

This file provides two versions of the cover art.

The first version contains live fonts and the second version contains fonts converted to paths to be used in the event of font problems.

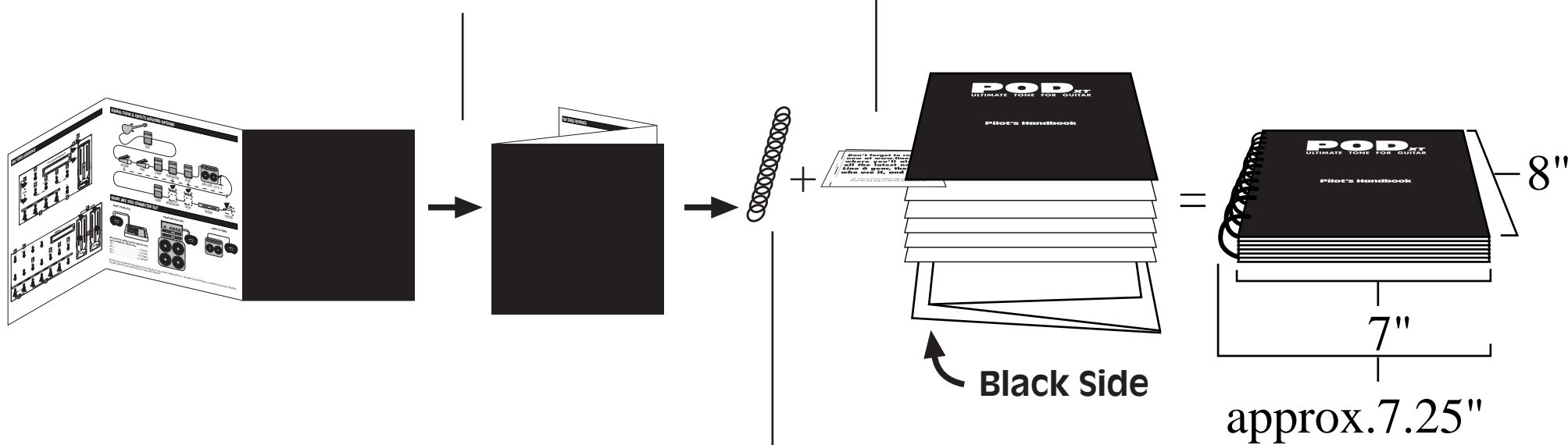
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Use full size document as master.

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Score and Fold Back Cover with Red side out as shown.

Bind Registration Card (part #40-03-2000) after cover

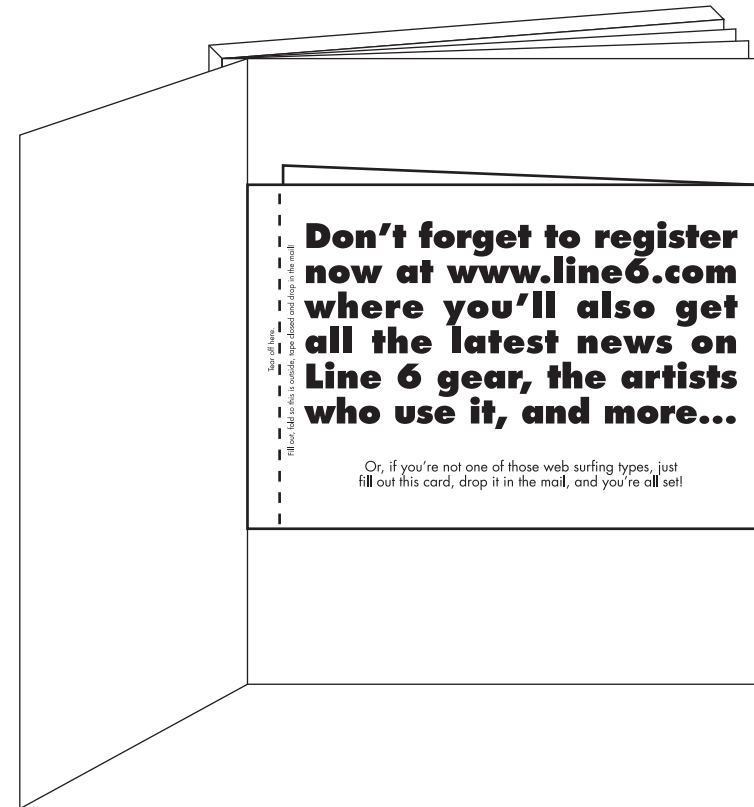


Use a black spiral bind

Revisions		Line 6	
A	First release for manufacturing. Release Date: Feb 17, 2004.	29901 Agoura Road • Agoura Hills, CA 91301 • USA voice (818) 575-3733 fax (818) 575-3601 partspecs@line6.com	
B	Corrected photo resolution problem. Release Date: Feb 17, 2004.	Part Name/Number	Manual User Bass PODxt Live P2-1 40-00-0083
		Prepared by	Patrick O'Connor
		specifications	Crop Manual Cover pages to 8" tall x 7" wide 100# Cover (Use No. 1 Sheet or High Quality No. 2 Sheet) Varnish BOTH SIDES of Cover with a satin/flat texture coating. See artwork for Pantone color specs.
			Revision B

HOW TO INSERT THE Line 6 Universal Registration Research Card

Build the registration card into the binding of the user manual, so that it appears as the first "page" of the book. Insure that the perforation, and the explanatory text, is exposed (not in binding) as shown at right, so the customer will be able to tear the card out at the perforation. Center card (height-wise) in book when binding.

