



M13 Stompbox Modeler

Pilot's Handbook

Manuel de pilotage

Pilotenhandbuch

Pilotenhandboek

Manual del Piloto

An in-depth exploration of the advanced technologies and pulsing tonal pleasures of M13 Stompbox Modeler.

See www.line6.com/manuals for additional info

The serial number can be found on the bottom of your M13 Stompbox Modeler. It's the number that begins with "(21)". Please note it here for future reference:

SERIAL NO: _____

WARNING: To reduce the risk of fire or electric shock, do not expose this appliance to rain or moisture.

CAUTION: To reduce the risk of fire or electric shock, do not remove screws. No user-serviceable parts inside. Refer servicing to qualified service personnel.

NOTICE: This equipment has been tested and found to comply with the limits for a Class B digital device pursuant to Part 15 of FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.



The lightning symbol within a triangle means "electrical caution!" It indicates the presence of information about operating voltage and potential risks of electrical shock.



The exclamation point within a triangle means "caution!" Please read the information next to all caution signs.

You should read these Important Safety Instructions Keep these instructions in a safe place

Before use, carefully read applicable items of these operating instructions and safety suggestions.

1. Obey all warnings on the M13 Stompbox Modeler, and in this Pilot's Handbook.
2. Do not place near heat sources, such as radiators, heat registers, or appliances which produce heat.
3. Guard against objects or liquids entering the enclosure.
4. Connect only to AC power outlets rated 100-120V or 230V 47-63Hz (depending on the voltage range of the included power supply).
5. Do not step on power cords. Do not place items on top of power cords so that they are pinched or leaned on. Pay particular attention to the cord at the plug end and the point where it connects to the M13 Stompbox Modeler.
6. Unplug your M13 Stompbox Modeler when not in use for extended periods of time.
7. Do not perform service operations beyond those described in this Pilot's Handbook. In the following circumstances, repairs should be performed only by qualified service personnel:
 - liquid is spilled into the unit
 - an object falls into the unit
 - the unit does not operate normally or changes in performance in a significant way
 - the unit is dropped or the enclosure is damaged
8. Prolonged listening at high volume levels may cause irreparable hearing loss and/or damage. Always be sure to practice "safe listening."

Please Note:

Line 6, DL4, MM4, FM4, DM4, Echo Pro, Vetta and Verzilla are trademarks of Line 6, Inc. All other product names, trademarks, and artists' names are the property of their respective owners, which are in no way associated or affiliated with Line 6. Product names, images, and artists' names are used solely to identify the products whose tones and sounds were studied during Line 6's sound model development for this product. The use of these products, trademarks, images, and artists' names does not imply any cooperation or endorsement.

OVERVIEW

FX

M13 Stompbox Modeler packs in 80 models of classic and Line 6-original effects, pulled directly from our world renowned DL4, MM4, FM4, DM4 and Verbzilla stompboxes.

- The 4 FX Units can run up to 4 effects at once, total.
- Each FX Unit has 3 memories, which can run any model of any type—switching between the memories is like swapping out one stompbox for another.
- The FX are organized into 5 types:
 - **DISTORTION (yellow)** has all the distortion, overdrive and fuzz effects from DM4—plus several stompbox compressors and a volume pedal
 - **DELAY (green)** has all the delay and echo models from DL4 and Echo Pro
 - **MOD (blue)** has the chorus, phaser, flanger, rotary and other models from MM4
 - **FILTER (purple)** provides a range of synth, wah and filter effects from FM4
 - **VERB (orange)** has the studio-grade reverbs and vibe-rich Octoverb from Verbzilla

Looper

A built-in looper runs along with all the effects, providing 28 second mono operation.

- The looper can run before or after the FX Units, with footswitch pre/post switching
- Undo lets you discard the last recording pass
- You can run the loop in reverse or at half speed (for 56 seconds loop time)
- Adjustable ODUBLVL reduces the volume of previous overdubs as you layer audio

Scenes

There are also 12 scenes, each of which is a complete pedalboard, storing all the settings of the A/B/C memories of the 4 FX Units.

