.
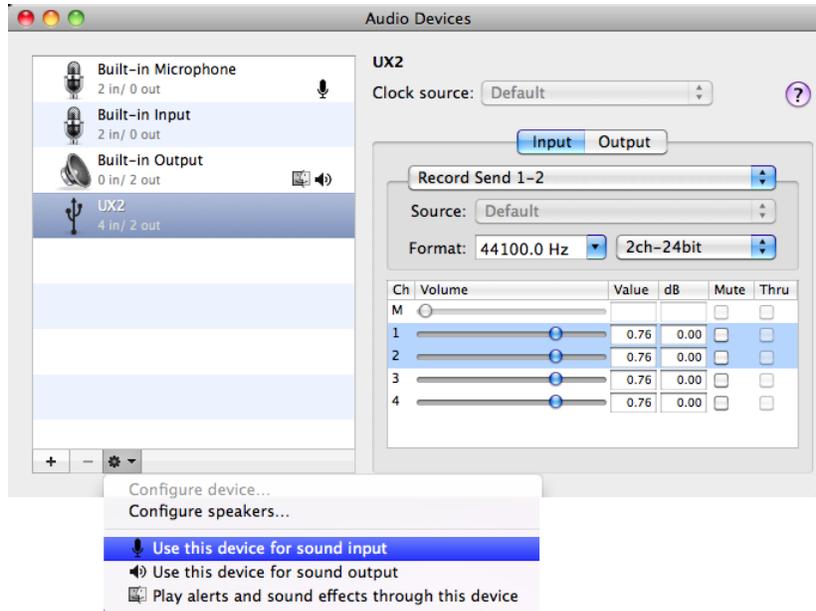
Mac OS® X 10.6 - Audio MIDI Setup utility settings for Default Device

Select your audio device in the left panel of the window and then click the Settings menu at the bottom of the window:

- **Default Input**: Choose "Use this device for sound input" if you want your applications to use this device for audio recording.

- **Default Output**: Choose "Use this device for sound output" if you want your applications to use this device for audio playback.

- **Default device indicators** - The default Input & Output device is indicated in the left panel by Mic and Speaker icons, as shown here for our UX2:

Windows® Audio Device Setup

POD Farm 2 Standalone Application (Windows®)

> **Note: The following examples utilize Windows® 7. Instructions are the same for other Windows® versions, unless otherwise noted.**

To choose the audio device and its options for the POD Farm 2 standalone application, select **Preferences** from the **File** menu and go to the Preferences window's **Hardware** tab.

First click on the **Use this device** menu to choose your the audio device into which you'll be connecting your instrument. You'll see a list of your available "ASIO®" driver audio devices to choose from. If you have one of the Line 6 devices connected which support the "ToneDirect Monitoring" feature (any GuitarPort, TonePort or POD Studio device) then you'll see an added option for it, indicated by "(ToneDirect)," as shown for our UX2 device below:
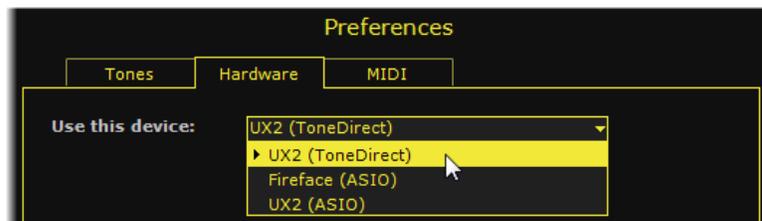
Authorized UX2 "ToneDirect" device selected

Choosing this "ToneDirect" device option is the preferred one if available, since it switches the POD Farm 2 application to function in its ToneDirect mode, offering additional recording and monitoring features - please see page 4•2 for details. Depending on whether you've selected a ToneDirect or ASIO® device in this menu, the options within the Hardware tab screen will differ, as covered in the following sections.

ToneDirect Mode (Windows®)

With a Line 6 ToneDirect device selected, the options offered within the Hardware tab are as follows.
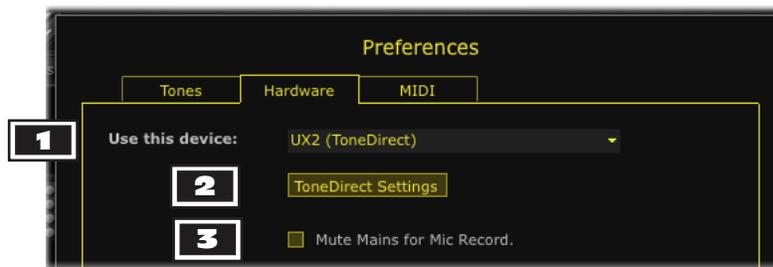
The Preferences - Hardware tab, ToneDirect Mode

1 **Use this device:** When you choose your Line 6 ToneDirect device here, it automatically sets the device to be used for both your input and output hardware.

2 **ToneDirect Settings:** Click this button to launch the Line 6 Audio-MIDI Devices utility - Driver tab, which is where you access driver options for the selected Line 6 device:
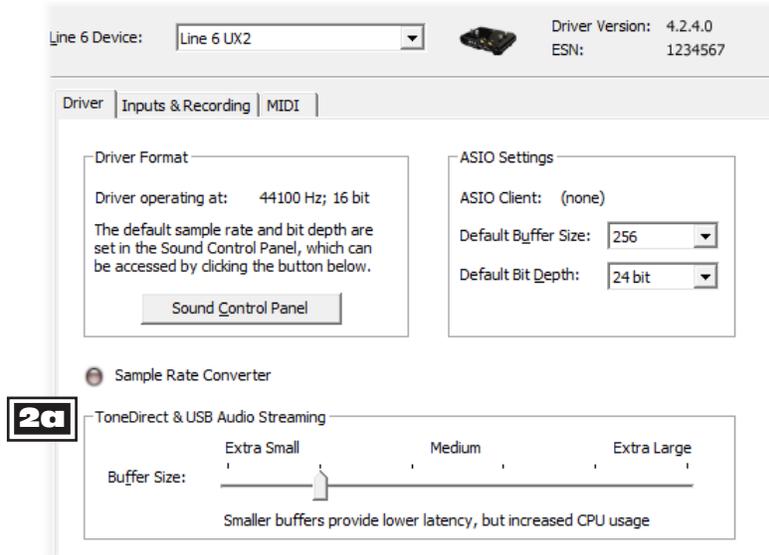
The Line 6 Audio-MIDI Devices utility, Driver tab

2a **ToneDirect Buffer Size:** Configure the size of the device's Buffer used for the ToneDirect Monitoring audio signal. It is best to keep this as small as possible for the lowest latency Monitoring signal. If you hear audio "dropouts," adjust the slider to the right until the audio signal is free of audible glitches.

> Note: The other options in this Line 6 Audio-Devices utility are not utilized by POD Farm in ToneDirect Mode. See "Line 6 Audio-MIDI Driver Settings (Windows®)" on page 2•16 for details on how the other settings apply to other uses of your Line 6 audio device.

3 **Mute Mains for Mic Record:** Check this option within the Hardware screen to mute the main, Analog Outs of your Line 6 device but still hear your monitor signal through your Headphones output (such as when recording with a Mic, where you need to silence your monitor system in the room).

ASIO® Mode (Windows®)

Input Source Configuration for Line 6 Devices

If you are to be using a Line 6 POD HD or POD X3 as your ASIO® device for POD Farm, you'll want to choose your Input Source on the device itself to determine the input signal fed into POD Farm. Go to the Setup - Input screen on your device and choose the desired Input configuration (see your device's *Pilot's Handbook* for details). Note that you'll also probably want to bypass all Amp & Effects models on the POD to feed an unprocessed signal into POD Farm.

POD Farm Application Configuration

With an ASIO® device selected in the **Preferences - Hardware - Use this device** menu, the options offered within the Hardware tab are as follows.
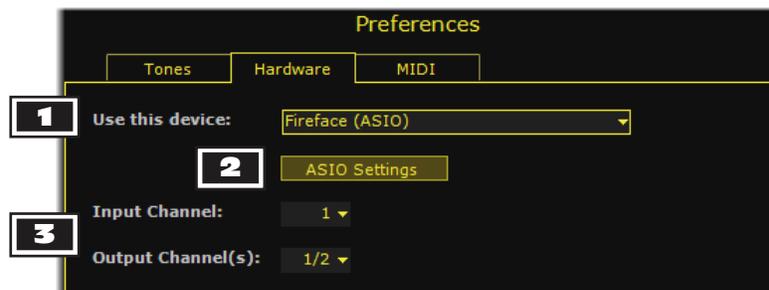
The Preferences - Hardware tab, ASIO® Audio Mode

1 **Use this device:** Choose your the ASIO® device here that you want to be used by the POD Farm 2 standalone application as its Input and Output audio device. In our example, we've selected a "Fireface" ASIO® device (from the manufacturer RME).

2 **ASIO® Settings:** Click this button to launch the selected device's ASIO® Settings panel. All ASIO® devices install their own ASIO® Settings or Control Panel, where all its driver options are accessed. If you are using a Line 6 POD as your ASIO® device, this launches the Line 6 Audio-MIDI Settings window - see page 2•16 for details.

3 **Input & Output Channel:** Select the specific Input and Output Channels of your ASIO® device to be utilized by the POD Farm application. Note that some audio devices include several inputs and outputs, and all will appear in these menus.

- **Input Channel:** The POD Farm standalone application receives audio input from a single, mono input only, therefore, you'll be able to choose only one individual device input channel here. This should be the input on your device into which your instrument is connected.

- **Output Channel:** The POD Farm standalone application routes its main output as stereo, to whatever pair of audio output channels that you select here. This should be the outputs to which your monitor speakers are connected.

Configuring DAW Applications to Utilize Line 6 ASIO® Devices

Most DAW applications offer specific options to select an ASIO® audio device for its playback and recording. Typically, these audio device options are offered within the DAW application's "Preferences" or "Audio Options" menus. When your Line 6 USB audio device is connected to your computer, you'll see it available within the DAW application's ASIO® device menus, as shown here within the Ableton Live® DAW application's Preferences:

Ableton Live® - Line 6 UX2 selected as its ASIO® device

> **Note: Due to the nature of the ASIO® driver format, an ASIO® device can only be utilized by one audio application at a time. This means that, if you are running the POD Farm 2 in ASIO® Mode, it is not possible to simultaneously run a DAW application and select the same ASIO® audio device for each. However, it is possible to run the POD Farm 2 application in ToneDirect Mode (with a Line 6 "ToneDirect" audio device) and utilize the same Line 6 audio device as your other application's ASIO® audio device simultaneously! This allows you to record your POD Farm 2 application output directly into your ASIO® application - see** "POD Farm 2 Standalone Application - ToneDirect Mode" on page 4•2**.**

Many Line 6 audio devices (all GuitarPort, TonePort & POD Studio devices) offer a choice of two pairs of stereo (or four mono) ASIO® "Record Send" Inputs and one pair of stereo Outputs that your DAW software can utilize for its tracks. Line 6 POD X3 and UX8 devices offer additional Inputs and Outputs. Options to configure the Line 6 device's Record Sends and other driver settings can be accessed within the **Line 6 Audio-MIDI Driver Settings** utility - see the next section. For specifics about utilizing a Core Audio device with your DAW software, please also see the application's documentation.

Line 6 Audio-MIDI Driver Settings (Windows®)

The Line 6 Audio-MIDI Driver Settings utility offers access to all driver options for your Line 6 audio device. As covered in the previous POD Farm 2 - Windows® configuration sections, you can access this utility from within the POD Farm 2 standalone application, or from an audio application's "ASIO® Settings" command. It can also be accessed directly in Windows® from **Programs** > **Line 6** > **Tools**.

Driver Tab

Descriptions of the options in this utility's Driver tab are as follows.
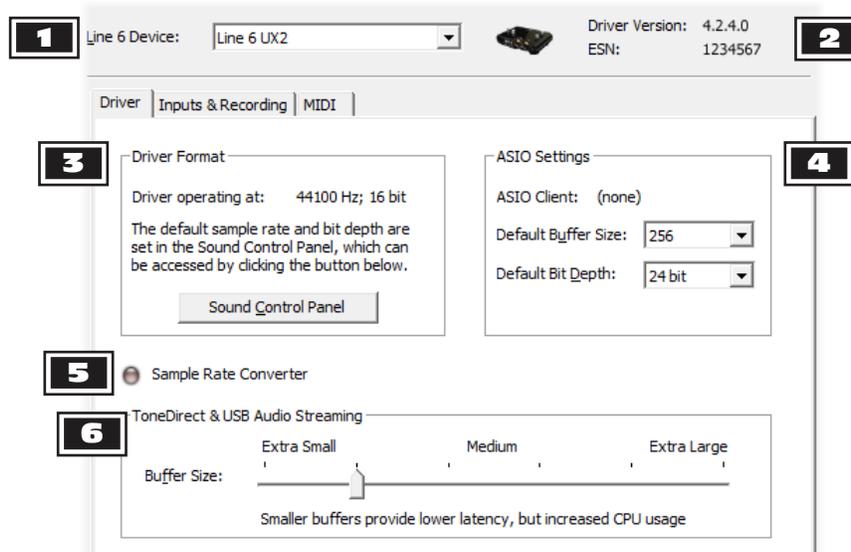
The Line 6 Audio-MIDI Devices utility, Driver tab (Windows® 7 & Windows Vista®)*

* Note: Some options appear differently on Windows® XP - as described in item 3b below .

1 **Line 6 Device:** Your connected Line 6 USB devices are selectable here.

2 **Driver Version and ESN:** Displays the currently installed Device Driver version and Electronic Serial Number for the selected Line 6 device.

3a **Driver Format (Windows® 7 & Windows Vista®):** These options are only applicable for when an application utilizes the Line 6 audio device via the Windows® WDM driver (and do *not* apply to ASIO® driver functionality). Please see "Setting Windows® to use your Line 6 hardware as the Default Audio Device" on page 2•19 for related information.

- **Driver operating at:** Displays the actual Sample Rate & Bit Depth the driver is operating at when in use by a Windows® WDM audio application.

- **Sound Control Panel:** Clicking this button launches the Windows® - Sound Control Panel. To follow are a few tips for its settings.
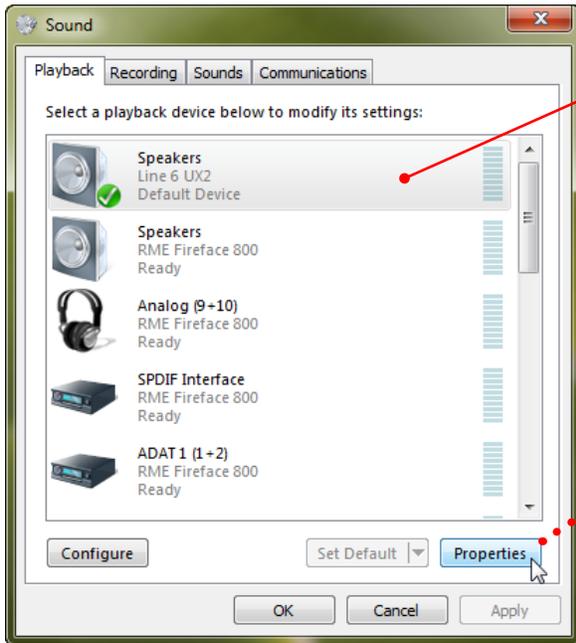
In the Playback tab, select your Line 6 device and click the Properties button to access its WDM driver options

The Properties - Advanced tab offers Sample & Bit Rate options. Set these to higher quality settings for best results
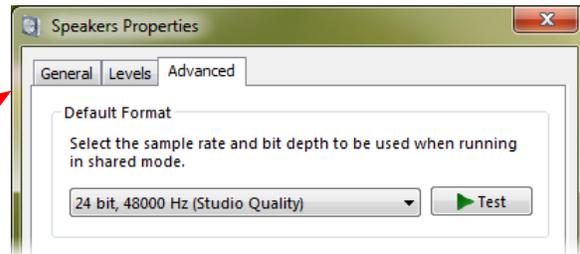
The Windows® 7 / Windows Vista® Sounds Control Panel

- Select the Sound panel's Recording tab and repeat the same steps as above for configuring the WDM recording options.

3b **Driver Format (Windows® XP):** These options are only applicable for when an application utilizes the Line 6 audio device via the Windows® DirectSound® or WDM driver. They will be non-selectable when in use via the ASIO® driver.
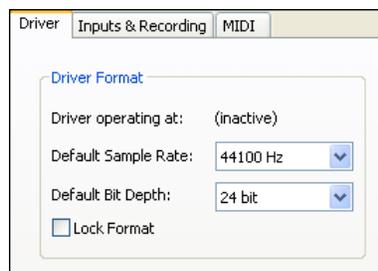
Driver Format options for Windows® XP

- **Driver operating at:** Displays the actual Sample Rate & Bit Depth the driver is operating at when in use by an audio application. If not in use, "inactive" is displayed.

- **Default Sample Rate & Bit Depth:** Use this option to set the default Sample Rate & Bit Depth that DirectSound® or WDM applications will use when using the device as the audio interface.

- **Lock Driver Format:** When checked, this forces the DirectSound® or WDM driver to always operate at the Sample Rate and Bit Depth settings entered in the two fields above (as opposed to following the Sample Rate requested by a Windows® audio application).

4 **ASIO® Settings:** These are the driver settings utilized by ASIO® Client audio applications (such as DAW applications). It is best to set the Default Buffer Size to 256 and the Default Bit Depth to 24 for now - we'll cover these settings further in "ASIO® Mode (Windows®)" on page 2•14.

5 **Sample Rate Converter Active:** The red indicator light here illuminates whenever the Line 6 audio device is utilizing its Sample Rate converter to operate at rate other than one of its native Sample Rates. Most Line 6 USB devices natively support 44.1 and 48 kHz, and also support 88.2 and 96 kHz by way of this Sample Rate converter.

6 **ToneDirect Buffer Size:** Configure the size of the device's Buffer used for the ToneDirect Monitoring audio signal. It is best to keep this as small as possible for the lowest latency Monitoring signal. If you hear audio "dropouts," adjust the slider to the right until the audio signal is free of audible glitches.

Inputs & Recording Tab

This tab offers slightly different options depending on the specific type of Line 6 device you are using.

For Line 6 "ToneDirect" type devices (GuitarPort, TonePort & POD Studio) - The **Input Source** allows you to choose what physical input (Instrument, Mic, Line In, etc.) is used for the device. The **Record Sends** portion of the window tells you what type of audio signal is being fed to the device's Record Sends (which is the signal that will be recorded in applications utilizing this as its input/recording device).

- When the POD Farm application is *not* running, this tab's options are available. In our UX2 device example below, the "Instrument" Input Source is selected, and the two, stereo Record Sends both carry its unprocessed signal.*

Line 6 Audio-MIDI Settings - Input Source selector (POD Farm application not running)

> ** Note: When using a DirectSound® or WDM application, it will only utilize one stereo Record Send (Send 1-2) and all Input Source audio is fed to this one Send. ASIO® applications will allow you to select and use all Record Sends shown in the above window individually.*

- When the POD Farm standalone application is running, the Inputs & Recording options are disabled for "ToneDirect" devices, since these options are instead presented within the POD Farm Mixer - see "Mixer View (ToneDirect Mode)" on page 4•3.

