TONEX Editor

USER MANUAL



IK MULTIMEDIA

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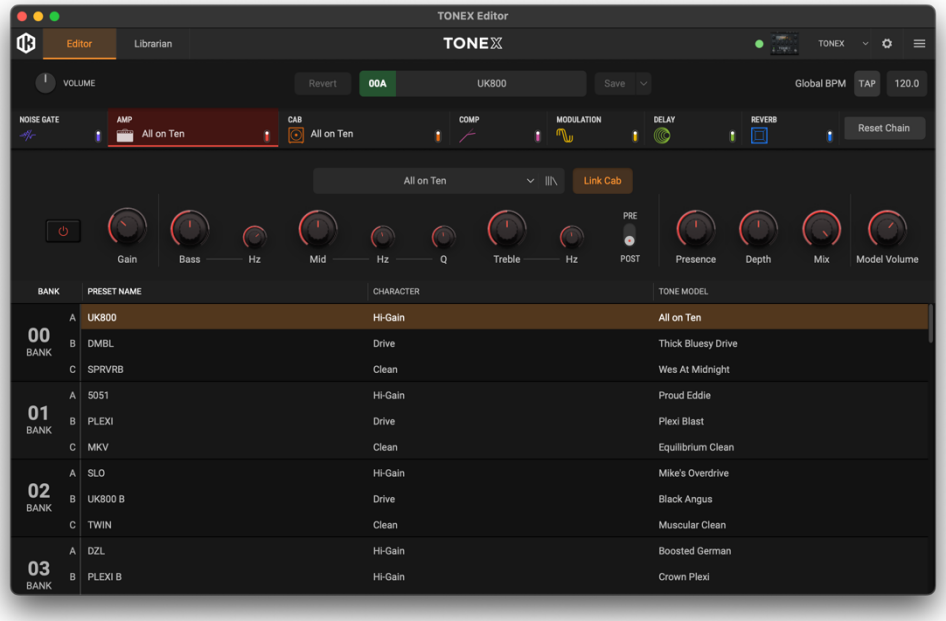
License Agreement 46

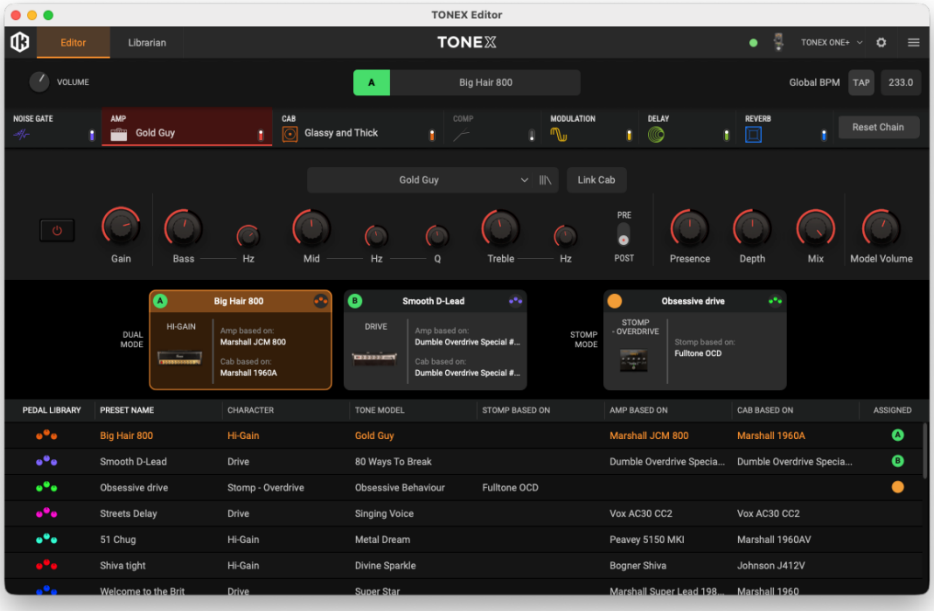
1 - Introduction

TONEX Editor is a dedicated software application that lets you manage and control your TONEX hardware using the computer.

This application is suitable for:

- TONEX Pedal
- TONEX ONE
- TONEX Plug
- TONEX ONE+

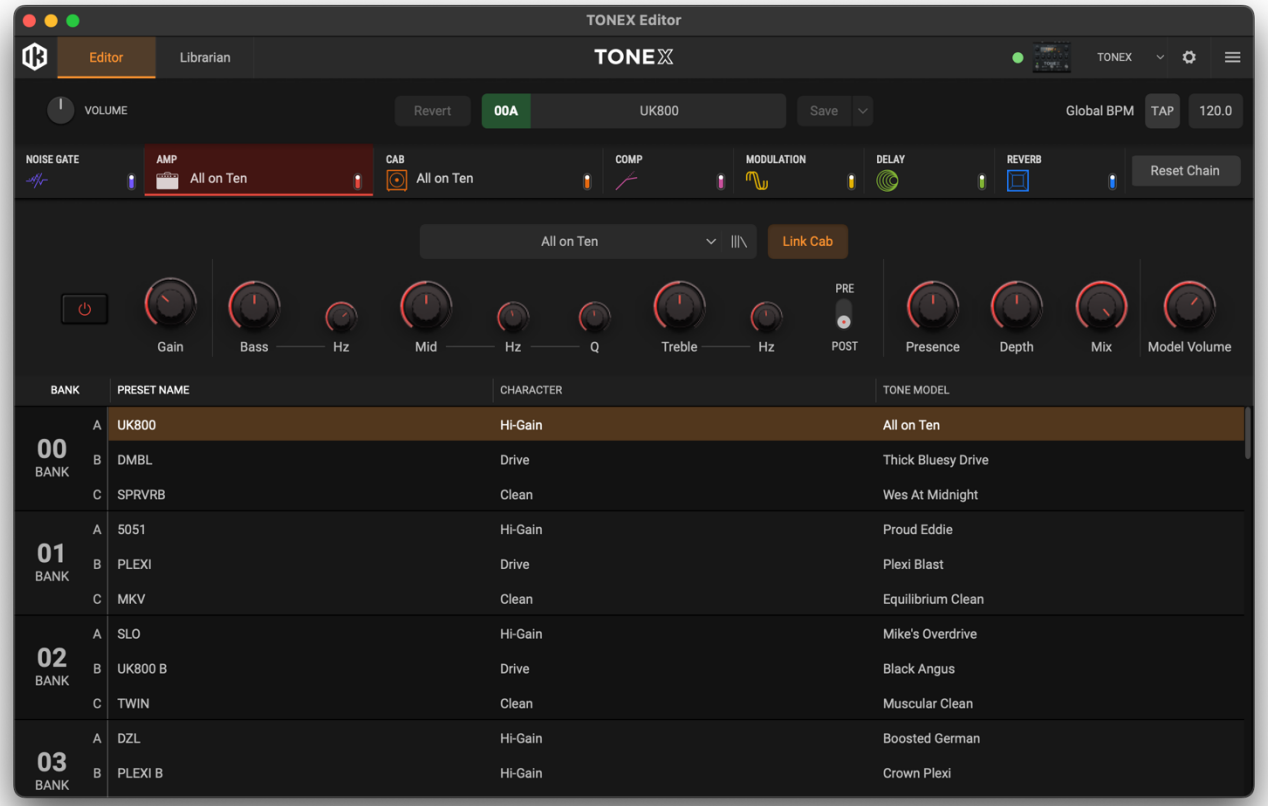




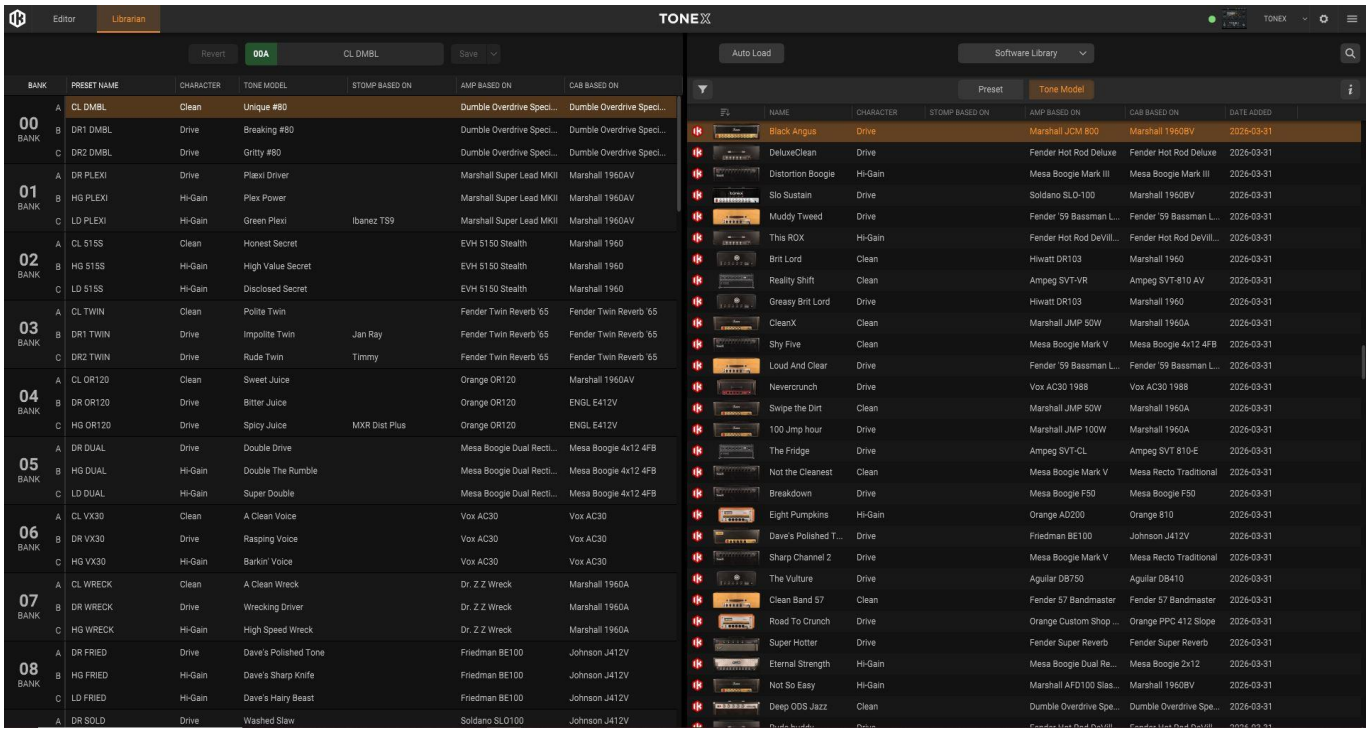
1.1 - Features

- Two-tab design for two different workflows: editor and librarian.
- Editor
  - Floating window design for browsing Tone Models amps, cabs, custom IRs, and VIRs for better screen organization and direct access to the Tone Models/IRs available in the hardware memory and computer library.
  - Straightforward drop-down menu to quickly access Tone Models available on the hardware memory sorted by Tone Model type and character.
  - Control over:
    - All preset parameters
    - Tone Model Amps
    - Tone Model cabs/IR/VIR
    - BPM and global setups
    - Import and export library

TONEX Editor



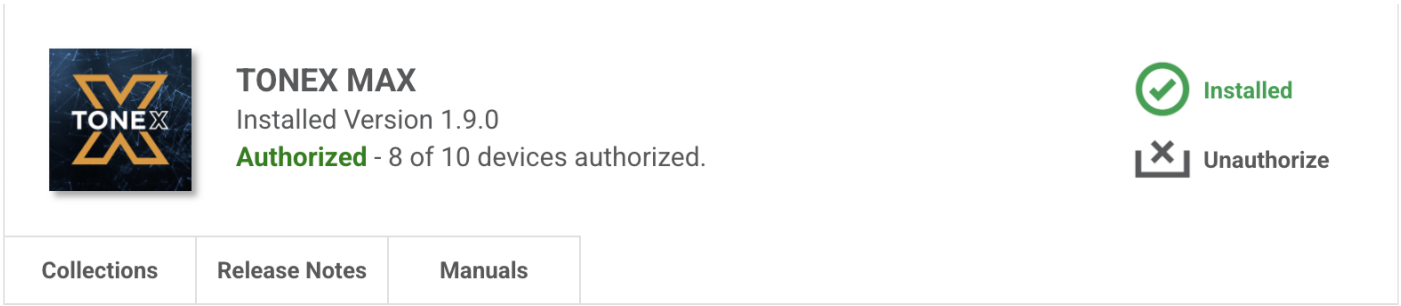
- Librarian
  - New double-column layout to improve space management and maximize information visibility.
  - Direct access to the TONEX for Mac/PC Tone Model and preset library.
  - Direct access to the ToneNET online library
  - Direct access to user folders created in the TONEX for Mac/PC application.
  - Auto-load button to directly load any selected Tone Model or preset in the software library into the selected slot of the hardware library.
    This helps audition software library Tone Models with arrow keys directly through the pedal.
  -



1.2 - Installing

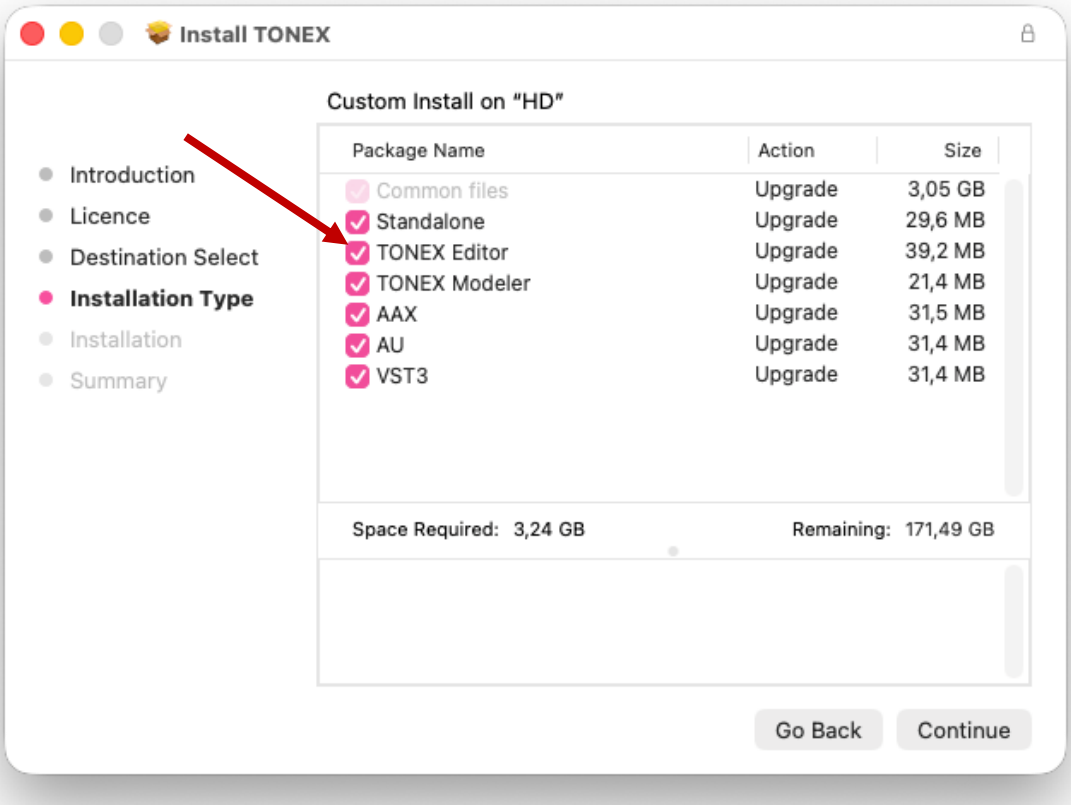
To install TONEX Editor, download the IK Product Manager and log in to or create your IK account.

Inside the IK Product Manager, press the Software tab and scroll down until you see the TONEX row.



Press the install button to start the installation of TONEX for Mac/PC.

