LINE 6 ®

Spider Valve MkII Edit
Basic User Guide

**Using the Line 6 Spider Valve MkII Edit application
with Spider Valve™ MkII amplifiers**

MAC OS® X & WINDOWS®

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GETTING STARTED

Line 6 Spider Valve MkII Edit is the free editor/librarian application designed to allow you to more easily create and customize limitless Tone Presets for your Spider Valve™ MkII amplifier. This document provides information on connecting & configuring your Spider Valve MkII amp, and using the Spider Valve MkII Edit software with your Mac® or Windows® computer. Let's get started!

> For details about your Spider Valve MkII amplifier's features, please also be sure to read the *Spider Valve MkII Pilot's Guide* & *Advanced User Guide,* available for free download from the Spider Valve MkII Online Help site!

System Requirements

We recommend that you read the separate, *Spider Valve MkII Edit Release Notes* document for the full, detailed System Requirements, as well as up-to-date info on compatibility with other hardware and software. This document can be found within the Line 6 Support Community, or on the Spider Valve MkII Online Help page.

- Line 6 Spider Valve MkII Edit supports the following computer operating systems:
  - Mac OS® X versions - 10.4.11 (Tiger®), 10.5 (Leopard®) or 10.6 (Snow Leopard®).
  - Windows® versions - Windows® XP Service Pack 3, Windows Vista® Service Pack 2, or Windows® 7.
  - Spider Valve MkII Edit is a 32 bit application, but is compatible with both 32 bit and 64 bit Mac OS® X and Windows® versions.
- Line 6 Spider Valve MkII amplifier, with Spider FX Infusion update (firmware version 1.50, or later) is required. All Spider Valve MkII models are supported (112, 212 and HD100) - registration of your Spider Valve MkII amplifier is required for this update.
- Computer connectivity - A Line 6 FBV MkII Series controller or MIDI connection is required to utilize the Spider Valve MkII Edit application with a Spider Valve MkII amplifier (see "Making the Connection" on page 1•2 for details):
  - An FBV Shortboard™ MkII or FBV Express™ MkII with firmware version 1.10 (or later) is required.
  - Alternatively, the Spider Valve MkII amp's 5-Pin MIDI In & Out ports can be connected to a computer's MIDI In & Out port interface.

Obtaining Software & Hardware Updates

Since you are reading this guide, you likely already have Spider Valve MkII Edit installed. But, should you ever need to obtain the installer again, or check for an updated version, everything is just a few clicks away! As mentioned above, you'll also want your Spider Valve MkII amp and FBV MkII Series Controller (if you're using an FBV) have the latest firmware for use with the Spider Valve MkII Edit application. The easiest way to do all this is to run the Line 6 Monkey utility, which is installed along with the Spider Valve MkII Edit software. Please see "Line 6 Monkey & Additional Resources" on page 3•1 for details. Alternatively, you can download the latest Line 6 software and firmware from the Line 6 Software Downloads site.

> Please also see the *Spider Valve MkII Edit Installer Guide,* available from the Spider Valve MkII Online Help site.

Making the Connection

To put Spider Valve MkII Edit to work, connect your Spider Valve MkII amplifier to your computer to establish two-way communication. This is achieved by either connecting via a Line 6 FBV MkII Series Controller device, or via the amp's MIDI In & Out ports. Exit any Line 6 applications that might be running, disconnect any existing RJ45 or MIDI cable connections from your amp and/or FBV MKII, then proceed with the following steps.

FBV MkII Connection

If you own a Line 6 FBV Shortboard MkII or FBV Express MkII device, simply connect an RJ45 cable from the "FBV Pedal" jack on the back of your Spider Valve MkII amp to the "To Amp" jack on your FBV MkII, then connect your FBV MkII to your computer using the USB connection. Of course, the RJ45 cable connection is what you use for controlling your Spider Valve MkII via your FBV MkII. However, once you connect your FBV MkII to your computer, this switches the FBV to "USB mode," establishing communication between your Spider Valve MkII amp and Mac® or Windows® computer! (Note that FBV MkII will not control your amp when in USB mode.)

Connect RJ45 cable from
amp to FBV MkII

Connect USB cable from
FBV MkII to your computer

> For info about the FBV MkII controller capabilities, please see the additional documentation available from the FBV MkII Online Help site.
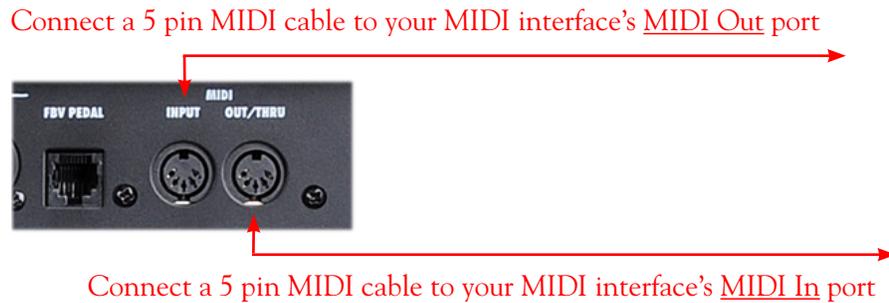
MIDI Cable Connection

If you do not own a Line 6 FBV MkII device, then you can utilize the MIDI ports on the back of your Spider Valve MkII amp to connect to your Mac® or Windows® computer. For this type of connection, you'll need:

• A pair of standard 5-pin MIDI cables.