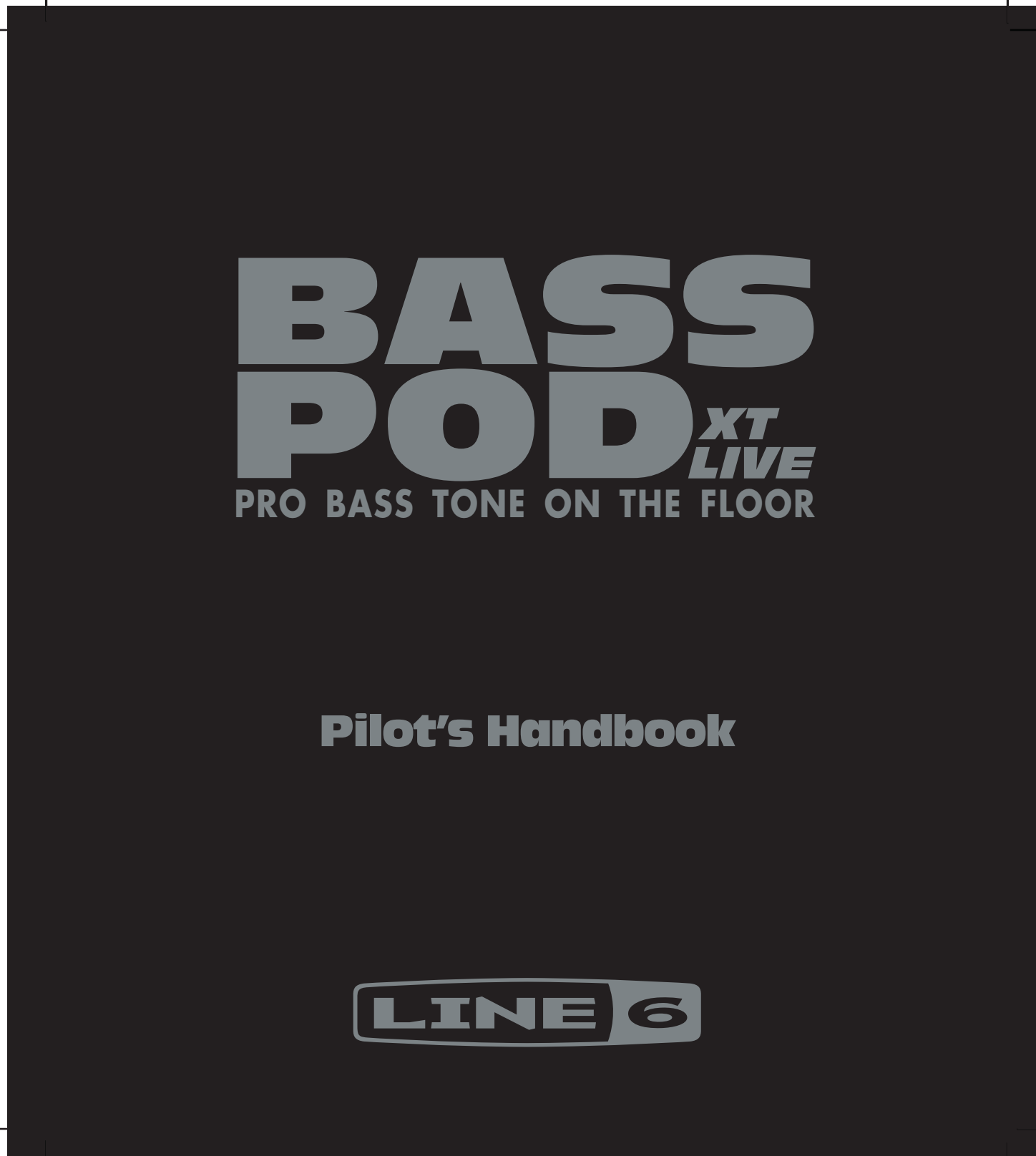


FRONT COVER:

Bass PODxt Live Pilot's Handbook – Print 2 Colors

Pantone Black #6c

**and Pantone Coated #877c Silver Metallic
(silver underprints black, fully covering page)**

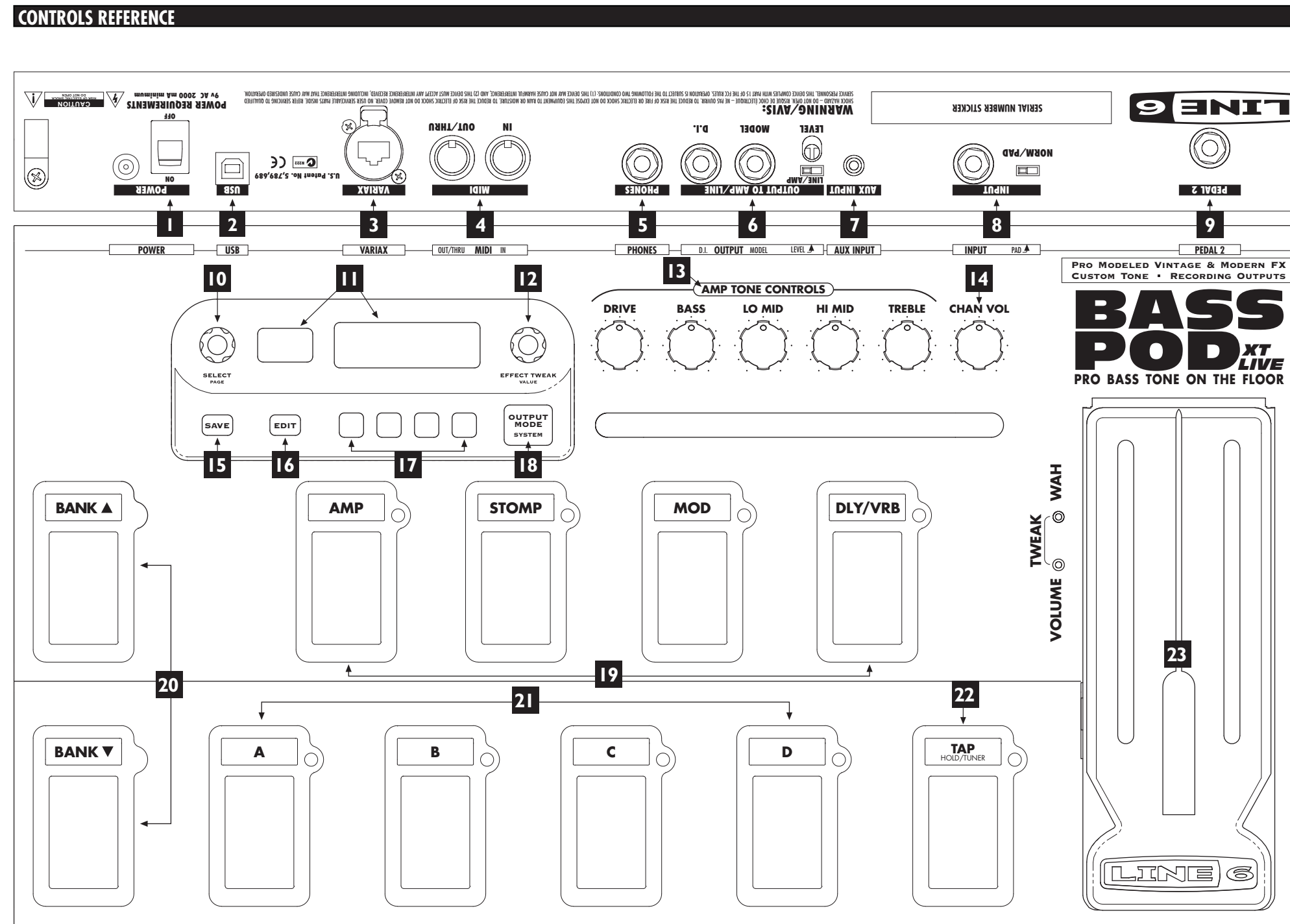


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FOLDING BACK COVER:

Use Pantone Coated #6c Black

Inside



NAVIGATION REFERENCE

- When EDIT, SAVE or TUNER is lit, "SELECT" selects from the pages listed below
 - Otherwise, "SELECT" chooses Channel Memories
- EDIT PAGES**
- Amp Settings
 - A.I.R. Settings
 - Compressor and Gate Settings
 - EQ Settings
 - Stomp Select and Settings
 - Stomp Settings (page 2 for some models)
 - Modulation Select and Settings
 - Modulation Settings (page 2)
 - Delay Select and Settings
 - Delay Settings (page 2)
 - Reverb Select and Settings
 - Reverb Settings (page 2)
 - Wah and Volume Settings
 - Pedal, Effect Tweak and Tempo Settings
- SAVE PAGES**
- Save Sound to Channel Memory
 - Custom Save Amp Model
 - Custom Save Effects Setup
 - MIDI Dump
- TUNER PAGES**
- Tuner
 - What are you connecting to?
 - Display contrast
 - MIDI/Variac
 - Bass POD: Live Software Version

6.75"

6.875"

7"

Score and fold here
See diagram for details.