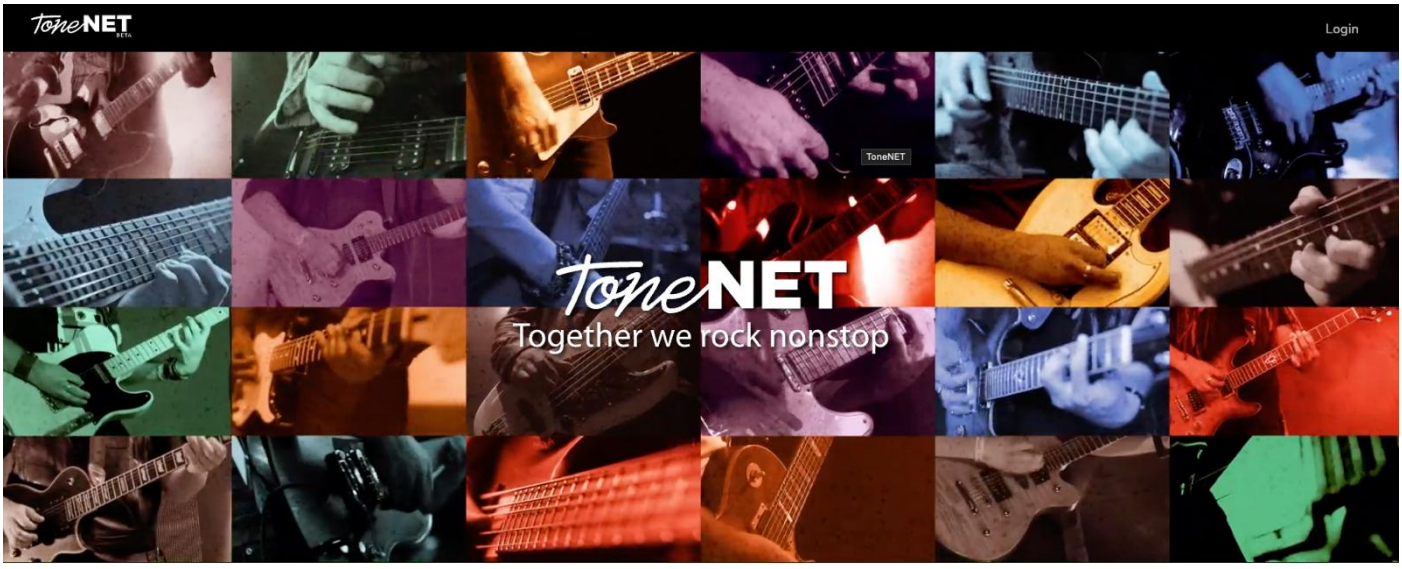
During the installation process, check the TONEX Editor checkbox to install it.



1.2.1 - Tone.NET

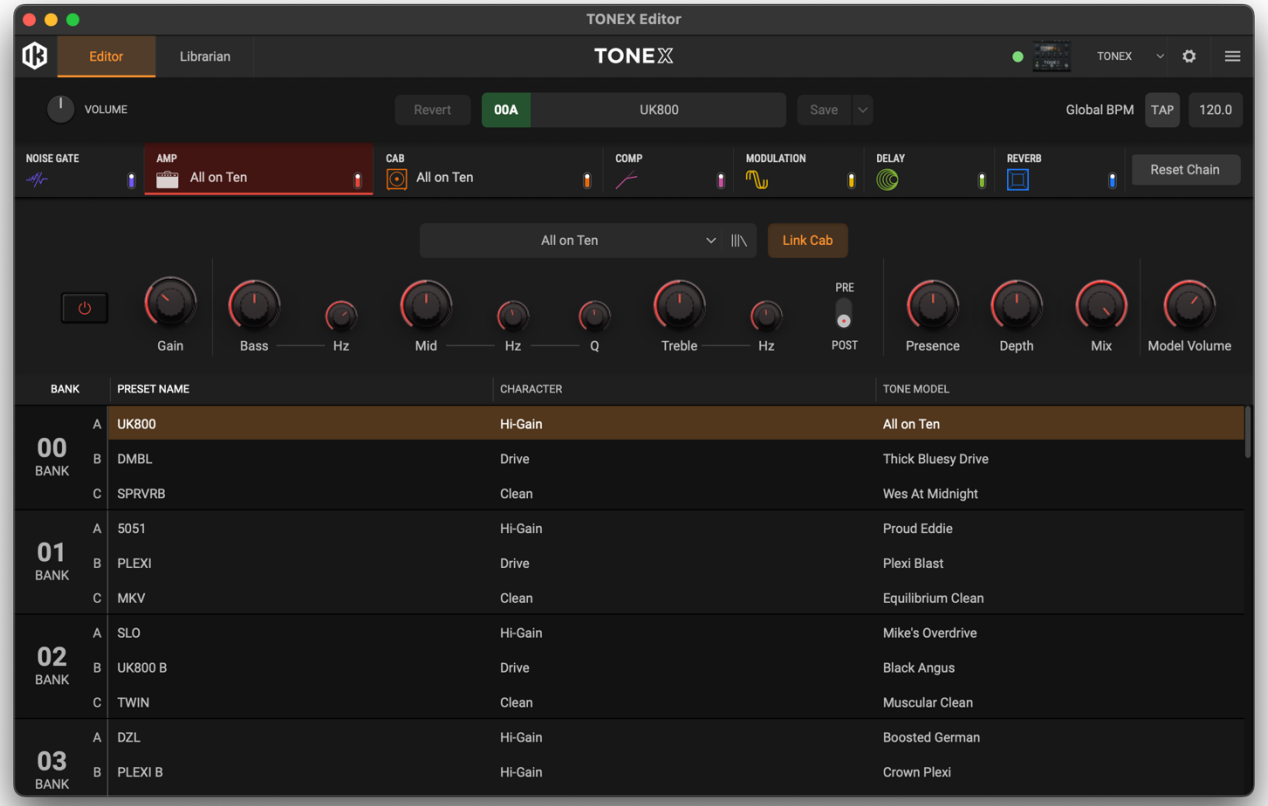
Tone.NET is a cloud platform for exchanging and downloading TONEX Tone Models and Presets for free. Visit the Tone.NET website to access it.

Keep your account logged into the IK Product Manager to access the ToneNET functionality inside the TONEX Editor.



2 - Quick Start

Connect your TONEX device to your computer and launch the TONEX Editor app to start editing your device.



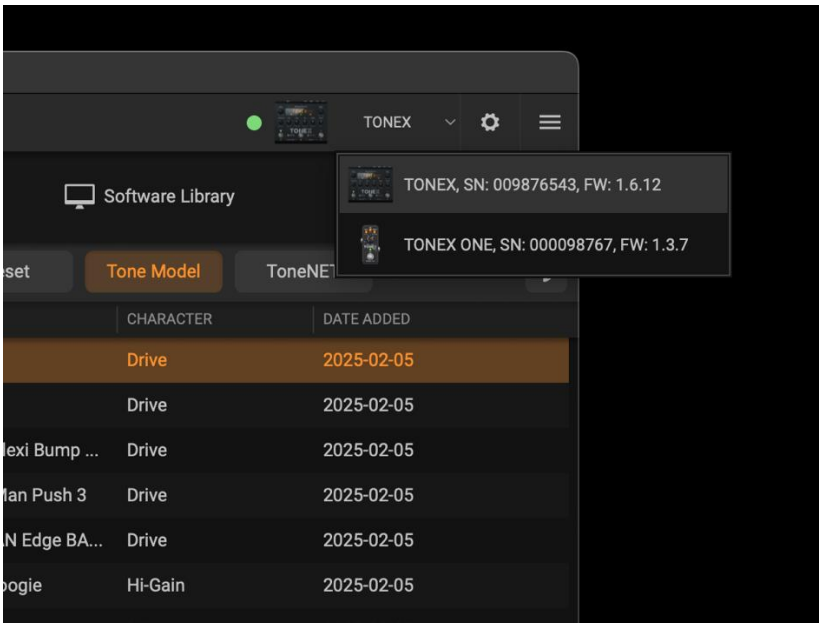
The TONEX Editor is organized into two main tabs:

- **Editor**: use it to edit your pedal in real-time using the in-app parameters and functions
- **Librarian**: lets you transfer Tone Models and presets between the hardware and the software libraries.

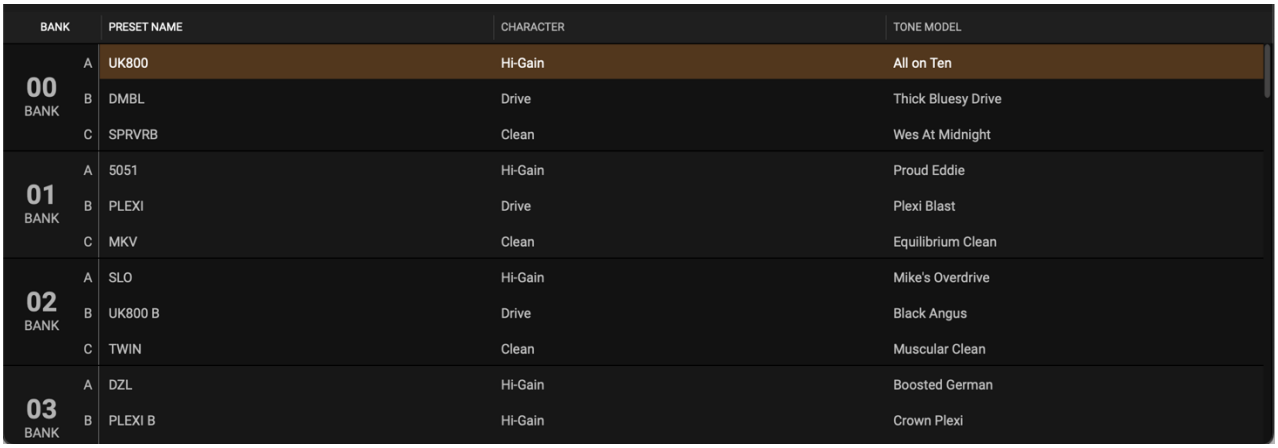
Use the top-left buttons to toggle between the two tabs. 

2.1 - TONEX Pedal

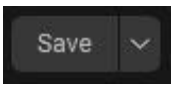
Select your TONEX Pedal from the top-right drop-down menu.

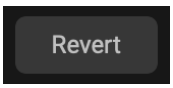


TONEX Pedal library is organized in 50 banks with three slots for each bank.



Select any preset from the library to start editing it.
Right-click any preset to rename it.

When you want to store your edits, press the save button. 

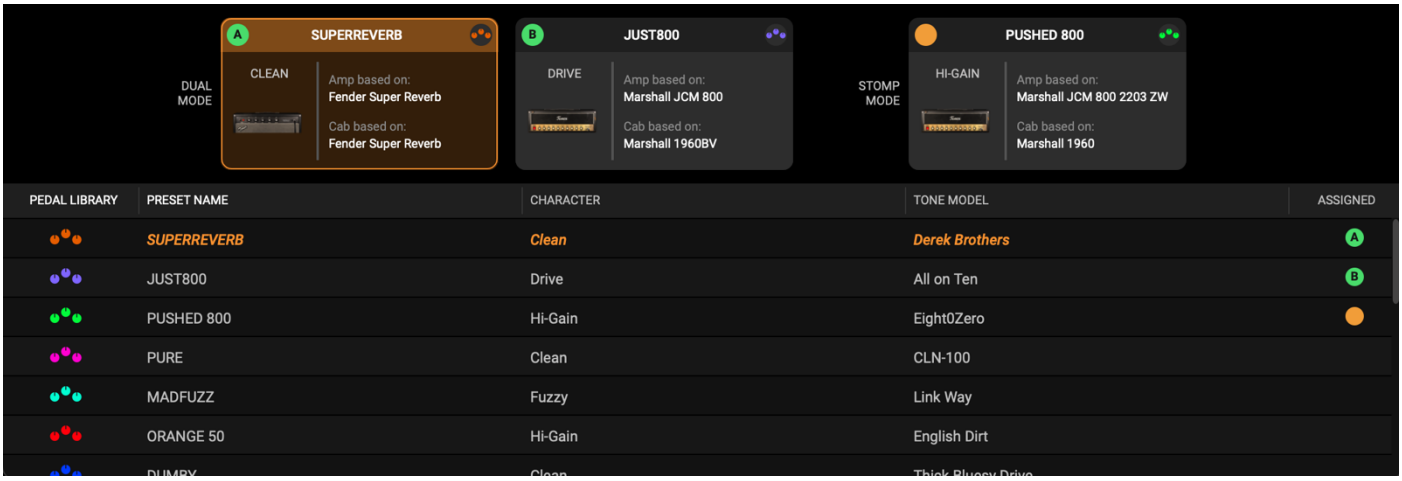
Press the revert button to revert the selected preset to the last saved status. 

2.2 - TONEX ONE/TONEX ONE+

Select your TONEX ONE/TONEX ONE+ from the top-right drop-down menu.



TONEX ONE/TONEX ONE+ library is organized in its three active slots, followed by the 20 available presets inside the hardware.

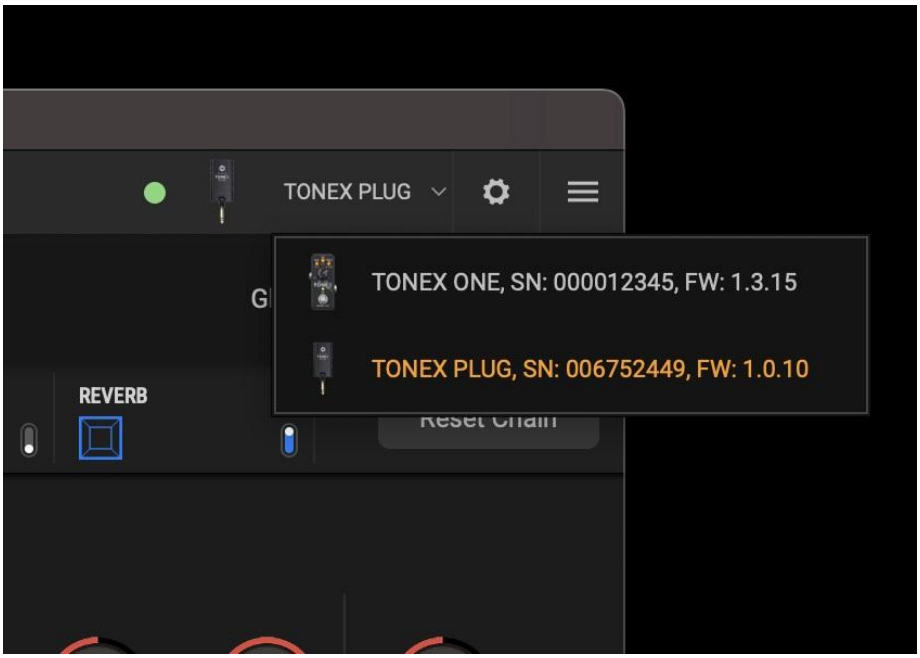


Drag any preset to an active slot to edit it. Any changes are automatically saved in real time.

Right-click any preset to rename it.

2.3 - TONEX Plug

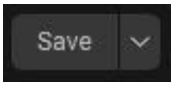
Select your TONEX Plug from the top-right drop-down menu.

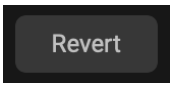


TONEX Plug library is organized in 10 banks with three slots for each bank.

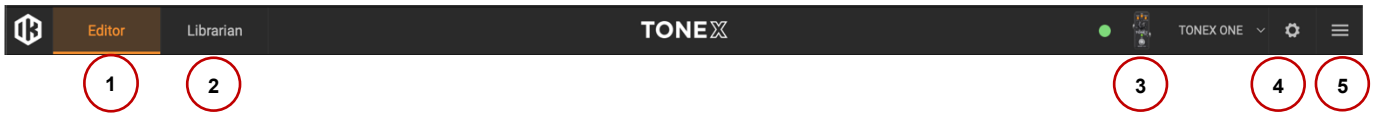
BANK		PRESET NAME	CHARACTER	TONE MODEL	STOMP BASED ON	AMP BASED ON	CAB BASED ON
01 BANK	A	DMBL Clean	Clean	Unique #80		Dumble Overdrive Special #00...	Dumble Overdrive Special EV..
	B	Just 800	Hi-Gain	Golden Driver		Marshall JCM 800	EVH 412ST
	C	80's Hero	Hi-Gain	51st Lead	Ibanez TS9	Peavey 5150	EVH 412ST
02 BANK	A	Doctor Clean	Clean	Easy Combo		DrZ Maz 18	DrZ Maz 18
	B	Some Grit	Drive	Some Grit		Marshall JCM 800	Marshall 1960BV
	C	Boosted DZL	Hi-Gain	High On Gazoline	Ibanez TS9	Diezel VH4	ENGL E412V
03 BANK	A	Crunchy Plexi	Drive	Plæxi Driver		Marshall Super Lead MKII	Marshall 1960AV
	B	Plexi Drive	Hi-Gain	Plex Power		Marshall Super Lead MKII	Marshall 1960AV
	C	Nine Hundred Degrees	Hi-Gain	Nine Hundred Degrees		Marshall JCM 900	Marshall 1960 JCM900

Select any preset from the library to start editing it.
Right-click any preset to rename it.

When you want to store your edits, press the save button. 

Press the revert button to revert the selected preset to the last saved status. 