• A MIDI Port interface connected to your computer. These devices are readily available from most music gear retailers, and typically connect to your computer's USB port. Follow the MIDI interface's included instructions for installing it on your computer system. You'll need to utilize one set of MIDI ports on the interface (one MIDI In & one MIDI out).

• Spider Valve MkII MIDI options must be set to "1" for the Channel and "Out" for the Output (the default settings) to allow communication with the application. These options are accessed by pressing the amp's PRESETS button to enter Edit Mode, and then pressing the 4-way Nav Disc button to select the MIDI menu.

Connect the MIDI cables from the MIDI ports on the back of your Spider Valve MkII amp directly to your MIDI interface, as follows:
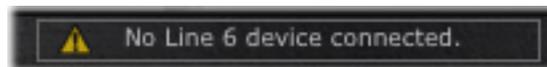
Connect a 5 pin MIDI cable to your MIDI interface's <u>MIDI Out</u> port

Connect a 5 pin MIDI cable to your MIDI interface's <u>MIDI In</u> port

Power Up

Once the above connections are made, make sure your amp and devices are powered on, then launch Spider Valve MkII Edit:

- **On Mac®**, go to Applications > Line 6 > Spider Valve MkII Edit
- **On Windows®**, go to the Start button menu > Programs > Line 6 > Spider Valve MkII Edit

Upon launch, the application will detect your Spider Valve MkII and automatically retrieve and load all the amp's current Tone Presets. If no connected amp is detected, you'll see an alert at the bottom of the application window:

⚠ No Line 6 device connected.

If you see this alert, exit the application and check that your amp and FBV MkII or MIDI interface devices are correctly connected and powered on, as instructed in the previous sections.

> **Note: It is possible to disconnect your amp from your computer to run Spider Valve MkII Edit in "Offline Mode" (see page 2•12). However, the application may not display the above alert when disconnected after the application is already launched. You must exit the Spider Valve MkII Edit application before re-connecting your amp, then relaunch the application to allow it to detect the amp once again.**

With your devices all configured and connections successfully established between the Spider Valve MkII Edit application and your Spider Valve MkII amp, you are now ready for some serious tone tweaking! Proceed to the next chapter for info on using the software.

THE SPIDER VALVE MKII EDIT APPLICATION

The previous *Getting Started* Chapter covered getting you wired and ready with Spider Valve MkII Edit & a Spider Valve™ MkII amplifier. In this chapter, we'll provide you with an overview of the features and functions found within the Spider Valve MkII Edit application. All functionality is the same on Mac® or Windows®, unless otherwise noted.

What's in it for Me?

Spider Valve MkII Edit a simple, but powerful, editor/librarian software application. It allows you to easily see and tweak all the individual amp & effects models' parameters within one attractive Graphical User Interface (GUI), where you can create and customize your own Tone Presets, backup and store an unlimited number of Preset files on your computer, and send them to your Spider Valve MkII amp's User Bank locations, in whatever Channel order you prefer. You can also tap into the line 6 CustomTone™ site where you can share your Spider Valve MkII Tones, and download from the huge library of artist & user Tones!

Workflow Overview

Once the Spider Valve MkII Edit application is launched, it automatically "receives" the complete set of stored Presets from your amp's User Bank into the application, allowing you to view or customize any amp & effects models' settings. While the application is connected, communication between it and your Spider Valve MkII amp's internal memory is instant - adjust any parameter within the application's loaded Preset and the modified settings are heard on your amp. Likewise, adjustments made to your amp's controls are also reflected in the software.

This interactive communication allows you to tweak any individual amp or effects models' settings within the application GUI and instantly hear and preview the changes made on your Spider Valve MkII amp. These settings changes are stored in the "edit buffer" of your Spider Valve MkII amp's memory - meaning, they do not overwrite the stored settings until you choose to save the amp Preset. You can also move the Tone Presets to different User Bank locations (01A through 32D) within the application, to manage the contents of your amp's User Bank Presets' order. Once you are done with your Tone tweaking, you can "send" one or all the current Tone Presets from the application to your amp, to save all settings within your amp's internal memory. You can also choose to save Presets to your computer's hard drive to build a library of Tones, which you can reload into the application, and to your amp, at any time. Read on for a tour of the application's features!

Graphical User Interface

In software speak, the main window of the Spider Valve MkII Edit application is referred to as the Graphical User Interface (or "GUI" if you want to sound hip around your software buddies). Here we've laid out descriptions for all the important things you need to know as you start clicking around in there.

Save Panel   Signal Flow Panel   Amp Panel

Presets Panel   FX Panels

Save Panel

The buttons within the Save Panel allow you to "Send" or "Receive" Tone Preset data between the application and the amp's internal memory. Using these Send buttons overwrites the existing Preset data in your amp's internal memory, effectively *saving* the transferred Preset(s) to your amp.

The Save Panel

Note that the selected (highlighted) Preset may not be the one currently loaded in the editor - The "Send Selected" and "Receive Selected" buttons act only on the *selected* Preset(s).

- **Send Selected button** - Transfers the currently selected Preset (or multiple selected Presets*) from the application to the amp, overwriting the respective Presets within the amp's internal memory.

*Tip: To select multiple Presets, hold Shift or Ctrl while clicking within the application's Presets Panel!