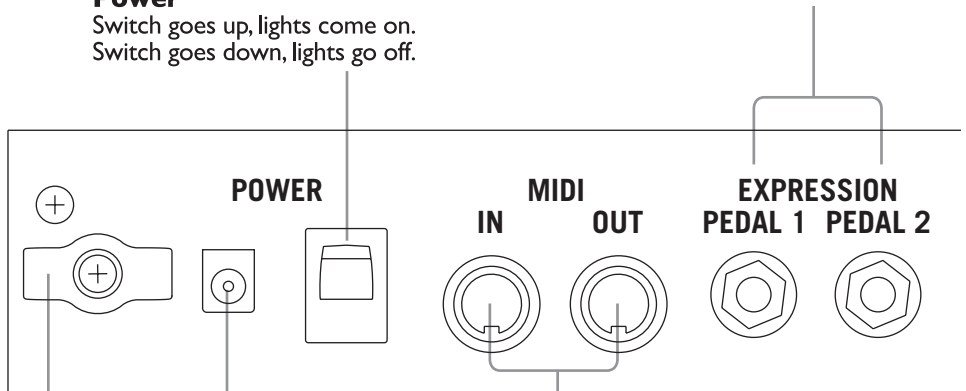
- We've loaded each scene with an example pedalboard, to get you inspired

Expression Pedal 1 & 2

Compatible with standard expression pedals, including the Line 6 EX-1. Control FX parameters in real time by assigning them to either of these expression pedal inputs. **See Scenes & Scene Setup.**

Power

Switch goes up, lights come on.
Switch goes down, lights go off.



Connect included PX-2
Power Supply here.

Cable Retainer

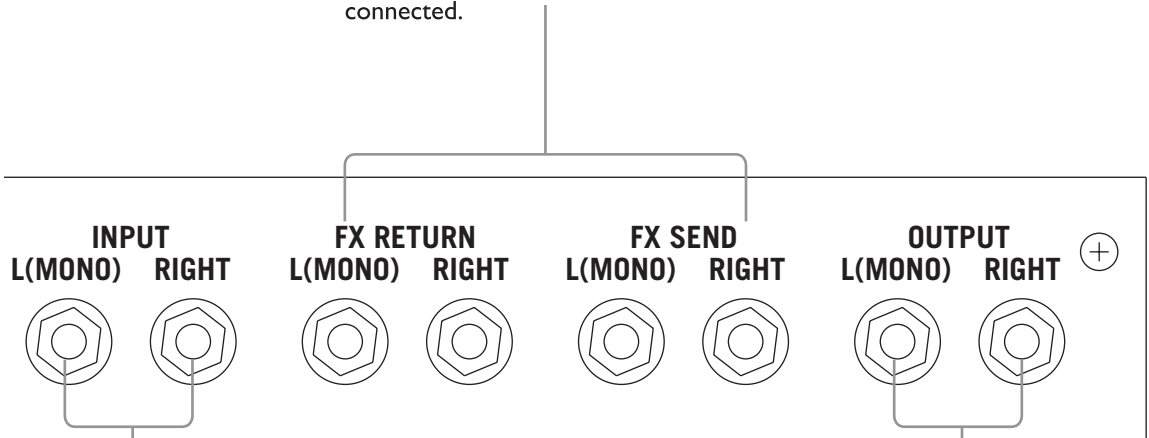
Wrap your power supply
cable around this once or
twice to prevent an
accidental disconnect.

MIDI IN/OUT

Please see www.line6.com/manuals
for the skinny on MIDI features, which
allow you to remote control scene
changes, FX unit memory selection, looper
operation, expression pedals, and tap
tempo. Plus dump and receive scene data
via MIDI System Exclusive messages.

FX LOOP

This loop is assignable anywhere in the chain of M13 Stompbox Modeler's FX Units, and is ignored when a return is not connected.



STEREO INPUT

When connecting your guitar or other mono source use the L(MONO) input.

STEREO OUTPUT

For mono output, use the L(MONO) output.

Press knob to select DELAY, MOD, DISTORTION, FILTER or REVERB
(display color will change to match), then
turn to select Model of that type