Outside

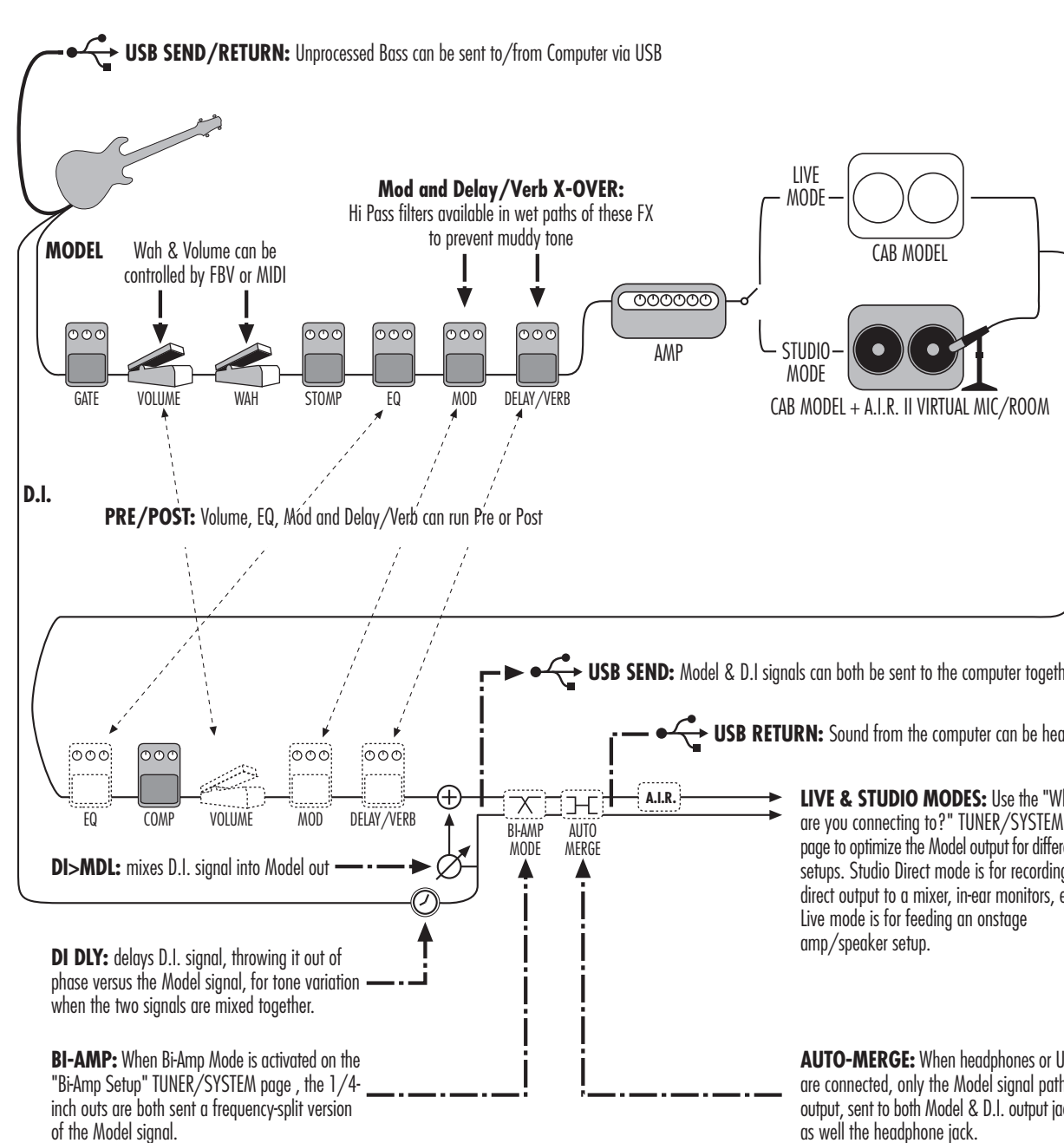
AMP MODELS	
#	AMP MODEL
0	... BYPASS (Bypasses the Amp Model)
1	... TUBE PREAMP
2	... L6 CLASSIC JAZZ
3	... L6 BRIT INVADER
4	... L6 SUPER THOR
5	... L6 FRANKENSTEIN
6	... L6 BROWN LUN
7	... L6 DOPPELGÄNGER
8	... SUB DUB
9	... AMP 340
10	... JAGUAR
11	... ALCHEMIST
12	... ROCK CLASSIC
13	... FLIP TOP
14	... ADAM AND EVE

CABINET MODELS	
#	CAB MODEL
0	... NO CAB
1	... 1X12 BOUTIQUE
2	... 1X12 MOTOR CITY
3	... 1X15 FLIP TOP
4	... 1X15 JAZZ TONE
5	... 1X15 SESSION
6	... 1X18 AMP 340
7	... 1X18 CALIFORNIA

EFFECT MODELS	
STOMPS	MODULATIONS
BREK OVERDRIVE	DELUXE CHORUS
SCREAMER	ANALOG CHORUS
CLASSIC DIST.	DELUXE FLANGER
FACIAL FUZZ	JET FLANGER
FUZZ PI	FRASER
OCTAVE FUZZ	VIBRE
BRONZE MASTER	OPTO TREM.
BLUE COMP.	BIAS TREM.
RED COMP.	ROTARY DRUM
VETRA COMP.	H-TALK
AUTO WAH	LINE & ROTOR
DINGO-TRON	RANDOM S.H.
RIZZ WAVE	DIPS ENTER
SEMIK SYNTH	
REZ SYNTH	
SATURN'S RING MOD.	
SYNTH ANALOG	
SYNTH FX	
SYNTH HARMONY	
SYNTH LEAD	
SYNTH STRIKE	
SUB OCTAVES	

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SIGNAL FLOW & EFFECTS ROUTING OPTIONS



DI D.I.: delays D.I. signal, throwing it out of phase versus the Model signal, for tone variation when the two signals are mixed together.

BI-AMP: When Bi-Amp Mode is activated on the "Bi-Amp Setup" TUNER/SYSTEM page, the 1/4-inch outs are both sent a frequency-split version of the Model signal.

AUTO-MERGE: When headphones or USB are connected, only the Model signal path is output, sent to both Model & D.I. output jacks as well as the headphone jack.

Fonts converted to curves.