- **Send All button** - Transfers all Presets (regardless of any selected Presets) from the application to the amp, overwriting all Presets within the amp's User Bank locations.
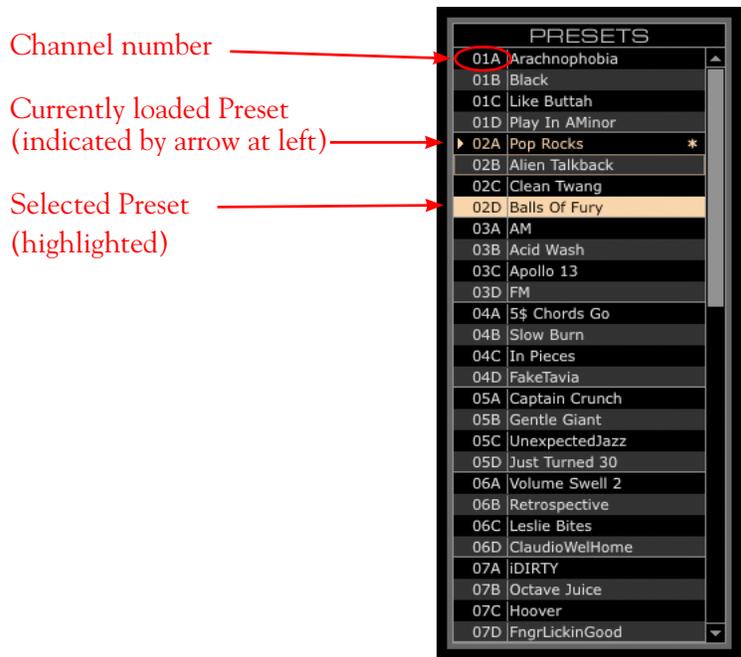
- **Receive Selected button** - Transfers the currently selected Preset(s) from the amp to the application.

- **Receive All button** - Transfers all Presets from the amp to the application.

Note that the editor always "receives" the amp's stored Preset settings, even if the selected Preset(s) are currently in an edited state.

Presets Panel

The Presets Panel lists Channel locations (01A through 32D) that correspond to the respective numbered User Bank Channel locations within your Spider Valve MkII amp's internal memory. Each of these locations is capable of storing one Tone Preset, which you can access here to load and customize its settings.

Channel number

Currently loaded Preset
(indicated by arrow at left)

Selected Preset
(highlighted)

The Presets Panel

- **Load a Preset** - Double-click directly on any Preset's Channel number to load its settings into the editor, or hit "Enter" on your computer keyboard to load the currently selected Preset. (Also see "Saving and Opening Spider Valve MkII Preset Files" for info on opening Presets stored on your computer.)

- **Select a Preset** - Click once directly on any Channel number to select its Preset. Note that this does not load the Preset in the editor, but rather allows you to perform actions on the Preset - such as to "Send" or "Receive" Presets (see "Save Panel" on page 2•2). It is also possible to select multiple Presets:

  - Press and hold your Shift key + left click to select a contiguous number of Presets.

  - Press and hold your Ctrl key + left click on the desired Presets to select a non-contiguous number of Presets.

- **"Insert" a Preset into a different Channel location** - Click on a Preset and drag it up or down within the Presets Panel. Drop the Preset onto the desired Channel location to move the Preset there. This action "re-orders" other Presets within the Channel locations accordingly to insert your dragged Preset into the new location.

> Note: Since the "insert" action re-orders Presets in the application, all the moved Presets are now in different Channel locations as compared to the Channel contents within your amp's User Bank and, therefore, are marked as "unsaved" in the Presets Panel. Use the Send buttons in the <u>"Save Panel"</u> to save the new, re-ordered Channel settings to your amp.

- **"Swap" the Preset settings between two Channel locations** - Click on a Preset to select it. Then press your Shift key and left-click and drag the Preset to the new desired Channel location. Drop it directly within the new Channel slot and you'll see the two Presets "swap" locations.

- **Copy & Paste a Preset to a new Channel location** - Click on a Preset to select it. Then press your Option key (on Mac®) or Ctrl key (on Windows®) and left-click and drag the Preset to the new desired Channel location. Drop it directly within the new Channel slot and you'll see the dragged Preset's name & settings copied into the new location.

- **Save a Preset to your computer** - There are a few ways to save a copy of the currently loaded Preset to your computer:

  - Use the File menu's "Save As" command (see <u>page 2•11</u> for more about saving and opening Preset and Bundle files).

  - Drag a Preset from the Presets Panel directly onto your Desktop, or into any folder on your computer. Or, select multiple Presets within the Presets Panel and drag and drop into a folder to save each as a separate Preset file in one action!

- **To rename a Preset** - Select the desired Preset, then left-click or right-click once directly on the Preset name. You'll see the Preset's name become highlighted in blue. Type in your own text and hit the Enter key.

> Note: Changing the name of the Preset in the Presets Panel is not reflected on your amp until you "Save" the Preset to your amp, via the Send functions in the <u>"Save Panel"</u>.

- **Unsaved Preset Indicator** - Whenever a Preset's settings, channel location or name has been changed from the saved state of the Preset that resides in your amp's internal memory, an asterisk (*) indicator appears to the right of the Preset name in the Presets Panel. Use the Send buttons within the <u>"Save Panel"</u> to "Save" edited Presets to your amp's internal memory.