A display says
BYPASS and is
unlit when that
FX Unit is off

Each display shows
current settings for
that FX Unit

The letter indicates
whether the A, B or
C memory is
running

All 4 FX Units can
be on at once

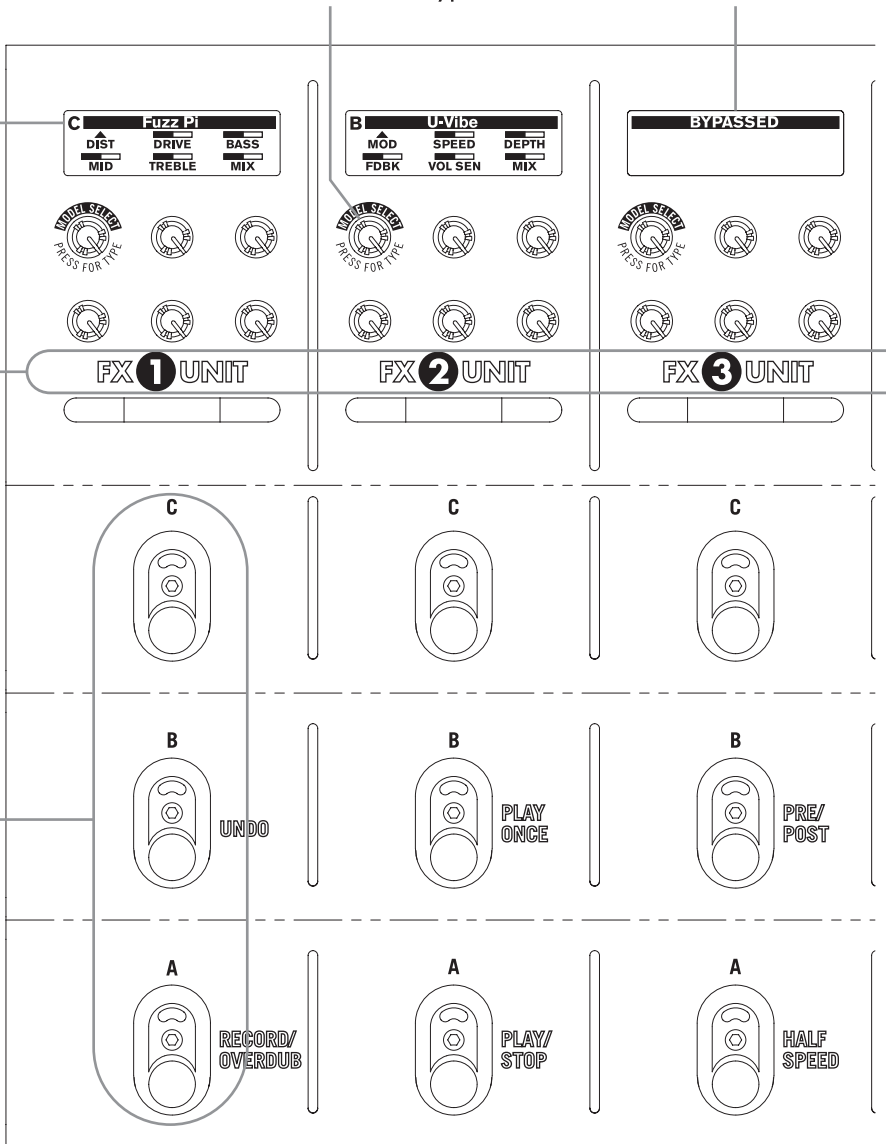
Each FX Unit
has 3 memories
(A, B and C)

1 of the 3 can be
active: its footswitch
light will be brightly
lit, and colored to
show effect type