3 - Top Bar



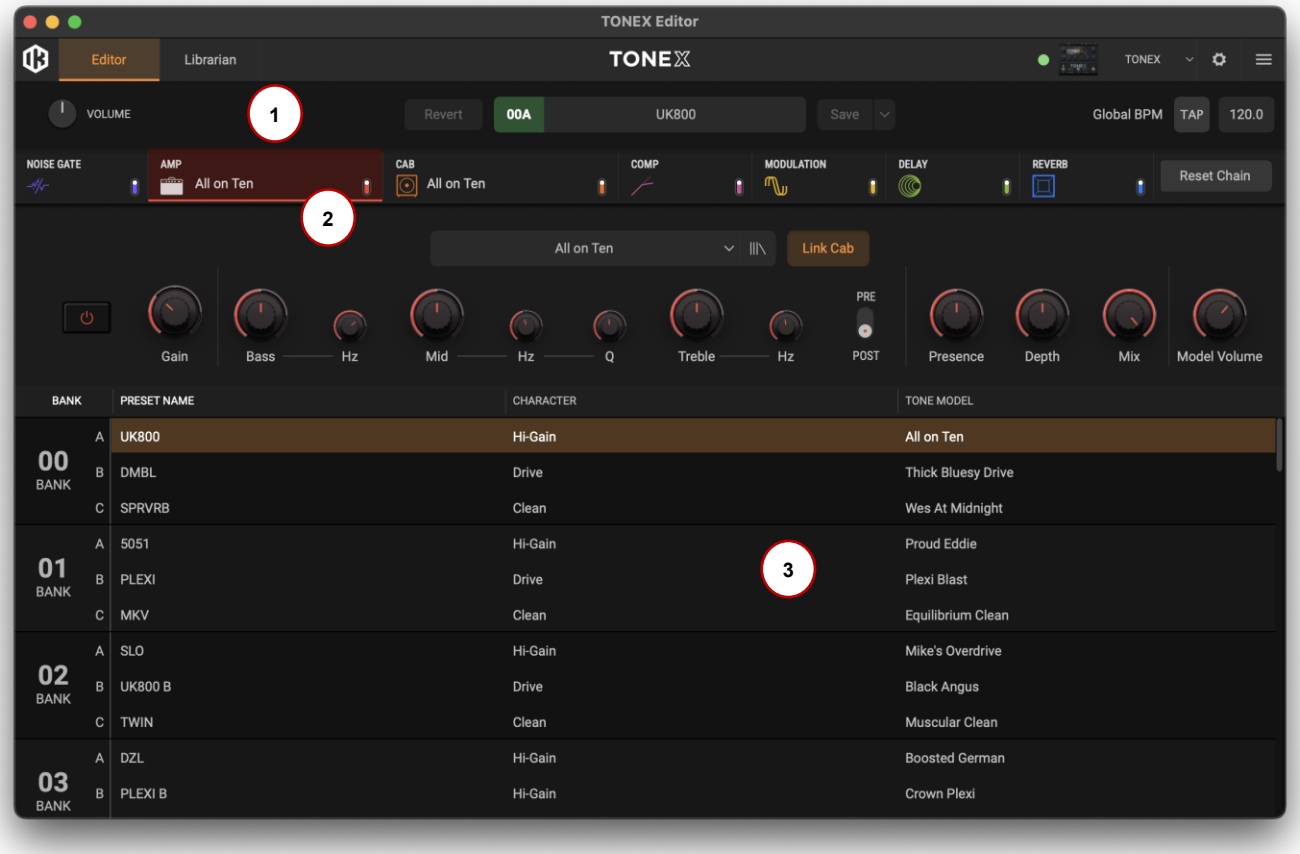
1. **Editor tab**: click to show the editor
2. **Librarian tab**: click to show the librarian
3. **Hardware selector**: lets you choose which hardware to control among all the connected devices. A green dot indicates the hardware is correctly connected, and a red dot indicates disconnected hardware.
4. **Setup**: includes options for the tempo setup, global setup, library and firmware management. Learn more about setup…
5. **Settings**: includes various settings dedicated to the application

4 - Editor

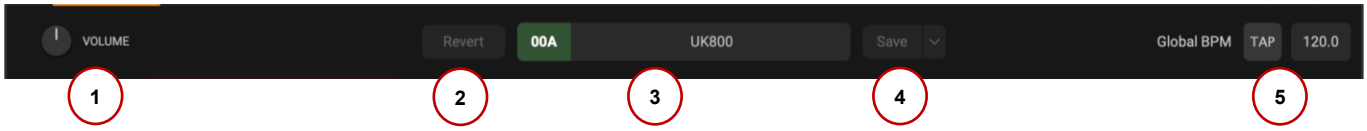
Use the editor tab to edit the selected hardware in real time using your computer.

The editor is organized into three main sections:

1. Control bar
2. Chain
3. Library



4.1 - Control bar



1. **Global volume**: this volume corresponds to the global volume of the device.
2. **Revert***: when editing a preset, press this button to revert it to the previously saved status.
3. **Preset**: shows the selected preset's bank, slot, and name.
4. **Save***: when editing a preset, press this button to save the edits, or press the arrow key to access the "Save As…" function to save a preset with a different name and/or in a different slot.
5. **Tempo BPM**: Use the tap tempo button or the BPM field to edit the current BPM (depending on your device or the selected setup preferences, it can be the preset BPM or the global BPM).

** Only available in TONEX Pedal and TONEX Plug.*

4.2 - Chain



The chain shows all the available blocks for the selected TONEX preset. These are:

- Noise gate
- Tone Model amp
- Tone Model cab
- Compressor
- Modulation
- Delay
- Reverb

Select any block from the top row to access its parameters.

Press the Reset Chain button to reset all the chain blocks to their default status.

4.2.1 - Noise Gate



- **On/Off:** turns on or off the noise gate.
- **Threshold:** adjusts the gate's threshold to filter out noise from -100 dB to 0 dB.
- **Release:** adjusts the release time of the gate from 5 ms to 500 ms.
- **Depth:** adjusts the noise reduction of the gate from -20 dB to -100 dB.
- **FIRST/POST:** Move the noise gate reduction circuit to the beginning of the chain or after the Tone Model block.

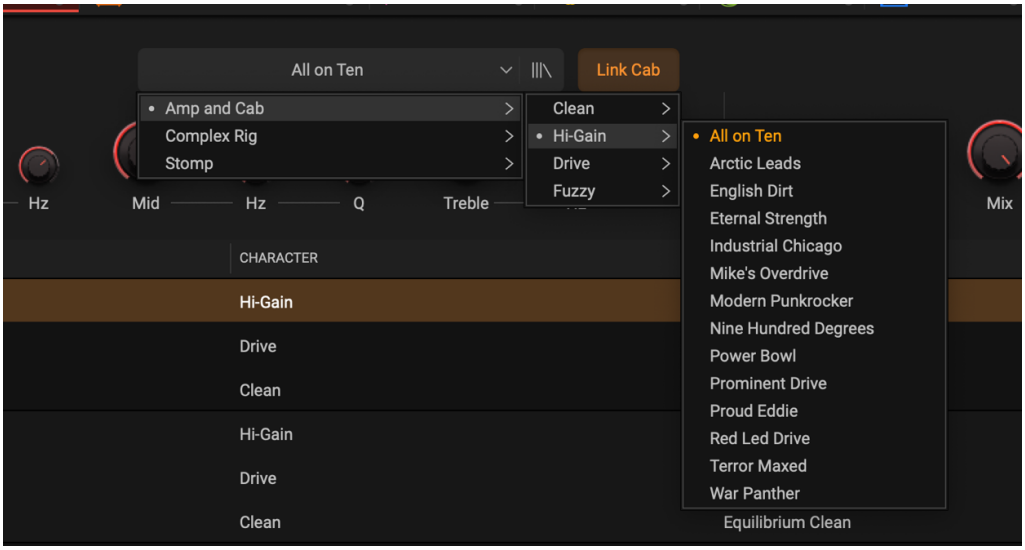
4.2.2 - Tone Model Amp



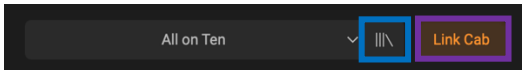
A Tone Model amp can be a stomp, amp, or stomp + amp.

- **On/Off:** activates/bypasses the Tone Model amp.
- **Gain:** sets the input gain of the Tone Model from 0 to 10, resulting in more/less saturation.
- **Bass:** adjusts the bass frequencies shelf EQ gain from 0 to 10.
- **Bass Hz:** Select the bass frequency from 75 Hz to 600 Hz.
- **Mid:** adjusts the mid frequencies peak EQ gain from 0 to 10.
- **Mid Hz:** Select the mid-frequency from 150 Hz to 5 kHz.
- **Mid Q:** sets the q of the mid frequencies from 0.2 to 3.0.
- **Treble:** adjusts the high frequencies shelf EQ gain from 0 to 10.
- **Treble Hz:** selects the high frequency from 1 kHz to 4 kHz.
- **PRE/POST:** sets the tone EQ to be pre (after the noise gate) or post (before the noise gate detection) the Tone Model.
- **Presence:** adjusts the high shelf (1.6 kHz) of the amplifier from 0 to 10.
- **Depth:** adjusts the peak filter (80 Hz) of the amplifier from 0 to 10.
- **Mix:** blends the Tone Model signal for parallel processing from 0% to 100%.
- **Volume:** adjusts the Tone Model volume.

To browse among different Tone Model amps stored in the connected hardware, press the Tone Model amp name to open the Tone Model amp drop-down menu.

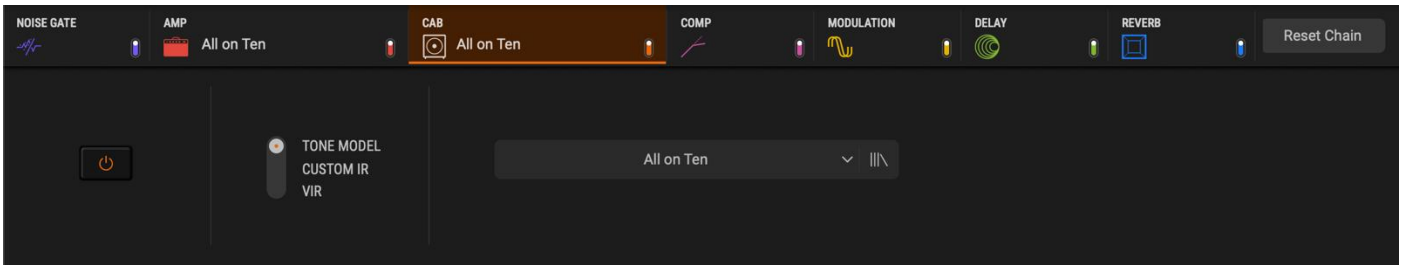


Use the **browser button** to open the Tone Model browser window for deeper navigation and search.



Enable the **link cab** button to automatically load the related cab of a Tone Model while changing the Tone Model amp or deactivate it to browse only Tone Model amps.

4.2.3 - Tone Model Cab



A Tone Model cab can be a modeled cab, custom IR, or VIR.

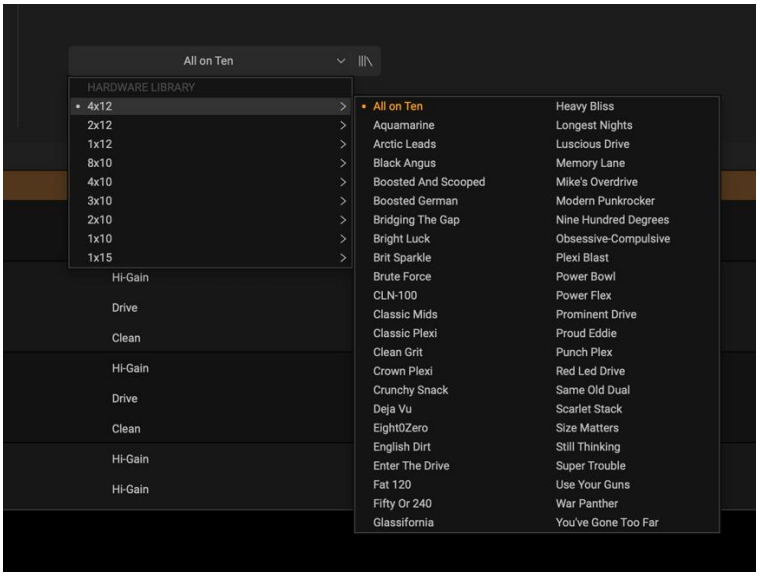
- **On/Off**: activates/bypasses the Tone Model amp
- **Tone Model/Custom IR/VIR**: selects the desired cabinet type

Tone Model

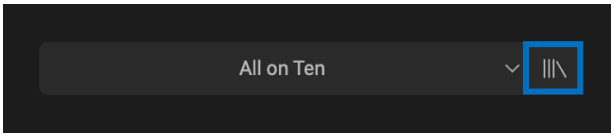
A Tone Model cabinet is modeled together with the amp Tone Model while modeling an Amp + Cab or Complex Rig Tone Model.

Press the Tone Model cab field to browse the different Tone Model cabs inside the hardware.

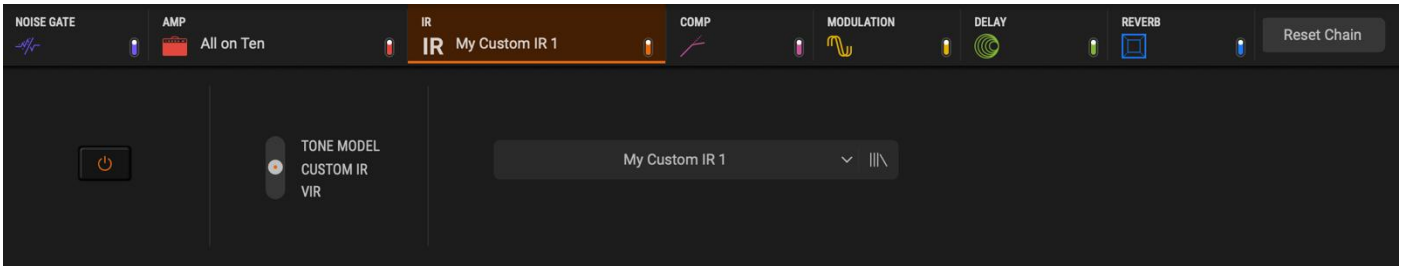
To browse among different Tone Model cabs stored in the connected hardware, press the Tone Model cab name to open the Tone Model cab drop-down menu.



Use the **browser button** to open the Tone Model browser for deeper navigation and search.



Custom IR

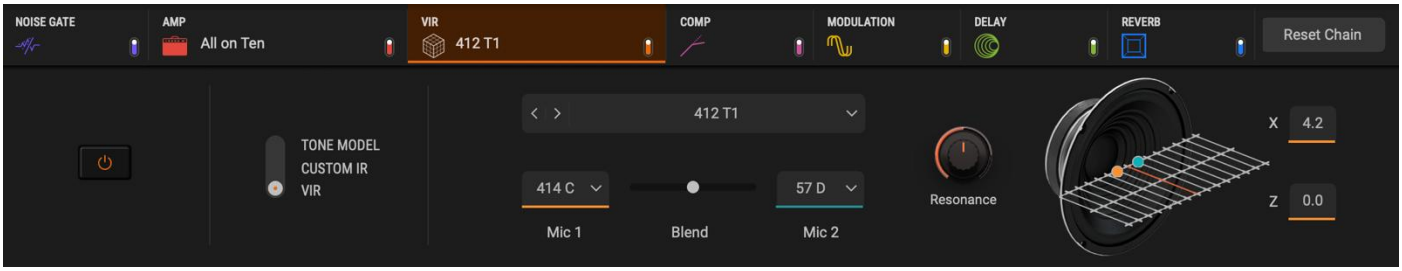


With the custom IR option, you can use our IR loader to load your favorite IR as a cabinet in the TONEX chain.

Multiple IRs can be imported simultaneously when multiple files are selected during the import process. Imported custom IRs are automatically converted to **2048 samples** with a **44.1 kHz sample** rate and **24-bit depth**.

Additional options to rename or delete an impulse response are available by hovering the mouse over an IR row.

VIR - Volumetric Impulse Response



The VIR option lets you tweak the perfect cab sound using our proprietary volumetric impulse response technology that allows you to adjust the precise cab mic position for up to two microphones.