An asterisk indicates the Preset is in an "unsaved" state

Signal Flow Panel

The Signal Flow Panel provides a handy visual reference of the enabled/disabled state and signal flow position of the amp & effects models for the loaded Preset.

Gate   Wah   FX-1   Amp   Volume   FX-2   FX-3   Reverb

The Signal Flow Panel

Enabled/Disabled State

The FX-1, FX-2, FX-3, Wah and Reverb models each include an enable/disable "LED" button (found at the left of their "Effects Edit Panels"). The icon for the respective effect within the Signal Flow Panel dims to indicate its disabled state:

FX-1 Enabled   FX-1 Disabled

Model Position

The position you see the models appear in left to right in the Signal Flow Panel is precisely the order your input signal flows through them. Note that when you toggle an effect's "Pre/Post" position switch (available within FX-1, FX-2, FX-3 and Reverb "Effects Edit Panels"), the Signal Flow Panel display dynamically changes to show you the new amp & effects ordering.

"Pre" position   "Post" position

Amp & Effects Panels

These panels provide you easy access to the individual parameters of each amp and effect model that make up your Tone, making deep editing of your Spider Valve MkII Tones easier than ever! As noted earlier, changes you make to any of the settings within these panels are immediately reflected on your amp, allowing you to hear the changes instantly. Note that these customized settings are stored only in the Spider Valve MkII amp's "edit buffer" - meaning, the changes to the amp's Preset are temporary until you choose to save the Preset to your amp. Saving is achieved by using the "Save Panel", or by using the Save functions on the amp itself.

Working with Panel Controls

You'll find that most controls within these Edit Panels look and function just like those on your Spider Valve MkII amplifier itself. However, since we're in the software world here, there are additional ways to access controls in all these Panels! To follow are functions that are common within Edit Panels.

- **Knob controls** - Click and drag any knob control vertically to adjust its value. Or, click to "select" a knob and then use your computer's arrow keys or mouse wheel to adjust it. Most knob controls also include a numerical indicator/edit box that provides access to the parameter value as well (see the following description).

- **Mix knob value indicators** - When adjusting the Mix knob within any of the Effects Edit Panels, you'll see the following two indicators to assist you in dialing in the desired setting:

Adjusting an Effects Edit Panel's Mix knob

- **Numerical indicator/edit boxes** - All the amber boxes that show numerical values serve not only as handy indicators for your settings; you can also click and drag up/down to adjust their values, or double-click within any box to type in a specific numerical value.

Click and drag vertically   *Double-click and type in a value*

- **Enable/Disable effects models** - At the left of the FX-1, FX-2, FX-3, Wah and Reverb Edit Panels, you'll see a little "LED" control. Click directly on this LED to toggle the model between enabled or disabled. You'll see the LED and all edit boxes dim to indicate the model's disabled state. Note that you'll also see the model's icon within the <u>"Signal Flow Panel"</u> dim when disabled.

FX-1 Enabled

FX-1 Disabled

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Amp Edit Panel

Amp model selector   Boost

Tone & Level   Tap Tempo   Amp model menu

- **Amp model selector** - Use the familiar rotary Amp selector knob at the left of the panel, or click on the **Amp model menu** to select an amp model by name.

- **Boost Pre & Post controls** - Use the knobs here to adjust the amount of volume boost applied individually for "Pre" and "Post." Click on the LED to toggle the Boost function on/off.

- **Tap Tempo controls** - Click rhythmically, directly on the LED here to "tap" in a tempo for your Modulation (FX-2) and Delay (FX-3) effects models to follow (see "FX-2 & FX-3 Edit Panels" on page 2•8). The edit box below indicates the numerical tempo value. Alternately, you can click and drag, or double click on the Tap edit box and type in a specific BPM value.

Effects Edit Panels

Below the Amp Edit Panel you'll see a dedicated Edit Panel for each of the 7 effects that are available within your Spider Valve MkII Tone Preset. For all Effects Edit Panels, except for the Gate and Volume, a Model menu is available at the right where you can select from a list of effects models. You'll see that the controls displayed within the Edit Panel are specific to the model selected. To follow are descriptions of the controls within the Effects Edit Panels (also see page 2•6 for common Edit Panel options).

FX-1 Edit Panel

Enable/Disable LED switch   Pre/Post position switch

Model-specific controls   Effects model menu

- **Pre/Post position switch** - Toggles the effect's position within the signal chain to be before the amp ("Pre") versus after the amp ("Post"). You'll see the exact position of the effect reflected within the "Signal Flow Panel".

- **Effects model menu** - Click the down arrow to select from the list of models. The FX-1 panel offers a large assortment of Dynamics, Filters and "Stomp" type effects to choose from (overdrives, distortions, fuzzes, compressors, EQs and more!).

> **Note:** See "FBV MkII Pedal Control" on page 2•13 for info on controlling the FX-1 Pitch Glide effect with your FBV MkII pedal!

FX-2 & FX-3 Edit Panels

The FX-2 & FX-3 Edit Panels include all the same controls as the FX-1 panel (as described above), as well as an additional "Tap" control. The FX-2 panel offers several tasty Modulation type effects (phasers, choruses, rotary speaker, etc.). The FX-3 panel offers an arsenal Delay type effects (analog & digital echoes & delays).

