LINE 6

POD Farm

VERSION 2 - BASIC USER GUIDE

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System Requirements - POD Farm™ 2 Plug-In & Standalone Operation

- 1 GB RAM minimum
- 1 GB free hard disk space minimum (10 GB or more recommended for audio recording)
- Hard drive speed 5400 rpm minimum (7200 rpm or faster recommended)
- 1024 x 768 minimum screen display resolution
- CD/DVD drive (if installing from POD Farm 2 CD)
- One free USB 1.1 or 2.0 compatible port on computer (USB hubs are not supported for Line 6 devices)
- Internet connection for online features
- Compatible Line 6 USB hardware or iLok (device must be connected to computer & authorized to use the POD Farm 2 Plug-In or POD Farm 2 in standalone operation):
  - **POD Farm 2 & POD Farm Elements Plug-Ins** - Line 6 POD Studio™, TonePort™, GuitarPort™, POD® X3, POD®xt, or iLok. iLok versions require iLok USB Smart Key (not included) and an Internet connection for activation
  - **POD Farm 2 Standalone Operation** - POD Studio™, TonePort™ & GuitarPort™

Mac®

- G5 dual 1.8 GHz or better
- Mac OS® X 10.4.11, 10.5 or 10.6
- AU, RTAS®, or VST® compatible host software required for Plug-Ins

Windows®

- Pentium® IV 1.4 GHz or better
- 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

Purchasing POD Farm 2

The POD Farm 2 software includes the POD Farm 2 & POD Farm Elements Plug-Ins and POD Farm 2 standalone application for Mac® and Windows® computers. POD Farm 2 requires a license to run either the Plug-Ins or standalone application in a non-restricted mode. This license is included with the purchase of a new Line 6 POD Studio device (purchased after the release of POD Farm 2), or is available for purchase if you own a Line 6 TonePort, GuitarPort, POD X3 or PODxt device. Special upgrade pricing is also available if you already own a license for the POD Farm 1.0 Plug-In - please see the Line 6 Online Store at www.line6.com/store/shop.

The POD Farm 2 and Elements Plug-In license is also available for an iLok USB key. Upgrade pricing is available for owners of the POD Farm 1 Plug-In iLok license. Please see <u>"POD Farm 2 for iLok"</u>.

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

Updating & Registering with Line 6 Monkey

> <u>Attention iLok users:</u> **You won't need to run Line 6 Monkey. Obtaining and authorizing the POD Farm 2 license (or POD Farm 2 upgrade) for an iLok USB key has its own simple, online process that you can perform on any Internet-connected computer. Please skip ahead to <u>"POD Farm 2 for iLok"</u> for details.**

Line 6 Monkey is the intelligent updater utility automatically installed with your POD Farm 2 application. It's a great idea to run Line 6 Monkey immediately after POD Farm 2 installation, and to do so often, to be sure you have the latest updates for all your Line 6 software and hardware products. Registering your Line 6 hardware is also very important because it ensures that you're dialed in for warranty service and makes it possible for us to contact you if new software versions or other cool enhancements are offered - cutting edge technology and such! So don't put this off any longer. Connect your Line 6 hardware to your computer and follow these steps to launch Line 6 Monkey.

- 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 so that Line 6 Monkey can communicate with the online Line 6 Server and provide you with exactly what you need. It's just a few clicks, and it's free!

- If you have a Line 6 account, type in your User Name and Password at the top of the Monkey dialog.
- If you have not yet created an account, click the New User button and you'll be walked right through the steps.

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 to obtain some updates and/or to activate some Line 6 products for use with your computer. 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 check the **Optional Add-Ons*** tab to see what other goodies might be available for your specific Line 6 device too!

> ***Note: All POD Studio UX1, UX2 & KB37 devices additionally include the FX Junkie Model Pack for free! You'll need to "activate" this, as well as any purchased "Add-On" Model Packs by running Line 6 Monkey - see the following section.**

Product Activation & Authorization

Some features of POD Farm 2 and your Line 6 hardware require "Activation" using Line 6 Monkey and a live Internet connection. Also, Line 6 USB devices require an "Authorization" step the first time you connect them to a computer. Please be sure to complete all the following steps before using POD Farm 2!

As mentioned above, Line 6 POD Studio, UX1, UX2, UX8 and KB37 devices include one or more Add-Ons already "installed" on the hardware device itself. When you connect your POD Studio device and launch Line 6 Monkey for the first time, if you are prompted to press the "Activate Features" button, then go ahead and do so to activate the included Add-On(s).
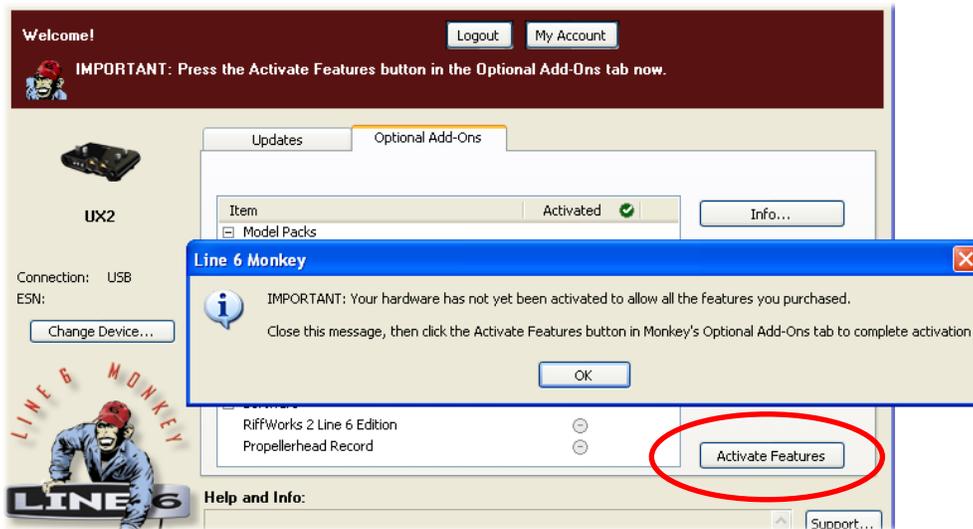
If you've purchased additional Add-Ons for your Line 6 device, you will have received a license key for each Add-On purchase directly from Line 6. Launch Line 6 Monkey, go to the Optional Add-Ons tab, and then follow these steps.

- You can find your Add-On purchase license key by logging into the Line 6 - My Account online page, and looking in the **License Keys** page (you can keep the Line 6 Monkey application window open while you go to the web site).

- Copy the numerical license key code that appears on this page.

- Go back to the Line 6 Monkey screen and click on the **Activate Purchase** button. A window will pop up, prompting you to enter the license key.
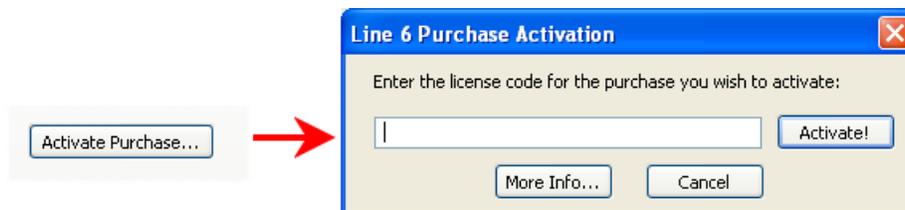
- Activation turns the Add-On features "on" in your POD Farm-compatible hardware, so they can operate in the POD Farm 2 standalone application and/or POD Farm 2 Plug-ins.

When using your Line 6 USB hardware on a new or different computer for the first time, you may also see the following message at the top of the Add-Ons tab - just click the **Authorize** button to finish configuring your computer to use your new hardware and Add-Ons.
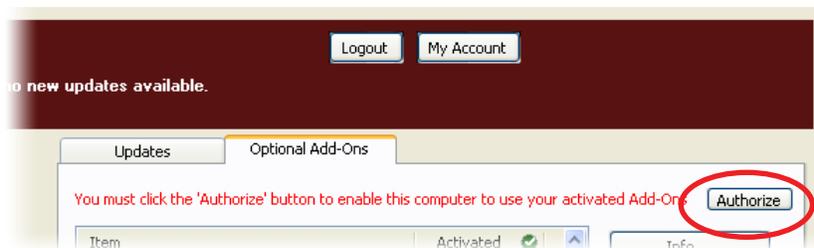
That's it, you're done! You are now ready to use POD Farm 2 and your Add-Ons.

> **For info about Add-Ons, transferring activations between different Line 6 devices, Line 6 Monkey and more, please see the additional documentation on the Line 6 site's** POD Farm Online Help **page.**

POD Farm 2 for iLok

POD Farm 2 Plug-In is protected software and requires an authorized license to run on your computer. The POD Farm 2 Plug-In license comes with, or can be added to, all the Line 6 USB audio interfaces, as discussed in the Line 6 Monkey and Hardware sections of this *User Guide*. Line 6 also offers the POD Farm 2 Plug-In license to be purchased specifically for your iLok USB "smart key!" The POD Farm 2 Plug-In license activates the POD Farm 2 and POD Farm Elements Plug-Ins for Mac® or Windows® computers. 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 Plug-In and 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.

The iLok USB Key

If you own an iLok and purchase the POD Farm 2 Plug-In for iLok, you can use the iLok USB key to store your POD Farm 2 Plug-In license, as well as any other Mac® and Windows® iLok-enabled software licenses, all on the one iLok USB key. The iLok is portable and allows you to run POD Farm 2 Plug-In 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 2 Plug-In on or not. Please see the steps outlined on the iLok.com Help page for the complete instructions.

Purchasing POD Farm 2 Plug-In 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 Plug-In license. To create your account, go here.

To purchase the POD Farm 2 Plug-In license for iLok, you can go the Line 6 Online Store and select the iLok hardware option, or visit your favorite music gear retailer and pick up the boxed version. (Note that the iLok USB software key is sold separately, and not part of the Line 6 POD Farm 2 Plug-In purchase). There are a few options for the purchase of **POD Farm 2 Plug-In for iLok**:

- **POD Farm 2** - Includes the same great set of guitar & bass amps, mic preamps and effects that come with our POD Studio devices.
- **POD Farm 2 Platinum** - Includes all the models included with POD Studio devices, and additionally includes 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.

If you've purchased the POD Farm 2 iLok license from the Line 6 Online Store, please skip ahead to the "iLok Deposit (Line 6 Online Store purchase)" section, since your purchase does not require the "Activation" steps.

> **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 2 Plug-In.**

Product Activation (Retail boxed version only)

For your purchase of the boxed POD Farm 2 license for iLok, you'll find an **Activation Code** printed on a card within the box. With this card in hand, go to the Line 6 Online iLok Activation page, read through the steps in the **Product Activation** section, and enter your **Activation Code** and click **Submit**.