For Line 6 POD devices (POD HD, POD X3 & PODxt) - The Input Source for these devices is not offered within this window, but rather on the hardware itself, within the Setup - Inputs screen. The Record Sends area of the window describes the audio signal being fed to each Record Send. POD devices vary in the number of Record Sends they offer, as well as the options provided in this Inputs & Recording tab. Please see your POD device's *Pilot's Handbook* and the **POD Farm 2 Recording Setup Guide** for more information.

Setting Windows® to use your Line 6 hardware as the Default Audio Device

Configuring your audio device as the Windows® "Default Audio Device" allows it to be used by any DirectSound® or WDM multimedia application (iTunes®, Windows Media® Player, etc.) The options for this are found within **Windows® Control Panel > Sounds**. You can also access these options within the **Line 6 Audio-MIDI Settings** utility - see page 2•16. Make the following settings for your Windows® version.

Windows® 7 & Windows Vista®: Sound Control Panel - Playback and Recording tabs
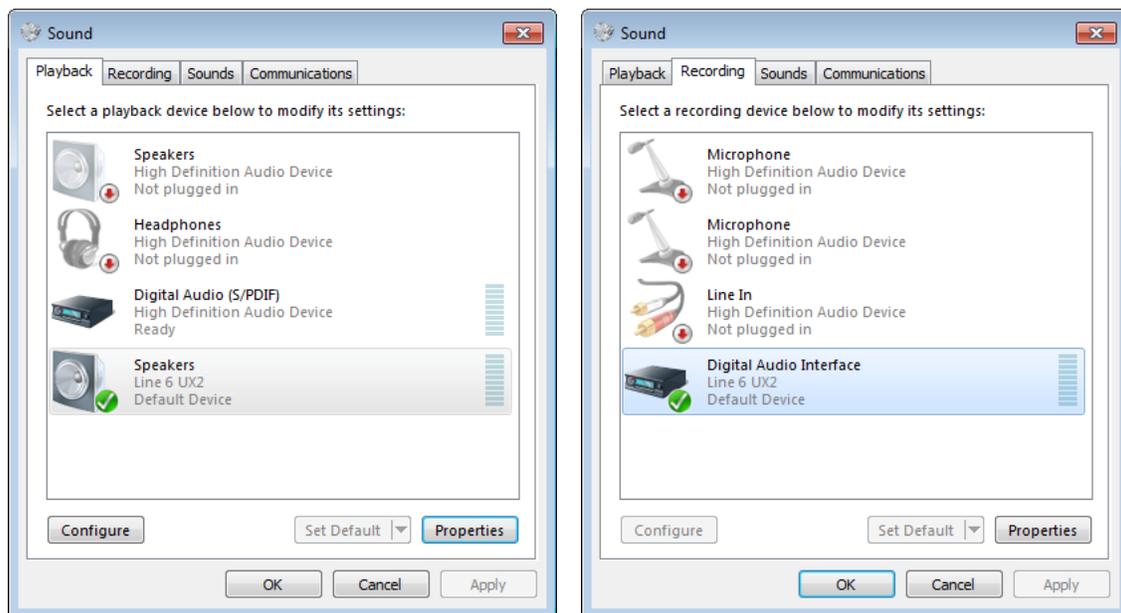
Select your Line 6 audio device in the Playback tab and choose "Set Default" if you want your applications to use it for audio playback. Repeat the same within the Recording tab to allow Windows® applications to use the device for recording as well.

Windows® XP: Control Panel - Sounds and Audio Devices settings for Default Device
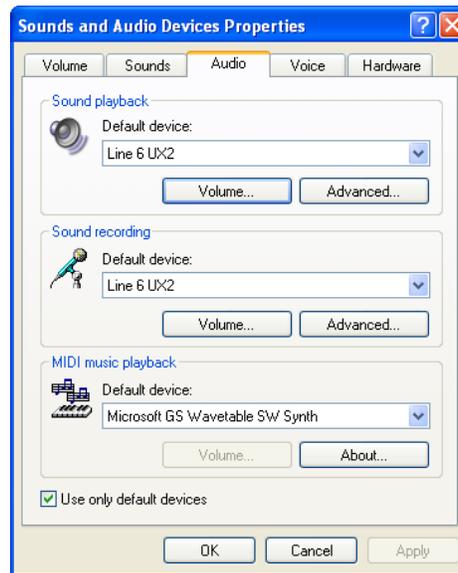
- **Sound Playback Default Device** - Set this to be your Line 6 audio device if you want your applications to use it for audio playback. Click Volume button to adjust the playback level. (Keep the sliders set to 100% and use the Output & Phones knobs on your Line 6 hardware to adjust playback levels more easily.)

- **Sound Recording Default Device** - Set this to be your Line 6 audio device if you want your applications to use it for audio recording. Click Volume button to adjust the input level.

MIDI Controller Hardware

The POD Farm 2 Plug-In and standalone application both support the use of external MIDI controller devices to remotely access most parameters. You can use any MIDI controller device that is capable of transmitting MIDI CC, Note On, Pitch Wheel and/or Bank & Program Change messages to access POD Farm functions. If you have a Line 6 UX2, UX8 or KB37, then you can utilize the MIDI controller features of these devices with POD Farm, as described for the Footswitch Inputs in the section "POD Studio UX2" on page 2•2.

Line 6 FBV Shortboard MkII Series Controller

Even better, the Line 6 FBV™ MkII Series controllers offer even greater options for MIDI control and can be connected to your computer's USB port for complete audio & MIDI control with POD Farm! Please see "POD Farm 2 Plug-In MIDI Control" on page 3•29 and "POD Farm 2 MIDI Control" on page 4•7 for more info.

POD Farm™ 2 & POD Farm™ Elements Plug-Ins

This chapter covers features and functionality specifically for the POD Farm software version 2.5, "POD Farm 2 Plug-In" & "POD Farm Elements Plug-Ins."* Note that most features described in this chapter regarding the POD Farm 2 Plug-In are also the same for POD Farm 2 when in standalone operation. For details covering the additional features unique to standalone operation, please see "POD Farm™ 2 - Standalone Operation" on page 4•1.

Supported Plug-In Formats

POD Farm 2 & Elements Plug-Ins come in the following formats, making them compatible with just about every major 32 bit and 64 bit DAW "host" software on the planet:

- **VST**® (Virtual Studio Technology) format for Windows® and Mac® recording environments
- **AU** (Audio Units) format on the Mac® platform
- **RTAS**® (Real Time Audio Suite) for Digidesign Pro Tools®, Pro Tools LE® & "M-Powered" versions, for both Windows® and Mac®

> **Note: For POD Farm version 2.5 we've also included "native" 64 bit Plug-In operation for Mac® & Windows® - see "POD Farm Version 2.5 - 64 bit Plug-Ins" on page 3•2.**

Authorizing the Plug-In

Like most audio software Plug-Ins, POD Farm 2 requires the purchase of a license to allow all software components to be fully functional on your computer. Without the license & its authorization, the Plug-Ins will all run in "Trial Mode," with a limited selection of Amp & FX Models. Please see "Purchasing the POD Farm 2 License" on page 1•3 instructions.

Where Do I Find the POD Farm 2 Plug-Ins On My Computer?

Most DAW "host" applications will scan and find your POD Farm 2 & Elements Plug-Ins automatically on launch. But if you don't see these Plug-Ins in your host's Plug-In menus, then you'll need to configure your host's Plug-In options to find them (such options are typically found in the host's Preferences).

> **For POD Farm Elements Plug-Ins: You'll see these appear as 11 individual Plug-Ins within your DAW host's Plug-In menus, titled "POD Farm Guitar Amps," "POD Farm Delays," etc.**

You have some options during the POD Farm 2.5 installation to tell the Plug-Ins where to install, but if you did not define a custom location, here is the default install location for each of the Plug-In formats:

- On **Mac**®
  - **Audio Units**® Plug-Ins are installed in /Library/Audio/Plug-Ins/ Components.
  - **VST**® Plug-Ins are installed in /Library/Audio/Plug-Ins/VST/Line 6.
  - **RTAS**® Plug-Ins are installed in /Library/Application Support/ Digidesign/Plug-Ins/Line 6.

- On **Windows**®
    - **VST**® Plug-Ins are installed in \Program Files\Line6\POD Farm 2\VST\Line 6.
    - **RTAS**® Plug-Ins are installed in \Program Files\Common Files\Digidesign\DAE\Plug-Ins\Line 6.

> Note: On Windows® 64-bit systems, all POD Farm 2 Plug-Ins (as well as POD Farm 2 standalone application files) are installed within the \Program Files (x86)\ directory path - Also see next section.

POD Farm Version 2.5 - 64 bit Plug-Ins

For POD Farm version 2.5, we now offer native 64 bit operation for the POD Farm 2 Plug-In, as well as all Elements Plug-Ins on Mac® & Windows®!

- **Mac®** - When your system is booted in 64 bit mode, the POD Farm 2 and Elements AU Plug-Ins all automatically load and run in native 64 bit operation within your DAW host application.
- **Windows®** - When using a 64 bit DAW host application, you'll see an extra set of VST® Plug-Ins within the DAW host's Plug-In menus which appear with "(x64)" at the end of each Plug-In's name. You'll want to select these native 64 bit Plug-In versions for optimal results in your DAW projects.

POD Farm 2 Plug-In User Interface Overview

["1 - Main Control Bar"](#)   ["2 - Panel View Display"](#)   ["3 - Signal Flow View Display"](#)

1 - Main Control Bar

The Main Control Bar is always shown at the top of the POD Farm 2 Plug-In window, and includes a number of global controls and "View" buttons.

Input Control — Next/Prev Preset Buttons — Tone New/Open/Save Options — Dual Tone Button — Tone Preset Menu — Master Output Control

Global Gate Controls — View Buttons — About Box Button — View Buttons — System Tempo Controls

Input Control - Use the knob and meters here to optimize the audio signal fed into the Plug-In.*

- The knob provides level adjustment up to +18 dB of input gain. For unity gain, set knob to the dot, (or just double click on the knob to "reset" to unity).
- The "colorized" stereo level meters provide the following input level information:
  - The green to yellow range of the meters indicates up to -18 dB (instrument level).
  - The yellow range of the meters indicates from -18 dB to 0 dB (full scale).
  - The red "clip indicators" light up if the input exceeds 0 dB. Clipping should always be avoided!
  - If there is a mono input source, then only one meter is shown.

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*Important! Setting your input level in POD Farm 2 Plug-In is critical for optimizing your audio signal quality. Here are some helpful tips for configuring Input levels:

- Some models are calibrated to receive an "instrument level" audio signal (-18 dB). Therefore, when any of these models exist in your Tone path, it is best to adjust the Plug-In Input Control knob so that the Input meters remain in the higher end of the green range. These "instrument level" models include all those in the following categories:
  - **Guitar Amps**
  - **Bass Amps**
  - **Distortions**
  - **Filters**
  - **Dynamics (excluding the "Compressor " model, which receives up to full scale input)**
- When your Tone path does not include any of the above instrument level models, then the Input level can be set up to full scale.

Tone New/Open/Save Options - Click on this button to choose the following Tone preset commands:

- **New** - Creates a new, empty Tone preset.
- **Open** - Allows you to browse your computer to open a specific .l6t Tone preset file directly. This includes .l6t Tone preset files you may have created with POD Farm 1, POD Farm 2, Line 6 Edit, GearBox or GuitarPort applications too!

- **Save** - Saves the currently loaded tone, if it is in an "un-saved" state.*

- **Save As** - Creates a copy of the current Tone settings as a new .l6t Tone Preset File wherever you like on your computer.*

***Important!** Presets saved from the POD Farm version 2 or 2.5 Plug-In are *not* backwards-compatible with POD Farm/POD Farm Plug-In version 1, or other earlier Line 6 software versions. You can open any POD Farm 1, GearBox, Line 6 Edit, or GuitarPort ".l6t" preset within POD Farm 2.5, however, you'll need to do a "Save As" of any such ".l6t" preset file to create a copy of it if you wish to retain the original preset to still be usable in the software in which it was created.*

Next/Previous Preset Control - Next/Previous buttons let you navigate sequentially through the presets in the currently selected Source folder (or Setlist, if you've created any). You can select different folders in the "Presets View".

Tone Preset Menu - Indicates the currently selected preset name. Click to expand the menu of available presets. When any of the current preset's settings have changed, an asterisk appears at the end of the name to indicate the preset is in a "tweaked" (un-saved) state. Click directly on the up/down arrow controls at the left of the preset name to step through the current list of presets one at a time. Note that the list of Presets shown here consists of the selected Source Folder within the Presets View - please see "Presets View" on page 3•12.

Dual Tone Button - The Dual Tone feature allows you to create two independent Tone paths in the Plug-In using either one common mono input source, or for each channel of a stereo input source. This control provides the option of one tone path (single tone), or two tone paths (dual tone).

- If only one Tone path currently exists in the **Signal Flow View** (SFV), the Dual Tone button appears unlit. Click the unlit Dual Tone button to choose from the options for adding "Tone B":

  - **Create Empty Tone** - Creates a Tone B with no models loaded.
  - **Copy Current Tone** - Creates a Tone B duplicating Tone A's current models and settings.

- When two Tone paths exist in the SFV, the Dual Tone button appears 'lit'. Click the lit Dual Tone button to choose from the options for removing a Tone:

Master Output Control - Use the knob and meters here to optimize the audio signal from the Plug-In fed back to the host (post Plug-In processing).

- The knob provides level adjustment up to +18 dB of output gain - for unity gain, set knob to the dot, as shown (or just double click on the knob to "reset" to unity).

- If you have a Dual Tone configuration, this controls the output for the total mix of Tones A & B.

> TIP: Many models are capable of adding a significant amount of gain to your input signal, such as amps, distortions, compressors, etc. When using these type of models it is advised to adjust their individual "volume" and "gain" knobs to avoid boosting the output signal too high. Watch the Master Output meter and make sure it never indicates clipping. The Master Output knob can also be used to fine tune the overall Plug-In output level.

Global Gate Controls - This is a Noise Gate effect that is offered at the start of the signal chain and can be activated at any time, independently of whatever models you have loaded within the POD Farm 2 Plug-In. Use it to eliminate low amplitude noise on your input signal, such as the common buzz from guitar pickups. The Global Gate is applied equally to both Tone A and B using these controls.

- **On/Off Button** - Activates or bypasses the Global Gate effect. This Gate button appears lit when active.

- **Threshold Knob** - Adjusts the amplitude level to match that of the noise floor you want to eliminate. This determines at what signal level the "gate" closes and silences the input.

- **Decay Knob** - Adjusts the duration for which a signal is allowed to sustain before the gate closes and silences the signal. Set this to allow your notes to sustain to a natural sounding length, just before the audible signal drops to that of the noise floor (or sooner if you purposely want to create a "cut-off" effect).

> TIP: In addition to this Global Gate, there is also a Noise Gate available within the Gear View's Dynamics menu. The Noise Gate can be positioned anywhere within your Tone's signal path!

View Selection & Tuner Buttons - These six buttons allow you to choose what is displayed in the panel below. The Tuner button allows you to toggle the Tuner on/off at any time. See the following sections for details on each of these different Views and the Tuner.

About Box Button (Line 6 Logo) - Click here to launch the "About" box, which includes plenty of geeky information, such as the software version, the device that the Plug-In is using for its authorization, your active "Add-On" Model Packs, etc. - and don't forget to wait for the scrolling credits, if you are into that kind of thing.

System Tempo Controls - These controls allow you to "sync" to the tempo of the host DAW's project tempo, or to manually "tap" in a tempo for Modulation and Delay effects within this instance of POD Farm 2 Plug-In to follow. There are additional tempo & sync options within the Edit Panel of these effects models as well - please see the details in the System Tempo section on page 3•12.

2 - Panel View Display

This area of the POD Farm interface displays either the available models within the Plug-In (Gear View), or the available controls within each model (Panel View). Pressing the Gear View or Panel View buttons within the Main Control Bar allow you to choose which mode is currently displayed. A description of each mode is detailed below.

Gear View

Selected Category   Model Categories

Selected Model   Scroll Bar   Peripheral Models

Selecting Model Categories

- Press the Gear View button within the Main Control Bar to access Amp and Effect Models.
- Model category menus are listed horizontally along the top of the Gear View (e.g. - Guitar Amps, Bass Amps, Preamps, etc.)
- The currently selected category menu appears lit. To select a different category, simply click on the model category name and you'll see all its models appear within the "carousel" panel display.

Selecting a Model

- When you hover over a model category, a downward arrow appears to the right of the category name. Pressing on the downward arrow displays a list of available models within the category. Select a model by clicking on the model name in the list - you'll see the selected model come into view in the rotating "carousel" panel display below.
- Double-click on the model within the carousel panel display and it is then placed in a default location within the currently selected Tone's signal flow (typically, to the right of the selected model).
- Alternatively, you can drag the model directly into either Tone path below. Note that effects models can be dropped into any position before or after the amp/preamp - as you drag your model over the Signal Flow View, you'll see the other models spread apart to indicate where your new model can be dropped. You can also reposition most models once they are loaded in the Signal Flow View - just drag the model left or right to see (and hear!) what is possible.

- **White arrow indicators in SFV** - Note that in some cases when dragging an Amp, Preamp or Cab model from the Gear View carousel into the SFV, you'll see white arrows appear on an existing model within the SFV. The white arrows are displayed whenever there is one and only one "legal" location in a Tone path for the item being dragged. For example, when a Guitar or Bass Amp model already exists in a Tone, a Preamp model can only "legally" be inserted immediately to the right of the existing Amp model. Therefore, when dragging in a Preamp, if you try to insert it anywhere else in the Tone's path, you'll see that your mouse cursor displays a "slashed-circle" icon and white arrows indicate the legal drop position:

Mouse cursor indicates the Preamp model being dragged cannot be dropped in the current position.

White arrows indicate the "legal" position where the Preamp can be inserted

White arrows indicate the legal drop location for a dragged model

- **Model Replacement indicator in SFV** - A Tone path cannot exceed its maximum model capacity (one each for Amp, Cab & Preamp models, and 10 total effects models). Therefore, if dragging a new model into a Tone path where a maximum model count exists, the new model must *replace* an existing model. In this scenario, the model to be replaced is indicated with a "ghost" image when dragging over it, as shown here:

A "ghost" image indicates the existing Amp or Effects model is to be replaced by the one being dragged into the Tone path

Scroll Bar

- Click and drag left or right to browse through models.
- Alternatively, use your mouse wheel to scroll through the models.

Panel View

The Panel View provides a close-up view of the selected model and control over all its available parameters. To access the Panel View for any Amp, Cab or Effect model, click the Panel View button, then click on the desired item within the Signal Flow View.