Tap selector   Speed control

Tap selector Time control

- **Tap "Control" selector** - For any effect model selected within the FX-2 or FX-3 Edit Panels is the option to select "Control" or "Don't Control," allowing you to choose to have the effect follow the current Tap tempo value, as configured within the "Amp Edit Panel". You'll also see the following controls in these Edit Panels:
  - **FX-2 Speed** - This knob & edit box allow you to configure the Modulation rate of the selected model. With the Tap selector set to "Don't Control," you can set any Hz value. With the Tap selector set to "Control," this knob is disabled.
  - **FX-3 Time** - This knob & edit box allow you to configure the Delay time of the selected model. With the Tap selector set to "Don't Control," you can set any ms value. With the Tap selector set to "Control," this knob is disabled.

> **Note: The FX-3 Dual Delay model provides two delays only when positioned in the "Pre" position. The Feedback level can be adjusted individually using the Edit Mode "1 Fdbck" and "2 Fdbck" parameters. When in the "Post" position, only one delay is functional, adjusted using the "2 Fdbck" parameter, and the "Offset" parameter has no function.**

Reverb Edit Panel

Pretty straight-forward here... The Reverb Edit Panel offers the same set of controls as the FX-1 Edit Panel. Within the Effect Model menu you'll find a number of Reverbs in assorted flavors.

Gate Edit Panel

The Gate effect is always in a fixed position (the first item in the signal chain), so no Pre/Post switch is offered. Also, note that there is no Enable/Disable LED switch at the left of the panel, however, you can select "Off" within the Mode menu.

Mode menu

- **Mode menu** - Select between a "Gate" (a Noise Gate), "NR" (Noise Reduction), both, or "Off."

Wah Edit Panel

Like most other Effects Edit Panels, the Wah Panel offers an LED Enable/Disable switch and model menu. The model menu offers several classic Wahs for your choosing. The Wah effect is always in a fixed in the "Pre" signal flow position, so no Pre/Post switch is offered.

Audition control

- **Audition** - Use the knob or edit box to adjust the Wah's sweep. As its name suggests, this control is simply to allow you "audition" the Wah effect - its setting is not saved with the Preset. It's a really a lot more fun to use an FBV MkII or external MIDI controller pedal to work the Wah with your foot!
- **Enable/Disable LED switch** - This allows you to save the Wah's enabled/disabled state with your Preset.*

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*Note: See "FBV MkII Pedal Control" on page 2•13 **for information about the Wah settings & behaviors when optionally using your FBV "Wah" pedal for the Pitch Glide effect.**

Volume Pedal Edit Panel

The Volume Pedal effect is always "on" and, therefore, offers no Enable/Disable LED switch. If you are utilizing a Line 6 FBV MkII or external MIDI controller pedal to control the Spider Valve MkII Volume Pedal feature, use the controls in this panel to edit the pedal behavior.

Minimum & Maximum pedal controls

- **Min & Max controls** - Use controls to limit the Min ("heel down" position) and Max ("toe down" position) values for your controller pedal.
- **Pre/Post position switch** - Toggles the Volume pedal's position within the signal chain to be before the amp ("Pre") versus after the amp ("Post"). You'll see the exact position of the effect reflected within the "Signal Flow Panel".

> Tip: You can get some different textures out of your amp & effects by changing the Volume pedal & effects' Pre/Post placement. For example, placing the Volume pedal before an Echo can provide a smooth, cinematic swell, or, positioning the Volume pedal before your amp or a distortion pedal allows more control over the amount of gain. Modulation effects can sound different before versus after distorted Amp tone. Feel free to experiment!

Menu Commands

To follow are descriptions of the application's menu commands and their functions. The location of some commands are different on Mac® versus Windows® systems, as noted below.

Spider Valve MkII Edit (This menu is shown only on Mac®)

- **About Spider Valve MkII Edit** - Launches the About box, which includes info about your connected hardware and software version.
- **Quit Spider Valve MkII Edit** - Exits the application.

File (Also see <u>"Saving and Opening Spider Valve MkII Preset Files" on page 2•11</u>.)

- **Open** - Allows you to load a saved Spider Valve MkII Edit Preset file (.sve) from any folder on your computer.
- **Save As** - Allows you to save a copy of the loaded Preset as a Spider Valve MkII Edit Preset file (.sve) to any folder on your computer.
- **Save Bundle** - Allows you to save all current Preset settings as a Spider Valve MkII Edit "Bundle" (.svb) file to any folder on your computer.
- **Load Bundle** - Loads a saved Spider Valve MkII Edit "Bundle" (.svb) file from any folder on your computer, replacing all Presets within the application.
- **Exit (Windows® only)** - Exits the application.

Window (This menu is shown only on Mac®)

- **Minimize** - Minimizes application window.

Help

- **Spider Valve MkII Edit Help** - Launches this PDF document you are now reading.
- **Online Help** - Takes you directly to the Line 6 Community site, the place to find additional documentation, FAQ's, User Forums, Technical Support, breaking news and more!
- **CustomTone.com** - Takes you to the Line 6 CustomTone site, where you can share your Tone Presets with thousands of other Line 6 users, and download from the huge library of free Tones!
- **About Spider Valve MkII Edit (Windows® only)** - Launches the About box, which includes info about your connected hardware and software version.