Product Activation

Activation code: [   ]

(Submit)

Next you'll be prompted for the **iLok User ID** for your iLok.com account.

Product Activation

Your activation code has been processed for the product listed below and is now ready to be deposited to iLok.

POD Farm 2

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)

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)

Next you are prompted to verify that your **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. Once the process completes, a POD Farm 2 license is "Deposited" in your iLok.com account. Proceed to the iLok.com website to download the license to your iLok USB key.

Please skip ahead to the "iLok License" section.

iLok Deposit (Line 6 Online Store purchase)

This section applies if you've purchased POD Farm 2 Plug-In for iLok directly from the Line 6 Online Store. Once your 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	12/01/2009		🗑

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	12/01/2009		🗑

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. Your next step is to download the POD Farm 2 application installer and run it on any Mac® or Windows® computer where you want to run POD Farm 2 Plug-In. Remember, you need to have the iLok key connected to the computer for POD Farm 2 Plug-In to run in its "authorized" state within your host software.

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!

Download & Install POD Farm 2

We always have the latest POD Farm 2 installer available for free download on the Line 6 Downloads page. On the Downloads page, select "**iLok**" as the Product, "**POD Farm 2**" as the Software, and then select your computer's Windows® or Mac® **Operating System**, as shown here:

Next, press the "**Go**" button and the correct installer will be displayed for your system so that you can download it to your computer. Once the download of the installer file completes, run the installer file following its step-by-step instructions.

Windows® users - When you see the **Choose Hardware Type** screen during the POD Farm 2 installation, be sure to check the box for "**POD Farm 2 for iLok**". If you are also going to be using any Line 6 USB audio device (POD Studio, TonePort, POD X3, PODxt or GuitarPort) then you'll want to check the "**POD Farm 2 for Line 6 Devices**" box as well:
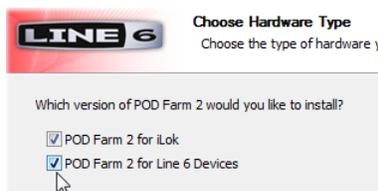
Windows® - iLok/Line 6 Hardware Options

Mac® Users - The POD Farm 2 installer's default settings will install the necessary Plug-In files for use your iLok, as well as the application & needed audio driver files for any Line 6 USB audio devices automatically.

Windows® & Mac® Users - If desired, you can uncheck any individual POD Farm 2 and Elements Plug-In formats that you may not need. But you will need to install at least one POD Farm 2 and Elements Plug-In format supported by your host audio software so that you will be able to use these Plug-Ins:

Windows® - Plug-In Format Options
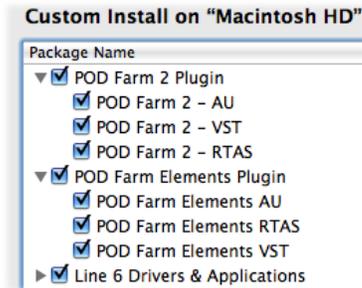
Mac® - Plug-In Format Options

For further assistance with POD Farm 2 installation, check out the ***POD Farm 2 Installation Guide*** document available at POD Farm Online Help. With the above steps completed, you'll be able to access and utilize POD Farm 2 Plug-In in your DAW host software! You are, of course, free to use any type of audio interface with your DAW configuration. Please see <u>"POD Farm™ 2 & POD Farm™ Elements Plug-Ins" on page 3•1</u> for more info.

Note that POD Farm 2 cannot be run in standalone operation with the iLok alone, since this requires the use of a Line 6 POD Studio, TonePort or GuitarPort USB audio interface.

USING YOUR LINE 6 HARDWARE

The POD Farm™ 2 software is designed to work with the Line 6 POD Studio™ family of USB audio interfaces, as well as with the Line 6 TonePort™ and GuitarPort™ devices. Additionally, a POD Farm™ 2 Plug-In license can purchased for Line 6 POD® X3 and POD®xt family devices, and for any iLok USB "smart key". This *Basic User Guide* walks you through getting up and running with POD Farm 2 and your POD Studio or iLok USB device. For more details on using POD Farm 2 with all compatible 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 <u>POD Farm Online Help</u> site.

All Line 6 USB audio interfaces utilize the high-performance Line 6 audio drivers, and, therefore, are easily configured to work with all your computer's audio applications. This means that you can access all your POD® tones directly from any audio recording application, all at the highest quality. But you are, of course, not just limited to using your Line 6 hardware to record into your computer – the outputs provided on the back of your device additionally allow you to feed your POD Farm 2 signal to an external tape machine, DAT recorder, amplifier, PA system, or any other external audio hardware!

> **Note: It is also possible to use any other manufacturer's audio interface with your DAW software and POD Farm 2 Plug-In. You will still need to keep the Line 6 device or iLok to which the POD Farm 2 Plug-In is authorized USB-connected to your computer to allow the POD Farm 2 or Elements Plug-Ins to launch in an authorized state. The POD Farm 2 standalone application always requires that you use your Line 6 USB POD Studio, TonePort or GuitarPort device for its ToneDirect™ audio output.**

If you are using an iLok USB smart key to run POD Farm 2 Plug-In, then you are, of course, free to use any manufacturer's audio interface with your computer and audio software. Once you have your POD Farm 2 license successfully added to your iLok key, just keep the iLok in your USB port and skip ahead to the <u>"POD Farm™ 2 & POD Farm™ Elements Plug-Ins" on page 3•1</u> chapter. (Please see <u>"POD Farm 2 for iLok" on page 1•4</u> for info about configuring your iLok key & license).

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 2 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 2, as described in the device sections that follow.

Even better, the Line 6 FBV™ MkII Series controllers offer even more options for MIDI control and can be connected to your computer along with your Line 6 USB audio device or iLok for complete audio & MIDI control with POD Farm 2! Please see <u>"POD Farm 2 Plug-In MIDI Control" on page 3•29</u> and <u>"POD Farm 2 MIDI Control" on page 4•8</u> for more info.

Making the Connection

You need to connect your Line 6 audio hardware to your computer via USB cable to utilize POD Farm 2, POD Farm 2 & Elements Plug-Ins and/or to use your POD Studio hardware as your computer's audio interface. 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 1.1 or 2.0 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 the USB cable between your Line 6 device and computer, 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 when connected to other audio gear to avoid a "pop" which could be damaging to your speakers (or to your ears!)

There are some differences in the setup and functionality between the POD Studio interface models, so be sure to look for the instructions in the following sections for your specific device. Use the handy links here to jump directly to the section covering your POD Studio model.

"GX"   "UX1"   "UX2"   "KB37"

GX

Connect your electric Guitar or Bass

Instrument Input - Plug in your electric guitar or bass here to feed the instrument's signal into the POD Farm 2 standalone application. This allows you to choose your Tone, and then route the processed signal to the Record Sends (to your audio software) and your ToneDirect™ monitoring signal directly to the hardware outputs.

Connect your stereo Headphones or Line Out Cable

Connect USB cable from here to your computer

USB - This is where you connect the USB cable from GX directly to your computer's USB 1.1 or 2.0 port.

Line Out/Phones - Connect this stereo Line Out to your powered speakers or monitoring system. When connecting GX as the primary audio interface on your computer, this output carries the Master stereo mix from your DAW software, as well as anything plugged into the GX Instrument input. Alternatively, if you prefer to listen to the audio directly from GX using stereo headphones, plug them in here.

If you're using a 3rd-party audio interface on your computer, these outputs supply the ToneDirect™ magic to your interface when using the POD Farm 2 standalone application alongside the Plug-In. See "ToneDirect™ Monitoring" on page 4•3 for details.

UX1

Connect your electric guitar or bass

Connect a microphone

Connect your stereo headphones
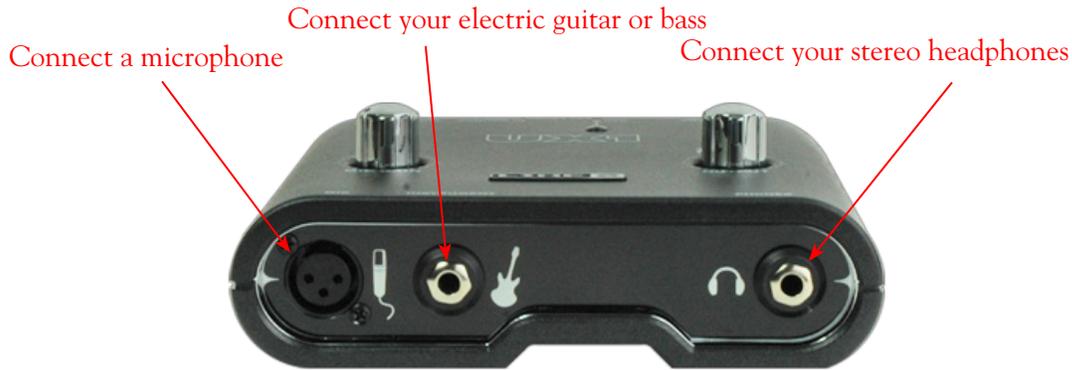
Mic Input - Connect a microphone here using an XLR cable. This feeds the microphone signal into the POD Farm 2 standalone application. This allows you to choose your Tone, and then route the processed signal to the Record Sends (to your audio software) and your ToneDirect™ monitoring signal directly to the hardware outputs.

> Note: UX1 devices do not include "phantom power" for Mic input. If your microphone requires phantom power, an external power source must be used.

Instrument Input - Plug in your electric guitar or bass here to feed the instrument's signal into the POD Farm 2 standalone application. This allows you to choose your Tone, and then route the processed signal to the Record Sends (to your audio software) and your ToneDirect™ monitoring signal directly to the hardware outputs.

Phones - To listen using stereo headphones, plug them into this 1/4-inch stereo jack. This headphone jack outputs the same signal fed to the Analog Outs: The audio from your audio software on the computer, as well as anything plugged into any UX1 input.

Connect any line level input source for monitoring to the Stereo Monitor In

Connect a USB cable from here to your computer's USB port

Connect any line level input source that you want to record into the Line Inputs

Connect the Analog Outs to your audio monitors

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.

Monitor In - If you want to hear the signal from a line level source along with all the other audio coming from your computer, but do not want this audio recorded, then plug the source in here (this Monitor In 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! Note that this is a stereo jack, so you should use a stereo, 1/4-inch TRS audio cable (or cable adapter) for this connection.

USB - This is where you connect a USB cable to UX1, with the other end going directly to your computer's USB port.

Analog Outs - These Left and Right unbalanced jacks are your main outputs and carry all the audio from UX1: the audio playback from your audio software on the computer, as well as the audio input signal from anything plugged into any UX1 input. These are what you want to connect to your powered speakers or monitoring system for a recording setup.

