TONEPORT UX2 FOOTSWITCH CONTROL

This document is designed to provide general information for using footswitch pedals with TonePort UX2. The two Footswitch jacks on the rear panel of TonePort UX2 provide remote control of functions within the included Ableton Live Lite 5 and other audio software, or for remotely switching several functions within the GearBox software. To follow are instructions for configuring these footswitch setups.

Note: This document covers both Windows and Mac recording environments.

Connect a footswitch (or two)

> You will want to first connect your footswitches to TonePort UX2 *before* connecting the USB cable to your computer. If you already have a USB cable connecting TonePort to your computer, exit any software that is using TonePort, mute your speakers, and then disconnect your USB cable.

TonePort UX2 offers two independent 1/4-inch jacks for connecting standard footswitch pedals.

Connect up to two footswitch pedals into these Footswitches 1 & 2 jacks

Connect a USB cable from TonePort UX2 to your computer's USB port, and then proceed with the following steps…

## Using Footswitches with the Ableton Live Lite 5 software

Both the included Ableton Live Lite 5 software and GearBox are configured by default to work together – all that is required is to choose your TonePort UX2 as an "active" controller device within the Ableton Live software. Footswitch 1 is configured to toggle Live's Play/Stop, and Footswitch 2 to toggle Record On/Off. Therefore, using two footswitch pedals connected to your TonePort UX2 this way allows you to remotely control Live's transport for playback, recording and even punch-in recording! The following steps show you how to make this device selection within Ableton Live…

Select TonePort UX2 as an active remote control device in Ableton Live Lite 5
With TonePort UX2 connected to your computer's USB port and the GearBox software running, launch Ableton Live Lite 5 and go **Options > Preferences** (Windows) or **Live > Preferences** (Mac).

Go to the **MIDI** tab

Click both **Track** and **Remote** buttons **On** to make your TonePort UX2 an **active MIDI device/controller**
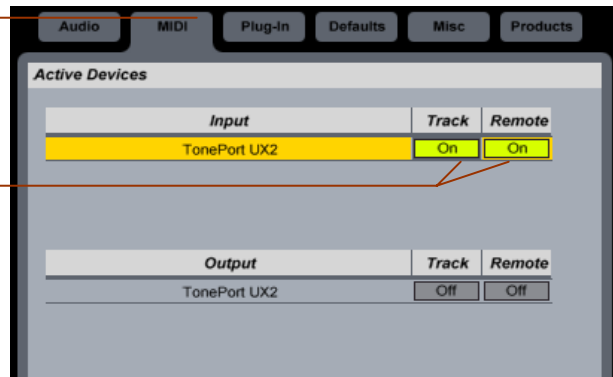
Once the above settings are made you should immediately be able to trigger Ableton Live's transport functions. If you have changed the default settings in the GearBox Preferences, the following steps instruct you how to re-configure them for footswitch control of Ableton Live…

Go to the GearBox **Edit > Preferences** (Windows), or **GearBox > Preferences** (Mac)…
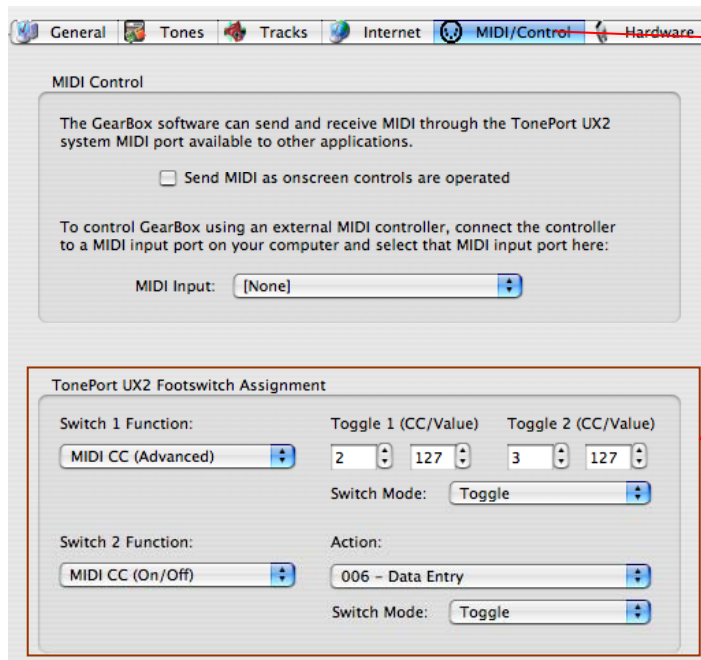
Select the **MIDI/Control** tab