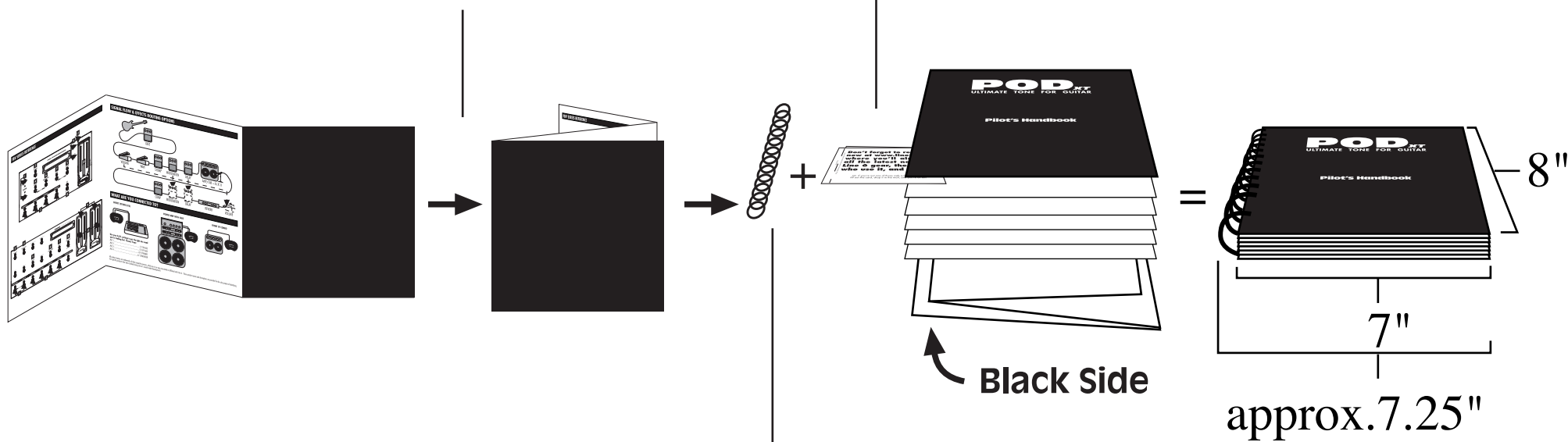
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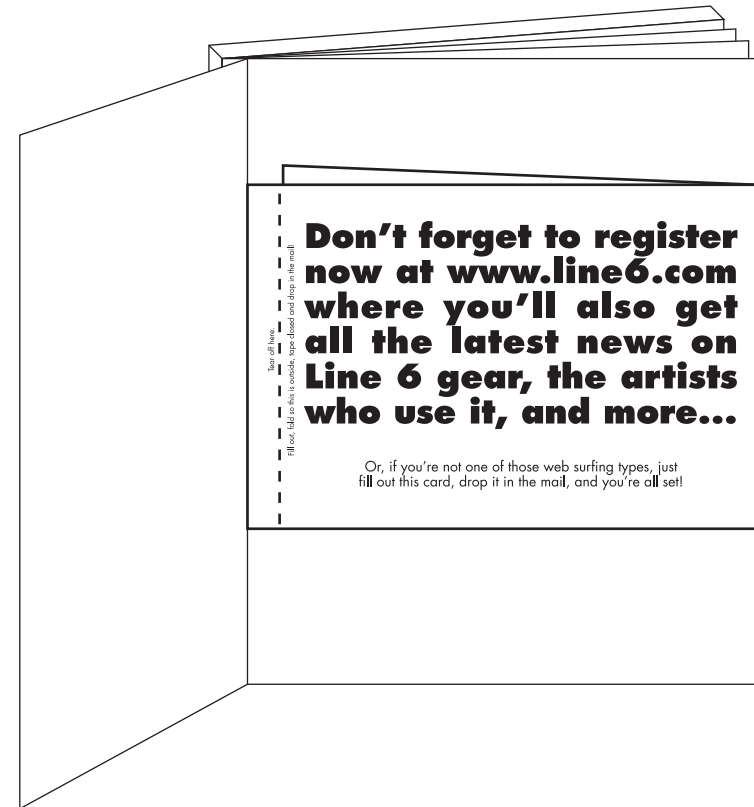


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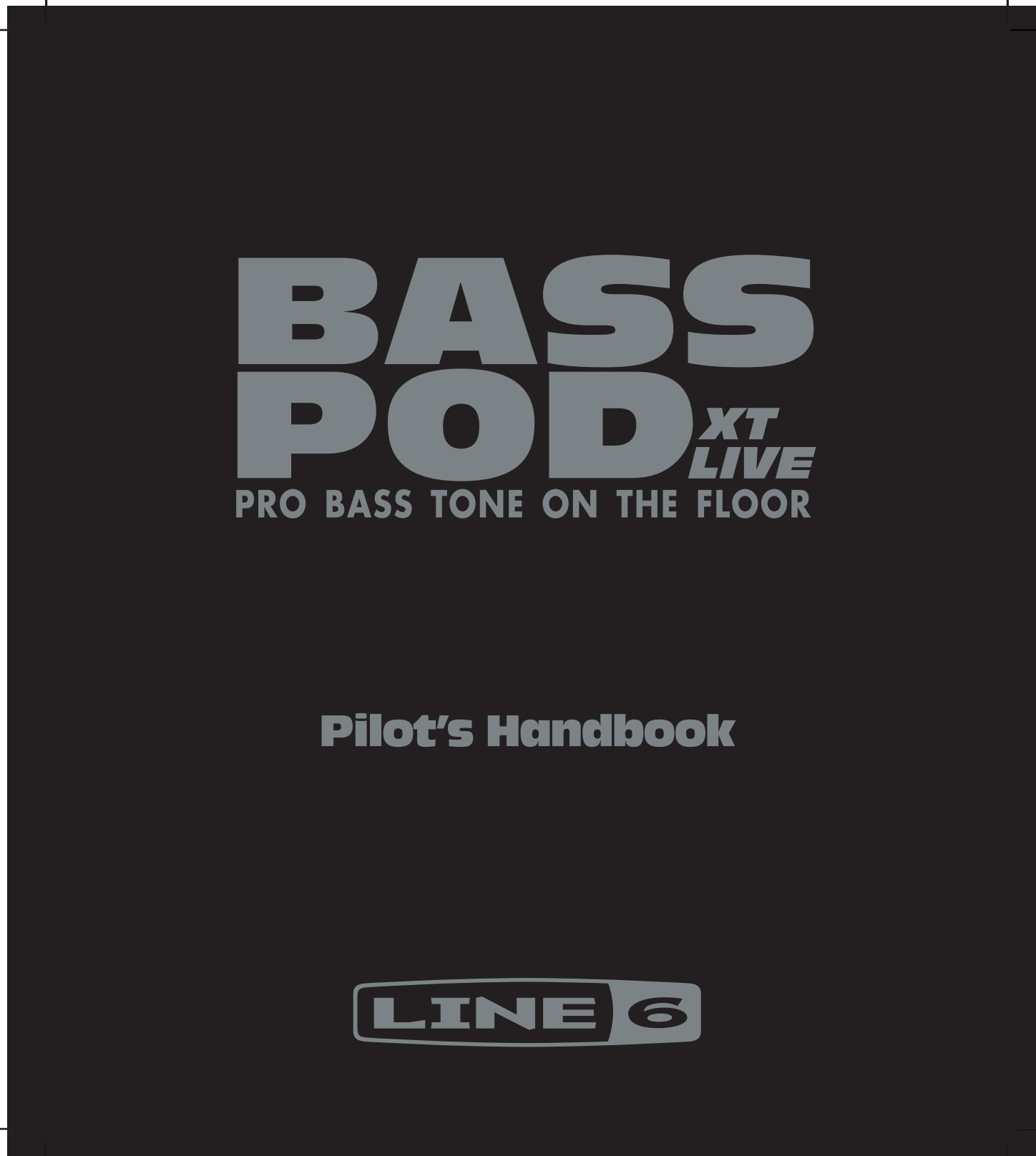