Amp View

Once you've selected a guitar amp or bass amp model within the Signal Flow View, double-click on its icon in the SFV to display its controls in the Panel View (or, if the Panel View is already the View displayed, a single click on the SFV amp model icon will display its controls). Here you can choose to display the amp or speaker cabinet/mic options.

Amp Edit Panel

Amp Bypass Button - Press to bypass the amp model processing and hear the dry, unprocessed sound. (Note that this bypasses the current Amp, Cab and Mic models.)

Amp & Cab View Buttons - Press to toggle between displaying the Amp or the Cab View. (If you have a preamp in use, rather than a guitar or bass amp, you won't see these Amp/Cab buttons.)

Amp Model Menu - The current model name is displayed. Click the downward arrow (or on the up/down buttons at the left) to select from a list of available amp models, or to replace out the current Tone's amp model.

Cabinet View

From the Amp View, pressing the Cab button displays the Cabinet View. You'll see that whenever you load a guitar or bass amp model, a default speaker cabinet is pre-selected to match. In the case where the selected amp is a "combo" amp, this same combo enclosure is what you will see as the default in the Cab View. But you are certainly not limited to these "default" cabs! You can use the options in the Cab View to select a "custom" guitar or bass speaker cabinet, change the positioning of the cabinet in the room, and select from among four different microphone models.

Cab Edit Panel

Room % Value (Early Reflections)

- Drag the cabinet toward the back for more ambient room tone, or toward the front for less.

- Alternatively, you can click directly on the numerical field and drag up/down to adjust the amount of "room" sound (or "early reflections" in recording lingo).

Cabinet Model Menu - The currently selected Cabinet model name is displayed. Click the down arrow (or on the up/down buttons at the left) to switch to a different Cab. Note that you can choose any Guitar *or* Bass Cab for any Amp!

Cab Bypass Button - This button bypasses the Cab + Mic models, allowing you to get the equivalent of a "direct out" sound (sans speaker emulation) from the current Guitar or Bass Amp model.

Mic Model Menu

- The currently selected microphone model name is displayed. Press the downward arrow to the right of the microphone name (or on the up/down buttons at the left) to select one of several microphone models.

  - If you have a guitar cabinet in use, you'll be able to select from 57 On Axis, 57 Off Axis, 421 Dynamic, and 67 Condenser.

  - If you have a bass cabinet in use, you'll be able to select from 20 Dynamic, 112 Dynamic, Tube 47 Close, and Tube 47 Far.

Selecting a Speaker Cabinet from the Gear View's Cab Menu

In addition to choosing a cab from within the Cab View as described above, you can alternatively choose a "Custom" speaker cabinet (i.e. - a Cab other than the one loaded by default with the current Amp model) by going to the Gear View's Cab menu. This allows you to view all available Cab models, and add one directly into your Tone A or Tone B path in the Signal Flow View. When you select a "Custom" Cab, it appears as a separate icon within the Signal Flow View, and is indicated as the "active" Cab by a microphone icon displayed in front. (Please see the **Signal Flow View** section on for more info.) It is highly encouraged to "think outside the box" when it comes to selecting a Cab - a different Cab can offer you some very different sound textures from any given amp!

> **Note: Please also see** **for more about Amp & Cab behaviors.**

Effects View

Effect Bypass Button   Effect Model Menu

FX Time/FX Speed Controls

Effect Bypass Button - Bypasses the effect without removing it from the signal path

Effect Model Menu - Displays the current effect model. Click on the downward arrow next to the name to select another model from within the current effect model category. Click on the up/down arrow buttons at the left to navigate through the available models one at a time.

> **TIP: Effects can be moved within the Signal Flow View to be positioned either before or after the Amp model, providing different sonic options. See the Signal Flow View section on** **for more info.**

FX Time/FX Speed Controls - Within Modulation and Delay effects' Effects View panels, you'll see this set of controls. These allow you to set the effect's delay time/modulation speed parameter independently of the current POD Farm 2 BPM setting. Or, you can use the Sync button to instead have the effect follow the System Tempo settings (see the following section for info on **System Tempo & Host Sync**).

Note Value Display   Sync On/Off Button

Time/Speed/Note Value Knob   Tempo Display
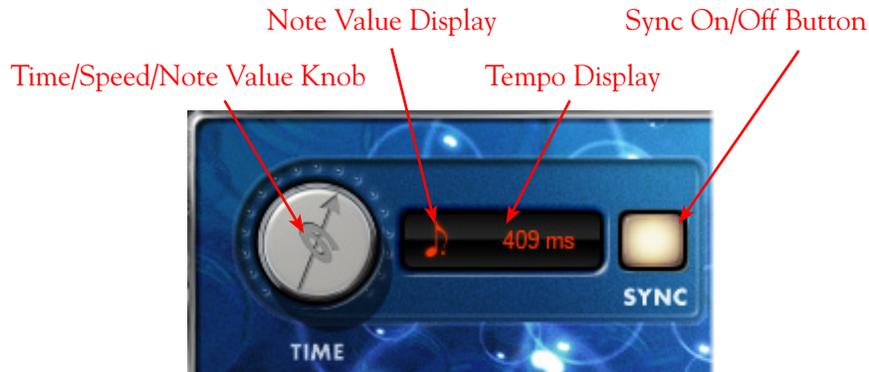
Sync On/Off Button - Click to toggle FX Tempo On/Off.

- **When FX Time/FX Speed Sync is OFF**, the effect's time/speed parameter follows the time/speed setting shown in this field (displayed in milliseconds for delay effects, and Hertz for modulation effects). The Sync button also determines the behavior of the Time/Speed knob.

- **When FX Time/FX Speed Sync is ON**, the effect's time/speed parameter follows the BPM "System Tempo" (see previous section). With Sync on, you'll also be able to modify the effect tempo by a note value (see the Time/Speed knob description below).

Time Knob (Delay effects) / Speed Knob (Modulation effects)

- **When FX Time/FX Speed Sync is OFF**, the Time/Speed knob adjusts the Delay Time parameter from 20 - 2000 ms (for Delay effects) or the Speed knob adjusts the parameter from 0.10 - 15.0 Hz (for Modulation effects). You'll see the tempo in the numerical field to the right of the speed knob - alternatively, you can double-click directly in this numerical field to type in an exact value. In this OFF mode, the effect is not following the System Tempo (see Sync On/Off descriptions above).

- **When FX Time/FX Speed Sync is ON**, the effect follows the System Tempo of the Plug-In (see Sync On/Off descriptions above). The Time/Speed knob selects a note length division of the current System Tempo value - from a whole note to a sixteenth note triplet, indicated by the Note Value Display.

System Tempo - Host Sync and Tap Tempo Options

You'll find these options available at all times in the Main Control Bar, at the top right of the POD Farm 2 Plug-In window. These controls allow you to set a global "System Tempo" that all time-based effects in this instance of POD Farm 2 Plug-In can automatically follow. (Note that individual effects can alternatively have their tempo set independently - see previous **FX Time/FX Speed** controls description). For the System Tempo, there are two "modes" of operation - sync to the DAW host versus setting a BPM manually:
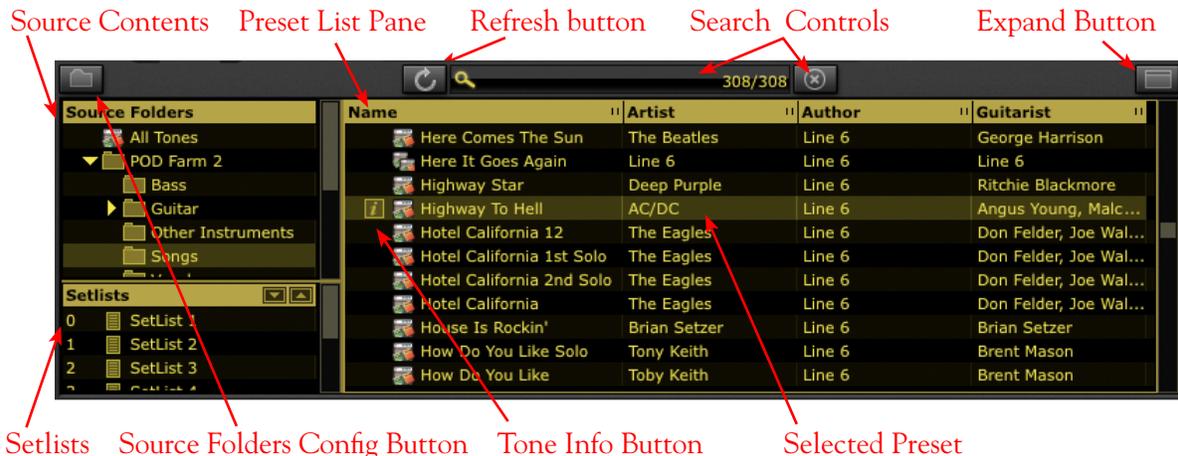
Host Sync button   BPM Field   Tap Button

Host Sync On   *Host Sync Off*

Host Sync Button - Click the Host Sync button to activate this feature. This sets the Plug-In System Tempo to follow the current project tempo of the VST/AU/RTAS host software. Note that even if your host project includes tempo changes, POD Farm 2 Plug-In will follow those changes when Host Sync is active! To have a Modulation or Delay effect utilize this Host Sync, you additionally need to set the effect's FX Tempo - Sync On/Off button to "On."

BPM Field /Tap Button - Click the Host Sync button to toggle the Host Sync mode "off" and you can then use these options to manually set a System Tempo. There are a few ways to manually set a specific BPM; Click directly on the BPM value and drag up/down, double-click on the BPM value and type in a new value, or "tap" in the desired tempo by clicking directly on the Tap button and you'll see the BPM field then display the actual tempo you tapped in. For best results, click several times at a steady rate for it to determine your desired tap tempo. To have a Modulation or Delay effect utilize this BPM value, you additionally need to set the effect's FX Tempo - Sync On/Off button to "On."

Presets View

Presets View provides a convenient way to browse and load Tones from your local Tone library. Just double-click any preset to load it - or drag the preset directly form the Presets List on the right directly into the Signal Flow View below. Note that you can "multi-select" Tone presets (hold your Shift or Ctrl key while clicking, or Ctrl/Cmd+A to select all Tone presets in the current folder) and perform functions on all selected files at once, as described in the sections below. The new Setlists feature also allows you to create your own custom Setlists to easily manage your presets and arrange them to match your own recording or performance habits!

Source Contents   Preset List Pane   Refresh button   Search Controls   Expand Button

Setlists   Source Folders Config Button   Tone Info Button   Selected Preset

> **Note: The POD Farm version 2.5 software utilizes the same Presets, Preset format and Setlists as POD Farm version 2.**

Source Contents - All the specified "Tone Folders" are listed here. POD Farm 2 creates its own parent Tone preset folder and fills it with preset files during installation in Documents/Line 6/Tones/POD Farm 2 (Mac®), or \My Documents\Line 6\Tones\POD Farm 2 (Windows®). You can add additional folders to have the Presets View display their Tone presets as well - see .

> **Note: The Tone Presets within the "POD Farm 1+MIDI" Source Folder are actually the Factory Tone Presets that came with POD Farm 1, which have been "upgraded" to POD Farm version 2 Presets, with MIDI assignments added. If you own POD Farm 1, this means you likely won't need to manually import all the old POD Farm 1 Source Folder's Presets!**

Preset List Pane - This multi-column list displays the contents of the selected Source folder or Setlist at the left. Double-click directly on any preset in the list to load it. Note that you can sort this list in different ways by clicking directly on a column heading (Name, Artist, etc.). You can also customize the columns that are displayed to show additional Tone Info - just right click (Windows®) or Ctrl+click (Mac®) directly on the header bar at the top of the Preset List Pane and choose to show the columns* you want:
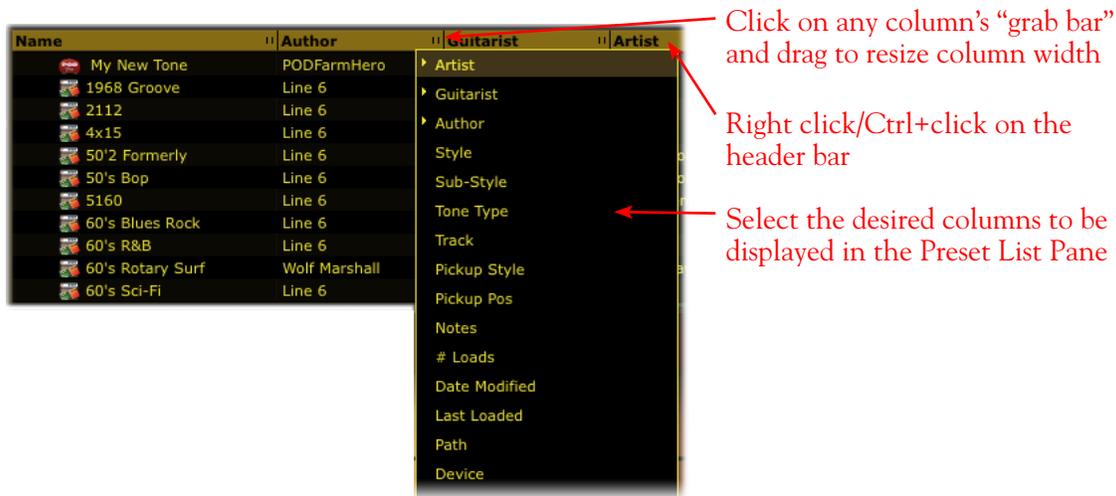
The Preset List Pane - columns menu

> ***TIP: The Search function will search for text within all columns displayed in the Preset List Pane. So, if you want to be able to search for Tones using specific attributes - such as custom text you typed into the "Notes" section of the Tone Info dialog for your Presets - you'll need to show that column here to allow the search to utilize it!**

Refresh Button - If you've modified Tones, such as by doing a Save As, created New Tones, or made changes to the Source Folder configuration, you may need to click this Refresh button to update the Preset List to show the current contents.

Search Controls - Type in the Search field to locate a Tone within the selected Source Folder or Setlist. Once you've typed in your search term, the numbers at the right indicate the number of results found/number of tones total in the selected directory:

User Text Entry   Found/Total Tones   Clear button

Tone Preset Search Controls

Press the Clear button to clear any text in the Search field and reset the Preset List display.

Expand/Collapse Button - To resize the Presets View to its maximum size for easier browsing, click the Expand button. Click Collapse to return it to its original size.

Setlists - Any Setlists you create will be displayed in this section. Click on one to view its contents. Right click (Windows®) or Ctrl+click (Mac®) on the "Setlists" header for other options (see the **Setlists** section on page 3•20 for details).

Tone Info Button - When a Tone preset is selected, you'll see the Info button to the left of its name in the preset list pane. Click this 🛈 button to launch the Tone Info dialog, where you can enter and edit information (referred to as "metadata" by those nerdy types) that is saved with the Tone. If you have multiple Tones selected, then the Tone Info dialog allows you to enter and apply the metadata to all selected Tones in one action - super cool for adding a common description to numerous Tones in one click!

Source Folder Configure Button - If you want to configure the Source Folder contents, so that the Presets View can display other Tone presets you have stored on your computer (.l6t preset files you may have created with other Line 6 applications, such as POD Farm™ 1, GuitarPort™, Line 6 Edit™, or GearBox™) press this button to display the configuration view:*

View Toggle   Add Tone Folder   Remove Tone Folder

List of Current Tone Folders

> ***TIP: POD Farm version 2.5 includes all the Presets included in POD Farm version 1, as well as those included with GearBox software and other Line 6 products. Therefore, if you add these products' additional Preset source folders to the "POD Farm 2" folder, you will likely see duplicates of these commonly titled Presets. To avoid this, you may want to only select individual sub-folders from these other products which contain unique Tone Presets!**

Preset Context Menu Options

If you right click (Windows®) or Ctrl+click (Mac®) directly on an individual Preset within the Presets List Pane, you'll see a context menu with several handy options. Also, note that if you have selected multiple Tone Presets and then right click/Ctrl+click, you'll also be presented with all the same options (with the exception of the Rename command) which can be performed on all the selected Presets in one action.

The Tone Preset Context menu (one Preset selected)   *The Tone Preset Context menu (multiple Presets selected)*

- **Tone Info** - Launches the Tone Info dialog (see next section)

- **Rename** - Allows you to edit the title of the selected Preset (available for single preset selection only).

- **New Setlist from Selected** - Creates a new Setlist containing "shortcuts" to the selected Preset(s).

- **Reset Load Count** - The "# Loads" column in the Presets List keeps a count of how many times you've actually loaded each Preset. Selecting this command resets the count to "0". (Note that the "# Loads" column is not displayed in the Presets List by default, but you can choose to show it from the Preset List's context menu - see <u>page 3•13</u>.)

- **Remove from Library** - Removes the selected Preset(s) from the Presets List. Note that this does not permanently remove the Tone Preset .l6t file from your hard drive, it only makes the Presets View "ignore" the Preset. Therefore, if you perform a Scan the Preset will re-appear in the Presets List. If you wish to permanently delete a Tone Preset, you can do so by accessing the .l6t file using the Mac® Finder or Windows® Explorer windows, and delete it as you would any other file from your computer.

Tone Info Dialog

As mentioned above, you can launch the Tone Info dialog via the Tone Info button in the Presets List Pane, or by a right click (Windows®) or Ctrl+click (Mac®) on the selected Tone. Here you can enter, edit and save descriptive information with each Tone preset. Choose the options you want in the menus, or type in whatever text you like for the text fields. Be sure to click OK to retain your changes.
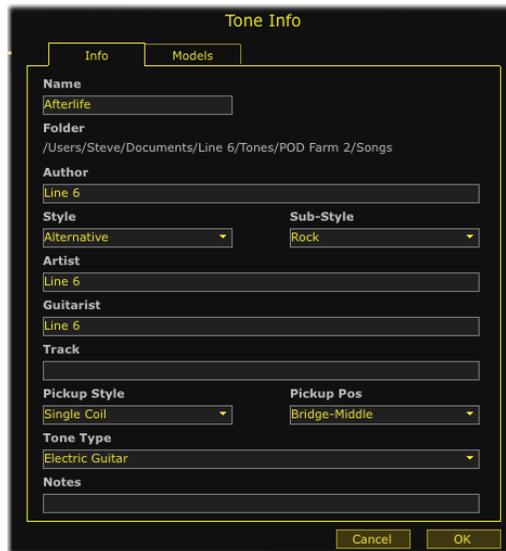
The Tone Info dialog - Info tab (single Tone selected)

TIP: You can configure the Presets View to show any of these Tone Info fields - see page 3•13**.**

Multiple Mode - If you have two or more Tones selected, the Tone Info dialog launches in "Multiple" mode, where the checked fields will apply the text to **all** the selected tones in one action - super cool for adding useful descriptions to numerous Tone presets all in one shot! The Models tab shows you all the amp & effects models used within the selected Tone(s), including info about each of these models (see the next section for more on the Model tab).