Saving and Opening Spider Valve MkII Preset Files

Note that there are two methods for "Saving" within the Line 6 Spider Valve MkII Edit application. The Save Panel allows you to "Send" one or all Presets from the application to your amp, overwriting the existing Presets within the Spider Valve MkII amp's User Bank locations with the Preset data from the application's respective Channel locations. For more about this form of Saving, please see the "Save Panel" on page 2•2.

The other way to "Save," covered here, is to create a copy of any Preset to any folder on your computer as a Spider Valve MkII Edit Preset file (.sve) file. This allows you to create a library of .sve Preset files that can be reloaded onto your Spider Valve MkII amp anytime!

To Save a Preset to your Computer:

- Double-click on a Preset within the application's "Presets Panel" to load it and select "Save As" from the File menu. This launches the familiar Mac® or Windows® file "Save As" window, where you can edit the file name and choose a destination location. By default, all .sve files are saved in the following location:
    - **On Mac®** - /Documents/Line 6/Tones/Spider Valve MkII Edit folder
    - **On Windows®** - \My Documents\Line 6\Tones\Spider Valve MkII Edit folder
- It is also possible to drag any Preset from the Presets Panel and drop it onto your desktop, or into any system folder, to copy it there. Or, select multiple Presets in the Presets Panel (using Shift+left click or Ctrl+left click) to drag and Save copies of all in one drop!

To Save a Bundle to your Computer:

Spider Valve MkII Edit allows you to instantly save all the applications' current Preset settings into one, consolidated "Bundle" (.svb) file. This is extremely handy for making a complete backup of all your current Presets, allowing you to load them all back to your amp at any time! Just go to the File menu and select "Save Bundle" to launch a "Save As" dialog, where you can enter a name and choose any folder to save the Bundle file (the default folder is shown above). Note that the Save Bundle feature always includes all 32 Banks of Presets, regardless of any Presets(s) that might be selected within the Presets Panel.

To Open a Preset or Bundle File from your Computer

- Select "Open" from the application's File menu and browse to the folder where your Preset (.sve) files are stored (the default folder is shown above).
- Selecting a Preset file loads its saved settings, replacing the currently loaded Preset and its Channel location within the application.
- Alternatively, you can drag a Preset or Bundle file from any folder on your computer and drop it directly in the Spider Valve MkII Edit window to load the file's settings.

Spider Valve MkII Amplifier - Manual Mode & Quick Loop

The amp's "Manual Mode" and "Quick Loop" functions are not supported by the Spider Valve MkII Edit application. These features are still available via the amp's on-board switches while using Spider Valve MkII Edit, however, there are no functions within the application's GUI to specifically control or save Manual or Quick Loop Modes. The following behaviors apply:

- If you set your Spider Valve MkII amp into Manual Mode or one of the Quick Loop Modes (Ready to Record, Loop Record or Loop Playback) the application simply remains showing the same currently loaded Preset, even though your amp's Tone may be changed as you adjust its on-board amp or FX controls.

- When the amp is in Manual or a Quick Loop Mode, clicking on the application's Save Panel - Receive button will receive the stored Preset from the amp's internal memory (rather than the amp's Manual Mode settings). The amp remains in its current Manual or Quick Loop Mode.

- Double-clicking on an edited Preset within the Presets Panel loads the edited Preset settings in the application and on the amp:
    - If the amp is currently in Manual Mode, this action will force the amp out of Manual Mode, and the new Preset settings will be loaded on the amp.
    - If the amp is currently in any one of the Quick Loop modes, it will simply remain in this mode, and the new Preset settings will be loaded on the amp.

Spider Valve MkII Edit - Offline Mode

In some cases, you might want to retrieve all the Presets from your amps' internal memory into the application, and then be able to edit the Presets, *without* your changes being sent to the amp automatically. To do this, connect your amp to your computer first, then launch the Spider Valve MkII Edit application. Once all Preset data has been received into the application, simply disconnect your amp from your FBV MkII or MIDI connection. With no amp connection, you can now use the application in "Offline Mode." The application will not detect that the amp has been disconnected (you will not see the "No Line 6 Device Connected" alert at the bottom of the application window).* However, you can still edit the Presets with the application in Offline Mode, and then save any to your hard drive.

Or, perhaps you want to load one of your saved Bundles from your hard drive, tweak, rename or reorder your Presets and save the Bundle back to your computer without committing it to your amp just yet? No problem! Just launch Spider Valve MkII Edit without your amp connected to work in Offline Mode. Load your Bundle file using the File menu's **Load Bundle** command (or Command+L on Mac®, Ctrl+L on Windows®), edit to taste and save the Bundle back to your computer. When you want to save the Bundle to your amp, connect your amp before launching Spider Valve MkII Edit, then launch the application, load the Bundle, and use the Save Panel's Send All function to save the Bundled Presets into your amp's User Bank locations.

*Note: The Spider Valve MkII Edit application will not automatically detect your Spider Valve MkII amp if you connect (or if you disconnect & re-connect) the amp *after* the application has already been launched. You'll need to exit the application, connect your amp to your computer, and then launch the application. The application will then automatically "Receive" all Preset data from your amp's internal memory.

FBV MkII Pedal Control

As covered in the *Spider Valve MkII Advanced User Guide*, a Line 6 FBV MkII controller can be used to control the Wah, Volume & FX-1 Pitch Glide effects. Here are a few helpful notes about the FBV MkII pedal behaviors.