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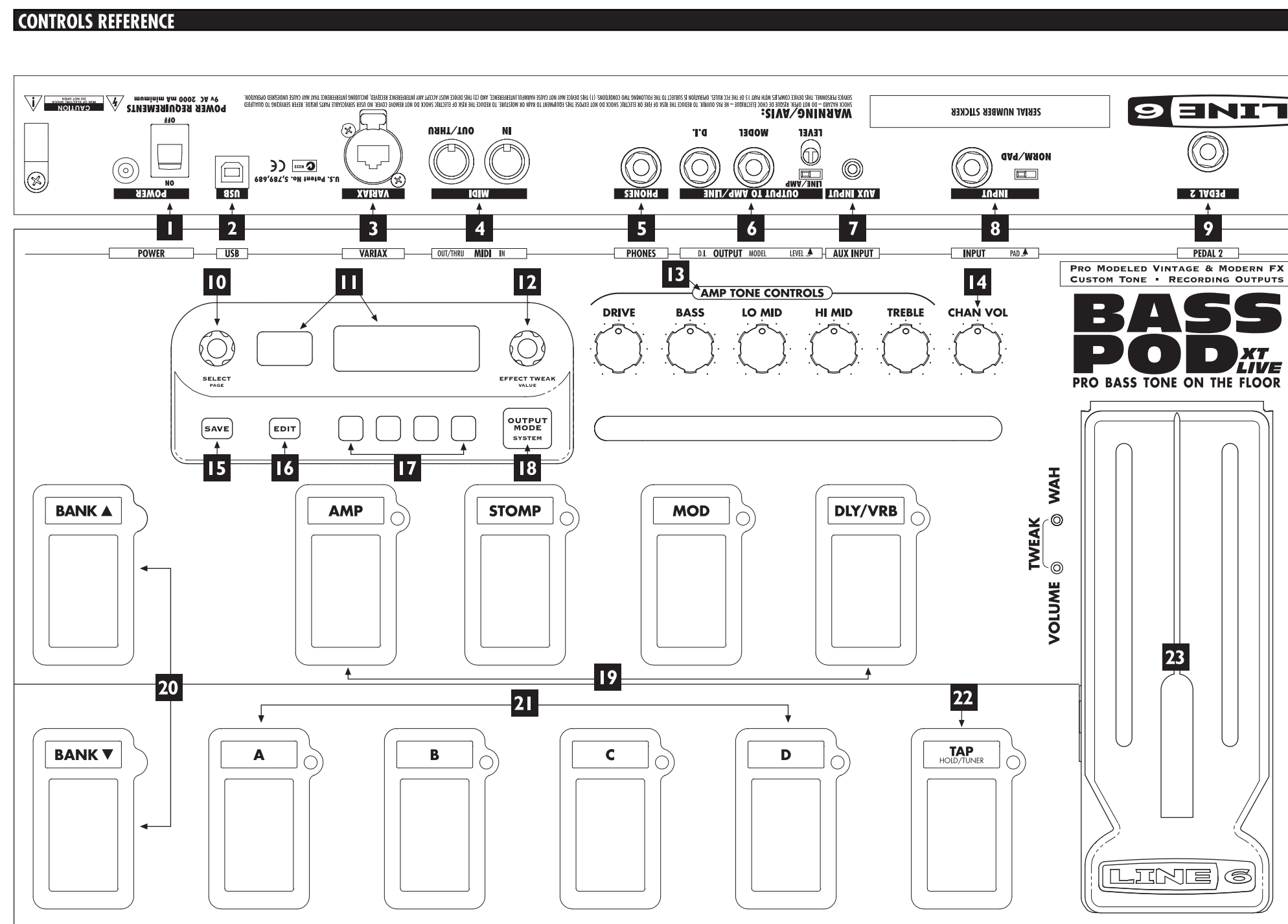