The Tone Info dialog - Info tab in Multiple mode (multiple Tones selected)

Loading a Preset with "Non-authorized" Models

As discussed in the *Start Here* chapter, Line 6 offers optional Model Pack Add-Ons, as well as a "Platinum" license version, which expand the set of Amp & Effects Models available within POD Farm version 2.5 (as well as within the POD Farm Elements Plug-Ins). If your connected Line 6 device does not include all optional Add-Ons, (or if you are running in "Trial Mode"), you may see some Presets' titles displayed darkened - this indicates that the Preset includes one of more non-authorized models.

In this example, the "Albert Hall" Preset title appears darkened in the Presets List to indicate one or more of its models is part of a non-authorized Add-on

Another handy reference can be found if you right click (Windows®) or Ctrl+click (Mac®) directly on one of these darkened Presets and select the Tone Info dialog:

The Models tab of the Tone Info dialog lists all the models in use by the "Albert Hall" Preset we selected

Here we can see that the "Hiway 100" Bass Amp and "4x12 Hiway" Bass Cab models are the models for which we have no authorization

The columns in the Model tab provide the following helpful information:

- **Edition** - If you are using iLok™ for POD Farm 2.5 software authorization then this column tells you if the Platinum iLok™ license is required to authorize each model.

- **Model Pack** - If you are using a Line 6 USB device or your computer for POD Farm 2.5 authorization (rather than an iLok™), then this column tells you which Model Pack each model requires.

- Use the **Run License Manager** button (for Line 6 devices) or the **Online Store** button (for iLok™ devices) to go online and purchase Model Packs or an iLok™ license upgrade if desired!

If you load the Preset, any "non-authorized" model will appear with a red slashed circle icon to its bottom left within the Signal Flow View and is essentially bypassed. This indicates that this model is "non-authorized," such as the "Hiway 100" Bass amp model appears in SFV in our example:

You can still use any Tone preset like this that includes non-authorized models since they simply remain bypassed. You can choose to remove the model or replace it with another model.

Saving a Tone Preset

To save the currently loaded Tone Preset, click on the Tone options button to the left of the Preset menu on the Main Control Bar and select **Save** to overwrite the current Preset with your edited settings.

Upgrading a Tone Preset - If you've opened an .l6t Tone Preset file that was created with Line 6 POD Farm version 1, other Line 6 application, amp or POD® device, you'll be prompted to "upgrade" the Tone Preset to a POD Farm 2 target version.
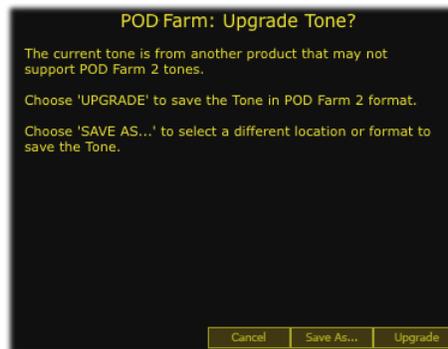
Upgrade Tone dialog

POD Farm 2 format Tone Presets are not "backward-compatible" and can *only* be opened within the POD Farm version 2 or 2.5. Therefore, if you want to retain your original Tone Preset so that you can still open it within other Line 6 applications or devices, you'll need to choose the **Save As** option to save a copy of the Tone Preset (see the following Save As dialog options). Choose the **Upgrade** option to convert the original file to a POD Farm 2 format Preset.

Save As - As mentioned above, Save As allows you to create a new, unique copy of the current Tone Preset. When you choose the Save As command, you'll be presented with a dialog where you can enter a title, choose your Save directory, as well as add a plethora of descriptive information that gets saved as "Tone Info" text along with the Tone Preset.
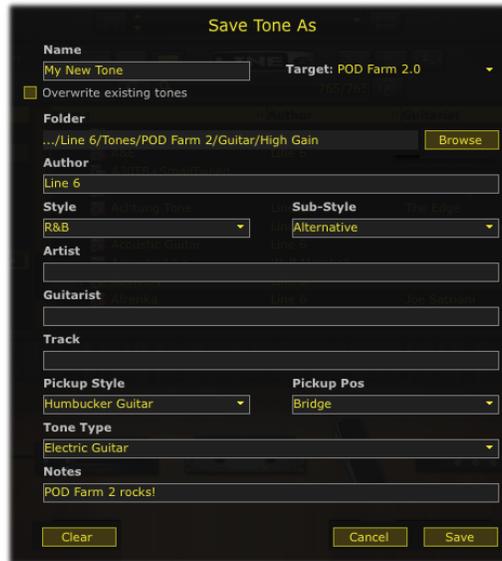
Save Tone As dialog

Target Tone Type - Use the Target menu to save the Tone Preset in a particular Tone format, to set the Tone preset's compatibility for POD Farm 2 or other, earlier Line 6 applications or devices. Note that the list displayed in the Target menu will include only "valid" Target formats for the Tone you are saving. For example, only POD Farm versions 1 & 2 and POD X3 supports Dual Tone configurations, therefore, when saving a Dual Tone only these targets will be available in the menu.
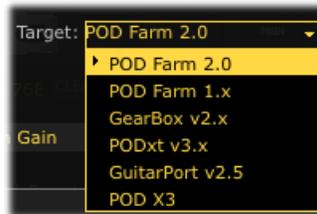
The Save As - Target menu

Tone Preset Icons - You'll see that Tone presets saved in different target formats appear within the Preset List Pane with unique icons to help you identify them.

Different "target" Tone Presets within the Preset List Pane

Note the "Unsupported Tone" in the above example - Some Line 6 .l6t files are not supported within POD Farm 2 / 2.5, such as those created with Line 6 Edit for Flextone, HD147 or Vetta amps.

Amp Setup and FX Setup Presets - If you load one of the several Bundle files available from Line 6 devices, or from the Line 6 Factory Presets download site within POD Farm version 2.5, (see the following Setlists section regarding Bundle files) you will likely get some of these Amp & FX "Setup" types of presets. These differ from Tone presets in that these change only the amp or effects models within the currently loaded Tone. Note that you won't see the currently loaded Tone name change in POD Farm when loading one of these, since it is actually only "modifying" the current Tone.

You can identify these types of presets by their icons when displayed in the Preset List pane - Amp Setups have an amp icon, and FX setups have an FX pedal icon. You can also show the "Type"column in the Preset List Pane for a text description of what the tone is.

Amp & FX Setup type presets displayed in the Preset List Pane

Working with Setlists

Included is the ability to create an unlimited number of **Setlists** - lists within which you can create "shortcuts" to your desired Tone Presets. This offers you a great way to arrange your Tone presets in multiple ways, and makes finding your related presets a snap. You can create your own Setlists and fill them with Tones however you like (you won't see any Setlists here until you create them). When you create Setlists, note that a unique number is assigned at the left of each Setlist automatically. This is its assigned "Bank" number, which allows the Setlist to be recalled remotely via MIDI Control. Likewise, the number to the left of each Preset within a Setlist denotes its "Program" number. (See the **MIDI Control** section on page 3•29 for details.)

To create a Setlist - Right click (Windows®) or Ctrl+click (Mac®) directly on the Setlists header within the left pane of the Presets View, and select the "New Setlist" command:

TIP: Whenever you open a Line 6 Bundle .l6b or Collection .l6c file, it is automatically added as a new Setlist - just click on the new Setlist to access all the individual Tone Presets contained in the Bundle or Collection!

To add Tone Presets to a Setlist - Use the Search field at the top of the Presets View, or browse through your Source folders to find the preset(s) you want. Select one or more presets and just drag them from the preset list pane on the right directly onto the desired Setlist on the left. Note that this does not "move" the actual preset file - the original .l6t file still remains in its original Source Folder location - but rather creates an "alias" or "shortcut" within the Setlist to allow you to load the preset from here. You can also select Presets and utilize the "New Setlist from Selected" command within the Preset context menu - see <u>page 3•15</u>.

To create a New Tone directly in a Setlist - Right click (Windows®) or Ctrl+click (Mac®) directly on the desired Setlist folder and select the **New Tone** command. A new Tone Preset is created and automatically numbered in the List Pane on the right. You can type in your own title for this new preset. Note that the Tone is created with a default set of models - you can, of course, customize the Tone with your own models and settings in the Gear View.

To remove a Tone Preset from a Setlist - Right click (Windows®) or Ctrl+click (Mac®) directly on the Tone Preset in the List Pane on the right and select **Remove Tone from Setlist**.

To rearrange the order of Setlists - To change the order of existing Setlists, simply click and drag any Setlist up or down in the Setlists pane. (Note that the Bank numbers at the left of the Setlists always remain in ascending order, therefore, rearranging your Setlist order also affects the Bank Change number by which each is recalled via MIDI.)

To rearrange the order of Presets within a Setlist - To change the order of existing Tone Presets within a Setlist, click on the Setlist to display its contents in the right Preset List pane. Then click and drag any Preset up or down in the Preset List pane. (Note that the Program numbers at the left of the Presets always remain in ascending order, therefore, rearranging your Preset order also affects the Program Change number by which each is recalled via MIDI.)

To rename a Setlist - Right click (Windows®) or Ctrl+click (Mac®) directly on the Setlist, select **Rename Setlist** and type in your own title.

To remove a Setlist - Right click (Windows®) or Ctrl+click (Mac®) directly on the Setlist and select **Remove Setlist**. Note that this will also delete all the Tone Preset shortcuts that exist in the Setlist (but the actual saved Tone Preset .l6t files themselves remain on your computer).

Tuner View

Click the Tuner button on the Main Control Bar to display the Tuner View and get in tune!
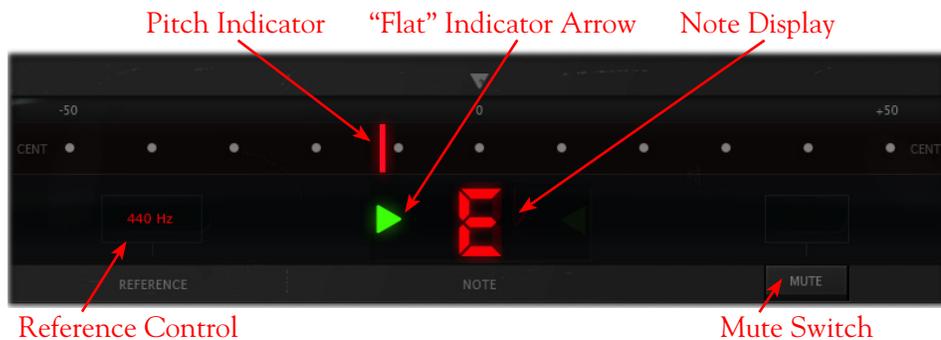
Note that you'll typically need to activate your DAW software's track "Input Monitoring" feature to feed your instrument input through the inserted POD Farm 2 Plug-In to allow the Tuner to receive the signal.

Tuning Indicators - The **Note Display** in the center of the tuner will tell you the note you plucked, while the **Pitch Indicator** appears within the horizontal meter display, informing you if your tuning is flat (left of the center of the meter) or sharp (right of the center). You'll see a right-pointing, green arrow appear (as pictured above) if your tuning is flat, or a left-pointing arrow if sharp. Additionally, you'll see the Pitch Indicator turn green when your plucked string is in tune.

Reference Control - The Tuner's Reference Control tells the Tuner what to use as the base tuning reference note (425 to 444 Hz). 440 Hz is the standard reference value for A and is generally used for tuning reference. Unless you have a particular need to adjust the Tuner's reference, you probably want to stick with the standard 440 Hz setting for this control. To adjust the reference, either click on the number and drag up/down, or double click and enter the desired reference frequency.

Mute Switch - Activate the Mute switch to completely silence any signal fed out of POD Farm 2 Plug-In. With the Mute off you'll hear your fully processed POD Farm 2 signal.

Mixer View

The Mixer View is the place to go to get control over the audio input and output options for the Tone A and Tone B signal paths. It is important to note that the POD Farm 2 Plug-In is capable of either mono, mono-stereo, or stereo operation, depending on the options your DAW software provides. (Some DAW applications that offer mono or stereo plug-in configurations will display these options in their Plug-In insert menus.) When used as a stereo output plug-in, both Tone A and Tone B are each stereo signal paths, and therefore, these mixer controls allow you to independently set their output levels and panning. When used as a mono output Plug-In, the outputs of both Tone A and Tone B are each processed as a mono signal before they are fed to the main (mono) output of the plug-in. The controls offered for each Tone A and Tone B are described here.
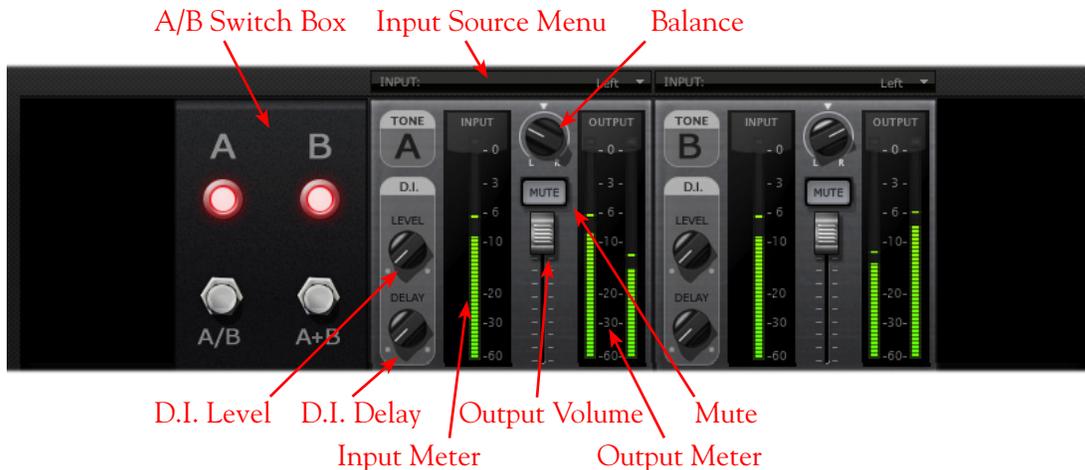
Input Source Menus - Depending on your DAW host software's features,* when using the stereo POD Farm 2 Plug-In, you can select the input source (left channel, right channel, both channels) of the track's audio that is fed into each of the Plug-In's Tone Paths. (When using the Mono-Stereo version of Plug-In available in some DAWs, these Input Menus are not displayed.) Note that you'll see different options if POD Farm 2 Plug-In is running a Single Tone or Dual Tone configuration:

- When in Single Tone Mode, you'll see the options of **Stereo**, **Left**, or **Right**.
  - **Stereo** allows the Tone path to receive both audio channels from the DAW host.
  - **Left** or **Right** allows the Tone path to receive input from the respective audio channel only.

- When in Dual Tone Mode (as pictured above), you'll see the options of **Left** or **Right** for each Tone, which allow each Tone path of the Plug-In to receive input from the respective audio channel only.

  - When you select one common input source for both Tone A and B (such as shown in the above screen shot, where the "Left" channel audio source is selected for both Tones) the A/B box becomes active, allowing you to choose how this audio is fed to Tones A & B (see the following **A/B Switch Box** description).

  - When the Plug-In is inserted on a stereo track or aux bus in your DAW project, you'll probably want to set one Tone input to Left and the other to Right to allow you to process each audio channel independently.

> ***Note that DAW hosts differ in the options they offer for audio channels and signal flow routing. For example, some offer "mono" and "stereo" tracks, while others offer only one type of track that accepts either mono or stereo files (and for this latter type, the track input/output is typically "fixed" as stereo - even with mono audio clips). Further, some DAW applications offer mono versus stereo buses, where others offer only stereo. Therefore, the mono and stereo options may vary slightly with POD Farm 2 & Elements Plug-Ins (and other plug-ins) among these applications. In most cases, the Plug-Ins will automatically configure themselves to match the DAW's track format. Further, we've offered a great deal of flexibility with these Input Source options, and the additional following features, to allow you to achieve most any desired signal flow results! Please see the** [POD Farm 2 Recording Setup Guide](#) **for examples using plug-ins in specific DAW titles, and your DAW's Help for more info.**

A/B Switch Box - The function of the A/B Switch Box is to allow you to route a mono input source into either Tone A or Tone B, or into both. If you have a Dual Tone configuration within POD Farm 2 Plug-In with a mono input source (or when Tone A and B's Input Menus are both set to the same mono source - see the preceding **Input Menus** description) you'll see this set of switches active in the Mixer. Whenever you have a Single Tone configuration and/or a stereo input source, the A/B Switch Box is disabled in the Mixer View.

- Click the A/B button to toggle between feeding your mono input source into *either* Tone A or Tone B. The A and B lights tell you which Tone is active.

- Click the A+B button to feed your mono input source into *both* Tones A and B simultaneously. Both A and B lights illuminate when A+B mode is active.

> **Note: The A/B switch toggles only the *input* fed to each Tone path "on" or "off", which is a different thing than "Muting" a Tone. For example, if you toggle the A/B switch so that only Tone A is active, this stops your input signal from being fed into Tone B, but the output of Tone B is not muted - so that if you happened to have a Delay effect still repeating your last note within Tone B, these repeats would not be cut off by toggling the A/B switch. Also note that the Tone path for Tone B would not become dimmed in this example, such as it does if you click on the Mute switch in the Mixer to Mute the Tone's output.**

The A/B Switch Box you see here is a duplicate of the A/B Switch Box you see in the Signal Flow View and functions the same - we've simply added it here as well so that you can easily toggle these Tone A/B options while making your Mixer adjustments. Wasn't that thoughtful of us?

Output Volume Fader & Meters

- Use the **Volume Fader** to independently set the output level of each Tone before it is fed to the main Plug-In output.

- Use the **Input Meters** to gauge the incoming signal level of each Tone. Use the Master Input Level knob on the Main Control Bar to adjust the overall input level if needed. The red clip indicators at the top of the meter will light up if your level is too high - clipping should always be avoided.

- Use the **Output Meters** to gauge the output level of each Tone. Use the Volume Fader to independently adjust the Tone's output level. The red clip indicators will light up if your level is too high.

Mute Button - Tone A or B can be muted individually by activating the Mute button. When muted, the respective Tone path in the Signal Flow View is dimmed, and no audio at all is passed from its output back to the DAW. It can be especially useful to Mute one Tone's output when you have a Dual Tone configuration in POD Farm 2 Plug-In, to allow you to tweak the opposite Tone and hear your changes more clearly.

Balance Knob - Each Tone offers this knob to independently pan its output left/right. Obviously, if the audio track or aux. bus you have POD Farm 2 Plug-In inserted on has a mono output, you'll want to keep both Tones' Balance set to center. Try panning each Tone differently on Dual Tone configurations for big, spacious stereo results!

TIP: Double-click on the Balance knob to easily "reset" it to Center!

D.I. (Direct Inject) Knobs

- Use the **D.I. Level knob** for Tone A or B to blend in some of your direct input signal along with the respective Tone's main, processed signal. This can be especially handy with bass guitar, to mix in a bit of clean, direct signal to shape the sound. When the knob is set all the way counter-clockwise, no direct signal is fed to the Tone output.