- For most Presets, you'll see that the FBV "Wah" pedal controls the Wah effect, and the "Vol" pedal controls the Volume effect as the default settings.

  - **For FBV Shortboard MkII & FBV Express MkII**, push the on-board pedal full forward and click the toe switch to toggle its function to either "Wah" or "Vol."

  - **For FBV Shortboard MkII**, if you have an expression pedal connected, the expression pedal then controls the "Vol" function, and the on-board pedal becomes dedicated to the "Wah" function.

- Alternatively, you can configure the **FX-1 Pitch Glide** effect to be controlled by either the FBV MkII "Wah" or "Vol" assigned pedal, by way of the Pitch Glide's "FBV" setting. Here's how to access the option in the FX-1 Effects Panel:

Select the Pitch Glide model

Choose your FBV pedal control option

- The **Don't Ctl** setting, as you might guess, leaves the "Wah" and "Vol" pedals assigned to controlling the Wah and Volume effects.

- The **Wah:Glid** setting assigns the "Wah" pedal to control the Pitch Glide effect. Note that this means that any Preset saved with this setting will not have its Wah effect controlled by the "Wah" pedal. Likewise, the Wah effect's Enable/Disable switch (when switched either by the pedal's toe switch or by the editor's Wah Edit Panel LED switch) will toggle the Pitch Glide effect. These settings are saved with the Preset - so be sure to save the Wah as "enabled" if you want the Pitch Glide active when you recall the Preset!

- The **Vol:Glid** setting assigns the "Vol" pedal to control the Pitch Glide effect. Note that this means that any Preset saved with this setting will not have its Volume controlled by the "Vol" pedal.
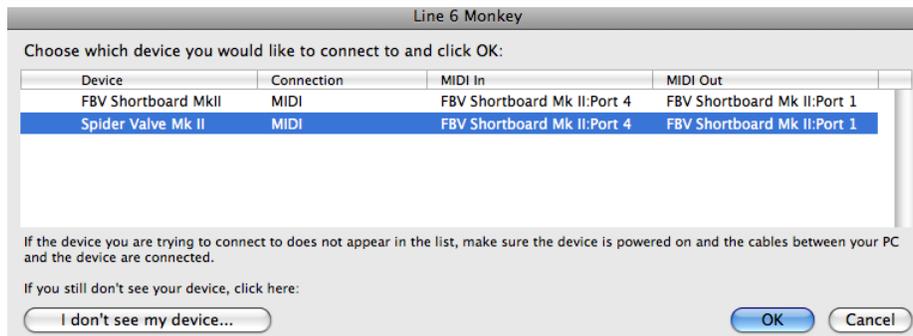
LINE 6 MONKEY & ADDITIONAL RESOURCES

Line 6 Monkey™ is the intelligent updater utility automatically installed with the Spider Valve MkII Edit application, or available from line6.com/monkey. It is highly recommended that you run Line 6 Monkey often to be sure you have all your Line 6 products updated and registered. Registration is required for some Line 6 hardware to allow you to perform updates, and 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 updates or cool enhancements are offered - cutting edge technology and such! So don't put this off any longer.

Run Line 6 Monkey

With your amp connected to your computer (see "Making the Connection" on page 1•2), be sure your amp & devices are all powered on, then launch Line 6 Monkey:

- **On Mac**®, go to Applications > Line 6 > Line 6 Monkey
- **On Windows**®, go to the Start button menu > Programs > Line 6 > Tools > Line 6 Monkey

If your amp is connected via an FBV™ MkII Series Controller, Line 6 Monkey may present you with the option to choose either your FBV MkII or Spider Valve™ MkII amp. (If Monkey instead automatically launches using your FBV MkII device, click on the **Change Device** button at the left of the Monkey screen to launch the device selection window.)
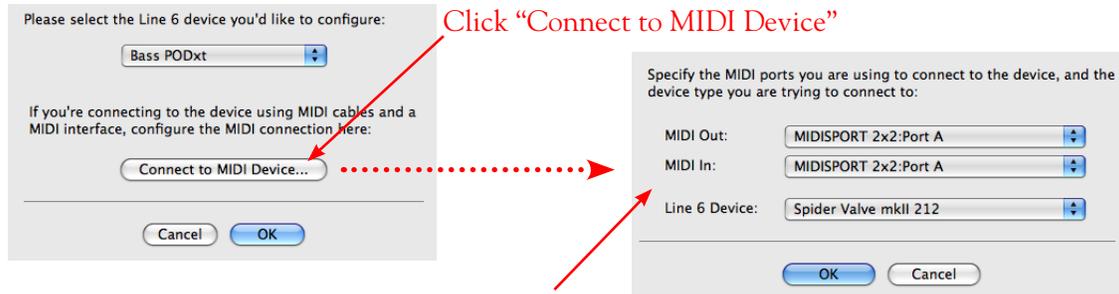
Line 6 Monkey			
Choose which device you would like to connect to and click OK:			
Device	**Connection**	**MIDI In**	**MIDI Out**
FBV Shortboard MkII	MIDI	FBV Shortboard Mk II:Port 4	FBV Shortboard Mk II:Port 1
Spider Valve Mk II	MIDI	FBV Shortboard Mk II:Port 4	FBV Shortboard Mk II:Port 1

If the device you are trying to connect to does not appear in the list, make sure the device is powered on and the cables between your PC and the device are connected.