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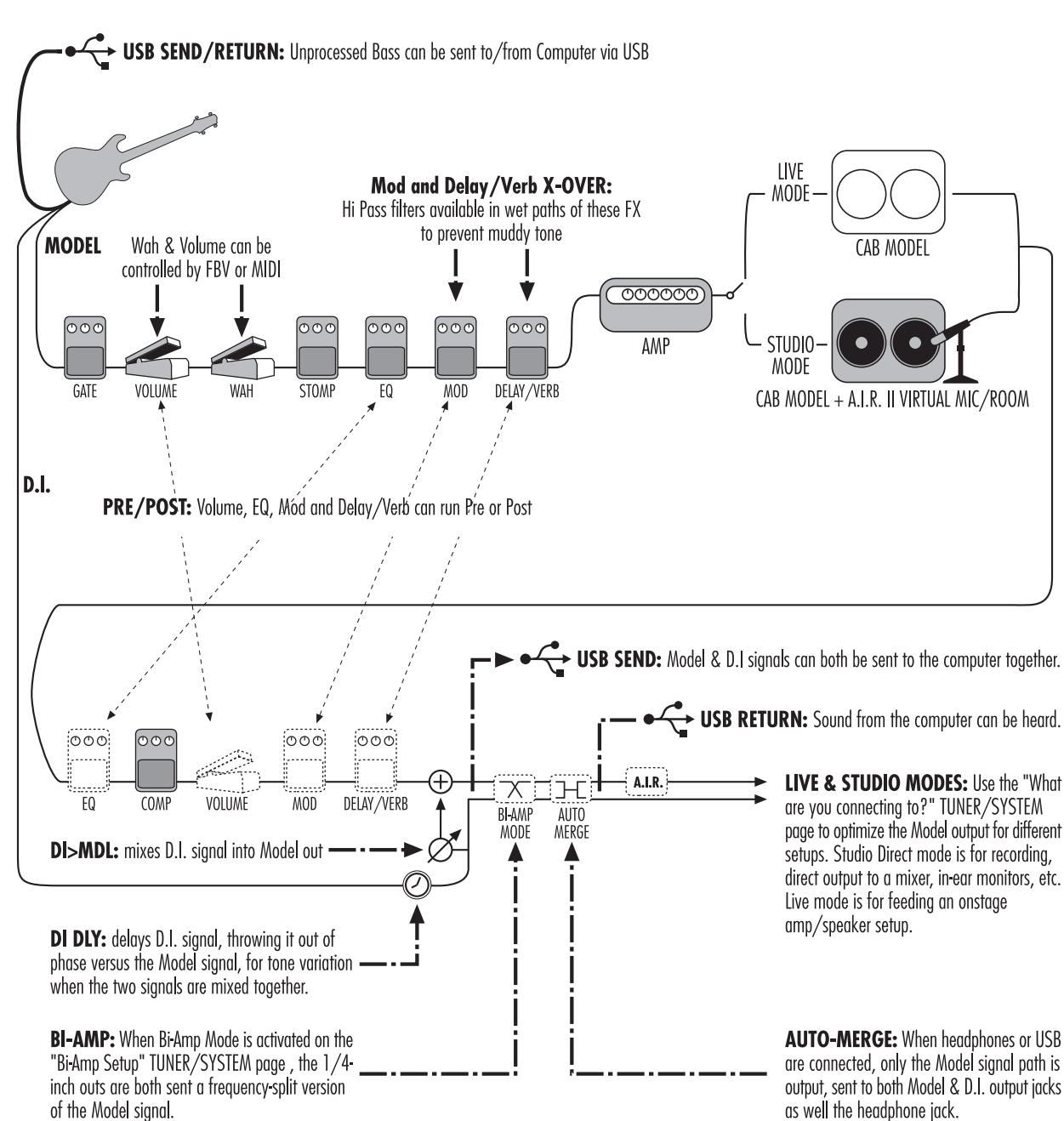
AMP MODELS			
#	AMP MODEL	MODEL BASED ON	
0	...BYPASS	(Bypasses the Amp Model)	
1	...TUBE PREAMP	LINE 6 ORIGINAL	
2	...L6 CLASSIC JAZZ	LINE 6 ORIGINAL	
3	...L6 BRIT INVADER	LINE 6 ORIGINAL	
4	...L6 SUPER THOR	LINE 6 ORIGINAL	
5	...L6 FRANKENSTEIN	LINE 6 ORIGINAL	
6	...L6 BROWN LUN	LINE 6 ORIGINAL	
7	...L6 DOPPELGÄNGER	LINE 6 ORIGINAL	
8	...SUB DUB	LINE 6 ORIGINAL	
9	...AMP 340	ACUSTIC 340	
10	...JAGUAR	JAGUAR® D90750	
11	...ALCHEMIST	ALCHEMIST F-28	
12	...ROCK CLASSIC	AMPEG® SVT®	
13	...FLIP TOP	AMPEG® B-15	
14	...ADAM AND EVE	EKEN TRAVELLER	
15	...TWEED BAHAM	FENDER® BASSMAN® COMBO	
16	...SILVERFACE BASS	FENDER® BASSMAN® HEAD	
17	...DOUBLE SHOW	FENDER® DUAL SHOWMAN®	
18	...EIGHTIES	EQ 800 RB	
19	...HWAY 100	HWATT® DR-103	
20	...HWAY 200	HWATT® 200DR	
21	...BRITISH MAJOR	MARSHALL® MAJOR	
22	...BRITISH BASS	MARSHALL® SUPER BASS	
23	...CALIFORNIA	MESA/BOOGIE® BASS 400+	
24	...JAZZ TONE	POLYTONE MINIHRUTE®	
25	...STADIUM	SUNN® COLUSSUM	
26	...STUDIO CITY	SWR® SH-500	
27	...MOTOR CITY	VERSATONE PAN-4FLEX	
28	...BRIT CLASS 4100	VOX® AC-100	

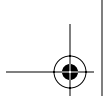
CABINET MODELS			
#	CAB MODEL	MODEL BASED ON	
0	...NO CAB	N/A	
1	...1X12 ROUTINE	ESPHRINCS CXL-11Z	
2	...1X12 MOTOR CITY	VERSATONE PAN-4FLEX	
3	...1X15 FLIP TOP	AMPEG B-15	
4	...1X15 JAZZ TONE	POLYTONE MINIRUTE	
5	...1X15 SESSION	SWR BIG BEN	
6	...1X18 AMP 340	ACUSTIC 340	
7	...1X18 CALIFORNIA	MESA BOOGIE	
8	...1X18+12 STADIUM	SUNN® COLUSSUM	
9	...2X10 MODERN UK	ASHDOWN ADN 210P	
10	...2X15 DRUMBUSHOW	FENDER® DUAL SHOWMAN® D130P	
11	...2X15 CALIFORNIA	MESA/BOOGIE®	
12	...2X15 CLASS A	VOX® AC-100	
13	...4X10 LINE 6	LINE 6 ORIGINAL	
14	...4X10 TWEED	FENDER® BASSMAN® COMBO	
15	...4X10 ADAM EVE	DAVID EKEN	
16	...4X10 SILVERCONE	HARTKE 410	
17	...4X10 SESSION	HORN SWR® GOLIATH	
18	...4X12 HWAY	HWATT® BASS CAB	
19	...4X12 GREEN 20'S	'67 MARSHALL® BASKETWEAVE	
20	...4X12 GREEN 25'S	'68 MARSHALL® BASKETWEAVE	
21	...4X15 BIG BOY	MARSHALL® MAJOR	
22	...8X10 CLASSIC	AMPEG® SVT®	

EFFECT MODELS			
STOMPS	MODEL BASED ON	MODULATIONS	MODEL BASED ON
BIG OVERDRIVE	LINE 6 ORIGINAL	DELUXE CHORUS	LINE 6 ORIGINAL
SCREAMER	IBANEZ® TS BOB	ANALOG CHORUS	BOSS® CE-1 CHORUS
CLASSIC DIST.	PRO CO RAT	DELUXE FLANGER	LINE 6 ORIGINAL
FACIAL FUZZ	ARBITER® FUZZ FACE	JET FLANGER	JAB FLANGER
FUZZ PI	BIG MUFF PI®	PHASER	MORP® PHASE '90
OCTAVE FUZZ	TYCOBRAH OCTAVIA	UNI VIBE	UNI VIBE
BRONZE MASTER	LINE 6 ORIGINAL	OPTO TREM.	FENDER® OPTO
BLUE COMP.	BOSS® CS-1	BAS TREM	VOX® BAS
RED COMP.	MORP® DYAL COMP	ROTARY DRUM	FENDER® VIBRATONE
VETRA COMP.	LINE 6 ORIGINAL	HE-TALK	LINE 6 ORIGINAL
AUTO WAH	MULTITRON III	LINE 6 ROTOR	LINE 6 ORIGINAL
BINDS-TRON	LINE 6 ORIGINAL	RANDOM S.H.	LINE 6 ORIGINAL
BUZZ WAVE	LINE 6 ORIGINAL	TAPE EATER	LINE 6 ORIGINAL
SEMIK SYNTH	LINE 6 ORIGINAL		
REZ SYNTH	LINE 6 ORIGINAL		
SATURN'S KING MOD.	LINE 6 ORIGINAL		
SYNTH ANALOG	LINE 6 ORIGINAL		
SYNTH FX	LINE 6 ORIGINAL		
SYNTH HARMONY	LINE 6 ORIGINAL		
SYNTH LEAD	LINE 6 ORIGINAL		
SYNTH STRING	LINE 6 ORIGINAL		
SUB OCTAVES	LINE 6 ORIGINAL		