- Use the **D.I. Delay knob** to add a short delay offset to the D.I. signal, if necessary. The main Tone's output may be heard slightly later that the D.I. signal, due to the signal processing time inherent with amps & effects models. We're talking milliseconds here, but it could be enough to cause "phasing," (a slightly hollow sounding artifact that results when two off-time signals are mixed together, thus cancelling some frequencies). If you hear any phasing when combining the D.I. signal, slowly turn the Delay knob to increase the delay of the D.I. signal until the D.I. and main Tone output signals sound full.

Assignments View

This view offers two display modes - **MIDI Assignments** and **Automation Assignments** - selectable from the buttons at the top left. These screens allow you to easily reference and manage your existing MIDI control and parameter automation assignments for the instance of POD Farm 2 Plug-In. We've added details about these views within the following sections:

- **MIDI Assignments View** - Please see <u>"POD Farm 2 Plug-In MIDI Control" on page 3•29</u>.

- **Automation Assignments View** - Please see <u>"POD Farm 2 Plug-In Parameter Automation" on page 3•36</u>.

3 - Signal Flow View Display

The bottom panel of the POD Farm 2 Plug-In window is what we cleverly refer to as the **Signal Flow View** (SFV), which displays the chain of models making up the current Single or Dual Tone paths. To edit any model's settings, just double-click directly on the model within the SFV and its editable control panel will be displayed in the upper window (see).
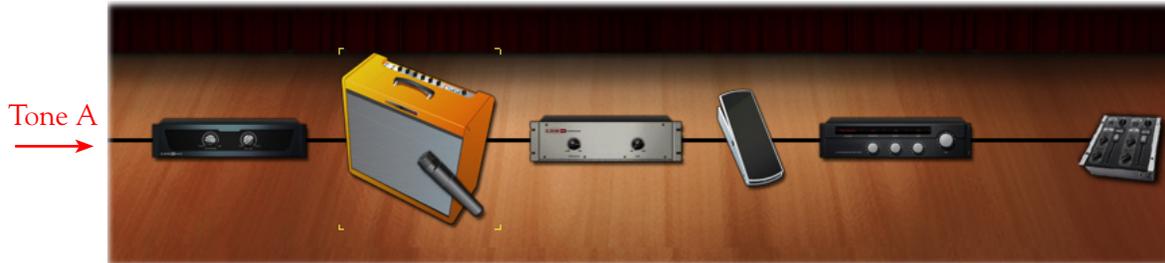
Signal Flow View - Single Tone Mode

Signal Flow View - Dual Tone Mode

Model Controls & Context Menu Options

Model Controls - Hovering over a model icon within the SFV displays an Enable/Disable button as well as the model name and model instance (shown in parentheses). Use the Enable/Disable button to bypass the model, allowing your signal to flow through it unprocessed. The model icon appears transparent when disabled.

Enabled Model *Disabled Model*
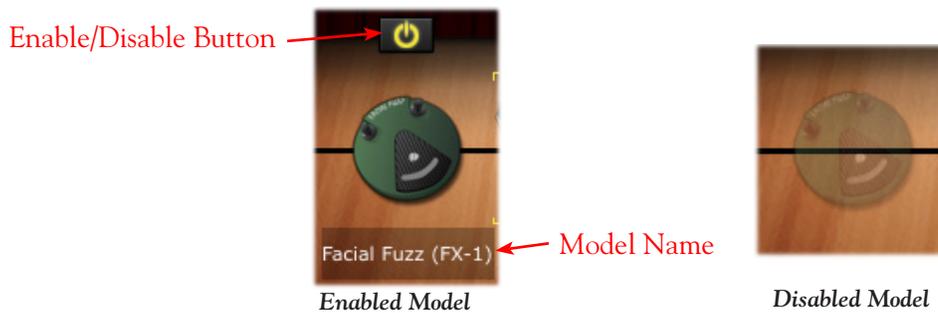
TIP: When a Guitar or Bass amp model is disabled, its Cab and Mic model remain active. This allows you to still have the speaker and mic emulation added to your signal. The Cab and Mic models can be independently enabled/disabled in the Cab View panel.

Model Context Menu - Right click (Windows®) or Ctrl+click (Mac®) directly on any amp, preamp or effect model's icon within the SFV to bring up its context menu.

Model Context Menu

- **Bypass** - Bypass the model's processing (you'll see this toggles the Enable/Disable button state described above).
- **Delete** - Remove the model from your Tone.
  - You can alternatively drag any model icon out of the SFV area until you see a "poof" cloud next to your mouse cursor, indicating the model is removed from the tone path! (Note that this behavior differs slightly between DAW host applications and Operating Systems - however, dragging a model icon from the SFV and dropping it specifically within the upper panel of the Plug-In will always result in deleting the model.)
- **Replace** - The contents of the model's Gear category menu is conveniently displayed here so that you can easily replace the current model with another of the same model type.

Selecting a Model - Clicking once on any model icon "selects" the model, as indicated by the amber colored "corners" displayed around it.

Selected Model   *Non-Selected Model*

Mixer Control

Click on the Mixer Control icon to enter the Mixer View, where individual Tone level and input/output settings can be made.

Mixer Control

Please see the <u>"Mixer View" on page 3•22</u> for details about all settings within the Mixer.

A/B Switch Box Control

When your Tone configuration consists of a Dual Tone, where each Tone's input source is the same mono audio channel, you'll see this A/B Switch Box at the left of the Signal Flow View. (See the "Mixer View" on page 3•22 for more about Tone input source selection.) Just like a hardware "A/B" type switch box, this allows you to choose the destination signal path(s) for your input signal. Click directly on either of the switch buttons on the A/B Switch Box.
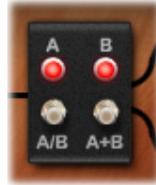
A/B Switch Box Control

TIP: You'll see the A/B Switch Box is also conveniently located within the Mixer View panel - it performs the same functions as listed above.

Guitar and Bass Amps in the Signal Flow View

There are several options for matching amps with speaker cabinets in POD Farm 2, therefore, you'll see your loaded Amp + Cab displayed in the Signal Flow View differently, depending on your selection (also see "Cabinet View" on page 3•9). You'll see a microphone icon placed in front of the active speaker cabinet in each Tone - note that the Mic icon and angle shown reflect the specific Mic model options selected as well. To follow are the different Amp/Cab/Mic SFV display scenarios.

- When a Combo Amp with its Default Cab option is loaded, you'll see the Combo, with the Mic icon in front:

Combo Amp Model - with Default Cab

- When a Combo Amp and a "Custom" Cab are loaded, you'll see the Cab displayed as a separate model, placed to the right of the Combo. The Mic is shown in front of the Custom Cab to indicate this is the Cab you are hearing:

Combo Amp Model - with Custom Cab

- When an Amp "Head" Model is in use, a separate Cab is displayed immediately to its right (whether the Cab is the Default or a Custom Cab). The Mic is shown in front of the Cab to indicate you are hearing the signal through this Cab:

Amp "Head" Model - with Default or Custom Cab

- When an Amp with "No Cabinet" selected is loaded, you'll see only the Amp (Combo or Head), with no Cab or Mic, indicating that you are hearing a "direct" signal out of the amp, with no speaker cabinet modeling applied:

Amp with "No Cabinet" option selected (Combo or Head) - no Cab or Mic is displayed

- It is also possible to have no Amp loaded at all, or only a Preamp in your Tone, in which case, of course, you'll see no Amp/Cab/Mic in the SFV.

Moving Amp & Effects Models

POD Farm Effects models offer the ability to be dragged left or right, within the signal chain to any position either before ("Pre") or after ("Post") the Amp/Cab/Preamp models within the Tone path. This can offer slightly different sonic results, depending on the effect and amp settings in use. To move an effect, simply click and drag it left or right and you'll see the other models move apart indicating the location where the effect can be dropped.

When grabbing an Amp, Cab or Preamp model, you'll see that all three icons are moved together (we refer to this as the "Amp Group"). Effects models can only be placed "Pre" or "Post" of the Amp Group, therefore, the Amp Group always moves together when dragging *left* or *right* in the Tone path.

When in Dual Tone mode, note that you can also drag any model between Tones to move the selected model into any position within the other Tone path. Or, hold down Ctrl (Windows®) or Option (Mac®) and drag a model to the other Tone path to copy it, along with all its current settings.

Note: When dragging an Amp model to move or copy it to the opposite Tone, both the Amp and its (Default or Custom) Cab is moved with it. Therefore, an existing Amp & Cab in the destination Tone path will be replaced. When dragging a Cab to the opposite Tone, this moves or copies only the Cab.

White Arrow and Model Replacement Indicators

When dragging models into the Signal Flow View, you may see white arrows appear, and/or see an existing Amp or Effects model change into a "ghost" image. These are indicators for letting you know about the behaviors for placement of the model you are dragging into the Tone path. Please see "Selecting a Model" on page 3•6 for details.

POD Farm 2 Plug-In MIDI Control

Most amp, preamp and effects parameters are able to be accessed via MIDI, allowing you to control them remotely using an external MIDI controller device, such as the Line 6 FBV™ MkII devices, or the pedal & switch controls on the Line 6 UX8, UX2, KB37, POD X3 (Pro and Live) and PODxt devices. External MIDI controller devices connect to your computer either via USB or 5-Pin MIDI port and send various types of MIDI messages which can be received by your software applications.

> **Note: All MIDI Control device support as well as the available "POD Farm 2" Pre-configured MIDI assignments function for the POD Farm 2.5 version as well.**

We've already included some useful MIDI control assignments built right in to a large number of Tone Presets included with POD Farm (see page 3•30). Or, you can use the MIDI Learn feature to easily create your own MIDI assignments between your MIDI device and POD Farm parameters (see page 3•31). Additionally, it is possible to navigate Setlists filled with your desired Presets by configuring your MIDI device to send Bank & Program Change commands (see page 3•33).

MIDI Controller Devices

3rd-party MIDI devices vary greatly - Attempting to cover these devices and their capabilities is beyond the scope of this *Basic User Guide*. To follow is some information on using Line 6 devices that offer MIDI control capabilities. Please see the additional POD Farm 2 and FBV MkII documentation available from the Line 6 Manuals site for more specifics about MIDI operation:

- **FBV MkII Series Controllers** - Use the **Line 6 FBV Control** application for configuring the MIDI commands these devices transmit. (Please see page 3•30 for more about using FBV MkII to instantly access the POD Farm 2 pre-configured MIDI assignments!) Note that when selecting to receive MIDI from an FBV MkII device in your DAW software, you'll see the USB MIDI port names titled differently on Mac® & Windows® versions (for FBV Express MkII, you'll see "Express" in place of "Shortboard" in these titles):

	Mac OS® X	Windows® 7 or Vista®	Windows® XP
MIDI Out Port 1	FBV Shortboard Mk II (Port 1)	FBV Shortboard Mk II	USB Audio Device
MIDI Out Port 2	FBV Shortboard Mk II (Port 2)	MIDIIN2 FBV Shortboard Mk II	USB Audio Device [2]
MIDI Out Port 3	FBV Shortboard Mk II (Port 3)	MIDIIN3 FBV Shortboard Mk II	USB Audio Device [3]
MIDI Out Port 4	FBV Shortboard Mk II (Port 4)	MIDIIN4 FBV Shortboard Mk II	USB Audio Device [4]

- **POD Studio and TonePort (UX8, UX2, KB37)** - Use the **MIDI Control Settings** dialog, accessible from the MIDI tab of the Line 6 Audio-MIDI Devices utility (found in the System Preferences on Mac®, and in the Control Panel on Windows®). See the ***POD Studio & TonePort MIDI Setup Guide*** for details on using these devices for POD Farm 2 MIDI Control.

- **POD X3 (Pro and Live) and PODxt** - Most parameters' adjustments on these devices result in a unique, "fixed" MIDI command being fed to their 5-pin MIDI Out - please see the Line 6 MIDI CC Reference Guide for details.

Pre-configured MIDI Assignments

We've went ahead and added "pre-configured" MIDI control assignments for some Local parameters within most Tone Presets that come with POD Farm. To see the existing MIDI assignments for any loaded Tone Preset, just look in the MIDI Assignments display (see page 3•34). The "Event" column tells you what command your MIDI controller needs to transmit to access each pre-configured assignment. You'll see that we've consistently used the following MIDI commands and values to create the pre-configured MIDI assignments. Therefore, if you configure your MIDI controller device to transmit the following, you should be able to access most Tone Presets' pre-configured MIDI assignments instantly!

POD Farm Model & Parameter	MIDI Command
"Stomp" effects (Distortions, Dynamics, Filters) - On/Off	MIDI CC 12, Values 127 = On, 0 = Off
Mods - On/Off	MIDI CC 13, Values 127 = On, 0 = Off
Delays - On/Off	MIDI CC 14, Values 127 = On, 0 = Off
Reverbs - On/Off	MIDI CC 15, Values 127 = On, 0 = Off
Wahs - On/Off, Bender effect On/Off	MIDI CC 102, Values 127 = On, 0 = Off
Wahs - Adjusts Position knob	MIDI CC 11, Value 0 thru 127

POD Farm 2 pre-configured MIDI Assignments

Got a Line 6 FBV MkII Series controller? We created all the pre-configured MIDI assignments using a Line 6 FBV Shortboard MkII device. If you have an FBV MkII, you can load the following presets on your FBV device using the Line 6 FBV Control software - These two FBV MkII presets are available for download from the POD Farm Online Help site:

- **For FBV Shortboard MkII** - Load the file named "POD Farm 2-Shortboard.fbv." This preset provides all the MIDI commands listed in the above table to access the pre-configured On/Off and Wah pedal parameters, as well as some additional MIDI CC commands.

- **For FBV Express MkII** - Load the file named "POD Farm 2-Express.fbv." This preset provides the MIDI commands listed in the above table to access the pre-configured Wah pedal parameters.

MIDI Bank & Program Change settings are also included in both of the above FBV MkII presets to allow footswitches to navigate POD Farm Setlists and any Tone Presets within them (see "MIDI Control for Setlist & Preset Navigation" on page 3•33). Once the FBV Control preset is loaded, you can reference all the preset's specific MIDI commands and values within the Line 6 FBV Control application window.

> **TIP: For more info on using the FBV MkII Series Foot Controllers and the Line 6 FBV Control application, please see the *FBV MkII User Guides* on the Line 6 site.**

MIDI Learn

The POD Farm 2 MIDI Learn feature allows you to instantly "map" a MIDI controller device's switches, knobs or pedals to practically any POD Farm parameter for remote control. This makes it super easy to customize any Tone Preset with your own set of MIDI control assignments! To follow are the steps for using MIDI Learn:

- POD Farm parameters that offer MIDI control will respond to MIDI CC, Note On and Pitch Wheel type commands. Therefore, these are the types of commands you'll want to configure your MIDI device to transmit to utilize the 2 MIDI Learn functionality. Also note that most "On/Off" switch parameters within POD Farm require that you set your control's MIDI CC switch mode to "Toggle" (to toggle the parameter between on and off) or to "Momentary" (to set the parameter to "on" only when the switch is held).

- You'll need to configure your DAW software to receive MIDI from your connected MIDI controller device to feed it to the audio track where POD Farm 2 Plug-In is inserted. This is typically accomplished by setting up a MIDI track's Input to receive from your MIDI controller, the MIDI track's output to the audio track & Plug-In, and arming the track to receive MIDI. Please see your DAW application's Help for configuring these MIDI Input options.

- Once you've successfully configured your DAW to feed MIDI input to POD Farm 2 Plug-In - In the Plug-In window, double click on any model in the Signal Flow View to load its Edit Panel in the Panel View. Right click (Windows®) or Ctrl+click (Mac®) directly on the model's knob, slider or switch that you want to control remotely and select the **MIDI Control** menu. For example, load a Delay effect model and then right click/Ctrl+click directly on the Delay's Mix knob within the Panel View to assign this parameter.

- In the MIDI Control sub-menu, click **MIDI Learn**. This places POD Farm into MIDI Learn mode, where it waits to receive a command from your connected MIDI device.

Right click (Windows®) or Ctrl+click (Mac®) directly on the desired control (Delay-Mix knob, in this example)

Select **MIDI Learn** to place POD Farm 2 Plug-In in MIDI Learn mode

- Press the desired footswitch, move a pedal or turn a knob on your assigned MIDI hardware to send its MIDI control message. Since we want to remotely control the Mix knob here (a "variable" parameter that can be adjusted), move the pedal or a knob on your MIDI device. (When mapping to "On/Off" type parameters, it is better to use a switch or footswitch on your device.)

- Presto! POD Farm 2 Plug-In automatically "learns" the MIDI message and "maps" it to the selected parameter. In our example, the Delay-Mix knob is now able to be remote controlled by the pedal or knob you accessed. If you right click (Windows®) or Ctrl+click (Mac®) on the Mix knob once again, you'll see the learned assignment in the menu - or switch to the MIDI Assignments View to reference all assignments.

The menu now shows the "learned" MIDI command as assigned

- To remove a MIDI assignment, select "Clear" from the context menu - or use the options in the MIDI Assignments View display (see page 3•34).

> TIP: You are not limited to assigning a single MIDI command to just one POD Farm parameter. For example, if you want to control two or more parameters with the pedal on your MIDI controller device, simply use MIDI Learn to assign the pedal to both and these two parameters will be controlled simultaneously! This is a great way to control something like a Wah pedal in each Tone A & B simultaneously.

You are not limited to using MIDI Learn to create custom MIDI assignments just for "Local" parameters. Most of the "Global" POD Farm 2 Plug-In system parameters also support MIDI Learn. If you want to create some of your own MIDI assignments for Global parameters, just right click (Windows®) or Ctrl+click (Mac®) on any of the following controls. This creates a "Global" MIDI assignment - meaning, the assignment will persist, regardless of the loaded Tone Preset, for the instance of POD Farm 2 Plug-In.

POD Farm 2 Plug-In Global Parameters that offer MIDI Learn
Plug-In Master Input & Output Volume knobs
Next/Previous Tone Preset buttons
Global Gate - Threshold & Decay knob, Bypass button
System Tempo - Tap Tempo button
Mixer - Tone A & B, Volume faders, Balance knobs & Mute buttons
Mixer - D.I. Level and Delay knobs
A/B Switch Box - A/B & A+B toggle buttons
Tuner - Tuner View toggle button
Next/Previous Setlist buttons

> TIP: Many DAW applications additionally offer their own MIDI Learn capabilities, where DAW parameters and Plug-In parameters can be accessed directly within the DAW's user interface. POD Farm 2 Plug-In parameters can typically be accessed this way for MIDI Control as well - see your DAW's documentation!