If you still don't see your device, click here:

[I don't see my device...]   (OK) (Cancel)

Note: If you have not yet registered your FBV MkII device and Spider Valve MkII amplifier, Line 6 Monkey will prompt you to do so. Registration is <u>required</u> before you'll be able to obtain updates for your Spider Valve MkII amp. Just click the Register button when prompted and Monkey will guide you through the easy online registration.
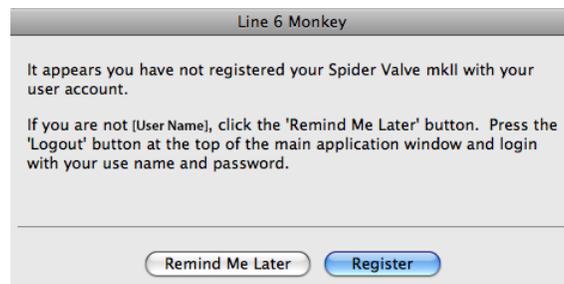
If your amp is connected via MIDI cables, Line 6 Monkey will typically detect it automatically. If the amp is not automatically detected, you will see a prompt to select the **Connect to MIDI Device** button. You can then manually select your computer's MIDI In & Out port and your specific Spider Valve MkII amp model:
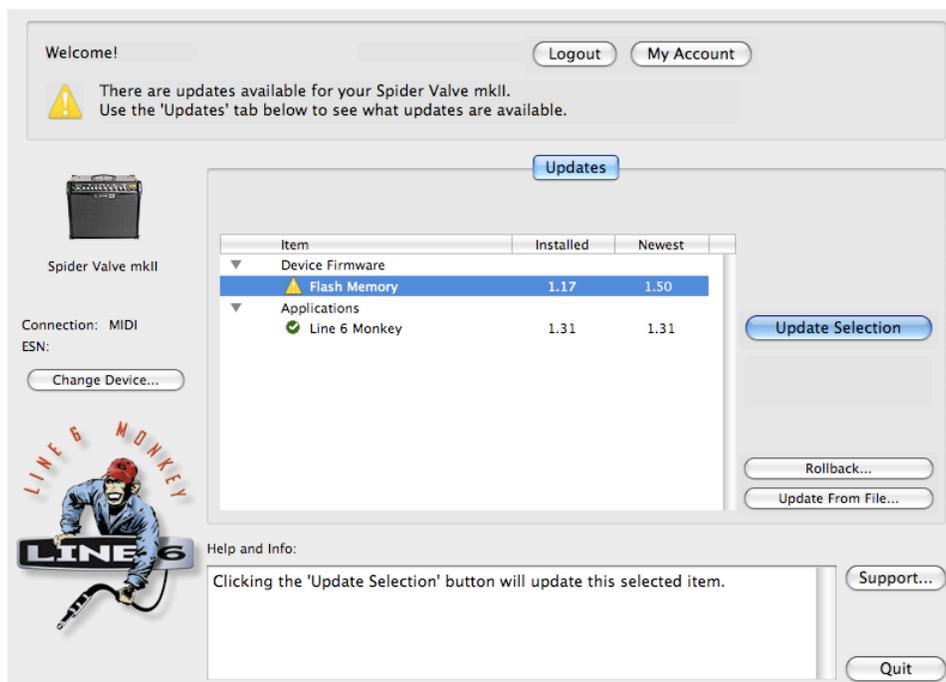
Click "Connect to MIDI Device"

...then select your interface's MIDI Ports and your specific Spider Valve MkII model

If Monkey prompts you to register your amp, then you must do so now - registration of your Spider Valve MkII amp is **<u>required</u>** to obtain the latest updates. Follow the prompts and Monkey will walk you through a quick online registration. Return to Line 6 Monkey once you've completed the registration.

Monkey will then display your amp's current firmware version and any available updates.

The Line 6 Monkey Updates screen, with Spider Valve MkII connected

In the above example, Monkey has detected that a newer Firmware - Flash Memory version is available. Select the Flash Memory item and click **Update Selection**. Be sure to read the prompts carefully and Monkey assist you in performing the update in minutes. It is especially important not to disturb the devices' controls and cable connections until the update fully completes!

Additional Resources

Hungry for more info? We've got plenty of helpful online resources, just a click away.

- Additional Help documentation covering Spider Valve™ MkII amplifiers and the Spider FX Infusion update:

Spider Valve MkII Online Help

- Additional Help documentation covering the FBV™ MkII Series Controllers:

FBV MkII Online Help

- For Line 6 Support, including the searchable Knowledgebase:

Line 6 Support

- Can't get enough of that Line 6 Gear & accessories? Head on over to the Line 6 Store!

Line 6 Online Store

- Visit the CustomTone™ site where you can share your Spider Valve MkII Tones with the world, and find numerous free Tones created by Line 6 and users just like you.

CustomTone

- Join the Community! Pay a visit to the Line 6 Communities page, where you can find:
  - Free MP3 Jam Tracks.
  - Free loops for GarageBand®, Acid®, Reason® and more.
  - Free guitar lessons from LA session pros.
  - Free chord and scale practice tools.
  - Information about contests and special offers.
  - Access to discussion forums, software updates and more.

Line 6 Communities