Available VIR cabinets:

- **16 DK** based on the cab section of the KAT Deacy
- **18 CHAMP** based on the Fender® ’57 Champ 1x8" Open Back
- **110 TONE** based on the Fender® ‘65 Princeton® 1x10" Open Back
- **112 DLX** based on Fender® 65’Deluxe Reverb® 1x12" Open Back with Jensen® C12k speaker
- **112 MARK** based on MESA/Boogie® Mark III™ Combo
- **112 CALI** based on MESA/Boogie® 2x12 California Tweed™
- **112 MAZ** based on Dr. Z Amplification® MAZ 18 Jr.™ 1x12"
- **112 TINY** based on Orange® 1x12" Tiny Terror™ Combo
- **115 BMAN** based on Fender® ’53 Bassman® 1x15"
- **212 TWIN** based on Fender ‘65 Twin Reverb® 2x12" Open Back equipped with Jensen® C12k speakers
- **212 BLUE** based on VOX® AC30TM setup equipped with Celestion Alnico Blue speakers.
- **212 H70** based on VOX® AC30TM equipped with Celestion G12H anniversary speakers.
- **212 JAZZ** based on Roland® JC-120™ 2x12
- **212 OPEN** based on Sears® Silvertone® 2x12

- **212 PPC** based on Orange® PPC 212 2x12" Closed Back
- **212 REHO** based on MESA/Boogie® 2x12 Recto® Horizontal Closed
- **212 DZ** based on Dr. Z Amplification® Z Wreck™ 2x12"
- **412 1960** based on Marshall® 1960AV
- **412 B30** based on Marshall® 1960A Lead Vintage 4x12" Slanted, V30
- **412 B8000** based on Marshall® 1960 Lead Vintage 4x12" Slanted, G12-80
- **412 B9000** based on Marshall® 1960A Lead Vintage 4x12" Slanted, T75
- **412 BS** based on Marshall® 2551A 4x12" Slanted, T75
- **412 BDAG** based on Randall® 412 JB 4x12
- **412 HW** based on Hiwatt® 4x12
- **412 F1** based on Fender® 4x12 MH™
- **412 T1** based on MESA/Boogie® 4x12" Rectifier®
- **412 V1** based on Peavey® 5150™ 4x12
- **412 M1** based on Marshall® JCM800™ 4x12
- **412 PPC** based on Orange® PPC 412 4x12"
- **412 RETS** based on MESA/Boogie® 4x12 Recto® Traditional Slant Closed
- **412 RKB** based on MESA/Boogie® 4x12 Road King™ Slanted equipped with Electro-Voice EVM-12L
- **412 RKV** based on MESA/Boogie® 4x12 Road King™ Slanted equipped with Celestion™ V30
- **412 PIG** based on Marshall® Major 4x12" Slanted, T75
- **412 GRN** based on Marshall® 4 x12 equipped with 20W greenbacks Celestion™
- **412 XXL** based on ENGL® 4x12" XXL PRO Straight E412XXLB
- **412 STD** based on ENGL® 4x12" Standard Slanted E412SSB
- **410 SVX** based on Ampeg® BXT-410H 4x10"
- **115 SVX** based on Ampeg® HERITAGE B-15N® 1x15”
- **810 SVX** based on Ampeg® SVT-810 AV 8x10”
- **810 OBC** based on Orange® OBC 810™ 8x10"

Each cabinet can be miked up with the following microphones:

- **414 C – Condenser 414** based on AKG 414 condenser microphone
- **57 D – Dynamic 57** based on Shure SM57 dynamic microphone
- **121 R – Ribbon 121** based on Royer 121 ribbon microphone

The other VIR parameters are:

- **BLEND:** changes the balance of the two microphones. All the way to the right lets you hear only microphone 1, all the way to the left lets you hear only microphone 2. The middle position let you hear both microphones at the same volume.
- **RESONANCE:** adjust the resonance of the selected cabinet.
- **X / Z**: tweaks the horizontal position / distance of the microphone from the speaker.
  The microphones’ position can be edited also by directly moving the two blue and yellow spheres inside the grid.

4.2.4 - Compressor



- **On/Off**: activates or bypasses the compressor block
- **PRE/POST:** sets the compressor before or after the Tone Model.
- **Threshold:** adjusts the threshold at which the compressor starts to operate from 0 dB to -40 dB.
- **Gain:** adjusts the compressor's output volume from -30 dB to 10 dB.
- **Attack:** adjusts the compressor attack time from 1 ms to 51 ms.

4.2.5 - Modulation



The modulation block hosts 5 different modulation algorithms.

- **On/Off**: activates/bypasses the modulation.
- **Type**: selects the modulation algorithm for chorus, tremolo, phaser, flanger, and rotary.
- **Sync**: allows the rate of the modulation change between time signature or milliseconds to be set.
- **PRE/POST**: sets the modulation before or after the Tone Model.

Chorus

- **Rate:** sets the rate or speed of the chorus from 0 to 10.
- **Depth:** sets the depth of the chorus from 0 to 100.

Tremolo

- **Rate:** sets the rate or speed of the tremolo from 0 to 10.
- **Shape:** sets the tremolo waveform from triangle when set to 0 to square when set to 10.
- **Spread:** when the tremolo is placed as POST, it widens the stereo image of the effect.

Phaser

- **Rate:** sets the rate or speed of the phaser from 0 to 10.
- **Depth:** sets the depth of the phaser from 0 to 100.

Flanger

- **Rate:** sets the rate or speed of the modulation from 0 to 10.
- **Depth:** sets the depth of the modulation from 0 to 100.
- **Feedback:** set the amount of processed signal fed back into the effect.

Rotary

- **Speed:** sets the speed of the rotary effect from 0 to 10.
- **Radius:** sets the radius of the speaker rotation from 0 to 300.
- **Spread:** when the modulation is set to POST, it widens the stereo image of the effect.

All parameters are independent for each modulation type.

4.2.6 - Delay



The delay block hosts 2 different delay algorithms.

- **On/Off**: activates/bypasses the delay
- **Type**: selects the delay algorithm between digital and tape.
- **Mode**: selects the delay mode between normal and ping-pong.
- **Time:** sets the delay time from 0 to 1000 msec.
- **Feedback:** sets the amount of delay repeats from 0 to 100.
- **Mix:** sets the dry and wet signal mix from 0% to 100%.
- **Sync**: allows the rate of the modulation change between time signature or milliseconds to be set.
- **PRE/POST**: sets the delay before or after the Tone Model.

All parameters are independent for each delay type.

4.2.7 - Reverb



The reverb block hosts different reverb algorithms/

- **On/Off**: activates/bypasses the delay
- **Type**: selects the delay algorithm among spring 1, spring 2, spring 3, spring 4, room and plate.
- **Time:** sets the length of the reverb tail from 0 to 10.
- **Pre-delay:** sets the pre-delay time before the reverb starts.
- **Color:** sets the reverb tone from -10 (darker) to +10 (brighter).
- **Mix:** sets the mix amount of the reverb from 0% to 100%.
- **POST/LAST**: sets the reverb to be after the Tone Model or as the last effect in the chain.

All parameters are independent for each reverb type.

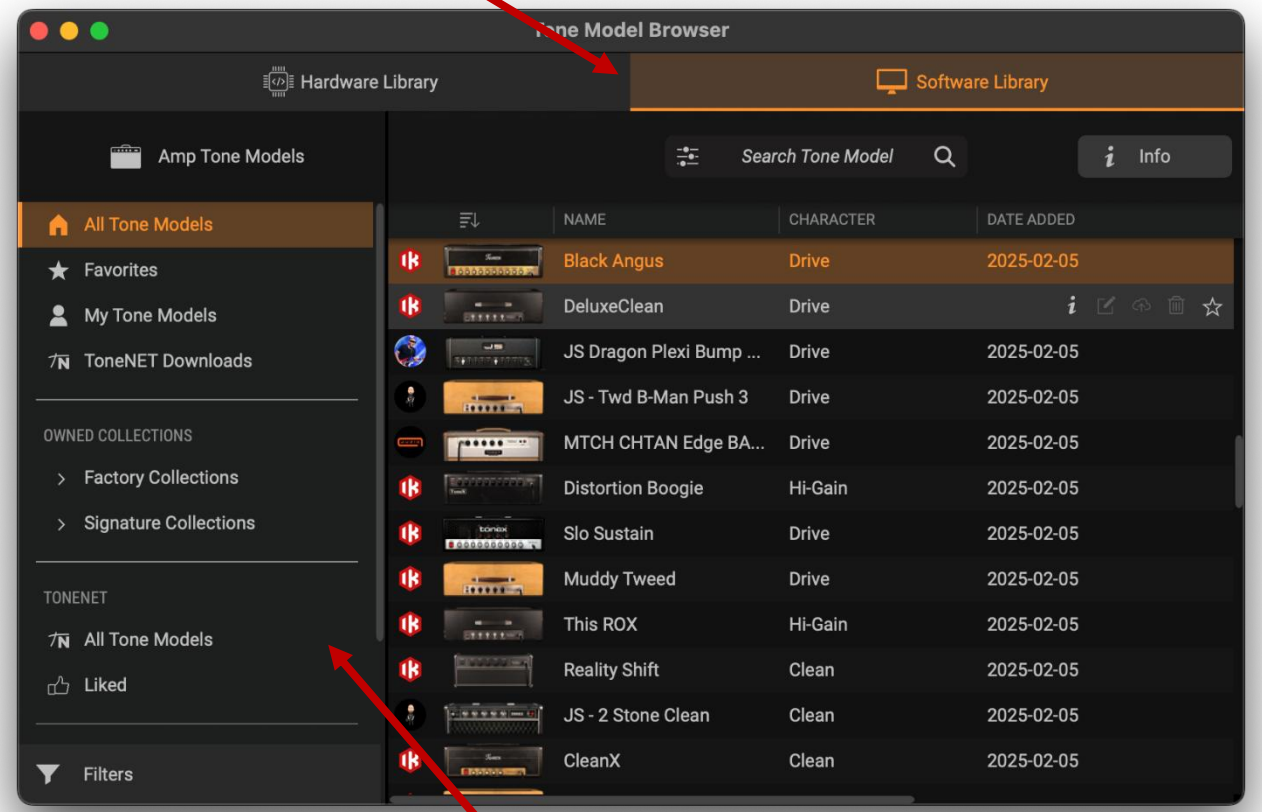
4.3 - Tone Model Browser

The Tone Model browser is a dedicated window for browsing Tone Models.

Use the **browser button** to open the Tone Model browser window.



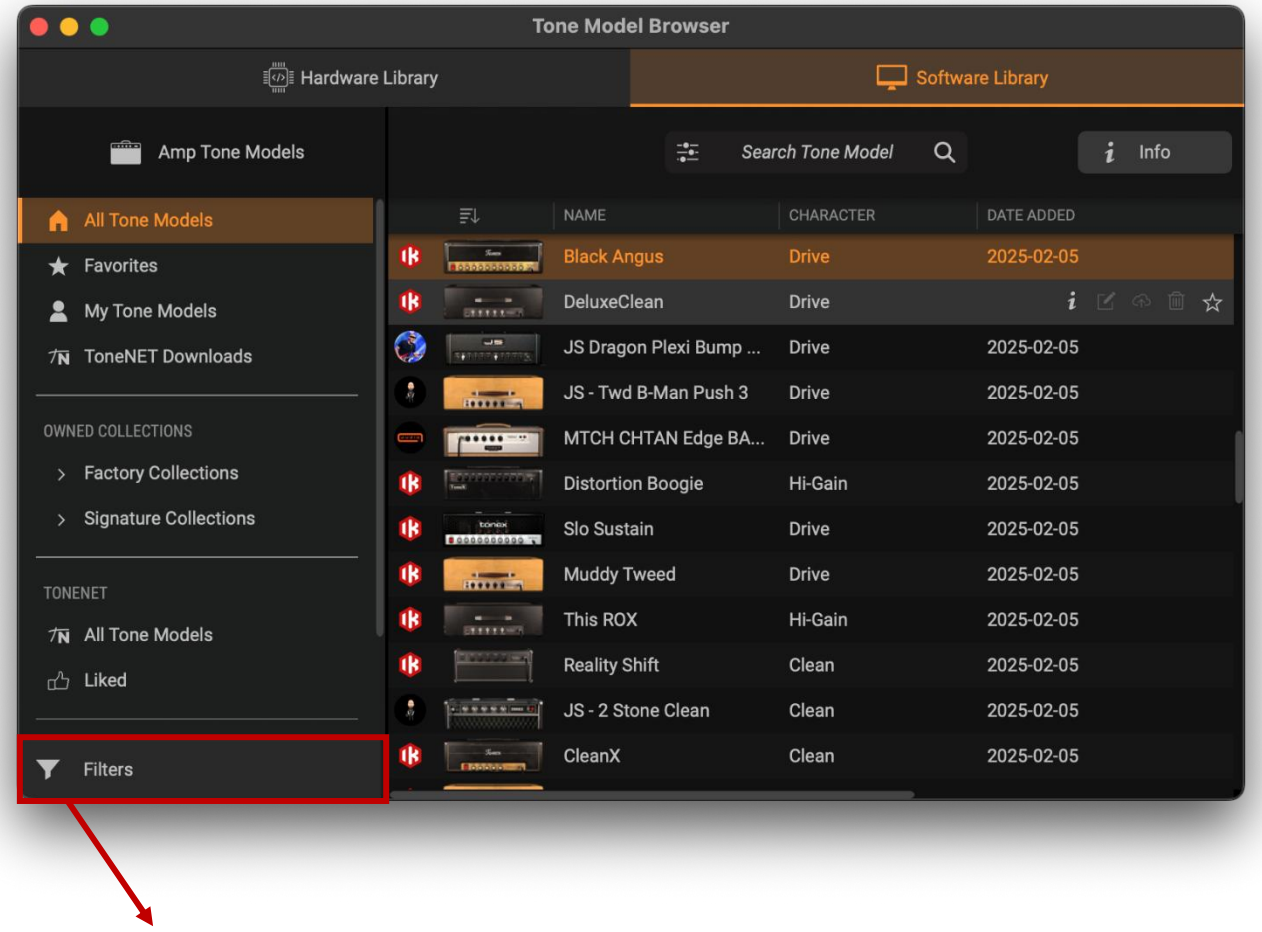
At the top are two main tabs: the hardware and software libraries. Click to view the available Tone Models in the selected library.



When browsing the software library, use the left column to find locations or create custom folders.

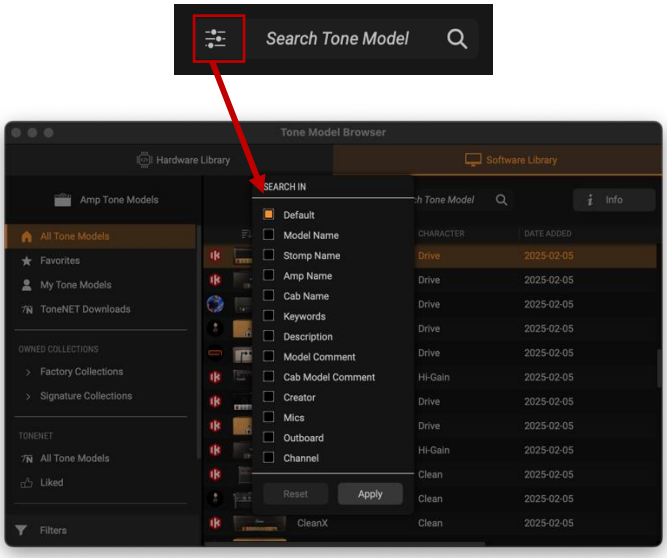
Selecting a Tone Model automatically loads it into the current preset.

When saving the preset, the new Tone Model is automatically transferred to the hardware library (if not already available).

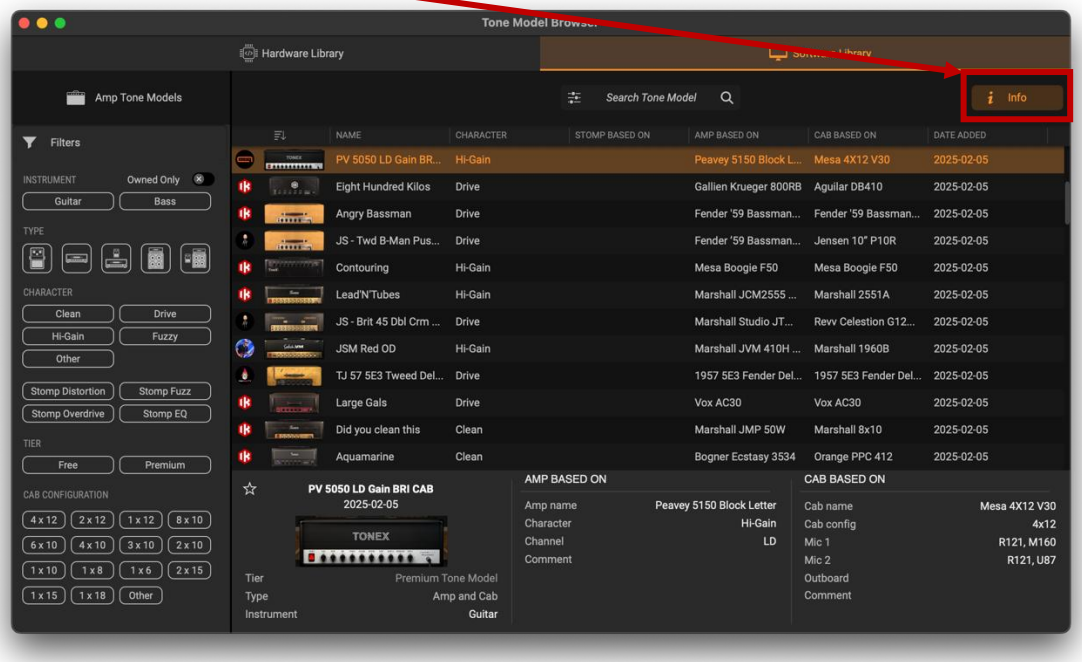


The dedicated filter button opens the filters section, where you can filter both hardware and software libraries.