Minimum and Maximum Position Values

By default, all variable parameters (knobs, sliders, faders, etc.) are configured with a "Minimum" position of 0% and a "Maximum" position of 100%, to provide the full range of the parameter via MIDI remote control. However, in some cases you might want to customize a parameter, such as the Wah effect's Position knob, for example, so that its Min. or Max. yields a more narrow sweep. To customize these Min. & Max. values for a parameter:

- Load the desired Amp or Effect model in the POD Farm 2 Plug-In Panel View.
- Set the desired knob, fader or slider to the value you want as the new minimum position.

- Right click (Windows®) or Ctrl+click (Mac®) on the knob/fader/slider and choose **MIDI Control > Set min to current pos**.

- The parameter's minimum position is now customized! To customize the maximum position for a parameter, follow the above steps and choose **Set max to current pos**.

MIDI Control for Setlist & Preset Navigation

POD Farm version 2.5 also offers a few options for using your external MIDI controller device to navigate through Setlists & Tone Presets.
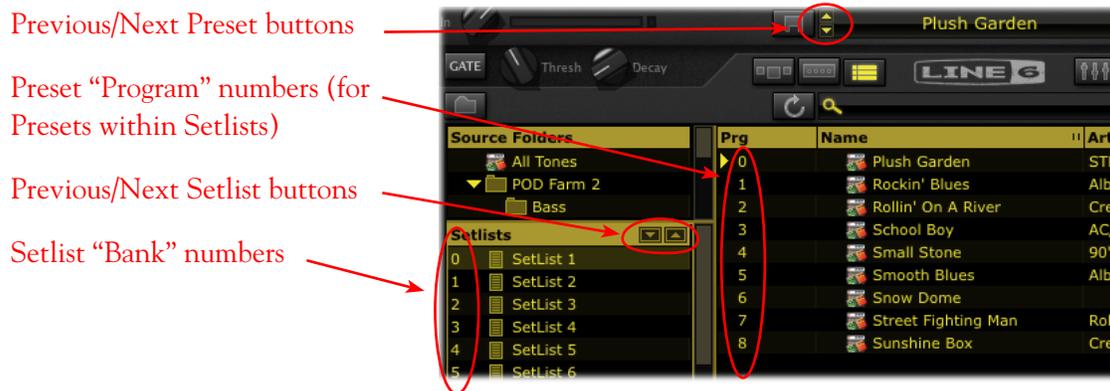
Presets View - MIDI Control for Setlists

- **To switch through Setlists** - At the left of each Setlist within the Presets View, you'll see that each Setlist you create is automatically numbered, starting with "0". The Setlists include a "hard-coded" MIDI assignment where you can send MIDI Bank Change messages 0 through 16383 to select the respective numbered Setlist, and load the first Tone Preset within the Setlist.

    - Additionally, the Previous/Next Setlist buttons allow "MIDI Learn" (see previous section), so you can set these buttons to "learn" any MIDI CC type command.

- **To switch through Presets within a Setlist** - At the left of each Preset within a Setlist, you'll see that each is automatically numbered "0" through "127". The Presets within the Setlists include a "hard-coded" MIDI assignment where you can send MIDI Program Change messages 0 through 127 to call up the respective numbered Preset within the currently selected Setlist.

    - Additionally, the Previous/Next Preset buttons on the Main Control Bar allow "MIDI Learn" (see previous section), so you can set these buttons to "learn" any MIDI CC type command. Note that these buttons navigate through the Presets within the currently selected Setlist *or* within the currently selected Preset Source Folder.

You'll see that sending the above MIDI commands to POD Farm actively switches between the Setlists and Tone Presets, regardless if the Presets View is currently displayed or not. Also see "Working with Setlists" on page 3•20.

TIP: If you are using a Line 6 FBV MkII controller, the available "POD Farm 2" FBV Control preset provides pre-configured Setlist & Tone Preset navigation settings! See <u>"MIDI Controller Devices" on page 3•29</u>.

MIDI Assignments View Display

To reference all MIDI control assignments that exist for the currently loaded POD Farm 2 Tone Preset, go to the MIDI Assignments View (by way of the "Assignments View" button on the Main Control Bar). This display will show you all the MIDI command settings required to access the current MIDI assignments within each Tone. This information allows you to manually configure the settings on your MIDI device to match and access these existing MIDI assignments. If using the POD Farm 2 "MIDI Learn" feature, you'll see your assignments added here as you create them as well.

The POD Farm 2 MIDI Assignments View

Column Header - Click on any column name to sort the list up or down by the selected column. Note that you can also resize the width of a column by clicking on the little "grab bar" at the right of the column title and dragging.

MIDI & Automation Assignments buttons - Click to toggle between the MIDI Assignments and Automation Assignments displays.

Clear All button - Click to choose from a list of options to remove all or selected assignments currently shown in the MIDI Assignments display.

Click the Clear All button to select one of its options

- **Clear Selected** - Removes only the MIDI assignments currently selected in the MIDI Assignment display.
- **Clear All** - Removes all MIDI assignments, regardless of selection.
- **Clear Both Tones** - Removes only "Local" MIDI assignments for both Tone A & Tone B (does not remove Global MIDI assignments), regardless of selection.

- **Clear Tone A & Clear Tone B** - Clears only "Local" MIDI assignments for the respective Tone's MIDI assignments (does not remove Global MIDI assignments), regardless of selection.

MIDI Assignment columns

- **Clear button** - Click to remove the individual MIDI control assignment.

- **Event** - Shows the specific "learned" MIDI command type and value (or, "MIDI Event") that is currently mapped for the MIDI assignment. In the example above, the highlighted event is a MIDI CC #11 message, which is the required MIDI event your controller device needs to transmit to trigger the Wah assignment.

- **Region** - Indicates the Tone path (Tone A or Tone B) in which the Model containing the MIDI assignment resides, or indicates a "Global" parameter (see the following "Local & Global MIDI Assignments" descriptions).

- **Model (Instance)** - The name of the Model containing the MIDI-assigned parameter, followed by the numbered "instance" of this model (shown in parentheses). Note that it is possible to have more than one instance of the same model within a Tone path, therefore, each effect model you add to a Tone path is given a unique instance number, in the order it is added (e.g. - FX-1, FX-2, etc.). You can reference this Instance number next to the model's name within the Signal Flow View to determine exactly to which model the MIDI assignment relates.

Hover over an effects model in the SFV to see its Model Name and Instance number (shown in parentheses)

- **Control** - The specific button, knob or slider to which the assignment is mapped.

- **Min & Max Value** - These columns show the minimum and maximum values for the assigned parameter. All "variable" type parameters in POD Farm (knobs, faders, etc.) can have their Min. and Max. positions custom defined (rather than the default 0% to 100% range) by way of the parameter's context menu. These Min. & Max. values are applied when accessing the parameter via MIDI remote control. See "Minimum and Maximum Position Values" on page 3•32 .

Local & Global MIDI Assignments - As described on page 3•32, POD Farm parameters are defined as either "Local" or "Global." Therefore, creating a MIDI assignment to a POD Farm parameter follows this Local or Global behavior. A MIDI assignment cannot be changed between Local or Global.

- **Local MIDI assignments** appear in yellow text. These are saved with the current Tone Preset and, therefore, do not persist when you change to a different Tone Preset. You'll want to be sure to Save your Preset before switching to another Preset or exiting POD Farm to retain Local MIDI assignments.

- **Global Assignments** appear in white text and are indicated as "Global" within the Region column of the MIDI Assignments display. Global assignments are *not* saved with the current Tone Preset, but rather persist regardless of the Tone Preset you are using for the current POD Farm 2 Plug-In instance. Note that these Global assignments remain intact only within the current POD Farm 2 Plug-In instance, and are saved with your DAW project, unless you choose to clear the assignments or remove the instance of the Plug-In.

Once one or more MIDI control assignments are created, if you adjust the knob, pedal or switch on your MIDI hardware, you'll see the mapped assignment become highlighted in the MIDI Assignments window. This provides a handy reference to see what mappings have been created in the current Tone!

POD Farm 2 Plug-In Parameter Automation

Most DAW applications offer parameter automation capabilities for Plug-Ins, where you can specify on your DAW track to change one or more of the Plug-In's knob or switch values over time using editable track envelopes. Most DAWs further allow you to record parameter automation in real-time, where you enter an automation "write" mode and then all changes to the selected Plug-In's parameters are recorded and displayed on the track as adjustable envelopes. This allows all these parameter changes to be played back and incorporated into your project's mix down.

DAW host applications typically allow you to access the list of automatable parameters for any AU/VST/RTAS Plug-In by way of an automation parameter menu, specific to the audio or aux track where you have inserted the Plug-In. Each DAW host software offers parameter automation options slightly differently, so it is recommended you consult your host software's documentation for their specific instructions and parameter automation capabilities.

POD Farm 2 Plug-In Assignable Automation Slots

Since POD Farm offers a very large number of automatable parameters for its many amp, preamp and effects models, you'll see that we've added assignable "Knob" and "Switch" Automation Slots within POD Farm 2 Plug-In. Each Automation Slot menu allows you to select from among the vast number of amp, preamp or effect model parameters.

- 16 Knob Automation Slots allow you to assign "variable" type controls, such as the Mix knob of any effect, or the Drive knob of an amp.

- 16 Switch Automation Slots allow you to assign "On/Off" switches, such as the bypass switch for any model, or the A/B switch.

In addition to the 32 assignable Automation Slots, POD Farm 2 Plug-In also presents several additional "fixed" parameters within your DAW host's parameter menu. Where POD Farm 2 Plug-In is inserted on any DAW track, this total list of parameters appears in your DAW's track automation parameter menu as follows.

POD Farm 2 Plug-In Parameter List

Parameter Type	Parameter Name	Parameter Description
Assignable Knob Parameters	Knob: 1 thru Knob: 16	Each can be assigned to any supported variable parameter
Assignable Switch Parameters	Sw: 1 thru Sw: 16	Each can be assigned to any supported on/off parameter
Fixed Parameters	Master Input	Plug-In Input Volume
	Master Output	Plug-In Output Volume
	Tone A Level	Tone A Output Level
	Tone B Level	Tone B Output Level
	Tone A Balance	Tone A Output Panning
	Tone B Balance	Tone B Output Panning
	Tone A Mute	Tone A Output Mute
	Tone B Mute	Tone B Output Mute

Assigning Parameters to Automation Slots

Before you'll be able to utilize your DAW host's track automation for POD Farm "knob" or "switch" parameters, it is necessary to first assign the desired parameters to Automation Slots. To assign a POD Farm 2 Plug-In amp, preamp or effect parameter to an **Automation Slot**:

- Load the desired Amp, Preamp or Effect model into the Panel View.

- Right click (Windows®) or Ctrl+click (Mac®) directly on the desired knob or switch control to bring up the **Automation** menu. The menu displays a list of 16 Knob *or* Switch Automation Slots (pertaining to the type of control you've selected). Initially, these Slots are all empty (un-assigned to any parameter).

- Click within any Slot to "assign" the chosen control. Note that clicking in an occupied Slot will overwrite an existing assignment with your new control assignment.

An arrow at the left of the slot number indicates the "selected" slot. Clicking Clear in the menu will remove the selected Slot assignment.

Right click (Windows®) or Ctrl+click (Mac®) directly on the desired knob or switch control to access the Automation menu

POD Farm 2 Plug-In - assigning a knob parameter to an Automation Slot

- The name within the Slot provides descriptive information about the assigned parameter. For example, the assigned knob parameter in the above screenshot: **B - Analog Delay w/Mod (FX-5) - Mix**, refers to the "Mix" parameter of the "Analog Delay w/Mod" effect. The "B" indicates this model is in Tone B, and the "(FX-5)" indicates the specific effect model instance (see the Model Instance description on).

> **Note: It is not possible to assign a POD Farm 2 parameter to more than one Automation Slot. If the current parameter is already assigned to a Slot, clicking in a different Slot will move the assignment to the new Slot.**

- To "un-assign" a parameter - Select the Slot you want to un-assign, then click on **Clear** from the top of the Automation menu.

- For easy reference to all Automation assignments for POD Farm 2 Plug-In, go to the Automation Assignments View - see the next section.

> Note that automation assignments are not saved with your POD Farm 2 Tone preset, but are retained within your DAW project when it is saved.

Automation Assignments View Display

Once one or more POD Farm 2 Plug-In parameters have been assigned to Automation Slots, you will see these Knob and Switch Slot assignments listed here in the Automation Assignments View display. This display is a very handy reference since the POD Farm 2 Plug-In Automation Slots will appear within your DAW listed only by the POD Farm 2 Automation Slot number & name.
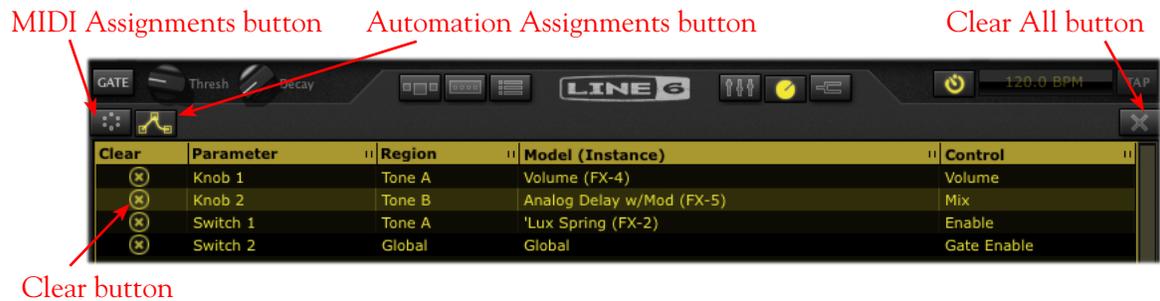
The Automation Assignments View

Column Header - Click on any column name to sort the list up or down by the selected column. Note that you can also resize the width of a column by clicking on the little "grab bar" at the right of the column title and dragging.

MIDI & Automation display buttons - Click to toggle between the MIDI and Automation displays.

Clear All - Click to remove all assignments currently shown in the Automation Display, regardless of selected items.

Automation Assignment columns

- **Clear butto**n - Click this button at the left of any row to remove the individual automation assignment.

- **Parameter** - Relates to the Plug-In Automation Slot's name, as it will appear in your DAW application's automation menus ("Knob 2," "Switch 1," etc.).

- **Region** - Indicates the Tone path ("A" or "B") in which the Model containing the assigned parameter resides. Or, if the parameter is Global one, you'll see "Global" here. Global parameters are those for system settings not specific to either Tone A or B, such as the Master Input & Output knobs, Global Gate controls, etc.

- **Model (Instance)** - The name of the Model containing the assigned parameter, followed by the numbered "instance" of this model (shown in parentheses).

  - Note that it is possible to have more than one instance of the same model within a Tone path, therefore, each effect model you add to a Tone path is given a unique instance number (e.g. - FX-1, FX-2, etc.)

  - You can reference this Instance number next to the model's name within the Signal Flow View to determine exactly to which model the assignment relates.

- For example, if we hover over the "Analog Delay W/Mod" effect model within our Signal Flow View's Tone B, we see that this effect model is the one that matches the instance number (FX-5) shown in our 2nd row of the Assignments View display:

Hover your mouse cursor over an effects model in the SFV to see its Model Name and Instance number

- **Control** - The specific button, knob or slider in POD Farm 2 Plug-In to which the assignment is mapped.

Accessing POD Farm 2 Plug-In Parameters in your DAW for Automation

Typically, a selectable list of Plug-In automation parameters in your DAW host application will display all 32 "assignable" parameters, plus all "fixed" parameters, for each loaded instance of POD Farm 2 Plug-In. The assignable Automation Slots appear in this menu, regardless if you have actually assigned a specific amp, preamp or effect parameter to these 32 Slots. (Non-assigned Slots will still be "automatable" within the DAW host, but it simply will not control any POD Farm 2 Plug-In knob or switch controls until you assign them.)

As an example, here is how an audio track's Automation Parameter list appears in the Steinberg Cubase® DAW application when POD Farm 2 VST Plug-In is inserted. Other DAW host applications may offer access to this list of available Plug-In parameters slightly differently, but the same POD Farm 2 Plug-In Automation Slots will appear in all DAW host applications, and for AU and RTAS Plug-In versions as well.

Click on the small arrow button at the left of the Cubase audio track to display an Automation Lane
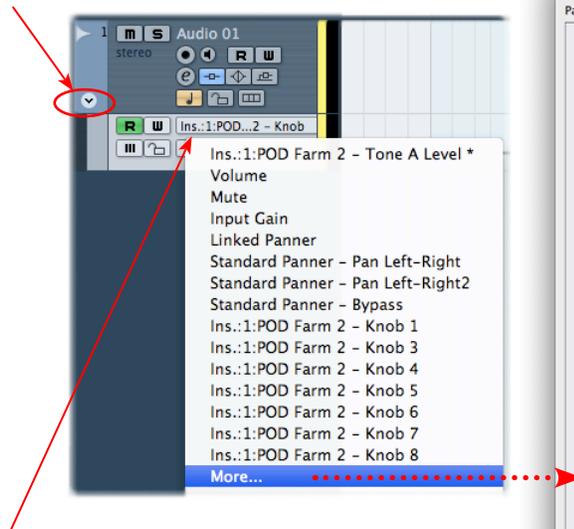
Click on the Automation Parameter selector - here you can choose from an abbreviated list of parameters. Or, select the "More" option to open the Add Parameter dialog, where it is easier to see all Knob, Switch Slots & Fixed parameters

(Note that you may need to scroll down to see all 40 of these POD Farm 2 parameters)
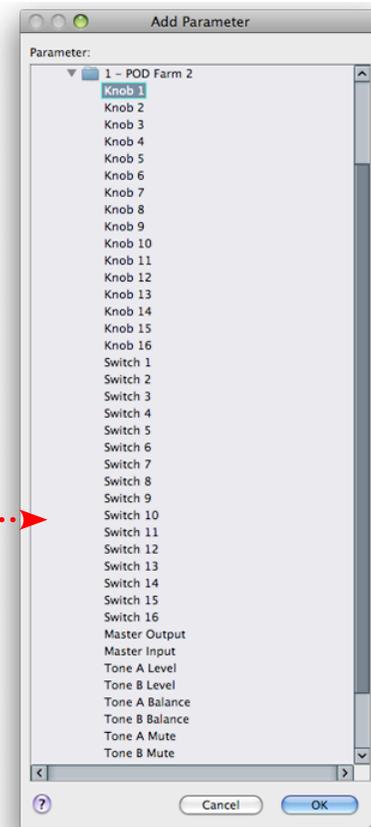
The Cubase audio track's "Add Parameter" list POD Farm 2 Plug-In

The Ableton Live® DAW application (Mac® and Windows® versions) requires some added steps before you'll be able to see the POD Farm 2 Plug-In Automation Slots within its audio or bus tracks' "Control Chooser" (automation parameter) menus.

- Once POD Farm 2 VST or AU Plug-In is inserted on a track in your Ableton Live project, assign the POD Farm 2 Knob & Switch parameters that you wish to expose for automation (follow the steps as described in "Assigning Parameters to Automation Slots" on page 3•37).

- In the Live "Device Panel," place the inserted POD Farm 2 Plug-In into "Configure Mode."