Inactive switches are
dimly lit, colored to
show effect type

Step on a footswitch
to activate that
memory

Step on the active
(brightly lit)
footswitch to fully
bypass the FX Unit

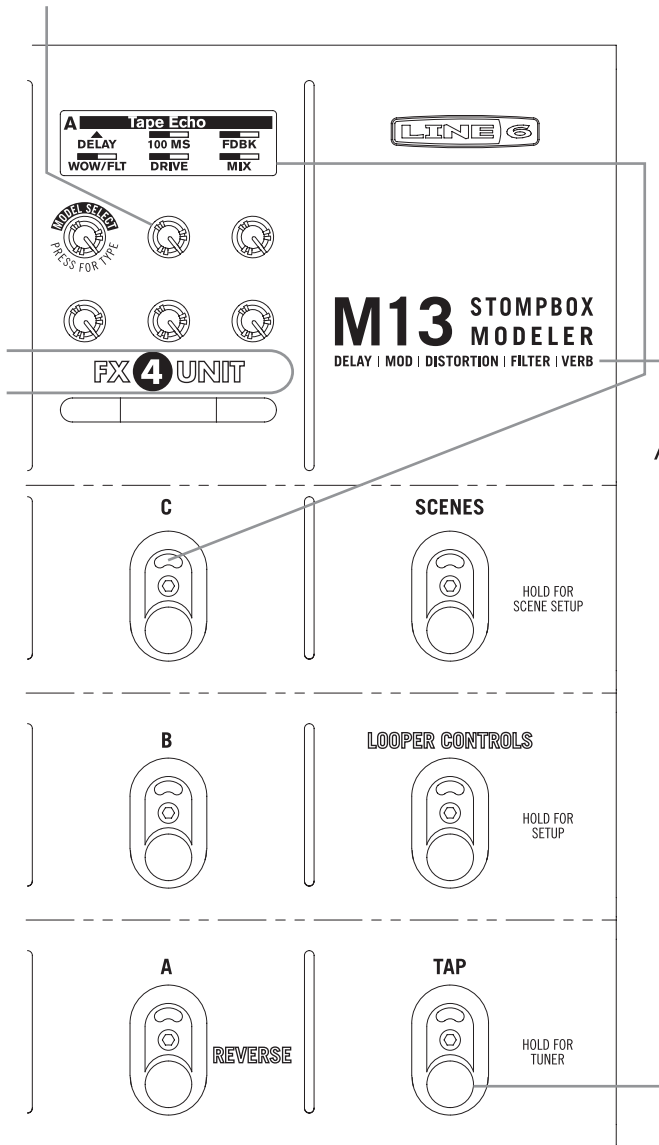


Input audio feeds FX Unit 1, which feeds... FX Unit 2, which feeds... FX Unit 3, which feeds...

Basic Operation

Some effects, including all delays, have time or speed parameters

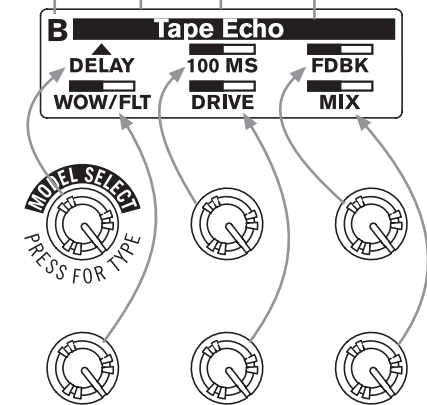
- Always controlled by second knob
- Turn knob all the way to maximum to enable/disable TAP control
- While enabled for TAP, turn knob to choose note value



Colors of displays and foot switch lights indicate current effect types

Active Memory

Model Name



Knobs control settings as shown above

Tap to set the time/speed/tempo of all TAP-enabled effects

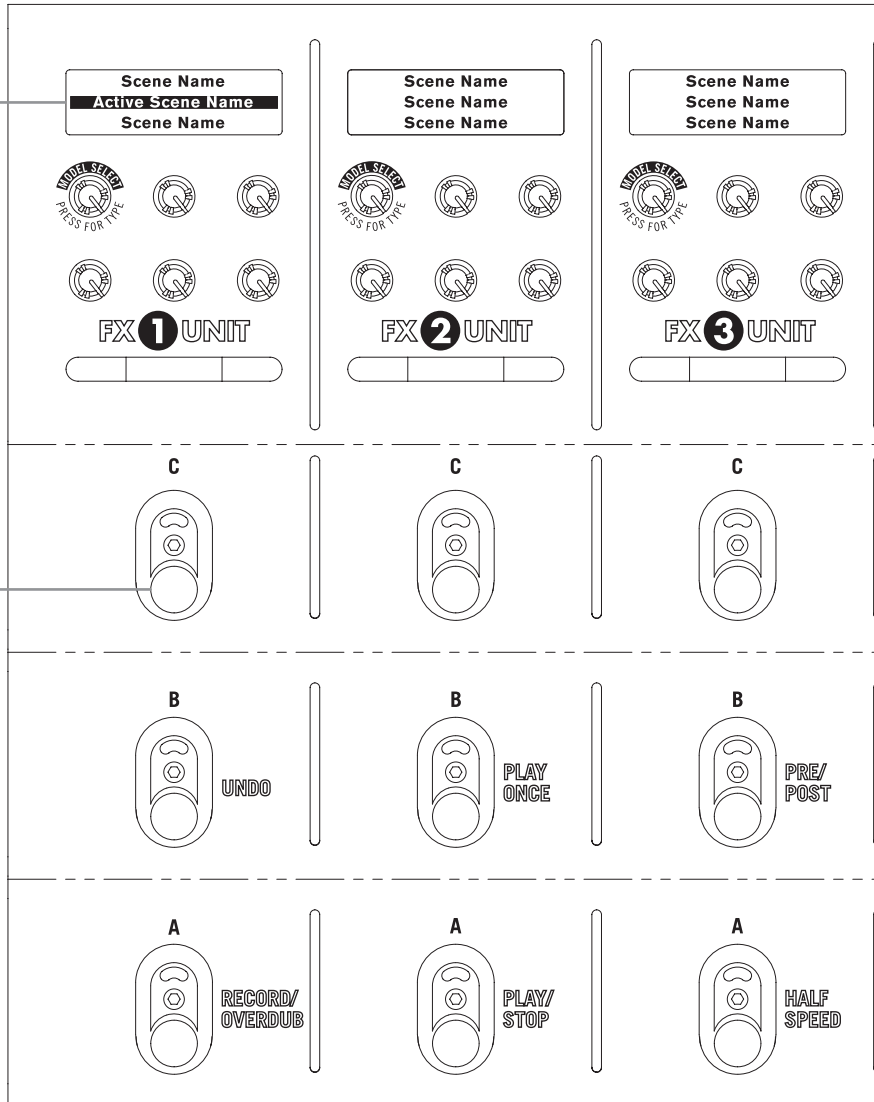
HOLD to activate tuner (effects and looper are disabled)