Configure all settings as shown here to map to **Ableton Live's** default settings for **Play/Stop** and **Record Enable/Disable**

Be sure to click **OK** for the settings to take effect (or **Apply** then **OK** if the settings were changed)

Using this special configuration with Toggle 1 and Toggle 2 settings for Footswitch 1 will alternately trigger Ableton Live's transport "Play" and "Stop" buttons. Footswitch 2 will toggle the transport Record button on/off. This footswitch setup offers a few different possibilities with Ableton Live. If you arm a track for recording, you can effectively punch-in and punch-out "on-the-fly" by triggering Play (Footswitch 1) and, when you reach the desired punch-in location, press Footswitch 2 to trigger Record. This will actively start recording into the armed track.

Momentary switch mode - Alternatively, you can set the Switch Mode to Momentary rather than Toggle. Set Footswitch 2's Switch Mode to "Momentary" to change the behavior to where the Record button is triggered only while the pedal is held in the down position. This allows you to do a very specific punch-in, where you press and hold the button only for the duration that you want to punch record. This can be handy to punch yourself in to correct a few notes of a solo or vocal performance, for example.

Setting up Footswitch Control manually in Ableton Live Lite 5

This section will show you how to set up the Start/Stop and Punch In/Out functions for the TonePort UX2 footswitches manually, in case **Ableton Live 5** doesn't recognize them. First, set up your TonePort as the active MIDI device/controller as described above, then set/verify the MIDI settings shown above in GearBox's MIDI/Control window.

In **Ableton Live Lite 5 Line 6 Edition,** follow these steps…

In the upper right corner of the Main Window, click on the **MIDI** button. It should light up blue, indicating you have entered **Learn Mode**

Then go over to the **Transport** and click on the **Play** button

Press **Footswitch 1**. The numbers **1/2** appear inside the Play Button (MIDI CC 2)

Click on the **Stop Button** then press **Footswitch 1** again. The numbers **1/3** appear (MIDI CC 3)

Now click on the Record Button, then press **Footswitch 2**. The numbers 1/6 appear, meaning MIDI CC 6 now toggles recording.

Click on the **MIDI** button when done, to exit **MIDI Learn Mode**

Controlling other audio software with TonePort footswitches

Since TonePort UX2 allows you to configure these footswitches to send a variety of different MIDI message formats (MIDI CC, MMC, Mackie/Logic Control), it is also possible to remotely control functions within other audio software. Just as in Ableton Live Lite 5, TonePort appears as a selectable MIDI input device to other software as well. To follow are the types of MIDI messages you can send from TonePort's footswitches and how they are selected in the Switch 1 and 2 Function drop-down menus. Check the documentation for your audio software for its MIDI remote control capabilities and instructions for assigning functions.

MIDI CC (On/Off) – Choosing this function allows selection of any CC from 0-127, listed by number and the standard command association (e.g. 007 Volume). On switch down a value of 127 will be sent for the given CC. On switch up a value of 0 will be sent for the selected CC. (Also see the Footswitch 2 example in the previous Ableton Live section as an example of this).
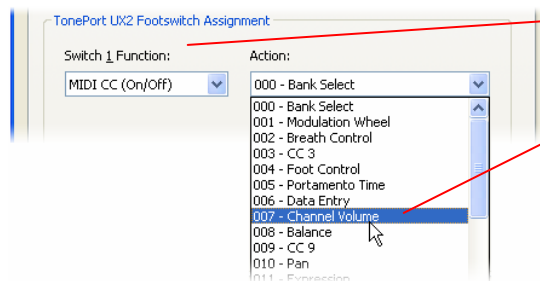