UX2

Connect up to two
Microphones

Connect your electric Guitar or Bass

Connect your stereo
Headphones

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 (most condenser type mics do, but check the documentation for your mic if you are not sure). This feeds each microphone signal independently into the POD Farm 2 standalone application. This allows you to choose your Tone, and then route the processed signal to the Record Sends (to your audio software), and your ToneDirect™ monitoring signal to the hardware outputs.

Instrument Input - To input your electric guitar or bass, plug it into <u>one</u> of these inputs. Either of these feeds the instrument's signal into the POD Farm 2 standalone application where you can choose your tone, and then route the processed signal both to the Record Sends (to your audio software), and your ToneDirect™ monitoring signal directly to the hardware outputs.

- **Norm** – This input is for a standard instrument level output.

- **Pad** - This input is designed for high output level basses and guitars, such as those with active pickups. Plug your high-output instrument into here.

Phones - To listen using stereo headphones, plug them into this 1/4-inch stereo jack. This headphone 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.

Connect to the S/PDIF input of an external device to send UX2's output digitally

Connect your USB cable from your computer's USB port

Connect a footswitch here to send MIDI control messages

Connect any line level input source for monitoring to the Stereo Monitor In

Connect any line level input source that you want to record into the Line Inputs

Connect the Analog Outs to your audio monitors
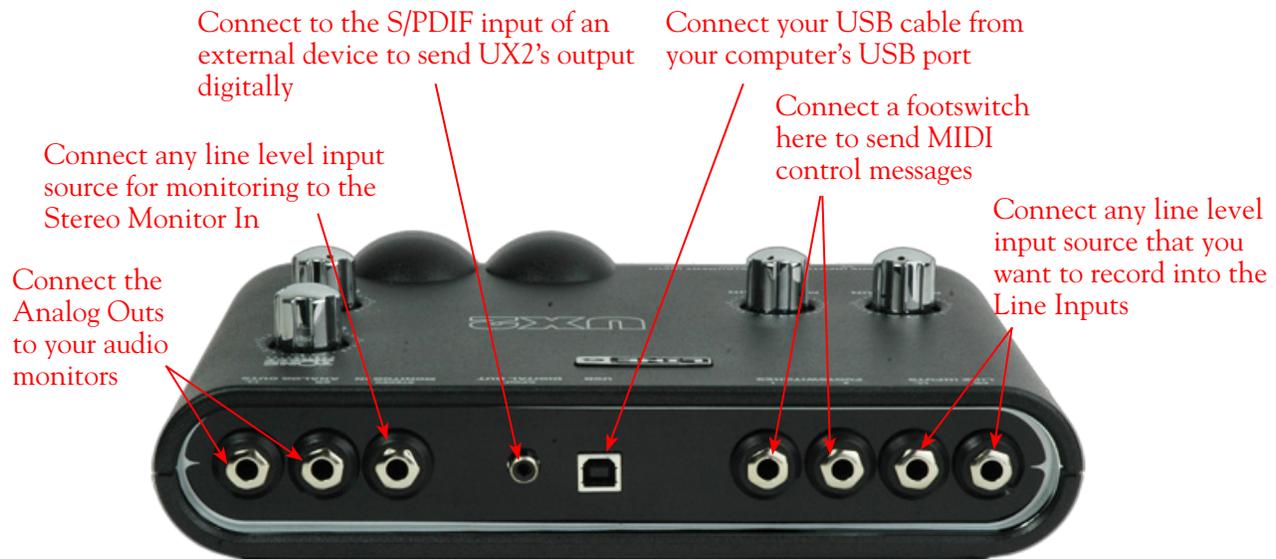
Line Inputs - If you want to record the signal from a line level source, such as a keyboard, your stereo receiver, the line out from a mixing console, etc., connect them to these Left and Right inputs.

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

Footswitch Inputs - You can 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 any 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. Please see "POD Farm 2 Plug-In MIDI Control" on page 3•29.

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*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.*

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 then 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.

Monitor In - If you want 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! Note that this is a stereo jack, so you should use a stereo 1/4-inch TRS audio cable (or cable adapter) for this connection.

Analog Outs - These Left and Right unbalanced 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 powered speakers or monitoring system for a recording setup.

KB37

Connect any line level input source for monitoring to the Stereo Monitor In

Connect any line level input source that you want to record into the Line Inputs

Connect up to two footswitches to send MIDI control messages

Instrument Input - Connect your electric Guitar or Bass

Connect your stereo Headphones

Connect up to two Microphones

Connect your USB cable from your computer's USB port

Connect an Expression Pedal to send MIDI Control messages

Connect the Analog Outs to your audio monitors

Connect to the S/PDIF input of an external device to send the KB37 output signal digitally

Microphone Inputs - You can receive input from one or two mics at the same time via these inputs using XLR mic cable connections. There is also a +48V Phantom Power switch (to the right) that you should toggle to "on" if your mic requires phantom power (most condenser type mics do, but check the documentation for your mic if you are not sure). These inputs feed each microphone signal independently into the POD Farm 2 standalone application where you can choose your tone, and then route the processed signal to the Record Sends (to your audio software), and your ToneDirect™ monitoring signal directly to the hardware outputs.

Instrument Input - Plug in your electric guitar or bass here to feed the instrument's signal into the POD Farm 2 standalone application. This allows you to choose your Tone, and then route the processed signal to the Record Sends (to your audio software) and your ToneDirect™ monitoring signal directly to the hardware outputs. Use the **Pad** switch (at the right) to optimize the input level for your instrument:

- **Off** - For a standard electric guitar or bass.
- **On** - For high output level guitars and basses, especially those with active pickups. If you find that your instrument is over-driving the input with too high a signal, use this Pad option.

Headphones - To listen using stereo headphones, plug them into this 1/4-inch stereo jack. This headphone 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 KB37 input.

Line Inputs - If you want to record the signal from a line level source, such as your stereo receiver, the line outs from a mixing console, etc., connect them to these Left and Right inputs.

USB - This is where you connect the supplied USB cable to KB37, with the other end going to your computer's USB port.

S/PDIF Digital Out - To send the output of KB37 to an external device digitally, connect a 75-Ohm coaxial cable into this RCA jack and then 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 mixer, MiniDisk deck, etc. This S/PDIF output sends the same audio as is sent to the KB37 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.

Monitor In - If you want 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 in signal is not fed to the Record Sends or to the S/PDIF output). This input is perfect to connect your MP3 player or stereo receiver if you want to jam along with your favorite tunes! Note that this is a stereo jack, so you should use a stereo 1/4-inch TRS audio cable (or proper cable adapter) for this connection.

Analog Outs - These Left and Right unbalanced jacks are your main outputs and carry all the audio from KB37: the audio from your audio software on the computer, and the monitor signal from anything plugged into any KB37 input. These are what you want to connect to your powered speakers or monitoring system for a recording setup. You can also connect these outputs to the analog inputs on a P.A. system, or on a mixing console if you want to route your POD Farm 2 processed signal to other live or recording configurations.

Footswitch and Expression Pedal Inputs - Connect up to two on/off footswitches in the Footswitch 1 & 2 inputs, and an expression pedal in the Expression input to send MIDI control messages to POD Farm 2, or to any DAW or MIDI software. For the footswitch, you can use most any available "momentary" or "sustain pedal" type footswitch that includes a 1/4 inch connector. For the expression pedal, the Line 6 EX-1 pedal is designed just for this purpose, or you can use a 3rd party expression pedal that includes a 1/4 inch connector.

To configure just what these footswitches or expression pedal controls transmit, use the MIDI Control Settings dialog within the Line 6 Audio-MIDI Devices panel.* The MIDI control message is routed out the KB37 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. See "POD Farm 2 Plug-In MIDI Control" on page 3•29.

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*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.

Using your Line 6 Hardware as the Default Audio Device

Within both Mac® and Windows® operating systems, it is possible to set one audio interface as the "default" audio device - meaning, the audio device multimedia applications automatically use for audio playback or recording (iTunes®, Windows® Media Player, your Internet Browser's player, games, etc.). Your Line 6 hardware will certainly provide outstanding audio quality for this purpose, but you'll probably want to turn off your Mac® or Windows® System sounds and avoid running other applications while using POD Farm 2 or your DAW software to avoid unexpected blasts of audio coming through your speakers (or into your DAW recordings!).

Note that you do **NOT** need to select your Line 6 device as the Mac® or Windows® default audio device for use with POD Farm 2 or DAW applications. POD Farm 2 standalone application will use your Line 6 device automatically, and most DAWs offer their own audio device selection within their Preferences or Options settings.

Setting Mac OS® X to use your Line 6 hardware as the Default Audio Device

These settings are made within the Audio MIDI Setup utility, found at /Applications/Utilities/Audio MIDI Setup. Make the following settings for your Mac OS® X version.
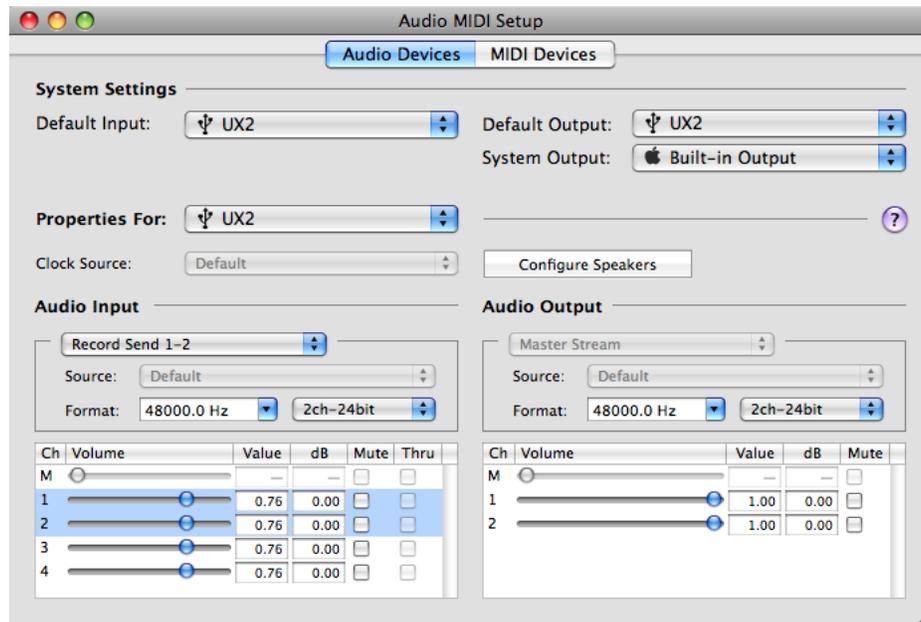
Mac OS® X 10.4 & 10.5 - Audio MIDI Setup utility settings for Default Device

- **Default Input** - Set this to be your Line 6 audio device if you want your applications to use it for audio recording.