...FX Unit 4, which feeds audio outputs

Step on SCENES briefly to show the 12 scene memories

All displays are lit white, and show the scene names

The name of the currently selected scene is inverted, and its footswitch light is lit

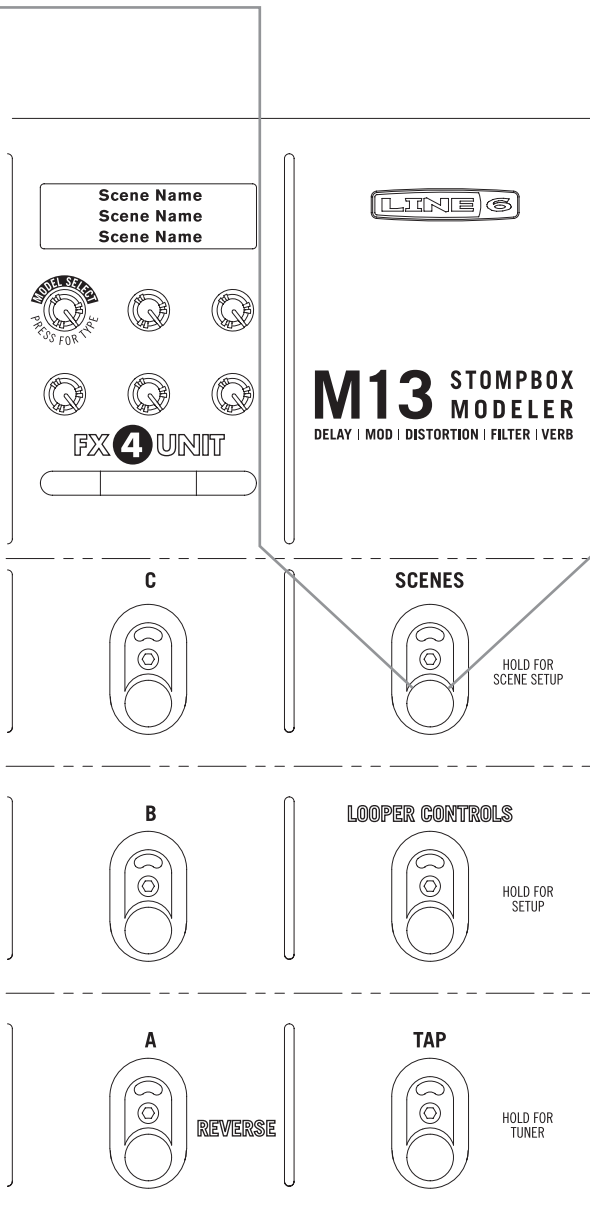


The lit footswitch indicates the current scene

Step on one of the other footswitches to select that scene (or step on the lit footswitch to bypass all effects)

Normal operation then resumes

Scenes & Scene Setup



Hold SCENES for SCENE SETUP (the SCENE footswitch light flashes continually)



- Scene names are shown in displays, with the one current scene's name inverted



- Press an A/B/C footswitch, and the display for that scene allows renaming: turn MODEL SELECT (changes the current character) and upper right knob (chooses which character in name to change)
- You can make a copy of this scene, to another scene memory: hold the footswitch for the scene you want to copy to, for 3 seconds



- The display will show Copy Completed for 2 seconds, then allow you to name that scene (and copy it again if desired)
- Press SCENES footswitch to return to normal operation

In addition to all the FX settings, a scene stores the signal position of the send/return loop, plus the expression pedal assignments, so those can change with each scene