Tone Models can also be searched using the dedicated search field with advanced capabilities.



The info button can open more information about the selected Tone Model.



4.4 - Hardware Library

The hardware library displays the current preset library available in the selected hardware.

BANK		PRESET NAME	CHARACTER	TONE MODEL
00 BANK	A	UK800	Hi-Gain	All on Ten
	B	DMBL	Drive	Thick Bluesy Drive
	C	SPRVRB	Clean	Wes At Midnight
01 BANK	A	5051	Hi-Gain	Proud Eddie
	B	PLEXI	Drive	Plexi Blast
	C	MKV	Clean	Equilibrium Clean
02 BANK	A	SLO	Hi-Gain	Mike's Overdrive
	B	UK800 B	Drive	Black Angus
	C	TWIN	Clean	Muscular Clean
03 BANK	A	DZL	Hi-Gain	Boosted German
	B	PLEXI B	Hi-Gain	Crown Plexi

The list is organized in

- Bank & slot *
- Preset name

* Only available for TONEX Pedal

Other columns can be customized to show:

- Character
- Tone Model name
- Stomp from which the Tone Model is based on
- Amp from which the done model is based on
- Cab from which the Tone Model is based on

Each column can be shown or hidden by clicking the column's header.

Right-click on any preset of the library to rename it.

4.4.1 - Highlight

The hardware library has three types of highlights:

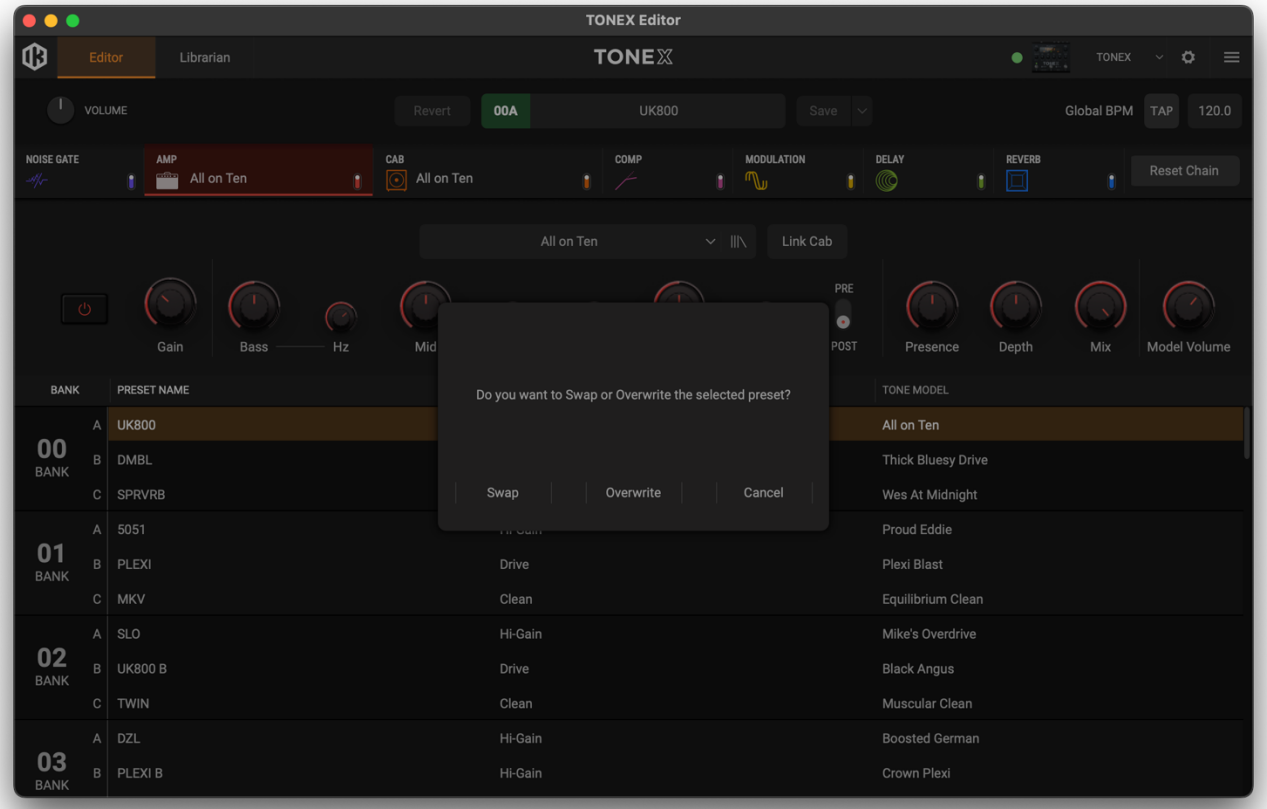
- Main selection UK800: this preset selected is the one engaged on the hardware and is updated in real time.
- Secondary select DMBL: this preset is selected for multiple selections, but it's not engaged on the pedal.
- Mouse-over highlight SPRVRB: this preset is not selected; it's highlighted at mouse-over.



On TONEX ONE, the main selection is only available for the three active preset cards.

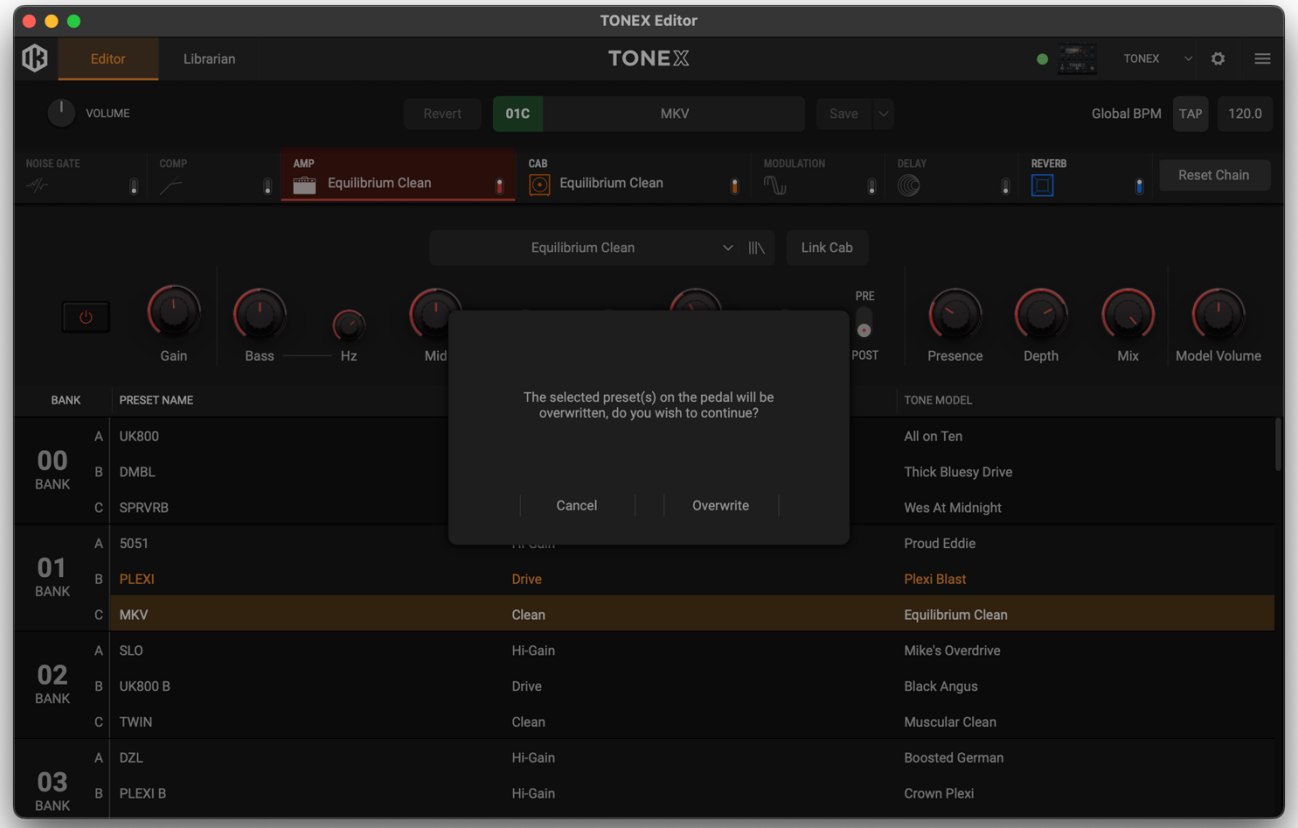
4.4.2 - Preset Swap & Overwrite

When dragging a preset onto another inside the hardware library, you can choose between swapping the two presets or overwriting the destination preset with the dragged preset.



Warning: when overwriting the destination, the PRESET will be erased.

When dragging multiple presets on top of each other, you can overwrite them; this will copy the dragged presets to the destination preset slots.



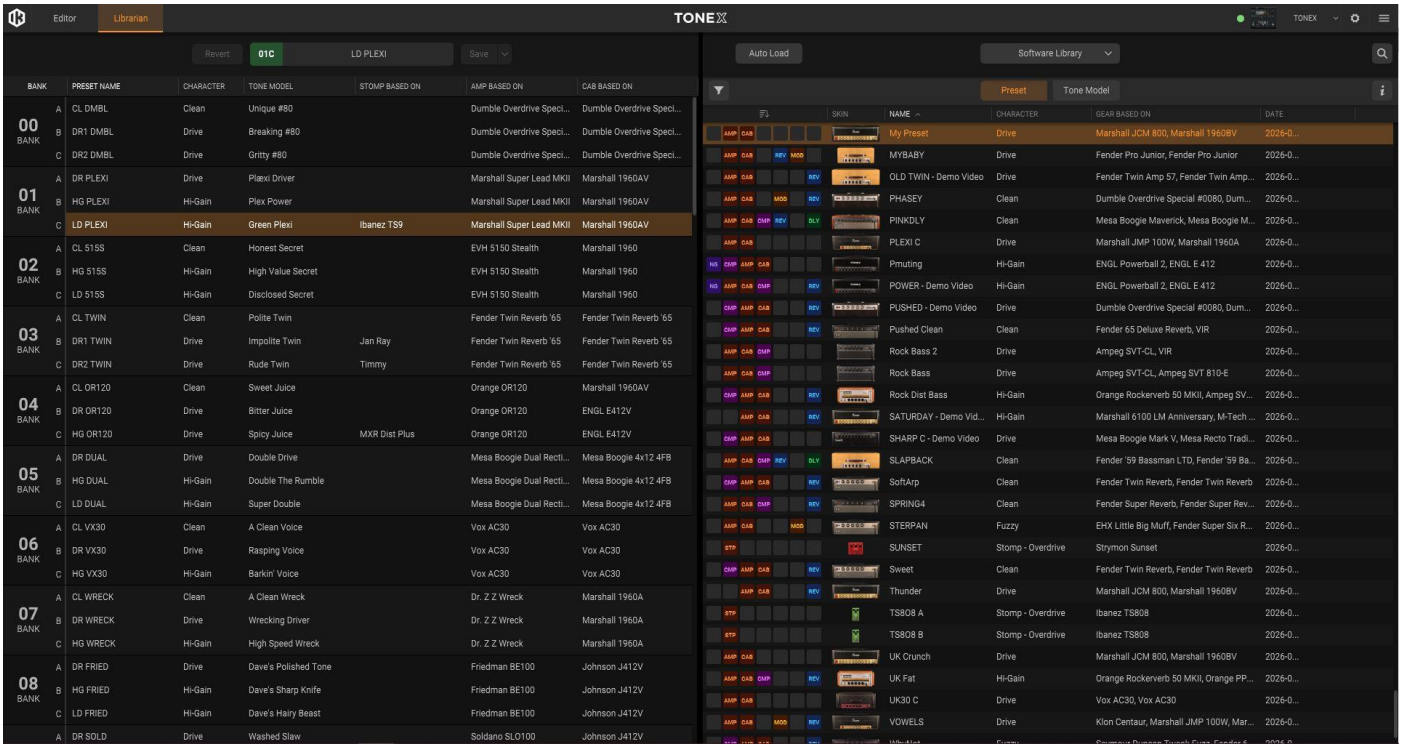
Warning: the destination presets will be erased.

5 - Librarian

Use the librarian tab to transfer presets and Tone Models from and to the TONEX software library.

The librarian tab is organized into two main lists:

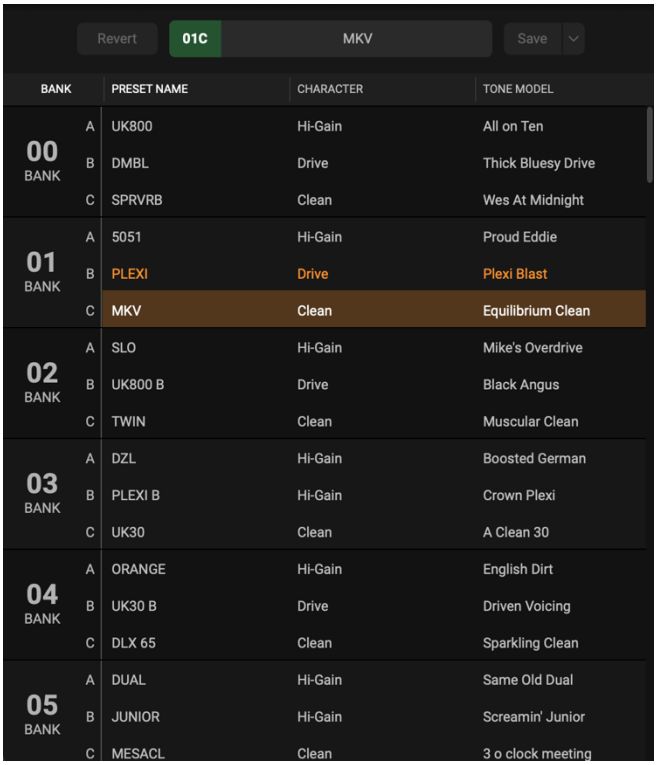
- Hardware library
- Software library



5.1 - Hardware library

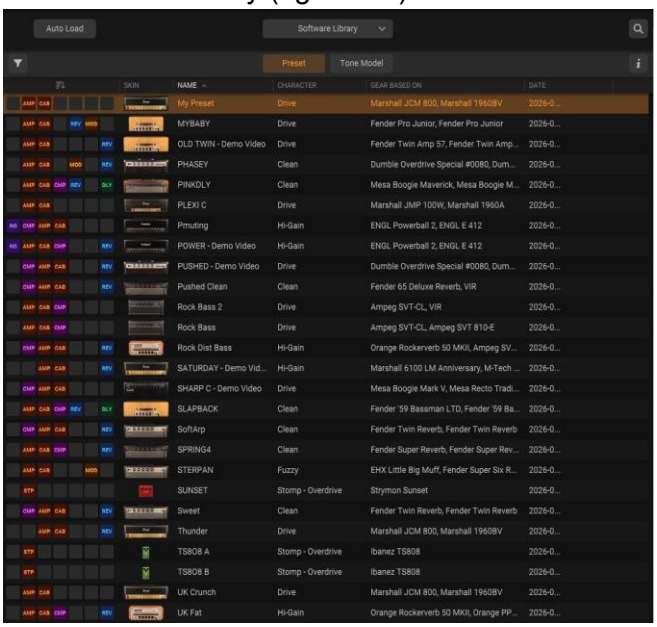
The hardware library (left side) is a condensed and efficient reproduction of the editor's hardware library.

You can move, rename, copy, and swap presets in the hardware library, like in the editor's hardware tab.



5.2 - Software library

The software library (right side) mirrors the one found in TONEX Player and Plug-in.



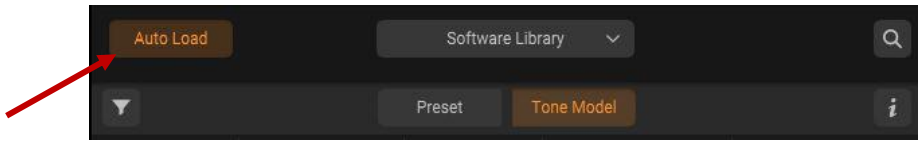
5.2.1 - Highlight

The software library has three types of highlights:

- Mouse-over highlight (ORANGE preset): this preset/Tone Model is not selected; it's highlighted at mouse-over.
- Secondary selection (PEACH preset): this preset/Tone Model is selected for multiple selection workflows.
- Main selection (PINK preset): this preset/Tone Model is selected in the software library and is the reference for the info tab.



5.2.2 - Auto Load



The auto load button automatically transfers any preset or Tone Model selected in the software library to the selected preset slot in the hardware library.

This function allows you to browse the software library's presets and Tone Models directly from the connected hardware using the arrow keys on your keyboard.

Try to enable it when looking for new sounds or disable it when managing your libraries.