Click the arrow button to expand the Live "Plug-In Device" window

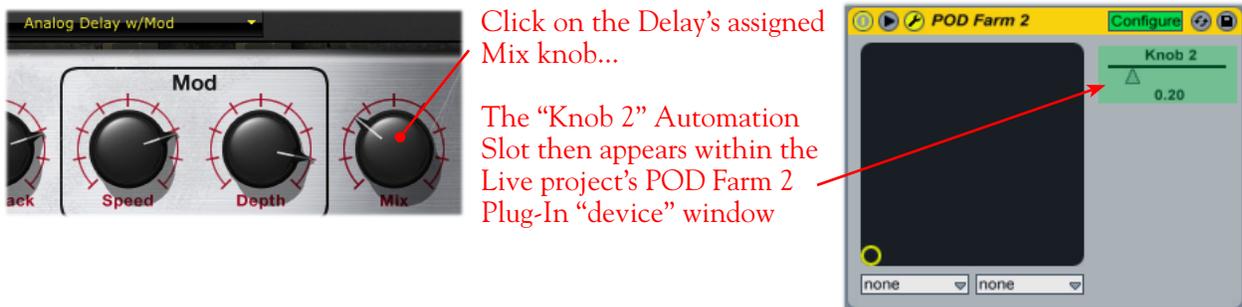Click the Configure button to put the Plug-In into "Configure Mode"
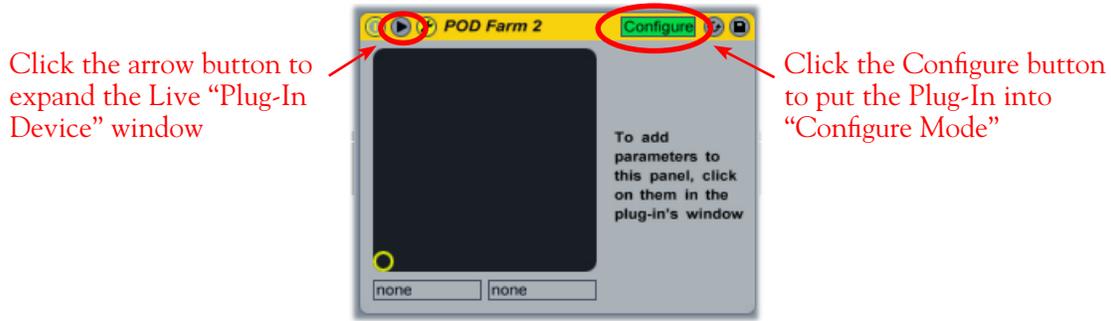
Placing the inserted POD Farm 2 Plug-In into Configure Mode in Ableton Live

- Next, go into the POD Farm 2 Plug-In window, display the Panel View for the Amp or Effect for which you have assigned a Knob or Switch parameter to an Automation Slot, and click once on the specific Knob or Switch control. For example, in the previous sections we assigned the Analog Delay W/Mod effect's Mix knob to the Knob 2 Automation Slot. So we'll click on this Delay - Mix knob in the POD Farm Plug-In GUI:

Click on the Delay's assigned Mix knob...

The "Knob 2" Automation Slot then appears within the Live project's POD Farm 2 Plug-In "device" window

Configuring an "assigned" POD Farm 2 Plug-In parameter in Ableton Live

- Repeat the above steps to configure all your assigned POD Farm 2 Plug-In parameters, and then go to the Ableton Live "Control Chooser" for your track and you'll be able to access each of these as automatable parameters.

The assigned Automation Slots we configured now appear in the Live Control Chooser list as automatable parameters
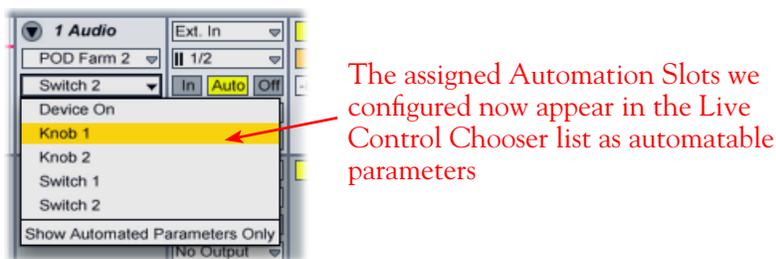
The Ableton Live track Control Chooser showing "configured" POD Farm 2 Plug-In parameters

Please see the Ableton Live documentation for more about its automation features. Also, see the *POD Farm 2 Recording Setup Guide* for more tips on Plug-In automation in different DAW host applications!

POD Farm Elements Plug-Ins - User Interface Overview

You can think of each of the several POD Farm Elements Plug-Ins as one "category" of amps or effects models from POD Farm 2 Plug-In, offered as an individual Plug-In. This allows you to expand your DAW capabilities with practically any conceivable number and combination of guitar amps, bass amps, cabs, preamps and/or effects - and to completely customize the order of these components within your signal chain! It is recommended to first read through the preceding POD Farm 2 Plug-In User Interface section, since the features within each Elements Plug-In window are essentially a "subset" of POD Farm 2, and function similarly. Each Elements Plug-In includes these same features and controls when loaded within your DAW host application, except where called out in the following descriptions.
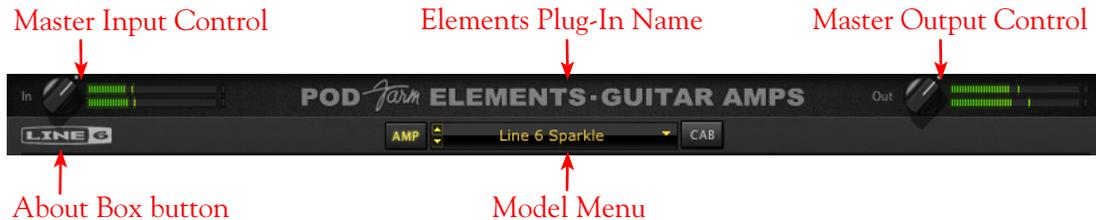

POD Farm Elements (Guitar Amps) Plug-In User Interface

"1 - Elements Main Control Bar"   "2 - Elements Edit Panel"

1 - Elements Main Control Bar

The top row of all Elements Plug-Ins' windows include the following common controls:

Main Control Bar - Elements "POD Farm Distortions" Plug-In

Note: The POD Farm Tuner Plug-In does not include the Main Control Bar Input & Output Controls or Model Menu.

- **Input Control** - Use the knob and meters here to optimize the audio signal fed into the Plug-In.* The "colorized" stereo level meters provide the following input level information:
  - The green to yellow range of the meters indicates up to -18 dB (instrument level).
  - The yellow range of the meters indicates from -18 dB to 0 dB (full scale).
  - The red "clip indicators" light up if the input exceeds 0 dB. Clipping should always be avoided!
  - If there is a mono input source, then only one meter is shown.

***

*Important! Setting your input level in the Elements Plug-Ins is critical for optimizing your audio signal quality. Here are some helpful tips for configuring Input levels:

- Some models are calibrated to receive an "instrument level" audio signal (-18 dB). Therefore, when using any of these models, it is best to adjust the Plug-In's Input Control knob so that the Input meters remain in the higher end of the green range. These "instrument level" models include all those in the following Elements Plug-Ins:

  - POD Farm Guitar Amps
  - POD Farm Bass Amps
  - POD Farm Distortions
  - POD Farm Filters
  - POD Farm Dynamics (excluding the "Compressor " model, which receives up to full scale input)

- When using any of the Elements Plug-Ins other than the ones mentioned above, the Plug-In's Input level can be set up to full scale.

***

- **Elements Plug-In Name** - Each Elements Plug-In type displays its name here.

- **Master Output Level Control and Meters** - Use the knob and meter here to optimize the audio signal from the Plug-In fed back to the host (post Plug-In processing).

  - The knob provides level adjustment up to +18 dB of output gain - for unity gain, set knob to the dot, as shown (or just double click on the knob to "reset" to unity).

  - Stereo level meters provide peak display with clip indicators.

***

TIP: Many of Elements Plug-Ins' models are capable of adding a significant amount of gain to your input signal, such as amps, distortions, compressors, etc. When using these types of models it is advised to adjust their individual "volume" and "gain" knobs to avoid boosting the output signal too high. Watch the Master Output meter and make sure it never indicates clipping. The Master Output knob can also be used to fine tune the overall Plug-In output level.

***

- **About Box button** - Click here to launch the About box and get the details about the POD Farm Elements the software version numbers, the authorized Line 6 device or iLok™ hardware and Add-On Model Packs in use.


Elements Plug-In About Box

- **Model Menu** - Offers selection of the available amp/preamp/effects models.

Additionally, the Elements Guitar Amps & Bass Amps and the Delays & Mods Plug-In interfaces offer a few more controls on the Main Control Bar.

Guitar Amps & Bass Amps Plug-Ins - Amp/Cab View Buttons - These buttons toggle the Edit Panel between displaying the amp model versus speaker cabinet model (see the following sections for more about selecting amps/cabs).
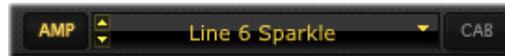
Delays and Mods Plug-Ins - System Tempo Buttons - These controls allow you to set a "System Tempo" that these time-based effects can automatically follow. Note that individual models can alternatively have their tempo set independently. Please see the POD Farm 2 Plug-In **System Tempo and Host Sync** descriptions page 3•12 for these for details on this functionality.

> Note: The model's individual FX Tempo/Speed SYNC button must be active for the model to follow these System Tempo settings. See the FX Tempo/Speed section on page 3•45.

2 - Elements Edit Panel

This section of the Elements Plug-In window displays all the editable parameters for the selected amp or effects model. Most of these amps, preamps and effects should have pretty familiar knobs and buttons if you've used some classic guitar, bass and studio gear. The Elements Guitar Amp & Bass Amp Plug-Ins offer additional options, as described below.

Elements Guitar & Bass Amp Plug-Ins - Amp, Cab & Mic Model Selection - Just like the big daddy POD Farm 2 Plug-In, these Amp Plug-Ins offer two different Edit Panel screens, switchable via the Amp and Cab buttons within the Main Control Bar. The Amp panel, not surprisingly, displays controls for amp models, and the Cab panel offers options for speaker cabinets, "Room" ambience amount and mic models:

Elements "POD Farm Guitar Amps" Amp Edit Panel

Elements "POD Farm Guitar Amps" Cab Edit Panel

Please see the POD Farm 2 Plug-In **Amp View** and **Cab View** descriptions on <u>page 3•8</u> for details. Functionality is the same for the Elements POD Farm Guitar Amps and Bass Amps Plug-ins.

Delays & Mods Plug-Ins - FX Time/Speed Controls - In addition to the System Tempo options described above on <u>page 3•44</u>, the individual delay and modulation models' Edit Panel also displays a set of individual tempo controls, which allow you to either follow the System Tempo (when this SYNC button is "on") versus setting a tempo manually via the Time or Speed knob in the Edit Panel.

Please see the POD Farm 2 Plug-in **FX Time/Speed Control** descriptions on <u>page 3•11</u> for details. Functionality is the same for these Elements Delay & Mod Farm controls.

POD Farm Elements Plug-In Parameter Automation

Like most good audio effects plug-ins, the Elements Plug-Ins are "automatable" from within your DAW host software - meaning, you can tweak the plug-in's parameters (e.g. - wah pedal position, delay mix level, amp volume, etc.) and your adjustments are recorded by the DAW in real-time and recreated during playback.

All major DAW host applications provide Plug-In parameter automation capabilities. Each application offers these options slightly differently, so it is recommended you consult your DAW software's documentation for its specific instructions. In all supporting DAW hosts, you'll be able to access a menu of parameters for any instance of an Elements Plug-In to choose exactly which of the Amp, Preamp or Effects models' parameter(s) you want to automate.

> **Note: Unlike the POD Farm 2 Plug-In parameters, the Elements Plug-Ins' parameters do not utilize "Automation Slots." Each Elements Plug-In's set of automatable parameters appear and are accessible within your DAW host instantly, as covered in this section.**

Each Elements Plug-In presents its list of parameter names in abbreviated form in order to accommodate length limitations of the host software. Additionally, each Elements Plug-In also offers two "Global" parameters to the DAW host for automation - Master Input and Master Output - which correspond to the Plug-In's level knobs on the Main Control Bar. The numbered parameters ("Param 1", "Param 2", etc.) are mapped to the parameters left to right within the Plug-In's Edit Panel (some models within each plug-in have slightly different names for each of these parameters, hence the generic naming).

> **Note: Please see the Elements Plug-In chapter in the *POD Farm 2 Advanced User Guide* for reference tables listing each "generic" parameter name and its corresponding parameter for each effect model.**

Here is an example of how the Elements "POD Farm Delays" Plug-In list of parameters appears in the Ableton Live® DAW host application's audio track automation menu (note that the "Device On" parameter is provided by Ableton Live):
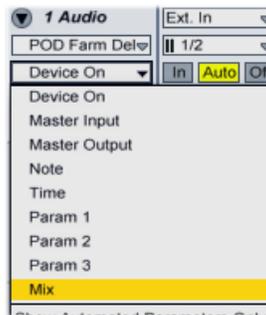
Ableton Live track Automation ("Control Chooser") Menu - Elements "POD Farm Delays" Plug-In

You'll see that each Plug-In offers one set of automation parameters, and these parameters remain constant, even if you select a different model within the Plug-In. For example, say you have inserted the POD Farm Delays Plug-In on your audio track, and you've selected the Analog Delay model. If you choose the Delay's "Mix" parameter within your DAW host's track automation menu, this will allow you to automate the Analog Delay model's Mix parameter as expected. If you then select the Tube Echo model within this same instance of the POD Farm Delays Plug-In, your host automation remains mapped to the "Mix" parameter, and automatically controls the mix for the Tube Echo model.

So, fire up that DAW of yours and start putting these great POD Farm 2 & Elements Plug-Ins to work. You'll be amazed at the array of sounds at your fingertips!

POD FARM™ 2 – STANDALONE OPERATION

This chapter covers running POD Farm 2 in "standalone operation." Note that all other features are identical in operation to those of the Plug-In, so please review the **POD Farm™ 2 Plug-In** chapter on page 3•1 for details on other features.

> Note that this document includes specifics covering the POD Farm software version 2.5. The standalone application remains titled "POD Farm 2," and this chapter will refer to it by this name throughout as well.

About the POD Farm Version 2.5 Application

New for version 2.5 is the ability for the POD Farm standalone application to be used with any manufacturer's Core Audio (Mac®) or ASIO® (Windows®) audio interface. When run in "Core Audio" or "ASIO®" Mode, POD Farm is a great tool for plugging in & jamming right on your computer. When used with a Line 6 POD Studio™, TonePort™ or GuitarPort™ USB audio device, POD Farm runs in its special "ToneDirect" Mode, which offers super low-latency monitoring, as well as the ability to route either your POD Farm-processed tone or a dry, unprocessed signal to the Record Sends. ToneDirect Mode adds the benefit of POD Farm to be used as a serious "front-end" for recording into your favorite DAW application!

> * Note that Line 6 POD® HD, POD® X3 and POD®xt devices are all capable of functioning as USB Core Audio or ASIO® audio interfaces! Therefore, you can use any one of these devices with the POD Farm version 2.5 standalone application to run in Core Audio or ASIO Mode. You'll want to bypass the hardware's own amp & effects models when using POD Farm so that you hear only the POD Farm processing applied to your input signal.

Launching POD Farm 2 in Standalone Operation

If you have a Line 6 USB audio interface (or PACE® iLok™ Smart key) which includes a POD Farm 2 license, it should be connected to your computer before launching the application. If you do not own a POD Farm 2 license, or if an authorized license cannot be found, the POD Farm standalone application will prompt you that it will run in "Trial Mode" (with a limited set of amp & effects models). For information please see "Purchasing the POD Farm 2 License" on page 1•3.
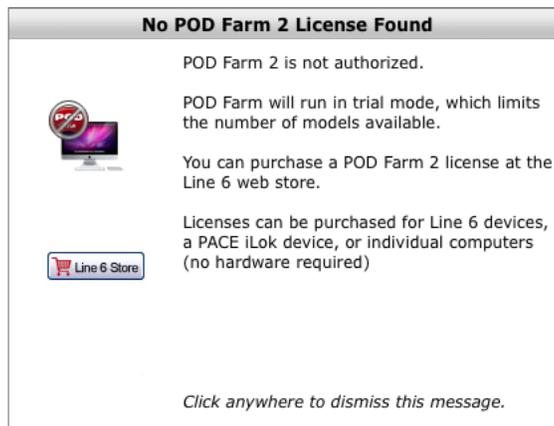
The POD Farm 2 "No License Found" alert

Selecting an Audio Device

Once the POD Farm 2 application is launched, your next step should be to go to the Hardware windows and select your audio device. The type of device selected determines whether POD Farm is run in "ToneDirect" Mode or "Core Audio" or "ASIO®" Mode. This is covered in <u>"Line 6 Audio Driver Options" on page 2•4</u>.

TIP: To check your POD Farm license status and view application version info, see <u>"The "About POD Farm" Window" on page 4•11</u>**.**

With your audio device selected, POD Farm should now be running and ready to rock! To follow we'll cover features for the POD Farm 2 standalone application in ToneDirect Mode and in Core Audio or ASIO® Mode.

POD Farm 2 Standalone Application - ToneDirect Mode

As mentioned earlier, when used with a Line 6 POD Studio, TonePort or GuitarPort audio device, the POD Farm 2 application offers additional features, which are covered here. These features are the same on Mac® or Windows®, unless otherwise noted.

ToneDirect™ Monitoring

When the POD Farm 2 standalone application is in ToneDirect Mode, an extremely low latency monitor signal is provided for your POD Farm 2 processed Tones. You'll see the ToneDirect Monitoring logo appear in the POD Farm window when launched in this mode.

POD Farm 2 standalone application in ToneDirect Mode

In ToneDirect Mode, the monitor signal is routed through your Line 6 device directly to its Main/Analog Outputs, while your input source signal is simultaneously fed to the Record Sends, which can be accessed as inputs into your DAW software for recording. This allows you to configure your Tones in POD Farm 2 as you want to hear them for your monitor signal independently, and then choose to feed either this "processed" signal, or a "dry", unprocessed signal to your DAW. Recording a dry signal in your DAW software allows you to then use POD Farm 2 Plug-In within the DAW track. Or, you can choose to feed the fully processed Tone from the POD Farm 2 standalone application to the Record Sends, and record your POD Farm 2 Tones exactly as you hear them! Please see the following Mixer View section for details on configuring the Record Sends.

Input & Output Controls & Meters

When in ToneDirect Mode, these controls at the top of the application function as follows.

Input Meter   Master Output Control

Input Meter - The meter provides peak display with clip indicators to measure the level of your selected Source Input(s).

- You'll see a Mono or Stereo meter here, depending on if you've selected either one or two Input Sources for Tone A & B (see "Tone A & B Input Source Menus" on page 4•3).