> Note: For Line 6 devices that offer multiple Source Inputs (UX1, UX2, UX8 & KB37), choose the Source Input to record from within the Line 6 Audio-MIDI Settings application, found in System Preferences.

- **Default Output** - Set this to be your Line 6 audio device if you want your applications to use it for audio playback.
- **Properties For** - Set this to be your Line 6 audio device to display sliders below to control its recording and playback levels. (Keep the Audio Output sliders set to 100% and use the Output & Phones knobs on your Line 6 hardware to adjust playback levels more easily.)
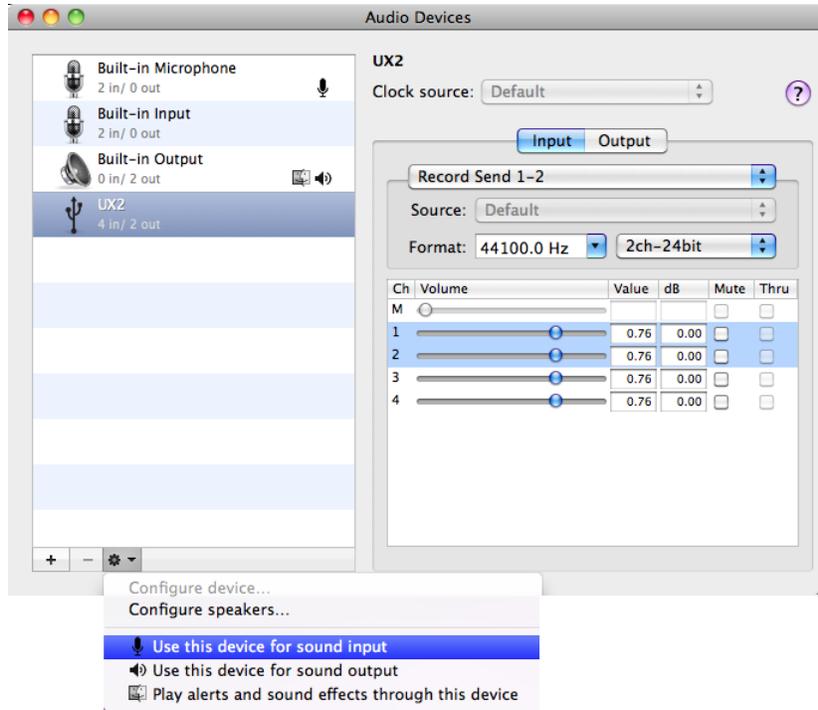
Mac OS® X 10.6 - Audio MIDI Setup utility settings for Default Device

Select your Line 6 audio device in the left panel and then click the Settings menu at the bottom of the window:

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

> **Note: For Line 6 devices that offer multiple Source Inputs (UX1, UX2, UX8 & KB37), choose the Source Input to record from within the Line 6 Audio-MIDI Settings application, found in System Preferences.**

- **Default Output** - Select "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:

- **Level sliders** - Select the Input and Output screen within the right panel to access the recording & playback level sliders for the selected device. (Keep the Output sliders set to 100% and use the Output & Phones knobs on your Line 6 hardware to adjust playback levels more easily.)

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

These settings are made within the "Sounds and Audio Devices" (on Windows® XP), or "Sound" (on Windows Vista® or Windows® 7) utility, found within the Windows® Control Panel. Make the following settings for your Windows® version.
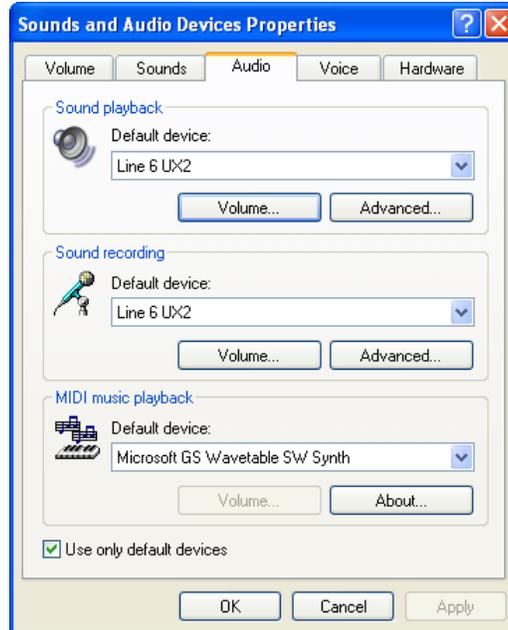
Windows® XP Sounds and Audio Devices settings for Default Device

- **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.

Note: For Line 6 devices that offer multiple Source Inputs (UX1, UX2, UX8 & KB37), choose the Source Input to record from within the Line 6 Audio-MIDI Settings application, found in System Preferences.

Windows Vista® & Windows® 7 Sound Playback Default Device settings

- **Sound Playback Default Device** - Select your Line 6 audio device here in the Playback tab and choose "Set Default" if you want your applications to use it for audio playback. Click Properties 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.)
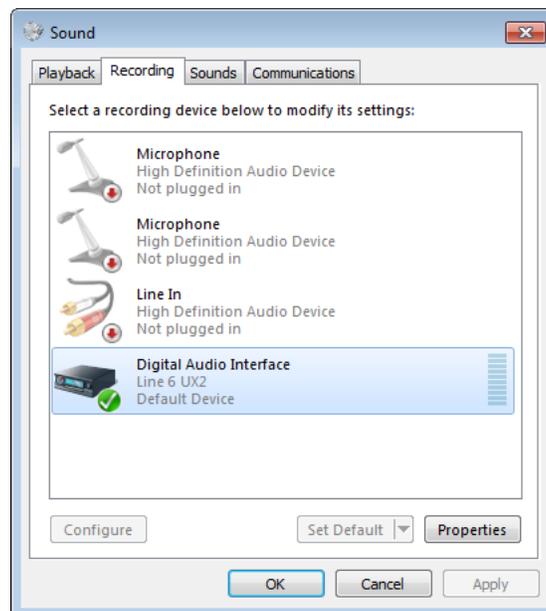
Windows Vista® & Windows® 7 Sound Playback Default Device settings

- **Sound Recording Default Device** - Select your Line 6 audio device here in the recording tab and choose "Set Default" if you want your applications to use it for audio recording. Click the Properties button to adjust the input level.

> Note: For Line 6 devices that offer multiple Source Inputs (UX1, UX2, UX8 & KB37), choose the Source Input to record from within the Line 6 Audio-MIDI Settings application, found in System Preferences.
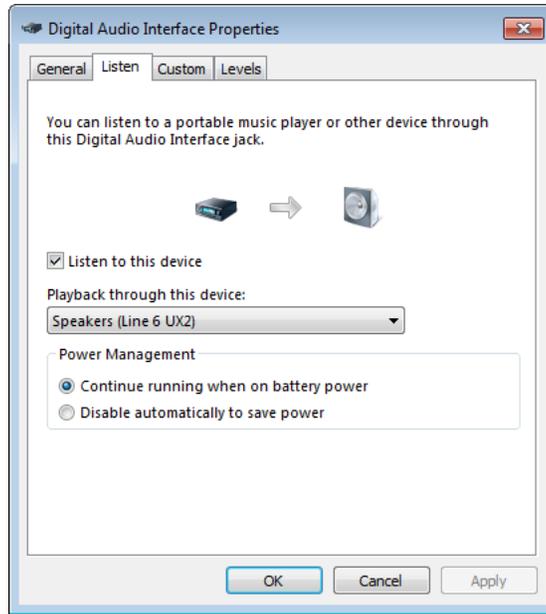
Windows Vista® & Windows® 7 Sound Recording Properties - Listen settings

On Windows Vista® and Windows® 7 only, you'll also see this "Listen" tab once you click the Properties button from the Recording tab screen. The "Listen to Device" checkbox and "Playback through..." menu, when configured as shown above, route any audio that is fed into an input on your Default Recording Device to the selected Playback device. For example, this allows you to hear an instrument, mic, or line in source plugged into your UX2 through the UX2 outputs - which you would not otherwise be able to hear unless running the POD Farm 2 standalone application (or if running a DAW application that offers input monitoring features).

Note that once this "Listen to this device" box is checked, however, it will **always** route input audio to the device's output. This may not be what you want when using POD Farm 2 and/or DAW software, since you'll likely prefer to monitor only your POD Farm 2 processed or DAW track signal! Since this also utilizes the Windows® audio driver and internal routing, the input signal suffers a bit of delay before heard through your monitors (i.e. - not a "low latency" functionality, unlike the POD Farm 2 ToneDirect Monitoring and the ASIO audio driver provide). Therefore, it is **not recommended** to check this option with POD Farm 2 or DAW software running.

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

Welcome to the wonderful world of POD Farm 2 Plug-In, where legendary, studio-standard tone and classic vintage effects are all available to you within your favorite Mac® or Windows® DAW (Digital Audio Workstation) software, in a flexible, native software Plug-In format! In this chapter we'll cover the basics for using the POD Farm 2 and 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 .

About Plug-Ins

There are many types of "Plug-Ins" in the world of software. Plug-Ins are relatively small applications that can only run when loaded inside a compatible "host" software application. Plug-Ins operate within the host application to extend the capabilities of the host. In the world of music software, audio Plug-Ins find frequent use inside audio/MIDI host recording & sequencing programs, commonly referred to as DAW (Digital Audio Workstation) applications. Audio Plug-Ins provide signal processing for your audio tracks and/or live audio input.

A helpful analogy for Plug-Ins is to think of them as effects pedals. Effects pedals change the tone of your bass or guitar before the signal reaches your amplifier. As with pedals, rack effects units, or any other conventional piece of outboard gear, Plug-Ins provide familiar knobs, sliders & buttons for tweaking their parameters. For example, a distortion Plug-In will most likely have similar controls to a typical distortion pedal (such as drive, gain and tone). Visually, Plug-Ins often resemble the physical gear they emulate. In the case of POD Farm 2, you'll probably recognize the controls and overall look of the amps & effects since we purposely followed those of the classic gear each is based on!

When working with DAW software, using Plug-Ins provides some great benefits over using outboard effects like pedals or rack processors, such as:

- Plug-Ins are "non-destructive" to your audio track. This means that you can add or remove effects and tweak their settings as often as you like without permanently affecting the original audio recording. Conversely, if any processing (such as an effect or amp tone) is added before the signal is recorded into your DAW, it is permanent and cannot be changed without recording another pass.

- Plug-Ins sound the same way twice. Because you can store Plug-In settings as presets, precise settings can be recalled easily and loaded reliably. Every time you go back to work on a specific song, you can rest assured that your tones will be identical to the last session.

- Plug-Ins are "automatable." Host applications provide easy ways to create and manipulate parameter automation, giving you surgical precision of your tone without having to "ride the faders" of external gear during a record pass.