5.2.3 - Software library organization



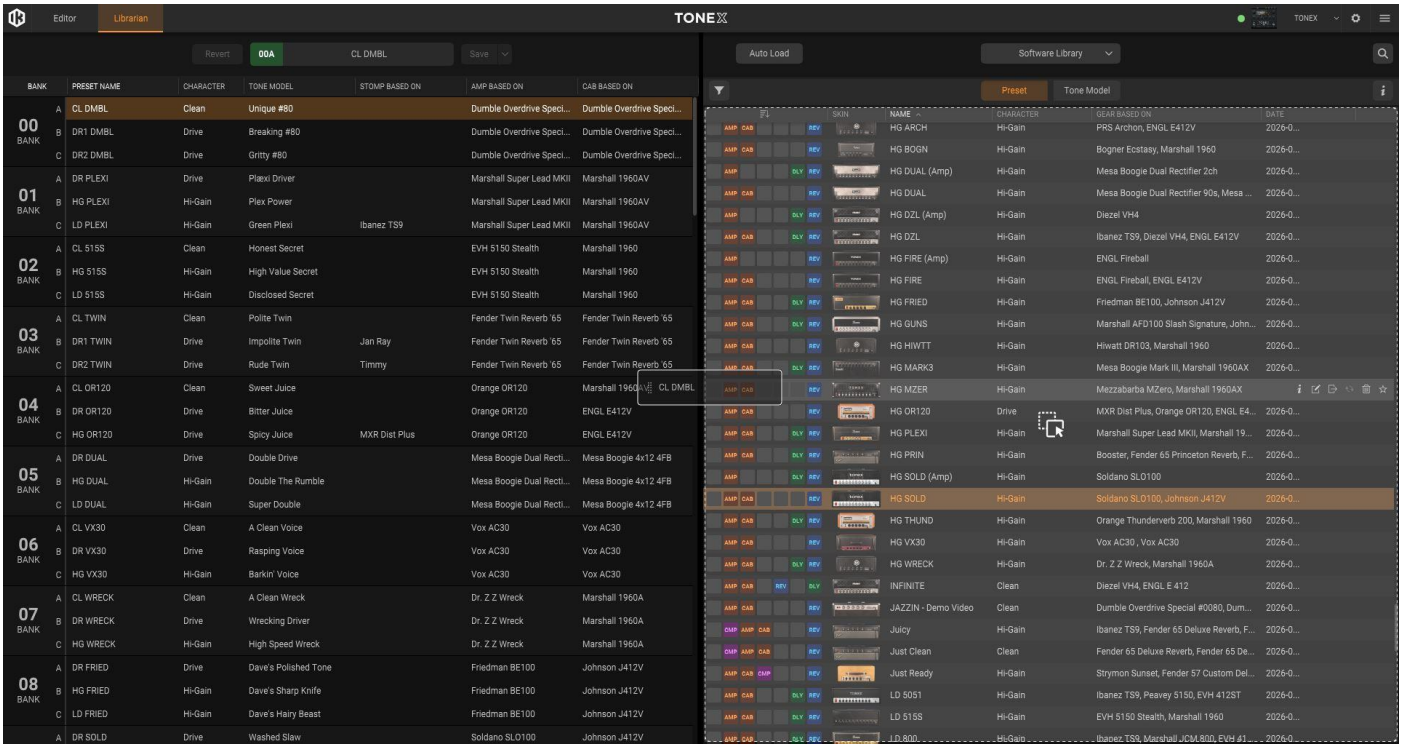
The software library is organized into three main tabs: Presets, Tone Models and ToneNET.

1. **Search**: Use the search button to find a particular Tone Model or preset within the three tabs. The advanced search allows you to select different criteria for the search, allowing for deeper customization.
2. **Locations & Filters**: each tab has its locations and filters, which can be opened from the dedicated button.
3. **Info**: displays the information about the selected Tone Model o preset.

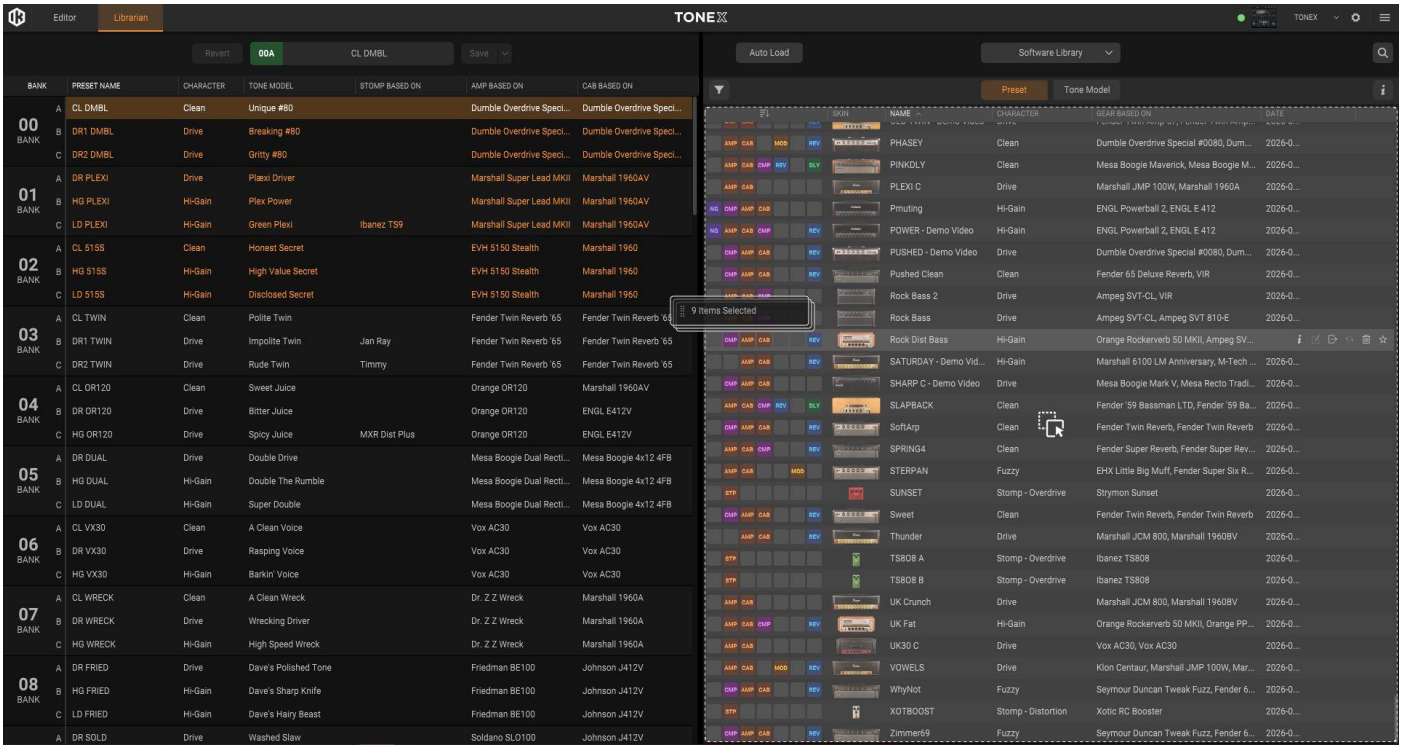
5.3 - Transferring presets…

5.3.1 - …from hardware library to software library

To transfer a preset from the hardware library to the software library, drag & drop it.



You can also drag multiple presets simultaneously using the key modifiers cmd/ctrl or shift to make multiple selections.



A preset from the hardware library is always imported as a preset in the software library (you can't import presets to the Tone Model tab or the Tone.NET tab).

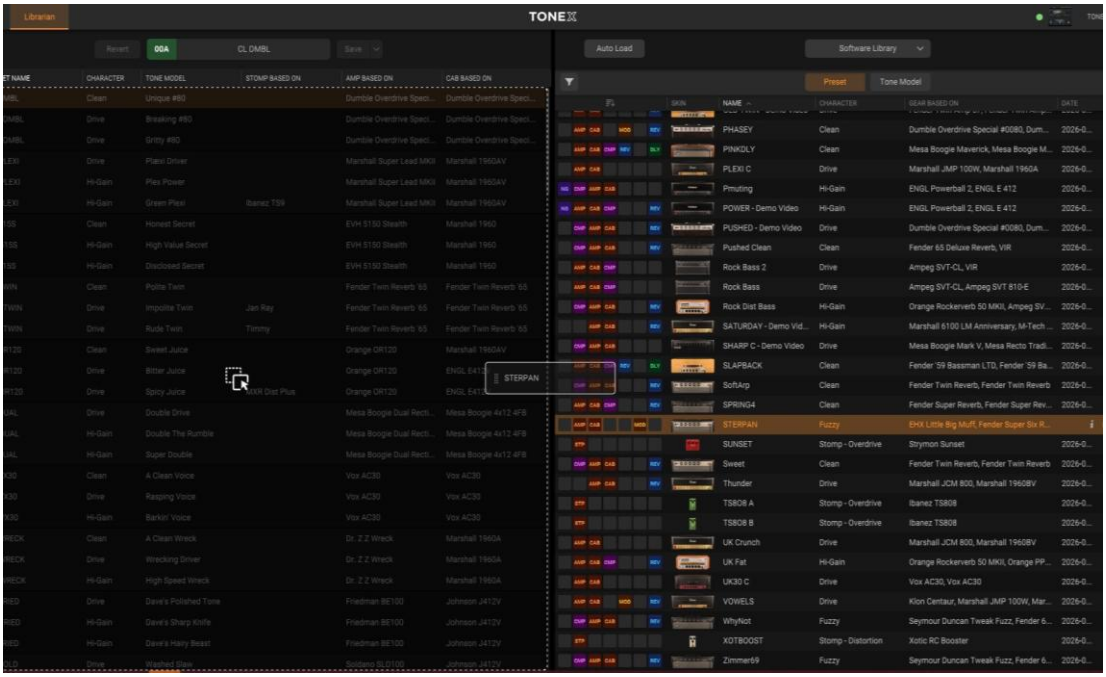
When a dragged preset's name already exists in the software library, a sequential numbering system is used.



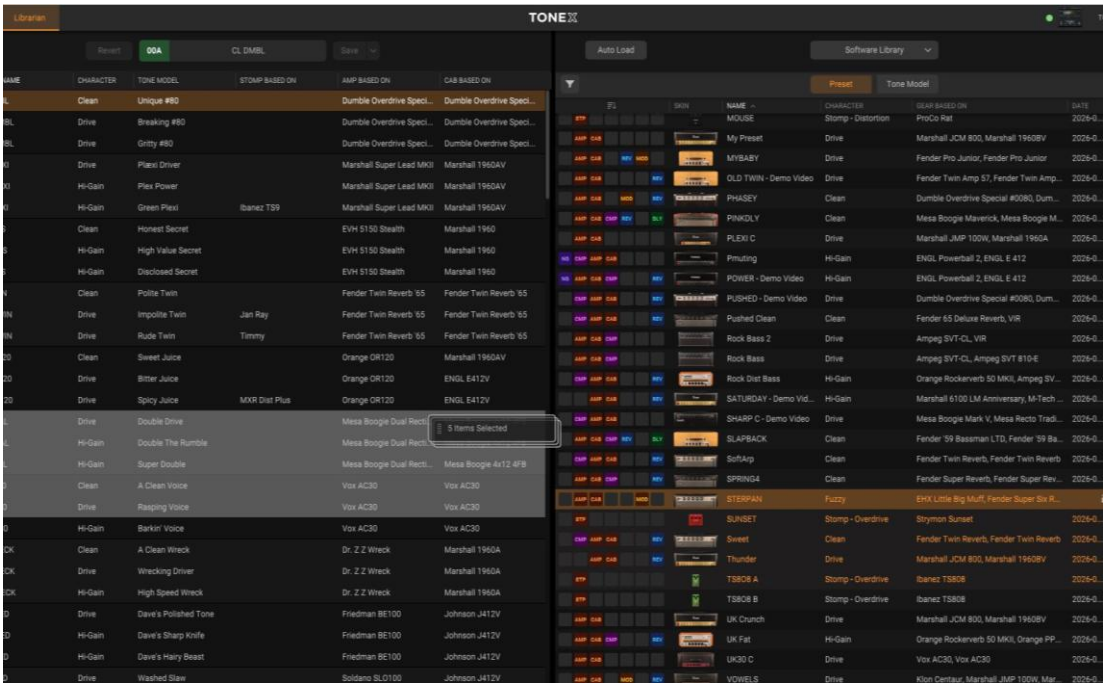
NOTE: if you transfer the active preset, save any edits before transferring it.

5.3.2 - …from software library to hardware library

To transfer a preset or Tone Model from the software library to the hardware library, drag and drop it.

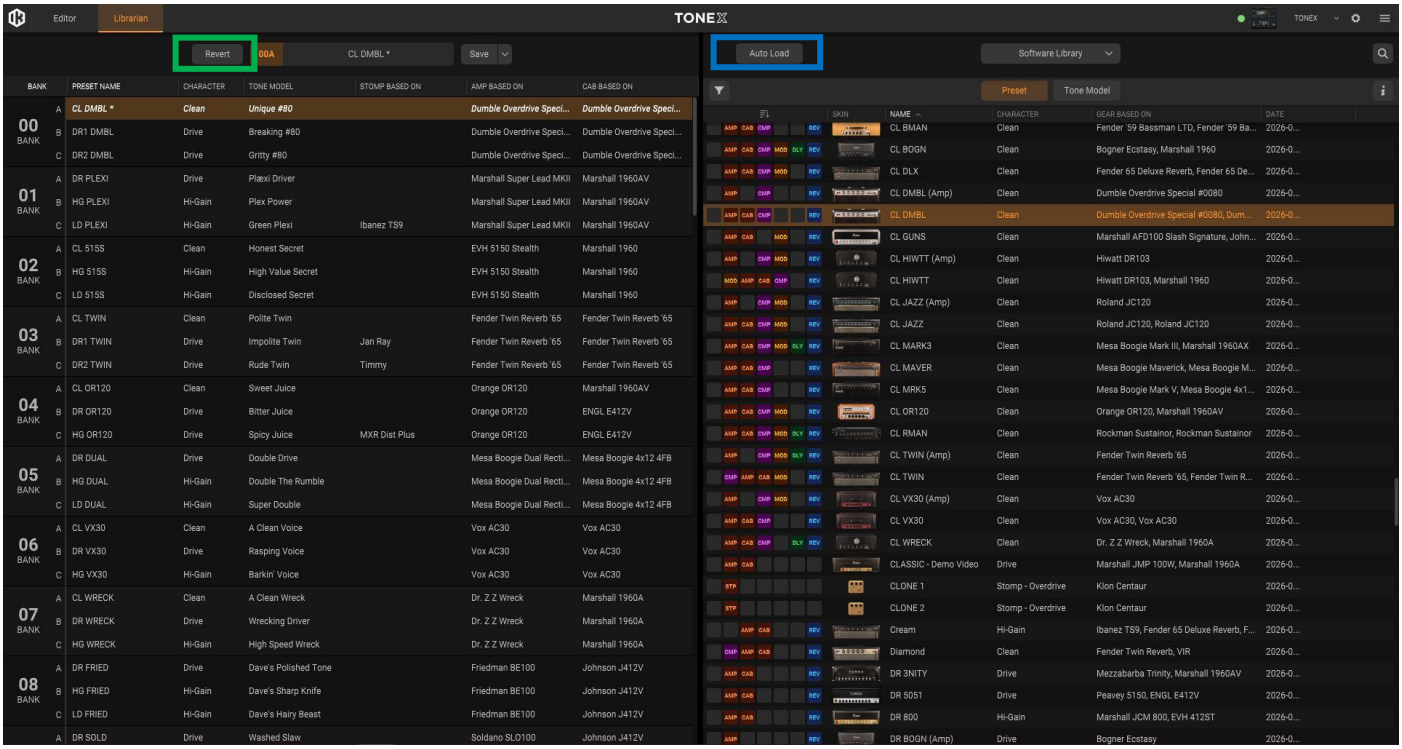


You can also drag multiple presets simultaneously using the key modifiers cmd/ctrl or shift to make multiple selections.



Multiple presets will be automatically placed in consecutive slots.

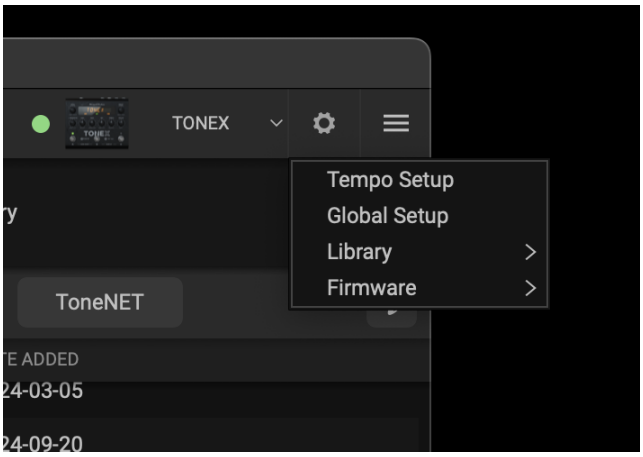
Use the **auto load** function to automatically load any selected preset or Tone Model into the hardware library's designated slot.