- The red "clip indicators" light up if the input exceeds 0 dB. Clipping should always be avoided!

Master Output Control - Use the knob and meter here to optimize the POD Farm 2 Tone A & B monitor output level.

> **TIP: The Master Output knob & meter control only the ToneDirect Monitoring output of POD Farm 2 (the signal you hear from your Line 6 hardware Main & Headphone outputs). Use the Mixer View's Record Send faders (see page 4•4) to independently control the levels fed to your DAW software for recording!**

- If you have a Dual Tone signal path, this controls the total mix of Tones A & B.

- The knob provides level adjustment from 0 (silence) to 100% (unity gain).

- Stereo level meters provide peak display with clip indicators.

Mixer View (ToneDirect Mode)

The controls in this section of the Mixer allow you to choose and adjust the input sources individually for the signal paths of Tone A and Tone B. Unique to ToneDirect Mode are selectable options for your Input Sources and Record Send signals within the Mixer View.

Tone A & B Controls   Record Send Controls

A/B Switch Box

The function of the A/B Switch Box is to allow you to route a single input source into either Tone A or Tone B, or into both. The functionality is the same as described for the POD Farm 2 Plug-In - see "Mixer View" on page 3•22.

Tone A & B Input Source Menus

- Each Tone's Input Source menu allows you to choose which of your Line 6 hardware's inputs (Instrument, Mic 1, Line Stereo, etc.) is routed to the respective Tone path. Note that the options available in the menu differ for Single versus Dual Tone modes.

> Note: When a Line 6 GX, D.I. or GuitarPort is the device in use, no Input Menus are displayed since these devices offer a single, "fixed" Instrument Input.

- In Single Tone mode, the Tone A Input Source menu lists each of the mono & stereo Input Sources your specific Line 6 device offers.

- In Dual Tone mode, there is an Input Source menu provided for each Tone. The Source menu for Tone A lists each of the mono inputs your device offers, The Source menu for Tone B is dynamic and contingent upon the source selected for Tone A.


The Tone A Input Source menu options with a UX2 device - Single Tone Mode (left) Dual Tone mode (right)

For descriptions of additional Tone A & B controls, please refer to the POD Farm 2 Plug-In chapter's section "Mixer View" on page 3•22.

> TIP: If you want to Mute only the Main, Analog Outs of your device but still hear your monitor signal through your Headphones output (such as when recording with a Mic, where you need to silence your monitor system in the room) use the "Mute Mains for Mic Record" option in the Preferences - Hardware window.

Record Send Controls

The controls in this section allow you to select the type of signal routed to POD Farm 2 Record Sends 1-2 & 3-4 (or Sends 9-10 & 11-12 for UX8 devices), and adjust Send output levels.
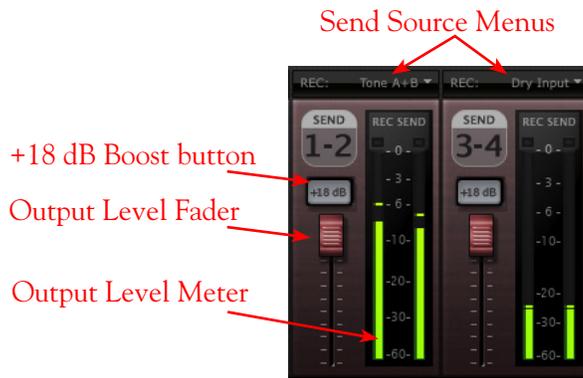
Send Source Menus - Select the audio Source you want fed independently to each Record Send. If POD Farm 2 is in Single Tone mode, the options available in the Source menus are:

- **Tone A** - The fully processed signal fed from Tone A.

- **Tone A (semi)** - A signal from Tone A which is processed only by any existing Amp/Cab/Preamp and effects models positioned to the left of them (i.e. - "Pre" positioned effects).

- **Dry** - A completely unprocessed signal from the Tone A assigned input source.

- If POD Farm 2 is in Dual Tone mode, the options available in the Send Source menus are:
    - **Tone A** - The fully processed signal fed from Tone A.
    - **Tone B** - The fully processed signal fed from Tone B.
    - **Tone A+B** - The fully processed signals fed from both Tone A & B.
    - **Dry** - A completely unprocessed signal from the Tone A & B assigned input sources.

Record Send Level Controls

- Use the **Level Fader** to adjust the output of each Record Send.
- Use the **Output Level Meter** to gauge your levels. The red clip indicator will light up if your level is too high - clipping should always be avoided to produce good quality recordings!
- Use the **+18 dB Boost** button if your Send signal is not hot enough. When this button is lit, an 18 dB gain boost is applied to the Record Send output signal.

Note: The Mixer View Record Send (Send Source menu, Send Level, Balance and +18 controls) are "global" settings - meaning, they are not saved individually with each Tone Preset, but rather persist regardless of the Tone Preset loaded. However, you may see the Send Source menu options change accordingly when loading a Preset with a Single Tone versus Dual Tone configuration.

POD Farm 2 Standalone Application - Core Audio / ASIO® Mode

When POD Farm is used with any Core Audio device (Mac®) or ASIO device (Windows®), the functionality is as follows.

Mixer View (Core Audio or ASIO® Mode)

The functionality for the Mixer is the same as described for the POD Farm 2 Plug-In - see .

Tone A & B Controls

Input & Output Control & Meters

When in Core Audio or ASIO® Mode, these controls at the top of the application function as follows.

Input Control   Master Output Control

Input Control & Meter - Use the knob and meter here to optimize the your input level. Be aware that many POD Farm models (such as amps, compressors, distortion effects, etc.) are capable of adding quite a bit of gain, so it is best not to shoot for a moderate input level. The red "clip indicators" light up if the input is too high.

Master Output Control - Use the knob and meter here to optimize the POD Farm 2 Tone A & B level fed to your audio device's outputs.

- If you have a Dual Tone signal path, this controls the total mix of Tones A & B.
- The knob provides level adjustment from 0 (silence) to 100% (unity gain).
- Stereo level meters provide peak display with clip indicators.

POD Farm 2 Standalone Application - Common Features

Within this section are the features which function the same whether POD Farm is running in ToneDirect, Core Audio or ASIO® Mode.

Tuner View

Click the Tuner View button on the Main Control Bar to display the Tuner and pluck a string on your guitar or bass and get in tune!

Pitch Indicator   "Flat" Indicator Arrow   Note Display

Reference Control   Mute Switch
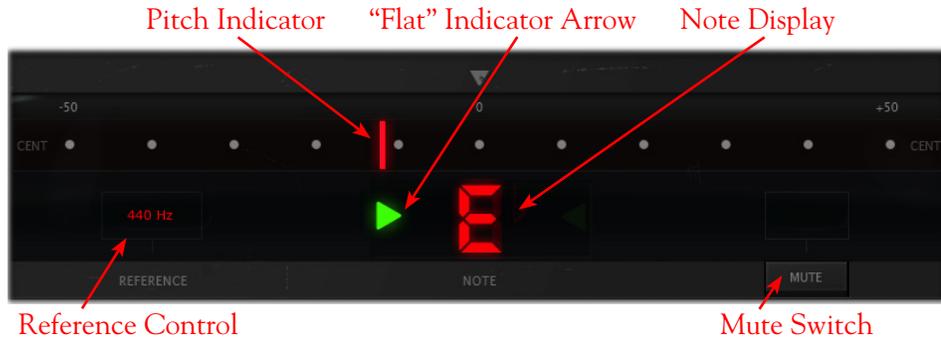
See the POD Farm 2 Plug-In chapter's "Tuner View" on page 3•21 for descriptions of the Tuner controls.

POD Farm 2 MIDI Control

Like POD Farm 2 Plug-In, POD Farm 2 in standalone operation also offers remote control over the majority of its parameters via an external MIDI controller device! The functionality is essentially the same as with POD Farm 2 Plug-In, so please refer to "POD Farm 2 Plug-In MIDI Control" on page 3•29. To follow we've listed the details that are unique for MIDI control with POD Farm 2 in standalone operation.

Configuring POD Farm 2 for MIDI Control

You first need to configure POD Farm 2 to receive MIDI communication from your connected MIDI controller device. Be sure to connect your MIDI device to your computer before launching POD Farm 2, then make the following settings.

- Launch the POD Farm 2 Preferences dialog and go to the MIDI tab. Here you will be able select any connected MIDI controller device (or any MIDI Input Port to which your device is connected):
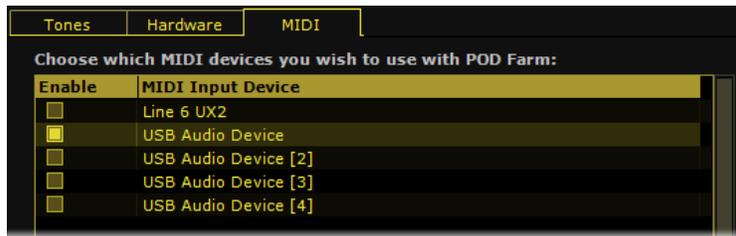

Preferences - MIDI dialog, selecting a MIDI controller device (Mac OS® X)*

> ***FBV MkII Users -** Note that you'll see the four FBV MkII MIDI ports appear titled differently depending on your computer's operating system, as shown below.

Preferences - MIDI dialog on Windows® 7 or Windows Vista®

Preferences - MIDI dialog on Windows® XP

- In the above examples you can see that we've chosen to receive MIDI from only the Port 1 output of the connected Line 6 FBV Shortboard MkII. (Note that our connected Line 6 UX2 device is also an option, since its Footswitch 1 & 2 connections can be configured to send MIDI commands!)

- You then need to configure your MIDI controller to transmit whatever MIDI commands are desired, as mentioned in "POD Farm 2 Plug-In MIDI Control" on page 3•29.

POD Farm 2 Presets with Pre-configured MIDI Assignments

As described on page 3•29 for POD Farm 2 Plug-In, the "pre-configured" MIDI control assignments are also available for most of the "POD Farm 2" Source Folder's Tone Presets. The POD Farm 2 standalone application additionally includes several pre-configured "Global" MIDI assignments. As the "Global" label suggests, these MIDI assignments are accessible at all times, regardless of the Tone Preset loaded! (Note that this differs from the POD Farm 2 Plug-In behavior, where Global MIDI assignments are only retained for the specific instance of the Plug-In, whereas in the standalone application, they are always retained unless you clear them.)

The MIDI control settings that are required to access the pre-configured Global MIDI assignments are as follows:

POD Farm 2 Global Parameter	MIDI Command
Tap Tempo - Tap repeatedly to set the System Tempo	MIDI CC 4, Values 127 = On, 0 = Off
A/B Switch - Switches between Tone A & Tone B	MIDI CC 16, Values 127 = B, 0 = A
Tuner View display - Toggles Tuner display On/Off	MIDI CC 17, Values 127 = On, 0 = Off
Tone A Level - Adjusts Tone A output level	MIDI CC 7, Value 0 thru 127
Tone B Level - Adjusts Tone B output level	MIDI CC 7, Value 0 thru 127

POD Farm 2 standalone application - pre-configured Global MIDI assignments

As you can see in the table above, both the Tone A & B Levels can be accessed by a MIDI CC 7 command. This allows you to set a MIDI expression pedal to transmit CC 7 to control both Tone output levels simultaneously! If your current POD Farm 2 configuration includes only a single Tone, then the Tone B Level, and A/B switch assignments will not perform any action.

FBV MkII Users: All MIDI commands listed in the above table are included in the "POD Farm 2-Shortboard" FBV Control preset for Shortboard. The Tone A & B Level MIDI commands are included in the "POD Farm 2-Express" FBV Control preset for the Express (see <u>"MIDI Controller Devices" on page 3•29</u>**).**

MIDI Learn

POD Farm 2 in standalone operation offers MIDI Learn functionality, which allows you to assign your MIDI device's pedals, knobs and switches to POD Farm 2 parameters in just a few clicks of the mouse. You can use MIDI Learn to create your own mappings to POD Farm 2 "Local" and "Global" parameters. The functionality is the same as described for POD Farm 2 Plug-In - please refer to the POD Farm 2 Plug-In chapter's <u>"MIDI Learn" on page 4•9</u> for details.

MIDI Control for Setlist & Preset Navigation

Just like the POD Farm 2 Plug-In, the POD Farm 2 standalone application also offers the same options for using your external MIDI controller device to navigate through Setlists & their Tone Presets. Please see <u>"MIDI Control for Setlist & Preset Navigation" on page 3•33</u>.

In addition to the POD Farm 2 Plug-In options, we've also created some pre-configured Global MIDI assignments for accessing Setlists and Presets in the POD Farm 2 standalone application. Set your MIDI controller device's switches to send the following MIDI CC values to access these navigation settings. You'll also be able to see these settings within the MIDI Assignments View (see next section).

POD Farm 2 Global Parameter	MIDI Command
Next Preset	MIDI CC 20, Values 127 = On, 0 = Off
Previous Preset	MIDI CC 21, Values 127 = On, 0 = Off
Next Setlist	MIDI CC 27, Values 127 = On, 0 = Off
Previous Setlist	MIDI CC 26, Values 127 = On, 0 = Off

MIDI Assignments View

This display allows you to easily reference and manage MIDI control assignments for the POD Farm 2 standalone application. Here you can view the MIDI commands in use to access all existing "Global" MIDI assignments, as well as any "Local" MIDI assignments that exist for the current Tone Preset. Use the "Clear" buttons to remove any MIDI assignments. Note that Global assignments persist regardless of the current Tone Preset, so clearing any Global assignments removes them completely. Local assignments are saved individually with each Tone Preset.
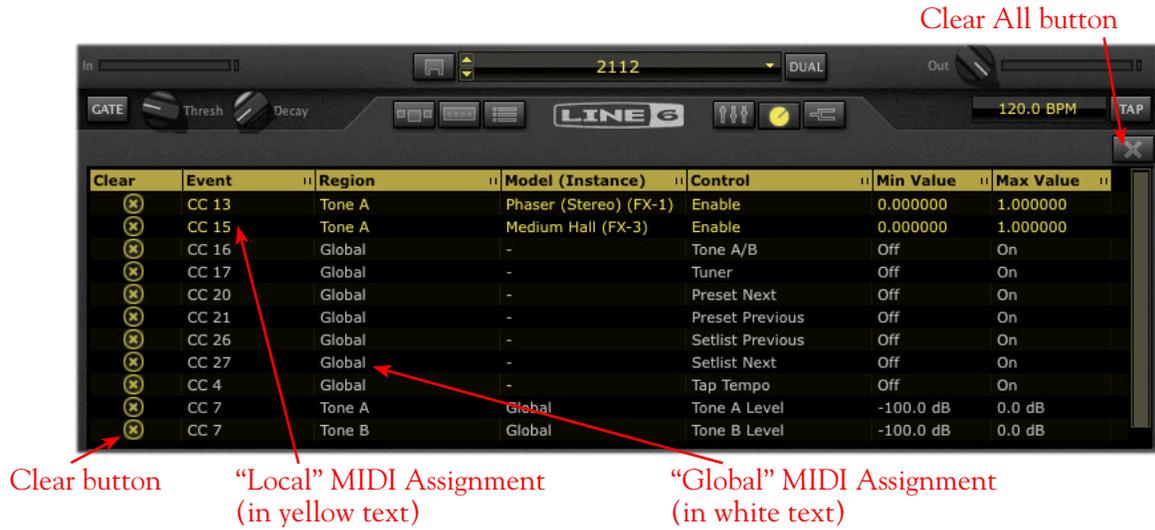
The MIDI Assignments View

Unlike POD Farm 2 Plug-In, there are no "MIDI" and "Automation" display buttons at the top left of the Assignments View within the POD Farm 2 standalone application. Parameter Automation is a feature offered only within the Plug-In and therefore, no Automation View display exists in the standalone application. The features for the MIDI Assignments display within the POD Farm 2 standalone application are otherwise the same as described for the POD Farm 2 Plug-In - please see "MIDI Assignments View Display" on page 3•34.

The "About POD Farm" Window

You can check your license & device status within the **About POD Farm** window, accessed via the "Line 6" logo button on the Main Control Bar of POD Farm 2. To follow are examples.

- The bottom left of this About Box indicates we're running POD Farm 2 Version 2.50, in Trial Mode:

- In the following example the About Box indicates we're running POD Farm Version 2.50 with the POD Farm 2 Platinum licence, which is installed on our UX2 device. Note that all Model Packs appear as authorized at the bottom right, since these are included with the "Platinum" license.

Application Menu Commands

To follow are descriptions for commands found in the POD Farm 2 application menus. Note that there are some differences in the location of some commands between Mac OS® X and Windows®, as called out in these descriptions. Follow the links for the related sections describing these features.

POD Farm 2

(This menu is shown only on Mac®)

- **About POD Farm** - Launches the About POD Farm window, which includes info about your connected hardware, software version, Add-Ons & other geeky stuff - see "The "About POD Farm" Window" on page 4•11.

- **Preferences** - Launches the Preferences dialog, where you can configure various POD Farm 2 application settings. For details on settings found in the Preferences, please see the *POD Farm 2 Advanced User Guide*, available for download from the POD Farm Online Help site.

- **Quit POD Farm 2** - Exits the application.

File

For details on Tone Preset files and the behaviors for the following commands, see "Presets View" on page 3•12.

- **New** - Loads a new, empty Tone Preset so you can build your own Tone from scratch.

- **Open** - Loads an existing saved Tone Preset file.

- **Save** - Saves the currently loaded Tone Preset.

- **Save As** - Saves a copy of the currently loaded Tone Preset

- **Tone Info** - Launches the Tone Info dialog, where you can add descriptive & searchable text that is saved with the Tone Preset.

- **Preferences (Windows® only)** - Launches the Preferences dialog, where you can configure various POD Farm 2 application settings. For details on settings found in the Preferences, please see the *POD Farm 2 Advanced User Guide*, available for download from the POD Farm Online Help site.

- **Recent Tones** - Presents a list of your recently opened Tone Presets.

- **Exit (Windows® only)** - Exits the application.

Window

(This menu is shown only on Mac®)

- **Minimize** - Minimizes main application window.

Help

- **POD Farm Help** - Launches this PDF document you are now reading.

- **Online Support** - Takes you directly to the Line 6 Community Support site.

- **Hardware & Driver Settings** - Launches the Line 6 Audio-MIDI Devices dialog, where you can make adjustments for your USB audio driver and MIDI options.

- **Update with Line 6 Monkey** - Launches Line 6 Monkey, the intelligent, online update software. Please see <u>"" on page 1•10</u>.

- **About POD Farm (Windows® only)** - Launches the About box, which includes info about your connected hardware, software version, Add-Ons & other geeky stuff - see <u>"The "About POD Farm" Window" on page 4•11</u>.

Hungry for more info? Please visit the <u>POD Farm Online Help</u> **page on the Line 6 site for additional documentation covering Line 6 POD Farm 2, USB devices, Recording Setup, MIDI Control and more! Also check out the many helpful** <u>Line 6 Online Video Tutorials</u>**.**