- Plug-Ins don't break, corrode, use up batteries, or take up space on your floor!

Supported Plug-In Formats

POD Farm 2 & Elements Plug-Ins come in the following formats, making them compatible with just about every major 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®

Activating the Plug-In

Like most audio software Plug-Ins, POD Farm 2 requires the purchase of a license to allow all components to be fully functional on your computer. This license can be added to your Line 6 hardware, or an existing iLok USB key, and then "activated" for your use. If you haven't already activated your POD Farm 2 license, please see "Product Activation & Authorization" on page 1•3 for Line 6 hardware devices, or "POD Farm 2 for iLok" on page 1•4 for iLok instructions.

Where Can 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 POD Farm 2 or Elements* 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 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 POD Farm 2 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, POD Farm 2 Plug-In files (as well as POD Farm 2 standalone application files) are installed within the \x86\Program Files\ directory path.**

Launching POD Farm 2 & Elements Plug-Ins

Each of the POD Farm 2 or POD Farm Elements Plug-Ins can be "inserted" on your DAW audio tracks just like any other AU/RTAS/VST audio effects plug-ins (please see your DAW application's Help for specifics). Once inserted, the Plug-In's main GUI is typically launched automatically by the DAW - if not, you can launch it by one of the DAW's track controls. If a POD Farm 2 license is not detected, you will see an alert message in the Plug-In GUI informing you that the Plug-In has been launched in a non-authorized state and will not pass audio. Note that there can be several different scenarios where a POD Farm 2 license may not be detected, including:

- No connected Line 6 USB or iLok device detected.

- A specific Line 6 USB and/or iLok device was detected, but no POD Farm 2 license was found on the device.

- A POD Farm 2 license was found on a connected Line 6 USB device, but the device needs to be authorized.

In all such scenarios, a device-specific alert message provides details on how to proceed. Basically, if you follow the steps in the "Start Here" chapter for purchasing, activating & authorizing your POD Farm 2 license and Line 6 or iLok hardware, all necessary tasks should be easily completed!

If you have more than one Line 6 and/or iLok device that include valid POD Farm 2 Plug-In licenses connected to your computer - The device that includes the greater number of Add-Ons is the one that is used for authorization. In this scenario, the POD Farm 2 & Elements Plug-In instances will include all models available for the authorized device and its Add-Ons. For example, If you have both an iLok with the POD Farm 2 Platinum license and a POD Studio UX2 with the POD Farm 2 Plug-In license but no Add-On model packs, the iLok will be utilized as the authorized device, allowing use of the full set of models provided by the iLok Platinum license. You can check what device is being utilized as the authorized device, and see all active Model Pack Add-Ons within the About POD Farm dialog, accessed via the "Line 6" logo button on the Main Control Bar of each Plug-In.

For detailed help on using POD Farm 2 Plug-In with today's most popular audio recording software applications, please see the additional info found on the POD Farm Online Help page.

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
Tone New/Open/Save Options
Next/Prev Preset Buttons
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.

***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 POD Farm 2 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 POD Farm 2 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, 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 POD Farm 2 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, 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•13.

Dual Tone Button - The POD Farm 2 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 within POD Farm 2 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 Line 6/iLok hardware 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 .

2 - Panel View Display

This area of the POD Farm 2 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.

Room % Value   Cabinet Model Menu   Cab View Button

Cab Bypass Button   Mic Model Menu

Cab Edit Panel

Room % Value (Early Reflections)

- Drag the cabinet toward the back of the room 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 page 3•25 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 "Guitar and Bass Amps in the Signal Flow View" on page 3•28 **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
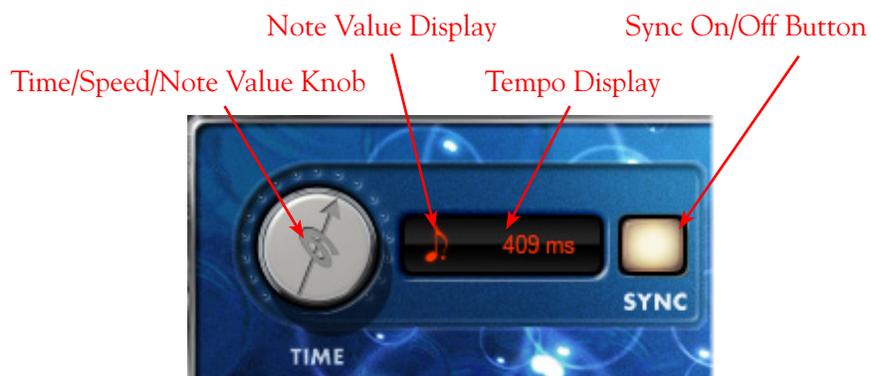
Sync On/Off Button - Click to toggle FX Tempo On/Off.

- **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 POD Farm 2 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 for POD Farm 2 Plug-In. 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
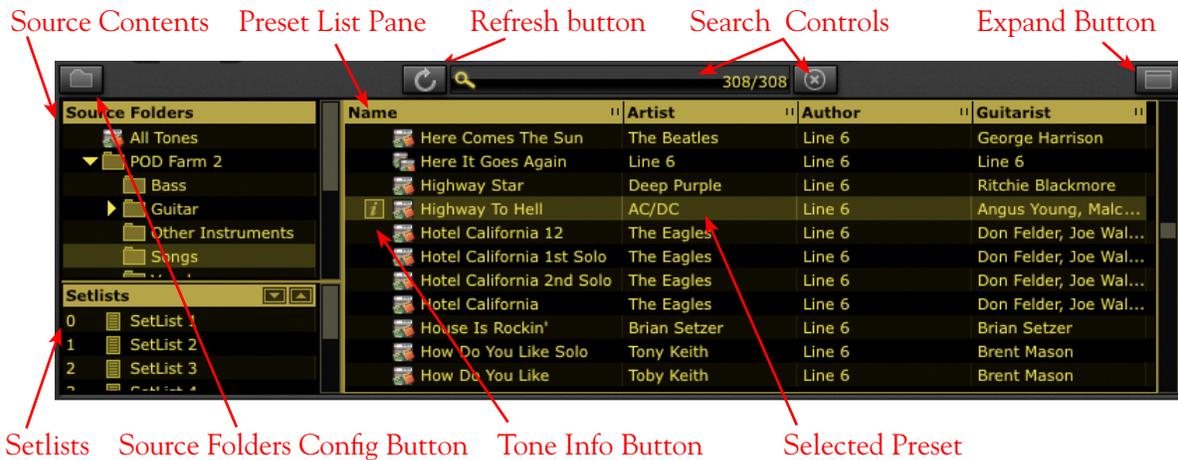
Source Contents - All the specified "Tone Folders" are listed here. POD Farm 2 creates its own parent Tone preset folder and fills it with preset files during installation in Documents/Line 6/Tones/POD Farm 2 (Mac®), or \My Documents\Line 6\Tones\POD Farm 2 (Windows®). You can add additional folders to have the Presets View display their Tone presets as well - see page 3•15.

> **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 2 version 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:
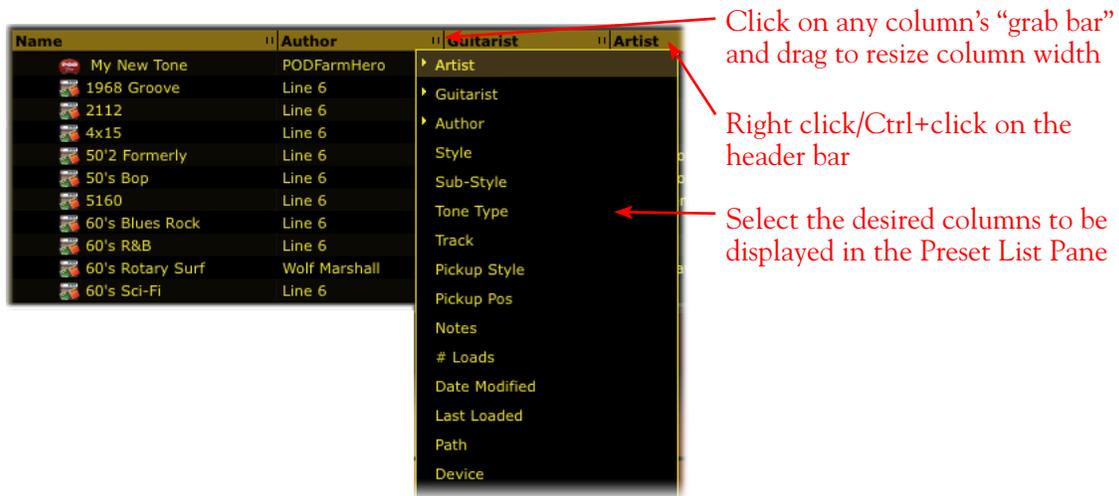
The Preset List Pane - columns menu

*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:

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 <u>page 3•21</u> 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 **[i]** 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 2 includes all the Presets included in POD Farm version 1, as well as those included with GearBox software and other Line 6 products, and more. Therefore, if you add these products' additional Preset source folders to POD Farm 2, 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 page 3•13.)

- **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 all kinds of descriptive information with each Tone preset. Choose the options you want in the menus, or type in whatever text you like for the non-menu 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 .

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

Models Tab - 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).

Loading a Preset with "Non-authorized" Models

As discussed in the *Start Here* chapter, Line 6 offers optional Model Pack Add-Ons for your Line 6 hardware, as well as a "Platinum" license version for iLok, which expand the set of Amp & Effects Models available within POD Farm 2 (as well as within the POD Farm Elements Plug-Ins). If your connected Line 6 device does not include licenses for all optional Add-On Model Packs, or if you own the "Standard" POD Farm 2 license for iLok, you may see some Presets' titles displayed darkened - this indicates that the Preset includes one of more models which require an authorized license.

Note that if POD Farm 2 is not able to detect the license for Add-Ons that your connected device should include, it could mean that you have not properly authorized the license - see "Product Activation & Authorization" on page 1•3.