Step on LOOPER CONTROLS footswitch to control Looper

Step on it again to return to normal operation (looper continues to run, if not already stopped)

Displays continue to show active effects, which can be adjusted by the knobs as usual

Bottom rows of footswitches control the looper

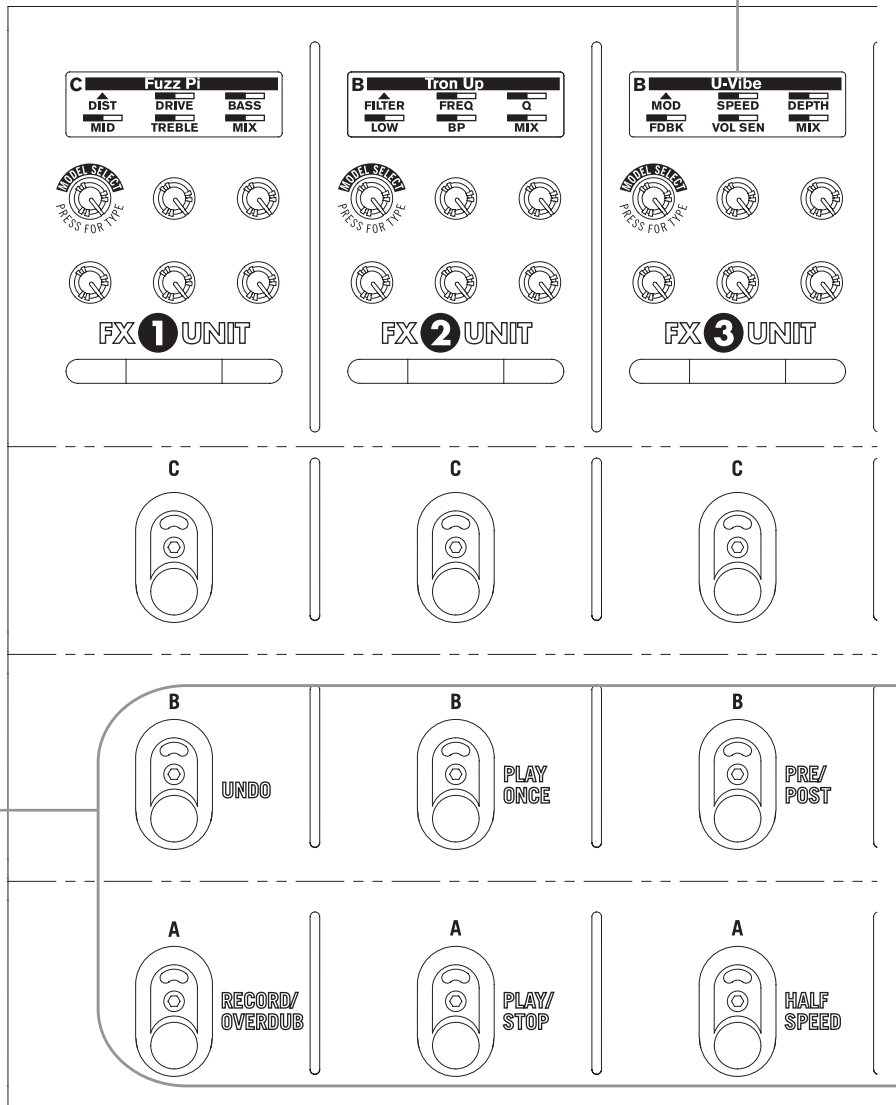
Press RECORD/OVERDUB to begin recording a loop and press PLAY/STOP to stop recording and immediately play the loop, or press RECORD/OVERDUB again to immediately begin overdubbing (light flashes).

PLAY ONCE can be pressed from stop or during playback, to cause play to end when the loop completes