REVERBS			
LUX SPRING	SMALL ROOM	DARK HALL	RICH CHAMBER
STD SPRING	TILED ROOM	MEDIUM HALL	CHAMBER
KING SPRING	BRITE ROOM	LARGE HALL	CAVERNOUS
			SLAP PLATE
			VINTAGE PLATE
			LARGE PLATE

SIGNAL FLOW & EFFECTS ROUTING OPTIONS





BASS POD^{XT} LIVE

PRO BASS TONE ON THE FLOOR



Pilot's Handbook

An in-depth exploration of the revolutionary technologies and pulsing tonal pleasures that lurk within Bass POD^{XT} Live.

Electronic Limited Edition. Also available at www.line6.com. Revision B.





The serial number can be found on the left side of the rear panel of your Bass POD_{XT} Live. It's the number that begins with "(21)". Please note it here for future reference:

SERIAL NO: _____

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

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

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



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



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

**YOU SHOULD READ THESE IMPORTANT SAFETY INSTRUCTIONS
KEEP THESE INSTRUCTIONS IN A SAFE PLACE**

Before using Bass POD_{XT} Live, carefully read the applicable items of these operating instructions and safety suggestions:



1. Obey all warnings on Bass POD_{XT} Live and in this Pilot's Handbook.
2. Do not place near heat sources, such as radiators, heat registers, or appliances which produce heat.
3. Guard against objects or liquids entering the enclosure.



4. Connect only to AC power outlets rated 100-120V or 230V 47-63Hz (depending on the voltage range of the included power supply).
5. Do not step on power cords. Do not place items on top of power cords so that they are pinched or leaned on. Pay particular attention to the cord at the plug end and the point where it connects to Bass POD_{XT} Live.
6. Unplug your Bass POD_{XT} Live when not in use for extended periods of time.



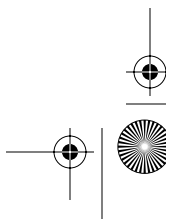
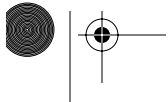
7. Do not perform service operations beyond those described in the Bass POD_{XT} Live Pilot's Handbook. In the following circumstances, repairs should be performed only by qualified service personnel:
 - liquid is spilled into the unit
 - an object falls into the unit
 - the unit does not operate normally or changes in performance in a significant way
 - the unit is dropped or the enclosure is damaged
8. Prolonged listening at high volume levels, especially with headphones, may cause irreparable hearing loss and/or damage. Always be sure to practice "safe listening."





Please Note:

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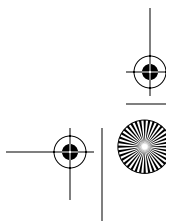
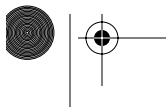
Quick Start Guide 1•1

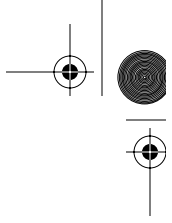
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- Go on-line and get more stuff!..... 1•2
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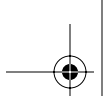
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QUICK START GUIDE • “Manual? I don’t need no stinking manual!”

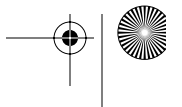
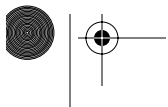
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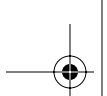
1 • 1

or:

“MANUAL? I DON’T NEED NO STINKING MANUAL!”

1. On the rear panel, turn the small **OUTPUT LEVEL** knob all the way down to zero, flip the switch to the amp position if you’re plugging into an amp, or the line position if you’re plugging into line level equipment such as a recorder or mixer, or using only headphones.
2. Connect the **MODEL** and **D.I. OUTPUTS** to your recorder or mixer’s inputs, or plug just the **MODEL** output into your bass amp’s input. Or connect headphones to the **PHONES** jack on your Bass PODXT Live.
3. Connect the included power pack to your Bass PODXT Live, and plug the other end into a power jack.
4. Connect your bass to Bass PODXT Live’s rear **INPUT**. Flip the switch there to **NORM** for most basses, or **PAD** for extra-hot-output pickups.
5. Got a Variax guitar? Connect it to Bass PODXT Live’s rear panel Variax jack, using only Line 6-supplied Variax cables. See **Variax** on page 3•2.
6. Flip the rear panel **POWER** switch to fire up.
7. Press the **OUTPUT MODE/SYSTEM** button. Press the button below **DEST** (Destination), then turn the **EFFECT TWEAK** knob to tell your Bass PODXT Live what you’re connecting to. This setting will be overridden when you plug in headphones, so you don’t have to do anything to get great headphone sound.
8. Turn up the rear panel **OUTPUT LEVEL** knob so you can hear Bass PODXT Live’s output, but don’t turn up so high that you’re overdriving the input of whatever you’re plugging into.
9. Turn the **SELECT** knob to choose from preset sounds, organized in 16 Banks of 4 Channels, with Channels labeled A, B, C, D. Banks 1-6 are great for headphones, mixers and recorders. Banks 7-12 are best in front of an amp. Banks 13-16 include complete Variax Bass settings. With the **EDIT** button NOT lit, press the left button under the display for “**Manual** Override,” where-the-knobs-are-is-how-it-sounds operation.
10. Step on the **AMP**, **STOMP**, **MOD**, or **DLY/VRB** switches to turn those parts of your sound on/off. Turn the knobs to further adjust. **CHAN VOL** adjusts the volume of this Channel Memory relative to the others.
11. Now before you run off, please give the page a quick flip and....





QUICK START GUIDE • Register now!

1 • 2

Register now!

Included in this manual is a handy, postage-paid card for you to send back to us to register your purchase. It's **very important** that you fill that registration card out **right now** and drop it in the mail, or jump on the Internet and register at www.line6.com. Registering insures that you're dialed in for warranty service (warranty info is at the end of this manual) and insures we can contact you if new software versions or other cool enhancements are offered — cutting edge technology and such.

Go on-line and get more stuff!

Here at Line 6, our mission is to help you be more creative by bringing you powerful new technologies. As part of that mission, we focus great effort on making the Internet a valuable resource for every one of our customers. The Line 6 web site is one of the most effective ways for us to deliver you what you need to make you and your PODXT Live ever more powerful.

Our web site is the place to download the free **Line 6 Monkey** utility, which will check for and install the latest versions of our **USB driver** software, and give you easy access to any future firmware updates for your Bass PODXT Live! Go to www.line6.com/monkey to get started. You'll also want to visit the [line6.com](http://www.line6.com) discussion boards to learn tips & tricks, trade advice, and generally hang out and get POD-a-licious with the whole extended family of PODXT users. Use the Support pages to get answers to your technical questions and contact our customer service experts. Or grab electronic versions of this book and other documentation, learn what your favorite artists are doing with Line 6 gear, and see the latest products we're introducing for you.