In this example, the "Albert Hall" Preset title appears darkened in the Presets List to indicate one or more of its models requires a Model Pack license for which our Line 6 device has no authorization

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 ones our device has no license for.
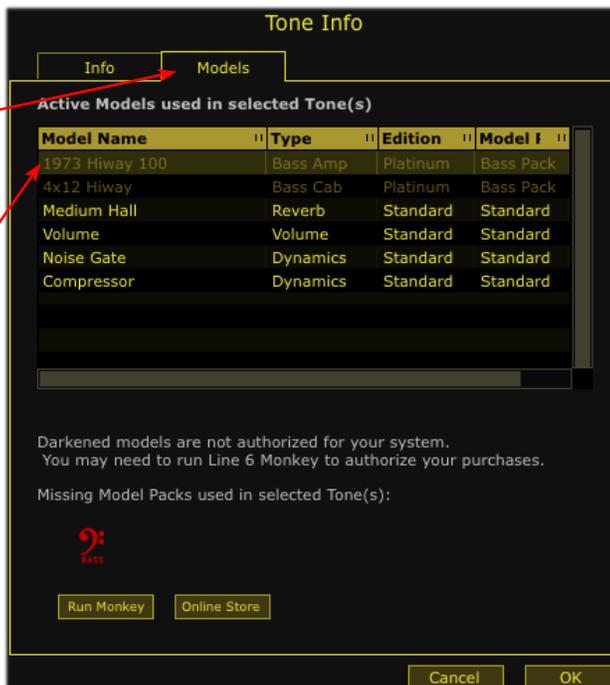
The columns in the Model tab provide the following helpful information:

- **Edition** - For iLok, there are two POD Farm 2 Plug-In licenses available, Standard or Platinum. If you are using iLok for POD Farm 2 Plug-In then this column tells you if the Platinum iLok license is required to authorize each model. (If you own the Platinum iLok license, it includes licenses for all currently available models for POD Farm 2.)

- **Model Pack** - If you are using a Line 6 USB device for POD Farm 2 (rather than an iLok), then this column tells you which Model Pack each model requires. In our example, we can see that the non-authorized models require the Bass Model Pack, which the Line 6 device does not include.

- Use the **Line 6 Monkey** 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.
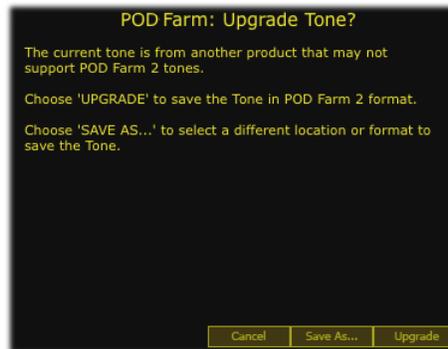
Upgrade Tone dialog

Since POD Farm 2 Tone Presets are not "backward-compatible" and can *only* be opened within POD Farm 2 Plug-In or the POD Farm 2 standalone application. 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 if you don't care about loading your saved Tone Preset in anything other than POD Farm 2, and this will 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 version 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, 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 2, (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 2 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

A new feature in POD Farm 2 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 <u>page 3•29</u> 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:

Right click or Ctrl+click on the Setlists header to access the "New Setlist" command

A new Setlist is created at the bottom of the list and automatically numbered

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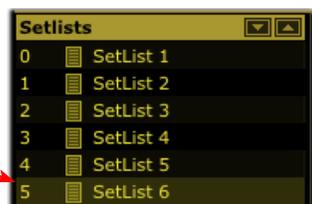
TIP: Whenever you open a Line 6 Bundle .l6b or Collection .l6c file, it is automatically added as a new Setlist - just click on the new Setlist to access all the individual Tone Presets contained in the Bundle or Collection!

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 POD Farm 2 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!

Pitch Indicator　　"Flat" Indicator Arrow　　Note Display

Reference Control　　Mute Switch
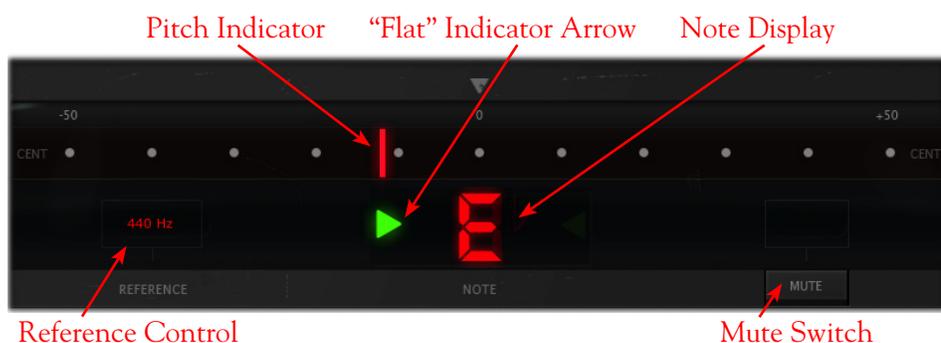
> Note that you'll typically need to activate your DAW software's track **"Input Monitoring"** feature to feed your instrument input through the inserted POD Farm 2 Plug-In to allow the Tuner to receive the signal.

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 POD Farm 2 Plug-In is 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 POD Farm 2 Plug-In is 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.

A/B Switch Box   Input Source Menu   Balance

D.I. Level   D.I. Delay   Output Volume   Mute
Input Meter   Output Meter
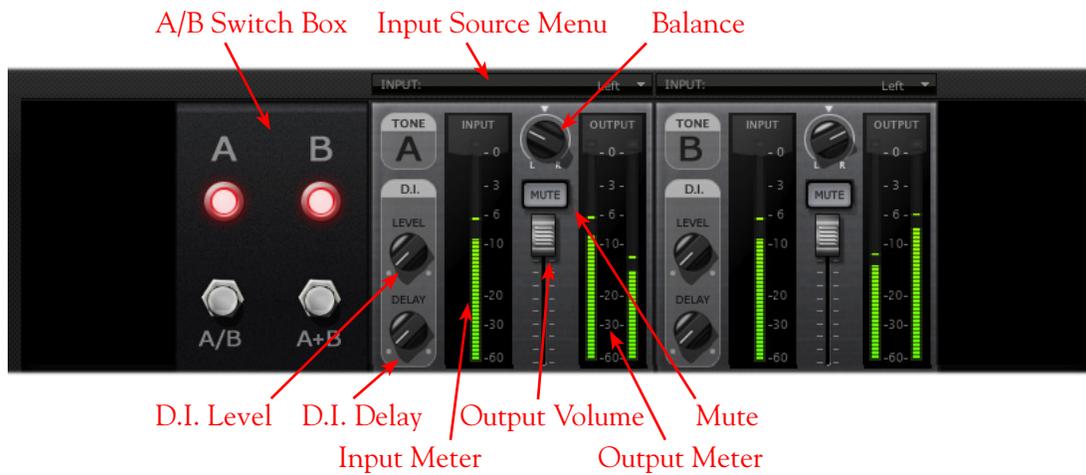
Input Source Menus - Depending on your DAW host software's features,* when using the stereo POD Farm 2 Plug-In, you can select the input source (left channel, right channel, both channels) of the track's audio that is fed into each of the Plug-In's Tone Paths. (When using the Mono-Stereo version of POD Farm 2 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, POD Farm 2 and Elements 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 POD Farm 2 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 <u>"2 - Panel View Display" on page 3•7</u>).
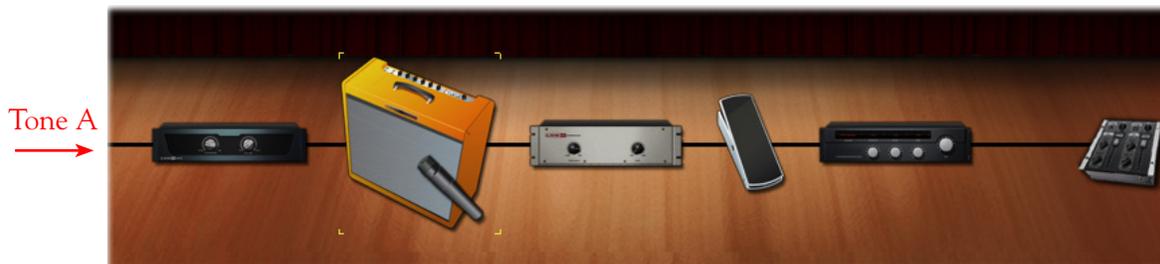
Signal Flow View - Single Tone Mode

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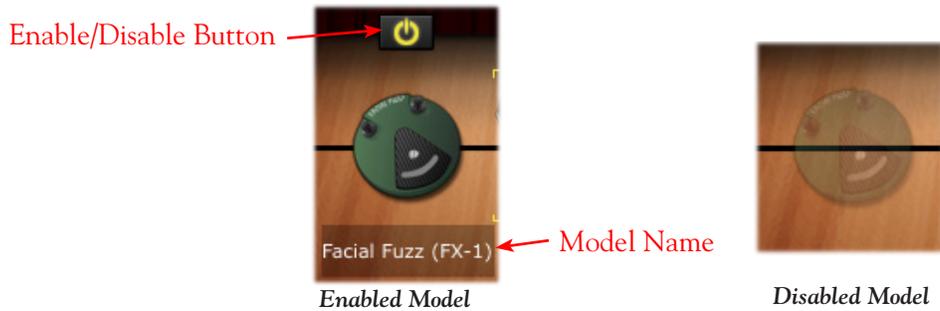
> **TIP: When a Guitar or Bass amp model is disabled, its Cab and Mic model remain active. This allows you to still have the speaker and mic emulation added to your signal. The Cab and Mic models can be independently enabled/disabled in the Cab View panel.**

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•23</u> for details about all settings within the Mixer.

A/B Switch Box Control

When your POD Farm 2 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 <u>"Mixer View" on page 3•23</u> 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 2 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•7 for details.

POD Farm 2 Plug-In MIDI Control

Most POD Farm 2 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.

We've already included some useful MIDI control assignments built right in to a large number of Tone Presets included with POD Farm 2 (see page 3•30). Or, you can use the POD Farm 2 MIDI Learn feature to easily create your own MIDI assignments between your MIDI device and POD Farm 2 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 2. 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 2 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 2 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 2 parameter for remote control. This makes it super easy to customize any POD Farm 2 Tone Preset with your own set of MIDI control assignments! To follow are the steps for using MIDI Learn:

- POD Farm 2 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 POD Farm 2 MIDI Learn functionality. Also note that most "on/off" switch parameters within POD Farm 2 will 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 POD Farm 2 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 2 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 POD Farm 2 "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 POD Farm 2 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).

> **TIP: You are not limited to assigning a single MIDI command to just one POD Farm 2 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**.
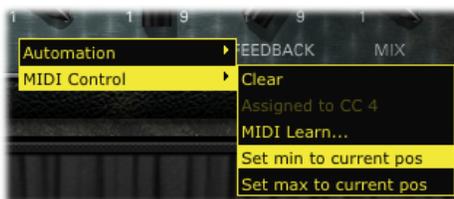
- The parameter's minimum position is now customized! To customize the maximum position for a parameter, follow the above steps and choose **Set max to current pos**.

MIDI Control for Setlist & Preset Navigation

POD Farm 2 also offers a few options for using your external MIDI controller device to navigate through Setlists & Tone Presets.