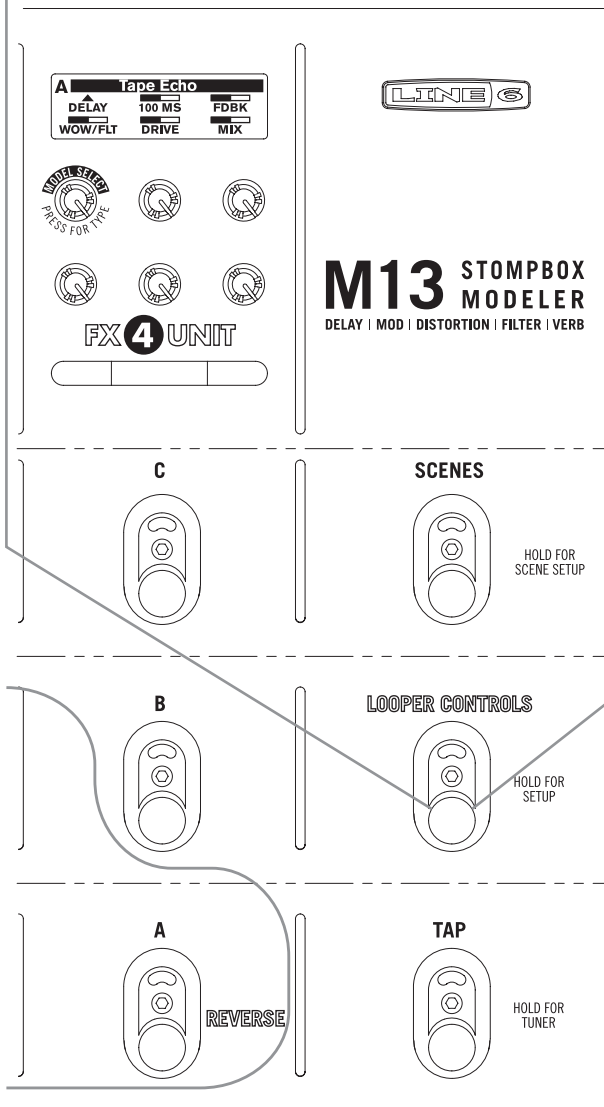
UNDO discards last overdub

PRE/POST routes looper before FX Units, or after

REVERSE cannot be switched during record, but you can step on the switch to "arm" it, then step on record (or play), for reversed operation



Looper & Setup



HOLD the LOOPER CONTROLS footswitch to access SETUP features (and press it again to dismiss this mode). The 4 displays show these SETUP features:

1 Expression Pedals

FX1:PDL2 FX2:PDL1
FX3:PDL2 FX4:OFF

- Each FX Unit can be controlled by one of the expression pedals, or none
- A pedal can control more than one FX Unit
- Set pedal to heel, make desired settings, move to toe, make desired settings, then pedal between them

2 Looper: Levels EQ

PLAY HI CUT
OVERDUB LO CUT

- PLAY sets looper playback level
- Set OVERDUB below max and previously recorded audio fades in volume with each overdub
- LO CUT and HI CUT allow you to roll off the high or low end of your looped audio

3 Bypass Scenes FX Lp

TRUEBYP AUTOSAVE POSTFX1

- See True Bypass section for info on the relay-switched analog bypass option
- Auto-save for scenes can be defeated
- The send/return loop can be run before all the FX Units, or after any of them

4 MIDI Displays

DUMPALL?
CH 1 CONTRST

- Turn MODEL SELECT to choose MIDI dump or receive, and press knob to activate that function
- You can dump all scenes (for a full backup), or any single scene

DETAILS

Constant Memory

As you adjust an effect (say, a Screamer distortion running in effect memory A of FX Unit 1), those adjustments are retained as you switch away to a different A/B/C memory and back again—no save function is required. It's just as if you were adjusting different physical stompboxes, each of which would still have the last knob settings you made to it. The same is true as you switch scenes, swapping one virtual pedalboard for another: when you come back to a previously used scene, it loads with all the last adjustments you made to it, just like a real pedalboard of physical stompboxes would.

If you prefer that scenes not remember your last adjustments, hold the **LOOPER CONTROLS** footswitch to activate **SETUP** mode, then set the **Scenes** parameter to **MNLSAVE** (Manual Save) instead of **AUTOSAVE**. You will then need to use the scene setup mode any time you want to manually force a “save” of current settings to a scene: hold **SCENES**, step on the switch for the current scene, then step and hold on that same switch again to complete the “save” (display will say **Copy Completed**).

Tap Tempo

Tap tempo is available for all Delay effects, most Mod effects, and some Filter effects (details at www.line6.com/manuals). For these effects, turn the second top row knob of the FX Unit all the way to max, and you'll switch between tap tempo and regular control modes. Once you're in tap tempo control mode, turn the knob to select one of the available note values. Tap 2 or more times on the TAP switch, and all the effects set to tap tempo control will change their time/speed/tempo to match the tempo you tapped. To end tap tempo operation for an effect, turn the knob to max again.

Note: Parameters set to tap tempo control are NOT affected by expression pedal operation.