Select MIDI CC (On/Off) **as the** Switch Function

Choose the desired CC number in the Action **menu**

MIDI CC (Advanced) – This function allows a pair of CC's and values to be assigned so that the footswitch can trigger two different functions for each successive push of the footswitch. (Also see the Footswitch 1 example in the previous Ableton Live section for an example).
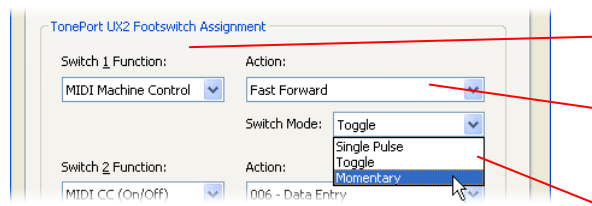
Select MIDI CC (Advanced) **as the** Switch Function

Choose the desired CC numbers and values for Toggle 1 & 2
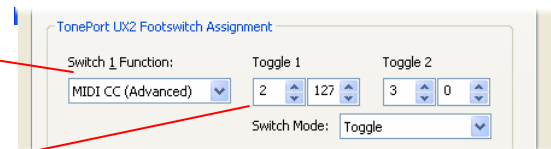
MIDI Machine Control – This function offers a set of MMC commands listed by name. The command is sent on push down of the pedal, and no command is sent on pedal up. When the Fast Forward or Rewind commands are selected, the Switch Mode menu becomes available and Momentary is a selectable option. This offers the ability to either toggle these functions on/off, or to have them perform when the pedal is held down only.

Note that for some audio software, such as Apple Logic and Steinberg Cubase SX, MMC is the easiest option to configure and offers simple control of the transport functions.

**Select** MIDI CC Machine Control **as the** Switch Function

Choose the desired command as the Action

Some MMC commands allow changing the Switch Mode

Mackie/Logic Control – This function offers a limited set of commands that can be sent conforming to the Mackie Control or Logic Control format. If the audio software supports these popular controller devices, then it should also support these commands from TonePort.

Select Mackie/Logic Control **as the** Switch Function

**Choose the desired command as the** Action
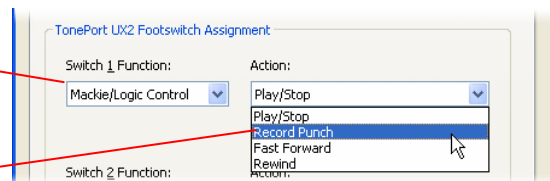
Configure Footswitches to control GearBox functions

Rather than have your footswitches control Ableton Live or other recording software, you can choose to have one or both footswitches toggle on/off any of the currently configured GearBox effects, increment through Presets, Mute outputs, switch to the tuner, and more! Go to the GearBox **Edit > Preferences** (Windows), or **GearBox > Preferences** (Mac)…
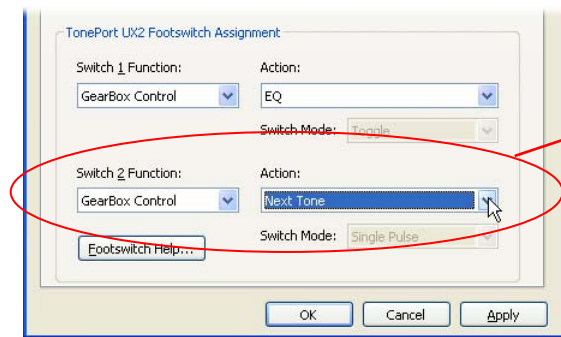
Select the **MIDI/Control** tab