Previous/Next Preset buttons

Preset "Program" numbers (for Presets within Setlists)

Previous/Next Setlist buttons

Setlist "Bank" numbers
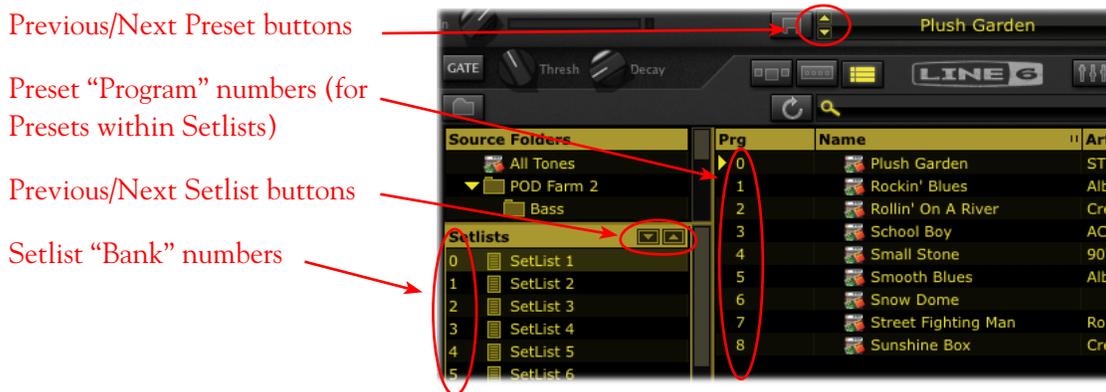
Presets View - MIDI Control for Setlists

- **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 2 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•21.

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 "MIDI Controller Devices" on page 3•29.

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 in POD Farm 2 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 2 (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 <u>"Minimum and Maximum Position Values" on page 3•33</u>.

Local & Global MIDI Assignments - As described on page 3•33, POD Farm 2 parameters are defined as either "Local" or "Global." Therefore, creating a MIDI assignment to a POD Farm 2 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 2 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. please see .

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 Assignable Automation Slots

Since POD Farm 2 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 POD Farm 2 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 2 "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 POD Farm 2 Panel View.

- Right click (Windows®) or Ctrl+click (Mac®) directly on the desired POD Farm 2 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.
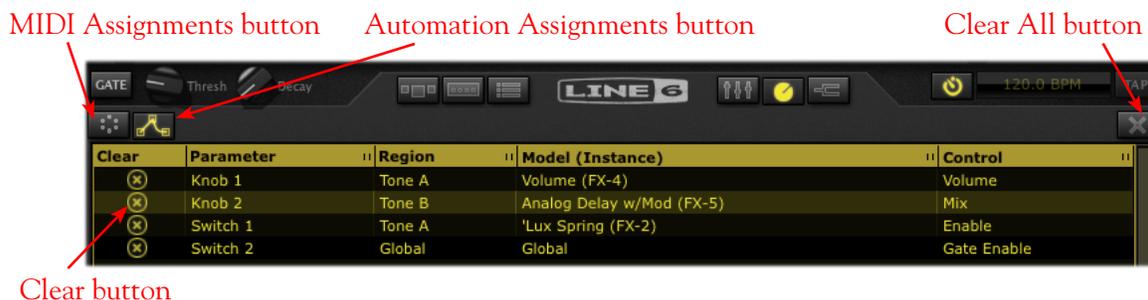
The Automation Assignments View

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 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 POD Farm 2 "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 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
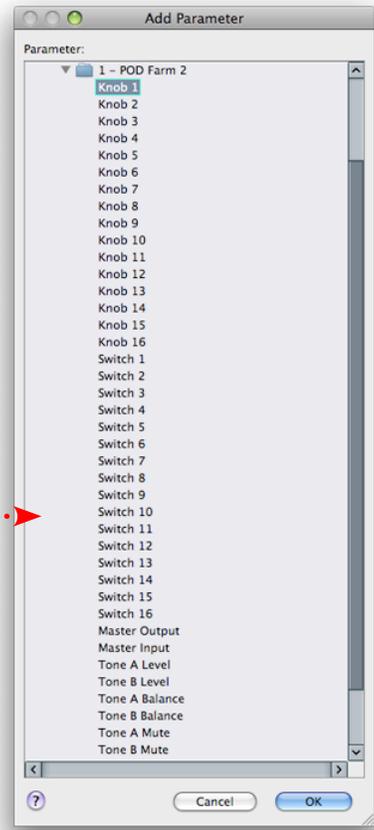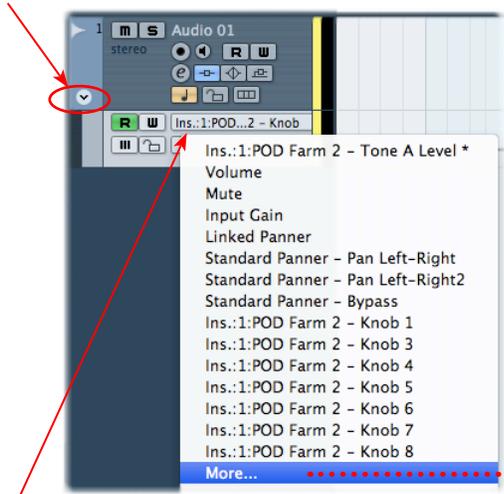
Click on the Automation Parameter selector - here you can choose from an abbreviated list of parameters. Or, select the "More" option to open the Add Parameter dialog, where it is easier to see all Knob, Switch Slots & Fixed parameters

(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 <u>"Assigning Parameters to Automation Slots" on page 3•37</u>).

- 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
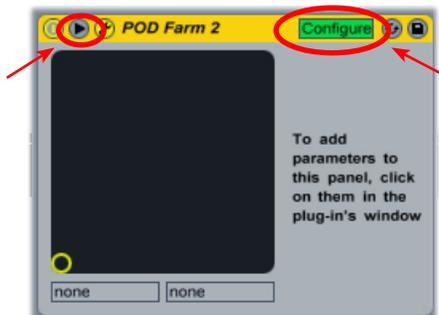
Click the Configure button to put the Plug-In into "Configure Mode"

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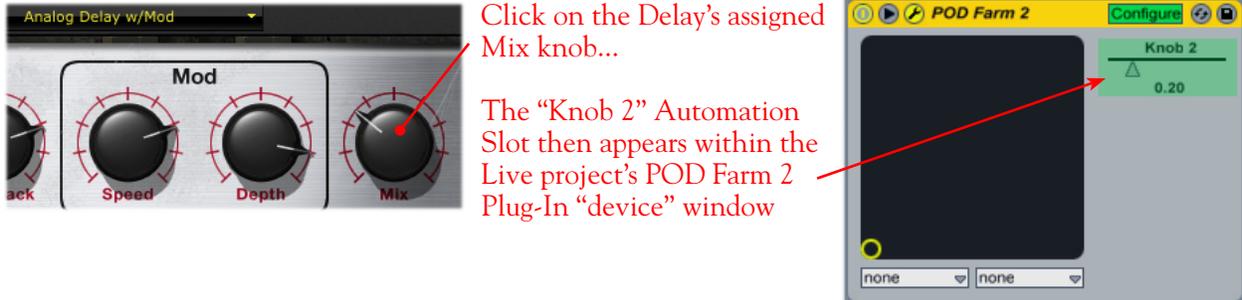
Configuring an "assigned" POD Farm 2 Plug-In parameter in Ableton Live

- 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
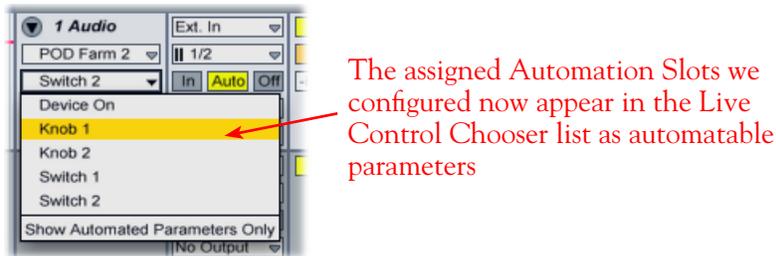
The Ableton Live track Control Chooser showing "configured" POD Farm 2 Plug-In parameters

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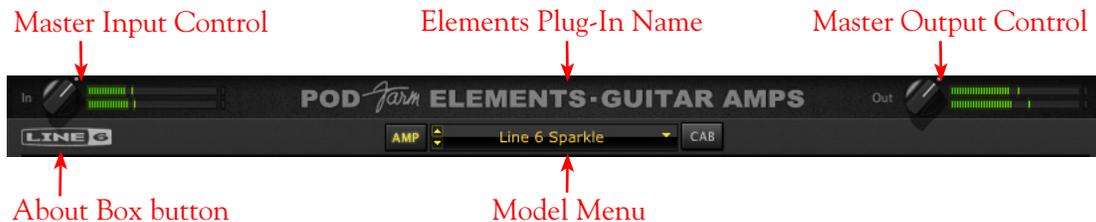
Main Control Bar - Elements "POD Farm Distortions" Plug-In

> **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 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 .**

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 Guitar and Bass Amp Farm Plug-Ins and Delay & Mod Farm Plug-Ins have some additional options, so to follow are some pointers on these features.

Guitar & Bass Amp Farm 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 page 3•9 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 page 3•44, 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.
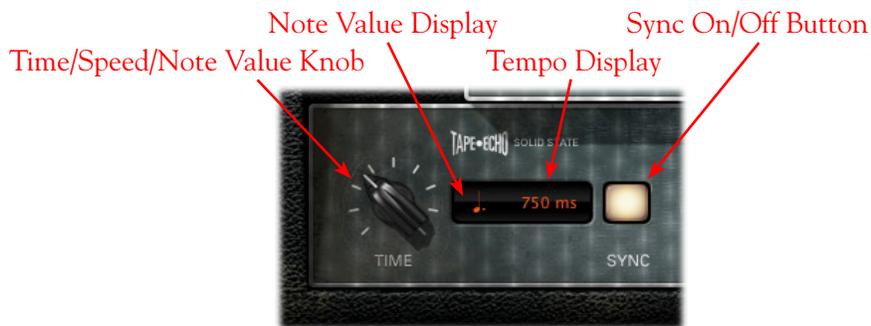
Please see the POD Farm 2 Plug-in **FX Time/Speed Control** descriptions on page 3•11 for details. Functionality is the same for these Elements Delay & Mod Farm controls.

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):
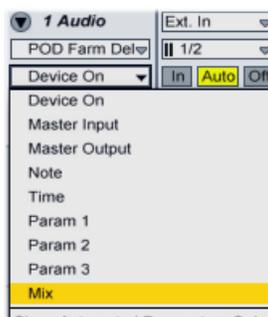
Ableton Live track Automation ("Control Chooser") Menu - Elements "POD Farm Delays" Plug-In

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 features unique to POD Farm 2 in standalone operation. To run POD Farm 2 in standalone operation, it is required to have a Line 6 POD Studio™, TonePort™ or GuitarPort™ USB audio interface connected to your computer, and a POD Farm 2 license activated on the device. 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 <u>page 3•1</u> for details on other features.