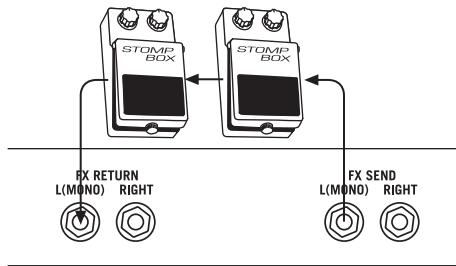
Mono/Stereo

Some Models (like Stereo Delay) provide stereo operation. When run before a mono model (like a distortion), the signal will collapse to mono as it feeds the mono effect, and will then be passed on in mono to the next effect or outputs.

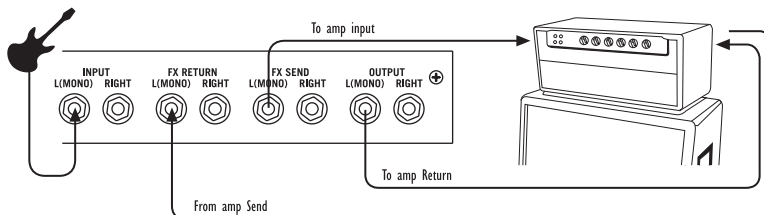
Send/Return Jacks for External Effects or Amps

The rear panel send/return jacks are stompbox/instrument level unbalanced connections that allow you to connect external devices in series with M13 Stompbox Modeler's effects. From the **SETUP** mode, you choose where this occurs in the signal flow: before all FX Units, inserted between any one of them, or after them all. This setting is stored as part of each scene, so different scenes can use the send/return differently. And if you don't connect to the return, the loop will be ignored, and will not affect the signal flow (but still sends signal, allowing you to use just the send to feed a tuner).

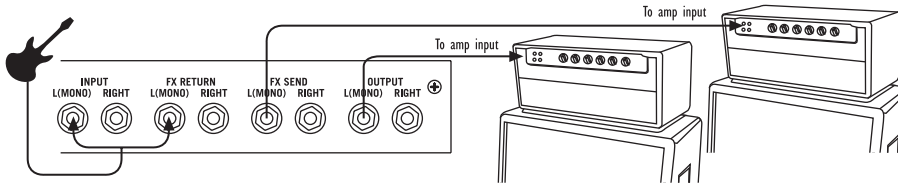
A typical use would be running one or more external effects in the send/return loop:



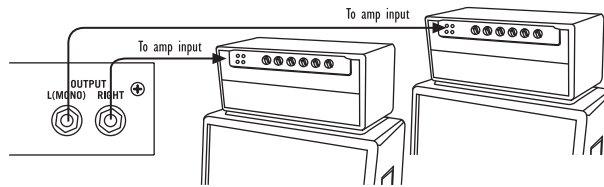
How about using some of the FX Units to feed your guitar amps' input, and others in your amp's effects loop? No problem. Let's have FX Unit 1 and 2 feed your amp's input, and put FX Unit 3 and 4 in your amp's effect loop. First, set the send/return loop to run after FX Unit 2. Then, hook up like this:



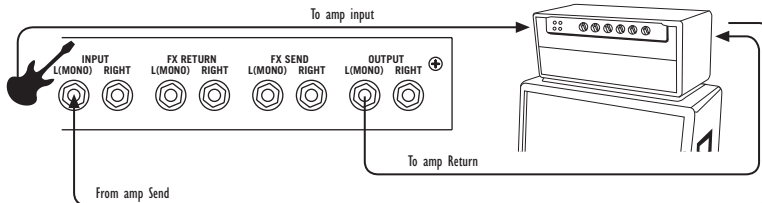
Or for real fun, try splitting effects to 2 separate amps: set the send/return loop to run after FX Unit 2 and set up as shown next. FX Unit 1 and 2 will feed the first amp, and FX Unit 3 and 4 feed the second amp:



Or just run the full set of FX Units out to 2 amps in true stereo like so:



You could also hook up like this, to put M13 Stompbox Modeler into your amp's effect loop without using M13 Stompbox Modeler's send/return jacks at all:



These are just a few examples. Be creative!

True Bypass

You can choose in **SETUP** whether to use the True Bypass or DSP Bypass. If you choose True Bypass, that will be activated when all FX Units are bypassed, the looper is not running, and nothing is connected to the external effect loop return. In that state, relays will switch your signal to an all-analog path. As usual with any relay switching system, you may hear an audible click in your audio as the relays switch. If you choose DSP Bypass instead, you'll get the benefit of hearing delay and reverb trails smoothly decay, rather than being immediately cut off, when you bypass.