When using the auto load option, you can always press the **revert button** to restore the preset to its last saved status.

When importing Tone Models to the hardware library, these will be automatically converted into presets.

6 - Setup



The setup button is organized into different categories:

- **Tempo setup**
- **Global setup**
- **Library**
  - Export library
  - Import library
  - Import default library
- **Firmware**
  - Firmware update
  - Firmware recovery

6.1 - Tempo setup

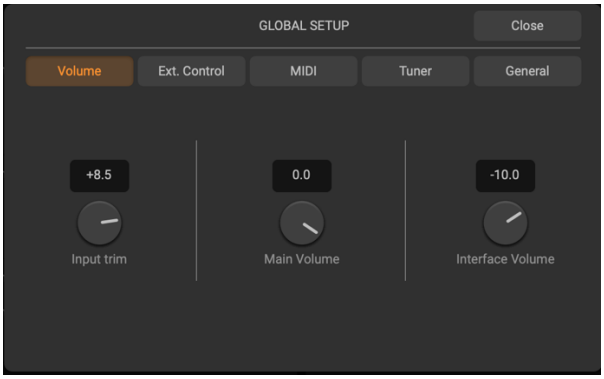


The tempo setup hosts the option to set the tempo per preset or globally.

When the tempo is set per preset, the tempo label changes color to orange

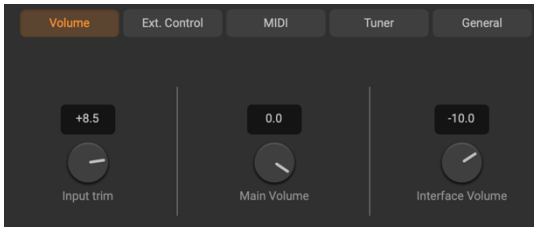
6.2 - Global setup

6.2.1 - TONEX Pedal

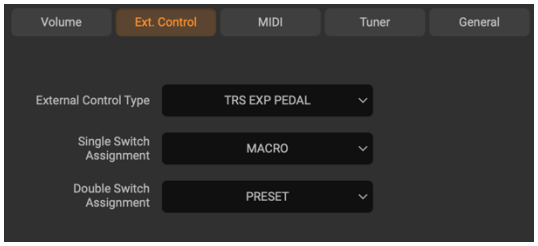


The global setup window for the TONEX Pedal is organized into five tabs:

- **Volume**

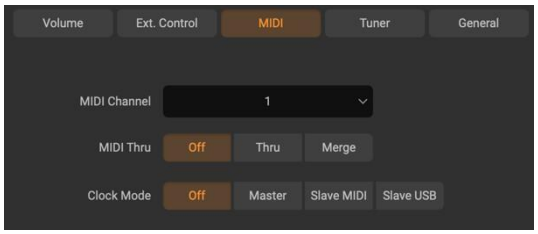


  - *Input trim*: controls the input of TONEX Pedal
  - *Main volume*: adjusts TONEX Pedal's analog master volume of both the dry and wet signals
  - *Interface volume*: adjusts TONEX Pedal's master volume in interface mode.
- **External control**



  - *External control type*: sets the type of the connected external control
  - *Single switch assignment*: sets if the single switch external control should control a macro assignment, the tap tempo or the tuner access.

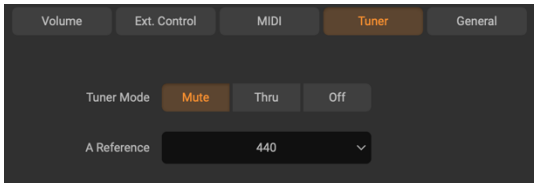
- **MIDI**



  - *MIDI channel*: sets the MIDI channel in which the TONEX Pedal operates

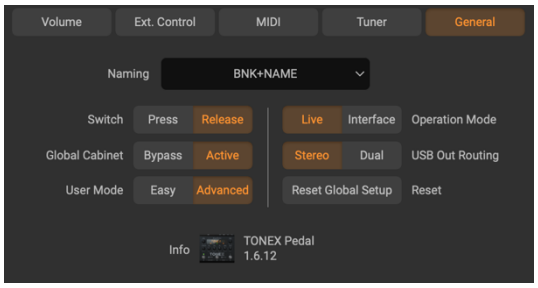
- *MIDI thru*: sets if the MIDI out port is disabled, functions as a MIDI thru, or merges the incoming and generated MIDI signals.
- *Clock mode*: sets if the MIDI clock should be disabled, functions as master to control external hardware, and sets a slave from the MIDI DIN port or the USB B port.

- **Tuner**



  - *Tuner mode*: sets if the tuner should mute the signal, pass through the signal or be disabled.
  - *A reference*: sets the A reference for tuning.

- **General**

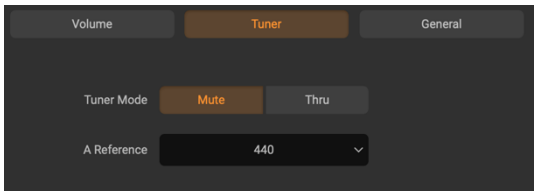


  - *Naming*: sets the preferred way to display a preset on the hardware.
  - *Switch*: sets if the footswitches should work at press or release.
  - *Global cabinet*: activates/bypasses all cabinets on all presets.
  - *User mode*: sets if less (easy) or more (advanced) parameters should be displayed under the parameter encoder.
  - *Operation mode*: sets the operation mode of the device
  - *USB out routing*: sets if the device should record a stereo wet signal or a mono dry (DI) and mono wet signal.
  - *Reset*: resets all the global setup on the device.
  - *Info*: displays the information on the connected TONEX Pedal firmware.

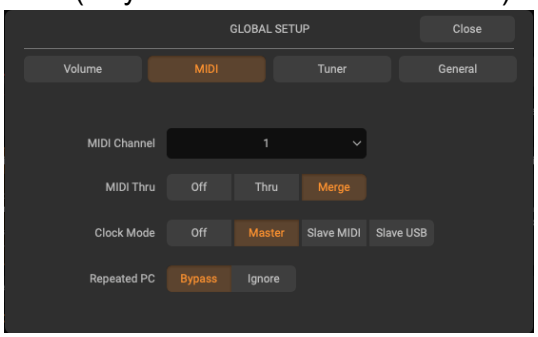
6.2.2 - TONEX ONE/TONEX ONE+

The global setup window for TONEX ONE is organized into three tabs:

- **Volume**
  - Input trim: controls the input of TONEX ONE
- **Tuner**

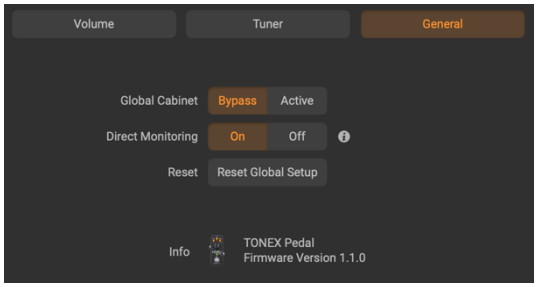


  - Tuner mode: This changes the tuning mode on TONEX ONE. Select mute to mute the signal while tuning and select thru to let the signal pass through while tuning.
  - A reference: select the preferred reference pitch from 415 Hz to 465 Hz (default is 440 Hz).
- **MIDI** (only available for TONEX ONE+)



  - *MIDI channel*: sets the MIDI channel in which the TONEX ONE+ operates.
  - *MIDI thru*: sets if the MIDI out port is disabled, functions as a MIDI thru, or merges the incoming and generated MIDI signals.
  - *Clock mode*: sets if the MIDI clock should be disabled, functions as master to control external hardware, and sets a slave from the MIDI DIN port or the USB B port.
  - Repeated PC
    - *Ignore*: If the incoming PC matches the already-active preset, it gets ignored - nothing happens.
    - *Bypass*: If the incoming PC matches the already-active preset, the preset gets bypassed - effectively toggling it on/off.

- **General**



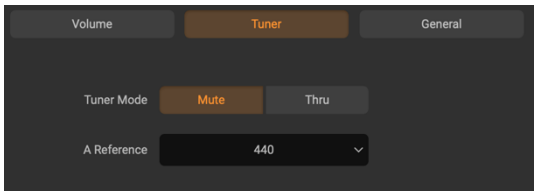
  - *Global cabinet*: activates/bypasses the global cabinet on all the presets available on TONEX ONE.

- *Direct monitoring*: activates/bypasses direct monitoring.
  1. Enable (On) direct monitoring to use TONEX ONE for play-along purposes without using the TONEX software. This will allow your guitar signal to be sent through the TONEX ONE pedal's processing and directly to the pedal's output.
  2. **Disable (Off) direct monitoring** to use TONEX ONE as an audio interface,. This will require an application similar to TONEX to produce audio. Furthermore, using the Stomp mode, you can bypass TONEX ONE's processing.
  For more information, click here.
  This option only affects TONEX ONE when connected to the USB. Otherwise, direct monitoring is always active to use the pedal regularly.
- *Reset*: resets all the global setup on the device.
- *Info*: displays the connected TONEX ONE firmware information.

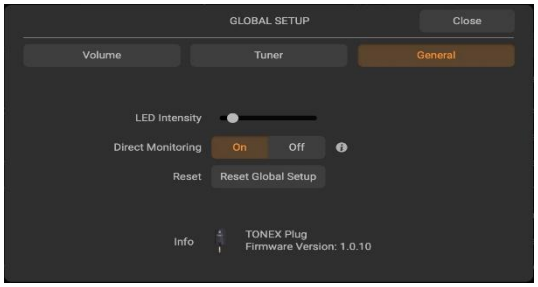
6.2.3 - TONEX Plug

The global setup window for TONEX Plug is organized into three tabs:

- **Volume**
  - Input trim: controls the input of TONEX Plug
- **Tuner**



  - Tuner mode: This changes the tuning mode on TONEX Plug. Select mute to mute the signal while tuning and select thru to let the signal pass through while tuning.
  - A reference: select the preferred reference pitch from 415 Hz to 465 Hz (default is 440 Hz).
- **General**

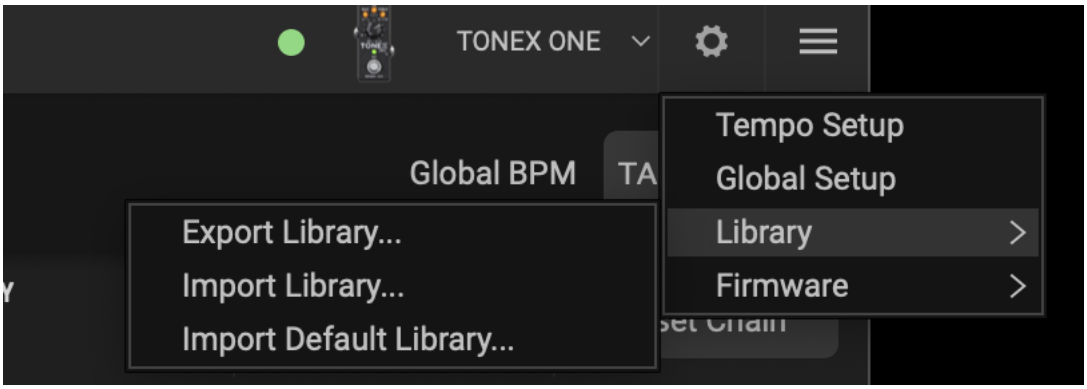


  - *Led Intensity:* Controls the intensity of the LEDs present on TONEX Plug.
  - *Direct monitoring*: activates/bypasses direct monitoring.
    1. Enable (On) direct monitoring to use TONEX Plug for play-along purposes without using the TONEX software. This will allow your guitar signal to be sent through the TONEX Plug processing and directly to the device's output.
    2. **Disable (Off) direct monitoring** to use TONEX Plug as an audio interface, you can choose to monitor your signal either directly or through the return from your DAW, set Direct Monitoring to Off to avoid double monitoring.

This option only affects TONEX Plug when connected to the USB. Otherwise, direct monitoring is always active to use the device regularly.

- *Reset*: resets all the global setup on the device.
- *Info*: displays the connected TONEX Plug firmware information.

6.3 - Library



6.3.1 - Export library

The export library function, located in the status bar's drop-down menu, allows you to save and backup your entire hardware library.

This is very helpful when you need to change setlists, as it allows you to organize your presets for each setlist.

When you export a library, all the presets, in their current order, are saved as a single .txl file.

6.3.2 - Import library

The import library function loads a saved library and restores it to the connected device.

Select the correct .txl file from the computer’s file system dialog.

This library will replace the current active library on the pedal.

6.3.3 - Import Default Library

The import default library function can restore the pedal's default factory presets. This function works exactly like the import library function but replaces the currently loaded library with the default factory library.

6.3.4 - Auto Library Backup

Each time you connect your TONEX device to the TONEX Editor a library backup of the current status of the hardware is automatically stored inside your Documents folder (/Documents/IK Multimedia/TONEX/) with the name AutomaticLibraryBackup.txl so that you can always revert to the previous library.

System requirements

System requirements

To review system requirements, reference our website.

TONEX for Mac/PC:

https://www.ikmultimedia.com/products/tonex/index.php?p=specs

Support

For any questions you may have, please refer to the FAQ webpage at ikmultimedia.com/faq

Here, you will find answers to the most asked questions.

To submit a Technical Support Form, go to: ikmultimedia.com/support

For other requests such as Product, Sales, or Web info, please go to: ikmultimedia.com/contact-us

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END-USER LICENCE AGREEMENT - (EULA)

The present End-User License Agreement ("End-User License Agreement", hereinafter EULA) constitutes a legal agreement between the User (hereinafter Licensee) and IK Multimedia Production S.r.l. - Via dell'Industria, 46 - 41122 Modena, Italy - Phone: +39 059 285496 - Fax: +39 059 2861671 - CF/PI: IT02359550361 (hereinafter Licensor/producer), aimed at the use of the Software (hereinafter also the Product).

IK Multimedia Production S.r.l. (Licensor/producer): is the sole owner, without limitation, of the intellectual property and copyright and the consequent rights of exploitation, including economic exploitation, of the Software. All rights are reserved exclusively to the Licensor and its partners, distributors or suppliers, who have been expressly authorized to cede such rights.

The User (Licensee): is the natural person, consumer or professional or organization that uses the Product under the conditions contained in this license agreement.

The Software (Product): includes all of its contents, also of third parties of which Licensor has in turn obtained a license to use in order to be included in the Software and thus by way of example but not limited to: information, executable programs, components, data in textual or digital format, images, films, audio, CD-ROM(s), DVD(s) sources and all that Licensor has made and will make available to the User such as any updates of functionality and bug fixes (defined as updates) and provided free of charge, if available, by Licensor.

The conditions of use of the license are set out in the following articles and supersede any previous agreement with the User.

Art. 1 - Subject matter of the license

1. IK Multimedia Production S.r.l. (or its authorized distributors and vendors) grant the User a license for use:

- Personal;
- Non-exclusive;
- Non-transferable (even in part or by sublicensing it free of charge, subject to the provisions of Article 9 below);
- Non-marketable (does not grant the user rights of economic exploitation);
- Without Territorial Restriction (Worldwide)

of the Product, resulting in the right to install and use the Software on your computer or digital electronic device (hereinafter also referred to as Devices) in accordance with the types of operating systems compatible with the Software for which you have acquired a license to use, as specifically set out in the user manual documentation included with the Software.

2. The User is informed and agrees that some content included in the Product may belong to third parties and may be protected by copyright or other intellectual property rights of third parties.

Art. 2 - How to acquire the installation program

1. In order to be able to use the Product, the User must run an installation program on his or her Devices that copies the application and, in general, the audio content.

2. The User may acquire the installer using one of the following methods, as example but not limited to:

a) by purchasing the Product online on the IK Multimedia website (https://www.ikmultimedia.com/products) or from third-party as resellers authorized by the Licensor;
b) by purchasing a physical medium from an authorized retailer in the shop (by delivery of universal serial bus support in the form of USB);
c) as part of a third-party Software that also includes the Product by virtue of a commercial agreement between Licensor and the company holding the copyright;
d) downloading it free of charge from the Licensor's user area (https://www.ikmultimedia.com/userarea), either because it is included as a free gift with the purchase of an IK Multimedia hardware product, or because it is made available free of charge by the Licensor to partners or artists: in this case, these are NFR (Not for resale) licenses that, although they have all the features of ordinary user licenses, do not allow the accumulation of loyalty points and do not give the User discounts for the purchase of new versions (upgrades or crossgrades);
e) made available by the Licensor (or authorized third parties) for promotional or demonstration purposes, aimed at enabling the potential purchaser/User to try out the Product: these are in this case licenses not intended for sale and not transferable DEMO (demonstration use license) for a limited period (see Art. 3 Duration).