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 box, which includes info about your connected hardware, software version, Add-Ons & other geeky stuff.

- **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 <u>POD Farm Online</u> Help site.

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

File

For details on Tone Preset files and the behaviors for the following commands, see <u>"Presets View" on page 3•13</u>.

- **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 <u>POD Farm Online Help</u> 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 ["Updating & Registering with Line 6 Monkey" on page 1•2](#).

- **About POD Farm (Windows® only)** - Launches the About box, which includes info about your connected hardware, software version, Add-Ons & other geeky stuff.

Activating POD Farm 2

Like most good audio software, the POD Farm 2 standalone application requires the purchase of a license to allow all components to be fully functional on your computer. This license can be added to any individual Line 6 POD Studio, TonePort or GuitarPort device.* If you haven't already activated your POD Farm 2 license and Line 6 device, please see ["Product Activation & Authorization" on page 1•3](#) for instructions.

> **Note that POD Farm 2 cannot be run in standalone operation with an iLok, POD X3 or PODxt device. A POD Farm 2 Plug-In license can be added to any of these Line 6 & iLok devices, however, the POD Farm 2 standalone application specifically requires the use of a Line 6 POD Studio, TonePort or GuitarPort USB audio interface.**

Launching POD Farm 2

You must first connect your Line 6 POD Studio, TonePort or GuitarPort device containing your POD Farm 2 license to your computer before launching POD Farm 2. Upon launch of the POD Farm 2 standalone application, if a license is not detected, you will see an alert message informing you that the application has been launched in a non-authorized state and will not pass audio. Note that there can be several different scenarios where a POD Farm 2 license may not be detected, including:

- No connected Line 6 POD Studio, TonePort or GuitarPort device detected.

- A specific Line 6 device was detected, but no POD Farm 2 license was found on the device.

- A POD Farm 2 license was found on a connected Line 6 device, but the device needs to be authorized for use with this computer.

In all such scenarios, a device-specific alert message provides details on how to proceed. Basically, if you follow the steps in the ["Start Here"](#) chapter for purchasing & authorizing your POD Farm 2 license and Line 6 hardware, all necessary tasks should be easily completed!

If you have more than one Line 6 POD Studio, TonePort and/or GuitarPort device that include valid POD Farm 2 licenses connected to your computer - On the launch of the POD Farm 2 standalone application, you'll be prompted with the Hardware Select dialog to choose which of the devices to use as the authorized device. Note that you will need to select one that includes a valid POD Farm 2 license to be able to utilize the device with POD Farm 2.

The Hardware Selection dialog

If you prefer to not be prompted with the Hardware Selection dialog in the future, you can check the "Don't show this dialog again" box within the dialog. Or, you can use the "Launch POD Farm using" option within the POD Farm 2 Preferences - Hardware dialog to force POD Farm 2 to always use the selected device (provided the selected device is connected):

The Preferences - Hardware dialog's "Launch POD Farm using" option

You can check what device is being utilized, and see all active Model Pack Add-Ons, within the About POD Farm dialog, accessed via the "Line 6" logo button on the Main Control Bar of POD Farm 2.

ToneDirect™ Monitoring

ToneDirect™ Monitoring is a unique feature of Line 6 USB audio interfaces that provides an extremely low latency monitor signal for your POD Farm 2 processed Tones. The ToneDirect monitor signal is routed through your device directly to your Main/Analog Outputs, while your input source signal is simultaneously fed out the Record Sends to your DAW software for recording. This allows you to configure your Tones in POD Farm 2 while in standalone mode as you want to hear them for your performance, 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 on the DAW track to "non-destructively" make changes to your recorded track's Tone any time up until your final mix. 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.

Also, since ToneDirect handles all the monitoring completely through your Line 6 POD Studio, TonePort or GuitarPort hardware rather than through your DAW software, you won't need to use your DAW's "software monitoring" features. This means you can typically keep the DAW software's buffers at higher settings for greater stability and better CPU performance!

Main Control Bar

The Main Control Bar is always shown at the top of the POD Farm 2 window, and includes a number of global controls and "View" buttons. The controls are the same here as described in the Plug-In chapter's "1 - Main Control Bar" on page 3•4, with the exception of the Input & Output controls, described as follows.

Input Meter   Master Output Control

The Main Control Bar

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 "Mixer View" on page 4•5).

- 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!

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*Important! Setting your input levels before they are fed into POD Farm 2 is critical for optimizing your audio signal quality. Here are some helpful tips concerning Input levels:

- Some POD Farm 2 models are calibrated to receive an "instrument level" audio signal (-18 dB). Therefore, when any of these models exist in your Tone path, use your instrument or input device's volume or gain controls to optimize the input level coming into POD Farm 2 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 as high as full scale.

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•6) 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.

TIP: Many models within POD Farm 2 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 POD Farm 2 main output level.

Mixer View

A/B Switch Box   Tone A & B Controls   Record Send Controls

Tone A & B Controls

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. POD Farm 2 standalone operation offers the following options, which differ from those in POD Farm 2 Plug-In.

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 depending on the connected Line 6 hardware*, and for Single versus Dual Tone modes.

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*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 (as in the above screen example). 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.
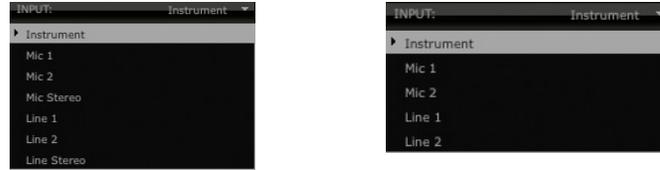
The Tone A Input Source menu options with a UX2 device - Single Tone Mode (left) Dual Tone mode (right)

For descriptions of additional Tone A & B controls, please refer to the POD Farm 2 Plug-In chapter's section <u>"Mixer View" on page 3•23</u>. Also see <u>"Record Send Behaviors" on page 4•7</u> for how Tone A & B Mixer controls interact with the Record Sends.

> **UX1, UX2 & KB37 Users: 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 - Tones dialog.**

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. If you have a Dual Tone configuration within POD Farm 2, with a single input source (or when Tone B's Input Menu is set to "Same as Tone A") you'll see this A/B Switch Box active in the Mixer. Whenever you have a Single Tone configuration, or have different input sources in Tone A and B, the A/B Switch Box is disabled.

- Click the A/B button to toggle between feeding your single 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 single input source into *both* Tones A and B simultaneously. Both A and B lights illuminate to indicate A+B mode is active.

Note that this 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?

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. You can think of the two Record Sends as "virtual pipelines" that each carry a stereo output signal from POD Farm 2, allowing you to select your POD Farm signals within your recording software as Input sources for recording into audio tracks.

Send Source Menus

+18 dB Boost button

Output Level Fader

Output Level Meter
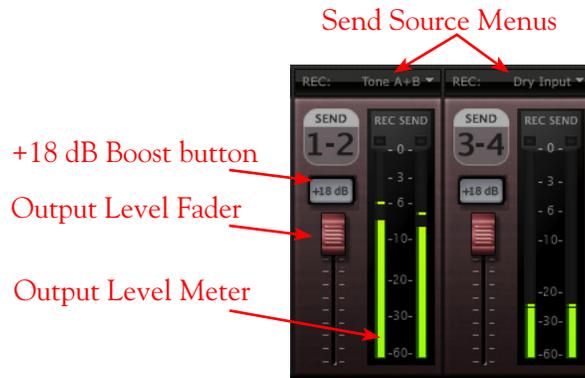
Send Source Menus

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. This is how you adjust the level of the signal that gets recorded into your audio software.
- 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. Watch the meters and adjust the Level Slider for nice, hot signal.

Record Send Behaviors

It is important to note that, when in Dual Tone mode, the Record Send Source menu selections also result in slightly different interactions between the Tone A & B and Record Send Mixer controls.

- When a Record Send Source menu is set to "Tone A+B", the Tone A and Tone B Output Level Fader, Balance Knob and Mute buttons all affect what is fed to this Record Send (as well as what you hear as the POD Farm 2 ToneDirect Monitoring signal).

- When a Record Send Source menu is set to any option *other than* "Tone A+B", the Tone A and Tone B Mixer controls do not affect what is fed to this Record Send (they only affect what you hear as the POD Farm 2 Tone Direct Monitoring 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.

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
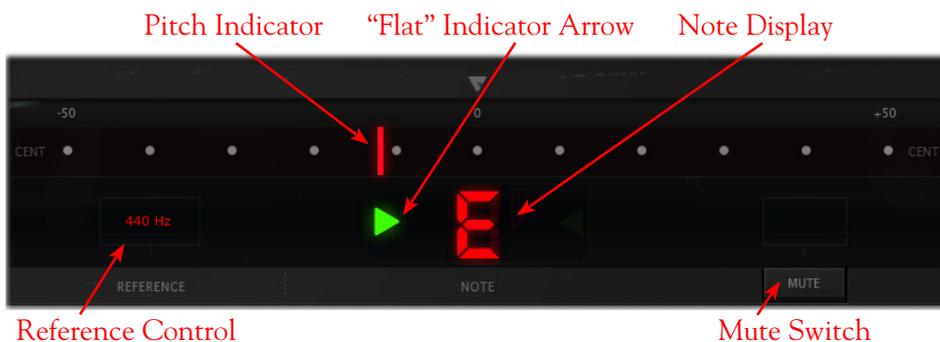
> The Tuner receives input from the Instrument input of your hardware, so if you are using a device other than a GX, D.I. or GuitarPort, be sure to select "Instrument" in the Mixer's Tone A Input Source menu.

See the POD Farm 2 Plug-In chapter's "Tuner View" on page 3•22 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)*

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*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®
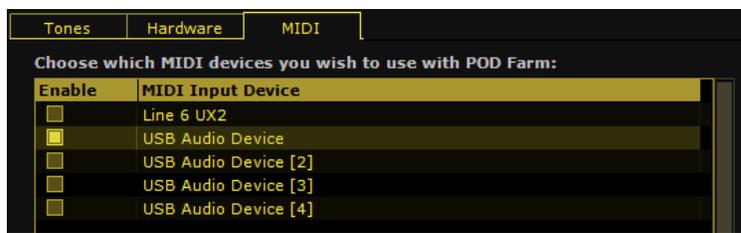
Preferences - MIDI dialog on Windows® XP

- 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 Presets with Pre-configured MIDI Assignments

As described on 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 "MIDI Controller Devices" on page 3•29).

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 "MIDI Learn" on page 3•31 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 "MIDI Control for Setlist & Preset Navigation" on page 3•33.

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 .

Hungry for more info? Please visit the POD Farm Online Help page on the Line 6 site for additional documentation covering Line 6 POD Farm 2, USB devices, Recording Setup, MIDI Control and more!