Choose **GearBox Control** as the Switch 1 Function
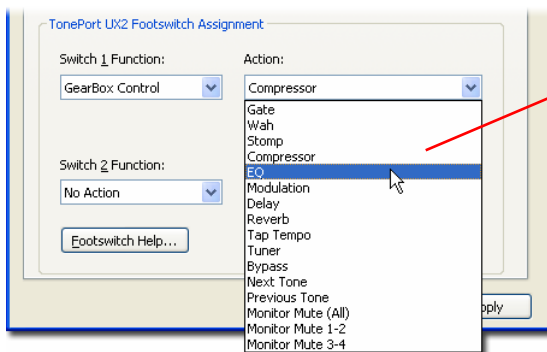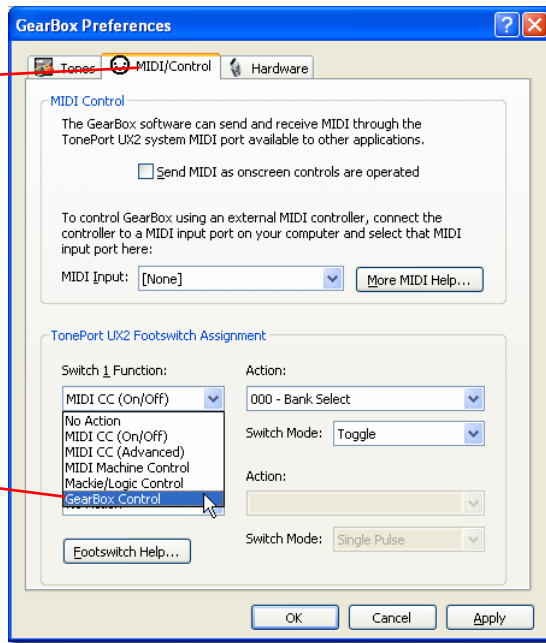
Select the **GearBox effect** or function that you want Footswitch 1 to toggle on and off from the Action menu

Configure the Footswitch 2 Assignment – optionally, you can connect a 2nd footswitch to control another GearBox function…

Select GearBox Control **as the** Switch 2 Function **and then choose** the preferred Action for it to toggle **on and off**

You will need to click **Apply** then **OK** for these changes to take effect

Once the above settings are made, you should immediately see the Action you assigned to each footswitch within the GearBox software toggle on and off.

Using footswitches to control your GearBox actions

To follow are the actions you can control via footswitch:

Effect bypass - The first several items in the Footswitch assignment Action menu are each of the GearBox effects. Choosing any of these items will allow the footswitch to toggle bypass for the currently selected Effect Model for this effect.

Tap Tempo – This controls the Tap Tempo button with the currently loaded Delay Effect model, allowing you to tap the footswitch to set the desired tempo.

Tuner – Toggles the GearBox Tuner function on/off (this is the same as clicking on the Tuner button at the top of the GearBox window).

Bypass – Toggles bypassing the entire GearBox engine (same as clicking on the Bypass button at the top of the GearBox window).

Next Tone/Previous Tone – These two commands incrementally step you through the saved tone presets, forward and backward in order. The tones are accessed in the alphabetical order that they appear in the Tone Preset folder menu. When the latest or earliest preset within the current folder is reached, the next press of the footswitch accesses the next/previous preset folder.

Monitor Mute (All, 1-2, 3-4) options – These commands toggle mute/un-mute for the respective GearBox Sends' monitor signals.

Dual-Tone GearBox settings

Note that if you have selected one of the **Dual-Tone** settings in the **Source Select** menu, then the footswitches will control the options for the first tone only. The Dual-Tone settings are the ones with the "&" in their names.
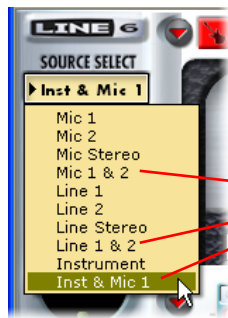
Dual-Tone settings are the ones with the **"&"** in their names

For example, if you are currently using **Inst & Mic 1** as your Source, then both Footswitch 1 and 2 will only trigger their assigned functions for the **Instrument** tone.