3. Irrespective of the manner of acquisition of the installation program and type of license for use, the User accepts these EULA as a binding agreement between the parties.

4. The Licensor, for the entire duration of the license grant, reserves the right to modify, update, replace this EULA or any part thereof, without exception.

5. The User shall be obliged to verify and accept (or not accept) the new terms and conditions, considering that only the acceptance of this EULA permits the use of the Product.

Art. 3 - Duration of the license

1. The duration of the utilization license depends on the type of license chosen by the User, namely:

a) 30-year license: Thirty-year license: through the purchase of the 30-year user license grant, the User, with a lump sum payment is entitled to use the Product pursuant to Article 1 above for the entire mentioned period. The same term shall apply to the Product that is licensed for NFR use.

Any further temporal extension of the utilization license shall in any case be expressly agreed upon with the licensor.

b) Periodic Subscription License: through the purchase of the periodic subscription license the User, with deferred or lump sum payment, is entitled to use the Product pursuant to Article 1, as written above, for the limited period of time as specifically selected in the subscription profile purchased by the User, which, depending on the case, may be of monthly or annual duration (or in any case referring to the different period specifically provided for in the periodic subscription plans that will be eventually updated by the Licensor).

Use of the Product with a periodic subscription license requires the computer on which it is authorized to be connected to the Internet and able to communicate with the IK Multimedia servers, in order to perform an authorization check to confirm that the subscription is still active. User may use the Product offline for up to 3 days before another authorization check is required. If the Product is unable to communicate with IK Multimedia servers for a period of more than 3 days, the functionality of the Product will be revoked or limited until communication with the server is re-established.

c) Demo License: granted free of charge for a limited trial period of ten (10) days for demonstration and promotional purposes only. After this period, the Licensor reserves the right to limit and/or revoke all or part of the use and functionality of the Product.

2. The rights of use of the license shall start on the day following the day on which the purchase is completed or the Product is made available to the User, this being understood it means the day on which Licensor or its authorized distributors have made the installation program available to the User in the manner and on the terms set out in Art. 2, regardless of the actual installation of the Software by the User (hereinafter the Effective Date).

Art. 4 - User profile registration and authorization

1. Regardless of the type of license purchased or granted, with the exception of the "DEMO License", the User is informed and accepts that the operation of the Product is conditional on the completion of the registration and authorization procedure by the Licensor (or its authorized distributors and vendors).

2. The registration and authorization procedure must be carried out by the User by accessing the Licensor's website (https://www.ikmultimedia.com/userarea/) and is described in the Software within the documentation under User Manual.

3. The User, under his or her own civil and criminal legal responsibility, certifies that the data entered when registering the user profile (digital identity) are consistent with the User's data (real identity).

4. The User's identification data collected by the Licensor shall be used for the purpose of executing the agreement and shall be processed for the purposes and in the manner described in detail in the section "Information on the processing of personal data" available on the Licensor's website (https://www.ikmultimedia.com/legal/index.php?R=privacy&PSEL=privacy).

5. IK Multimedia Production S.r.l. reserves the right, at its sole discretion, to deny the activation of the user profile in the following non-exhaustive cases:

- incomplete or conflicting personal information;
- insertion of manifestly inconsistent data;
- suspicion concerning the minor age of the User;
- violations by the User, including past violations, of the Licensor's EULA.

Art. 5 - Installation limits

1. The granting of a license for use of the Product confers an individual right of use associated with the registered user profile, for the general rule can be summarized as follows: "Each User corresponds to one license for use", which corresponds to a personal serial number of the User.

2. The Product, as well as its previous versions for the same operating system, may be installed on a maximum number of three (3) Devices provided that

- the Devices are owned by or otherwise in the material and legal possession of the Licensee;
- the Product is not used simultaneously on more than one Device by different end users;
- the User, before assigning or otherwise transferring to third parties rights, for any reason whatsoever, to the Devices in which the Product is installed, must ensure that he/she has uninstalled each of its components, in order not to unlawfully assign to third parties the resulting rights of use.

3. The User is entitled to store or install a copy of the Product in a storage device such as a network server, which is only used to install and/or to activate the Product in further Devices on an internal network, however, in such cases, the User is obliged to purchase a multiple license for each end user of the Product by the shared storage device.

4. Violation of the aforementioned limitations implemented in any manner entitles the Licensor to terminate the user license agreement and, in any case, to demand payment of the amount corresponding to the effective number of end-user according to the "one User one license" rule.

Art. 6 - Special conditions of the periodical subscription

1. If the User has opted for the purchase of the license through a periodic subscription, for a limited period, the duration of which depends on the choice made by the User at the time of purchase, the User's rights to the license for use of the Product shall cease immediately and without deferment on the expiry date of the subscription period.

2. The User is specifically informed that upon expiration of the subscription period, the User does not retain any right to use the Software, including the latest version released prior to expiration and that the Licensor does not make any archiving of the content developed by the User through its use, so the User is solely responsible for saving and archiving the content on its Devices prior to the date of termination of the subscription period.

3. The periodic subscription shall be for the duration specified in the subscription profile and shall be automatically renewed on expiry of the subscription for an equal period.

4. The periodic subscription renews on the same day as the calendar date of the original purchase. If the subscription begins on a date that is not within the renewal month, the period ends on the last day of the following month, and restores the original date the next time that date occurs. For example, if a monthly subscription starts on January 30, the next renewal date will be February 28 (or February 29 on a leap year), then March 30.

5. If the User does not wish to renew the subscription, the User shall have the burden of giving express notice of termination to the Licensor through an ad hoc procedure entirely online available at the following address: https://www.ikmultimedia.com/userarea, respecting the notice period of 24 hours prior to the periodic renewal, depending on the duration of the subscription.

6. The User, when purchasing the periodical subscription, may choose between several secure payment methods: e.g. bank account (direct debit); credit/debit card or through dedicated third-party services.

7. Where the payment method chosen by the User provides for service and/or management and/or intermediation by third parties, the User shall abide by the terms and conditions set forth therein, excluding any liability on the part of the Licensor in concluding and managing the contractual relationship with the third parties.

8. Payment of the periodic fee will be charged to the User by the due date of the invoice issued, in the manner chosen by the User at the time of purchasing the subscription license.

9. The User undertakes, without delay, to amend and update in his User area on the Licensor's website any changes made, without exception, that alter the data and payment method declared at the time of purchase.

10. Should the User fail to pay the periodical fees on time, the Licensor shall be entitled to suspend the User's profile as a precautionary measure.

11. After three (3) days have elapsed without the User having regularized his debt position, the Licensor shall be unilaterally entitled to terminate the license agreement without further notice, without prejudice to the compulsory recovery of the debt.

Art. 7 - Music Content Library (Sound Library) Special License Conditions

1. The Product may contain a 'library of musical content', sounds or audio samples (sounds and samples) that are created by musicians and experts, or sound professionals.

2. Licensor makes the "music content library" available to the User for commercial and non-commercial purposes for music audio production, public performances, broadcasting and similar uses, as a component of the Product, by virtue of a lawful and binding agreement with the copyright holders.

3. The User is hereby informed and agrees that the redistribution of the Product and, in particular, the "music content library" and its derivatives, is strictly prohibited in any form whatsoever, including but not limited to: resampling, mixing, filtering, processing, isolating or incorporating it into any software or hardware.

4. The sounds/audio samples contained in the Product, may not be modified and resold as new audio samples within new sound libraries or "on a standalone basis" meaning "single sample not included in a library" of any kind or nature.

5. The User is informed and accepts, that the particular license conditions of the "music content library" expressed herein constitute an integral and substantial part of this EULA.

Art. 8 - Express prohibitions of use addressed to the User

1. The User is not authorized, directly or indirectly, to:

a) sell, rent, lease, license or sublicense, distribute, market, otherwise exploit the Product or any of its components, for commercial purposes or free of charge;
b) redesign, decompile, disassemble, adapt, reproduce the Product, in whole or in part;
c) create, use, and/or distribute computer programs such as "crack," "keygen," or other "cheat" or "hack" programs or Software applications for this Product;
d) remove, alter, disable or circumvent any copyright or trademark indications or other commercial information about the origin of the Product;
e) transfer to third parties and/or export the license for any reason whatsoever (without prejudice to Section 9 below);
f) use the program in violation of copyrights and/or intellectual property rights reserved by national and international laws and regulations for third parties;
g) use the Program in violation of civil, criminal and administrative rules and regulations, including those of the User's place of business or residence;
h) use the Program causing contractual or non-contractual damage to third parties;
i) violate the license conditions of the "music content library" referred to in Article 7 above.

2. Any breach of the aforementioned prohibitions committed by the User shall entitle the Licensor to terminate the user license agreement immediately and without delay for breach, without any obligation to refund the consideration.

3. In any case the User shall be held liable and shall indemnify the Licensor against all claims, proceedings and disputes for which the Licensor is held liable as a result of negligence, omissions, violations, offences howsoever committed, which are caused by the User's willful and/or culpable act in using the Product.

Art. 9 - License of use allowing transfer to third parties

1. Given the general prohibition against transferring the license of use to third parties either for consideration or free of charge, Licensor by virtue of an express purchase option may grant Licensee the purchase of a “transferable license of use” by accessing Licensor’s website directly: https://www.ikmultimedia.com/products/index.php?R=SHOPSEARCH&Q=Credit.

2. Each “transferable use license” purchased can be used to transfer the license of only one Product and only once.

3. In such a case, the User shall only transfer and/or make the Product available to third parties under the following conditions:

a) the Product shall be transferred as original with all media and licenses and everything thereon;
b) the User who transfers the license of use to another User shall not retain any copy of the Product;
c) if the Product is part of a software set (bundle), it may not be transferred separately and/or altered in any way;
d) if the Product is part of an IK Multimedia software and hardware package, only the hardware may be transferred and the license to use it may be termed NFR under the agreement.

4. The Licensor reserves the right, at its sole discretion, to:

a) delete or erase the user serial number required for registration if the same has been fraudulently or illegally acquired;
b) prohibit the transfer of the serial number required for registration before the expiry of ninety (90) days from the purchase order for the serial number referring to the “transferable user license”.

Art. 10 - User devices and generated content

1. The Product is installed on Devices owned or otherwise in the availability of the User, who is the solely responsible for the functionality, update, security protection and functionality of the Devices.

2. The Product may only be installed on the operating systems for which it was designed and described in the Software within the documentation under the heading User Manual.

3. The User is solely responsible for the use, storage, preservation of content generated by him/her, particularly where the generation of content causes harm or infringes on the rights of third parties.

4. In any case, the User shall be held liable and shall hold Licensor harmless from any claim, petition, litigation for which Licensor is held liable as a result of negligence, omissions, violations, offenses however configured that are determined by the willful and/or negligent act of the User in the generation of content.

Art. 11 - Warranties and limitation of the Licensor’s liability

1. Licensor warrants to the User that the digital or physical media on which the Product is recorded contain the copy of the Software purchased or made available to the User with all its components, accessories and documentation as described in the user manual as well as being free of defects and, in any case, suitable for the intended use.

2. The Licensor shall, within a period of ninety (90) days from the Effective Date as defined in Article 3.2 above, warrant the conformity of the Product with the following exclusions in the words “does not warrant”:

a) that the operations of the Program can be carried out without interruption or that any defects can be corrected;
b) that the Product is considered by the User to be unsuitable for the User’s personal needs in view of the fact that the Software is not developed “tailor-made” but is intended for mass use;
c) any defects and faults resulting from improper or deviating from normal use attributable to the User or the User’s Device;
d) any damages resulting from the loss of content developed by the User, the storage of which the Product does not guarantee in any way;
e) that the Product functions on the User’s Device(s) or that the functionality of the Product remains unaffected by updates made by the User to its hardware, operating system or third-party software in use by the User.

In any case, the user manual is the only legally binding document for the Licensor and, consequently, any verbal agreements, presentations, advertising material, e-mail exchanges, etc. between the User and distributors, salesmen, agents, and any other personnel who have intermediated the purchase of the Product shall be irrelevant.

3. Any verification of the efficiency of the Product shall be carried out using exclusively the control procedures prepared by the Licensor.

4. In order to make a warranty claim under the terms described above, the User is responsible for contacting IK Multimedia via the appropriate section of the website “contact us” https://www.ikmultimedia.com/contact-us/.

5. The Licensor and its distributors and partners within a reasonable period of time, in any case not exceeding fifteen (15) days, shall follow up the warranty claim by repairing or replacing the Product or refunding the purchase price, if incurred by the User, within a reasonable period of time based on the complexity and/or onerousness of the warranty claim.

6. With the exception of the above clauses, the Licensor assumes no other obligation and makes no other warranties beyond those set forth herein and shall in no event be liable for any damages whatsoever related to or resulting from any defects in quality, suitability, use, failure to use or usability of the Product.

7. The User shall forfeit any and all warranties if the User modifies, integrates or otherwise intervenes in the Software, or uses the Product in a manner not in accordance with the instructions or on processors other than those permitted or otherwise violates the User's obligations under this EULA.

8. The Licensor shall not be liable for any damages, direct and/or indirect, contractual or non-contractual, which may occur as a result of the use of the Product or which may be connected to it, such as, but not limited to, any loss of profit, loss, interruption of business, loss of information and/or data, any defects and/or damages in the processor and/or the Devices on which the Product is installed and/or in the contents processed by the User, and/or defects and/or damages resulting from the use of such Devices which remain at the exclusive risk of the User.

9. In any case, any claims for damages by the User shall in no event exceed the amount of the purchase price of the license fee, insofar as incurred by the User.

Art. 12 - User Support Service updates and new versions

1. For the entire duration as defined in Article 3 above, the User may obtain technical assistance from Licensor by accessing the section of the website https://www.ikmultimedia.com/contact-us/.

2. The Product is provided "as it is" and "as available" on the Effective Date, without Licensor being obliged to provide "updates" and/or "new versions of the Software".

3. The User agrees to independently download such "updates" from his/her user area - if available - always using the latest version of the IK Multimedia Product.

4. The Licensor may modify the Product at its sole discretion for any reason and at any time, in particular it may add, subtract, replace functionalities, update, correct the Product either for technical reasons or to perform maintenance and/or configuration operations in order to improve and/or optimize the Product.

5. The Licensor may at its discretion release a new version of the Program "upgrade" or "crossgrade", so marked or otherwise identified by IK Multimedia (new version of the Product made available to the User at a discounted price). Such version can be used by the User only and exclusively if the User is a legitimate licensee of a previous version of the Product, except for NFR versions as indicated in the article. 2.2.

6. The Product marked or otherwise identified by Licensor as an "upgrade" or "crossgrade" replaces, swaps, increases the Product purchased or made available on the Effective Date.

7. The User may only use the Product resulting from the update and/or new versions (upgrade or crossgrade) in accordance with the terms of this EULA.

8. If the Product is an upgrade or crossgrade of a component of a software program package (bundle), it may only be used and transferred as part of the package and may not be separated by use on more than one device.

Art. 13 - Unilateral withdrawal by the User

1. Non-acceptance of this EULA shall be tantamount to exercising the User's unilateral right of withdrawal from the license agreement.

2. The User is also entitled to unilaterally terminate the license agreement if for technical reasons there are incompatibility problems with the Product, which do not permit its installation provided they

a) are not attributable to the User;
b) exist on the Effective Date;
c) cannot be resolved by the Licensor's technical support.

3. The User undertakes without delay and in any event within a period of three (3) days from the Effective Date to return to the Licensor (or its distributors or otherwise authorized sellers from whom it purchased or otherwise obtained the license to use the Product) all physical media in its possession.

4. The Licensor or other authorized parties, having verified the integrity of the medium, shall cancel the user's serial number and refund the full amount paid for the purchase directly to the user within a period of 30 days from the date of return.

Art. 14 - Intellectual Property of Software

1. The Software and all consequent rights are reserved by IK Multimedia Production S.r.l.

2. The Software and its use is subject to national and international laws protecting copyright and intellectual property.

3. The User does not acquire any ownership rights to the Software except for the limited rights of use as set out in this EULA.

4. IK Multimedia Production S.r.l. reserves all actions and claims for damages against the User or third parties who infringe the Licensor's rights.

Art. 15 - Validity of the EULA - Severance

1. If a court of competent jurisdiction or a competent authority determines that any provision of this EULA is invalid, illegal, or unenforceable, such provision or part thereof shall be deemed unenforceable.

2. In such cases, all other provisions of this EULA or parts thereof not affected by invalidity shall nevertheless remain valid and enforceable between the Parties.

Art. 16 - Applicable law

1. Should the Product have been purchased in Italy, the interpretation, execution and settlement of disputes shall be governed by Italian law and jurisdiction shall be attributed exclusively to the Court of Modena, without prejudice to the jurisdiction of the Court of the Consumer, where the User is a natural person acting for purposes that are unrelated to the entrepreneurial, commercial, handicraft or professional activity carried out.

2. If the Software was purchased in any other country, this agreement shall be governed by the laws in force in that country.

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