Not on the Internet yet? This may be your time to make the jump, and thereby ensure that you will get all the great resources we can offer for you and your Bass PODXT Live.





Introduction

Welcome To Bass PODXT Live...

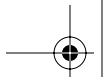
Thank you for inviting Bass PODXT Live into your life. Whether you use it as the ultimate multi-effect pedal, a direct recording miracle, a powerhouse preamp, a practice partner, or a creative digital signal processing tool (and heck, why should it be just one?) — we think you'll agree that Bass PODXT Live is about the most amazing thing to happen to the electric bass since, well, since the bass amplifier itself! Bass PODXT Live delivers the incredible tones of the acclaimed Line 6 Point-to-Point Interactive modeling technology (as featured in our other PODXT products and Vetta II series guitar amps), fuses it with the wonderfully portable and easy to use POD which has been the bass recording world standard for years, and smacks it all down on the floor for rugged professional use. So you've got the tonal heritage of the past century of stomp box and bass amplifier design, *plus* no-compromise recording and direct sound excellence — all ready to roll when you are.

Who is Line 6?

As you may know, Line 6 first came on the scene several years back with a new kind of guitar amplifier — the first to put digital software modeling technology to work in a combo amp for guitarists. We also knew then that guitarists need great amp tone when recording, but generally don't have the room to crank up that classic stack, or the money to hire a team of ace engineers to get it to tape. So we squished our patented modeling technology down into a small, kidney-bean-shaped wonder called POD, and forever changed the world of guitar recording. Then we churned out a Bass POD, and welcomed bass players into the Line 6 world.

Once we'd gotten this whole thing started, it was time to see what we could do if we really cranked up the horsepower and took our modeling to the next level. I mean, once you've climbed to the top of the mountain, it's on to the next mountain, right? So, eyes glowing like power tubes, we stocked up on the Pepsi, gathered our genius engineers into a secret lab, fired up our extensive collection of amplifiers and stomp boxes... and spirited their treasured tones into a newly-supercharged modeling technology we dubbed Point-to-Point modeling. It first hit the streets in the award-winning Vetta guitar amp, whose superb tone and unparalleled selection of dream amps, cabinets and effects make it a pretty good contender for the world heavyweight





QUICK START GUIDE • Introduction

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guitar amp title. After that, we poured the same magic elixir into the classic POD and—ta-dah!—PODXT and Bass PODXT were born. It's now available in the original bean shape, a rack mount, and the floor unit that you are enjoying.

So, how does Bass PODXT Live help you create a bass tone that is out of this world, and then get that tone wherever you need it? Easy! It's...

Modeling

Modeling: just what is it, and why is it so important?

To answer that question, we'll start with tubes (better know as "valves" to our friends in England and elsewhere). Tubes, we can all agree, are the heart and soul of pretty much every legendary guitar amp and many treasured bass tone rigs, and are key to the warm, harmonic-rich tone quality of that gear. Solid state devices (transistors) are simply unable to duplicate tube warmth and performance. And "hybrids" — a tube in a circuit along with a bunch of transistors — are really a vain attempt at warming up a transistor-based tone. They fall short in any comparison to a 100% tube circuit. So that's it — tubes or nothin', right? Well, not any more....

You see, Line 6's team of crack engineer-musicians has spent years understanding pretty much everything there is to know about tube-powered gear, including exactly how different types of tubes respond under various conditions typical of guitar and bass amplifier design. How tubes process an input signal, how the signal is colored and shaped, at what point it begins to distort, the quality and characteristic of the distortion, what happens when the signal gets to other parts of the system — complicated stuff, but all analyzable as electronic data. A guitar or bass pickup output, after all, is an electronic signal, and tubes and all the rest are really just a complex form of signal processing.

Having sussed it all out, the Line 6 engineers translated all this arcane knowledge into software that simulates the signal processing of guitar and bass amps' tubes and other electronics, entirely within the digital domain. Cool, huh? The Line 6 crew also directed their caffeine-enhanced modeling attention to a study of speaker cabinets and the important part they play in communicating great tone. And the great variety of stomp box and rack effects that guitarists and basses use to juice things up. They translated it all into yet more powerful software, and it's this revolutionary DSP (Digital Signal Processing) software-based modeling technology that gives Line 6 the power to create super silicon-based life forms like Bass PODXT Live.





Amp, Cab and Effect Models

The tone and technology know-how of Line 6 thus comes to you as *Amp, Cab* and *Effect Models* based on a collection of gear recognized by guitarists and bassists the world over as true “tone classics.” These models were tweaked through careful, scientific A/B comparisons to the gear that inspired them, with an ear open for the effects of different volume levels and settings of the originals’ tone and gain controls. The gain and equalization characteristics of the modeled gear were carefully measured so that changes to knobs on the models would mirror the effects of these changes on the originals as closely as possible. We’re talkin’ major attention to detail here. Tone control center frequencies, slopes, and cut/boost range were painstakingly analyzed, in addition to a whole host of factors unique to each piece of gear. Not only that, but since many classic amps and effects have highly interactive circuits, we paid careful attention to the way that the setting of one knob changes the way that another knob may behave. All in an effort to make our Models as much like the amps, cabs and effects in our collection as possible. The resulting Amp, Cab and Effect Models are the foundation of Bass PODXT Live.

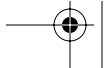
Now, then — here are a couple of things we want to be completely crystal clear on:

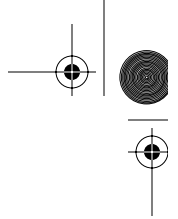
- 1. The Line 6 modeling process is a patented, 100% digital software-based technology exclusive to Line 6.**
- 2. Line 6 Modeling is not sampling, nor is it solid state; no special guitar, bass, pickup, or cabling is needed.**

There’s Magic in the A.I.R.

For recording and direct feed to a mixer, PA system, or headphones, Bass PODXT Live delivers its modeling tones through another innovation: Line 6’s A.I.R. direct recording output. The A.I.R. (*acoustically integrated recording*) technology is the result of intensive research and careful study of the tonal characteristics produced by the interaction of amplifiers, cabinets, speakers, microphones and the recording room during the recording process.

The direct output of many preamps, amplifiers and direct box-style amp replacements available today offer some limited form of cabinet simulation or speaker emulation. Those that happen to be more than simple high end roll-offs have little or no control options. Generic cabinet simulations cannot reproduce the





QUICK START GUIDE • Introduction

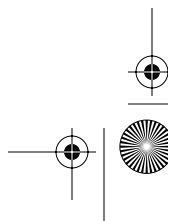
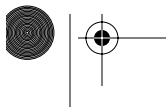
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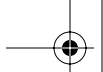
markedly different tones resulting from the choice of speakers, wood, and other details of a great real-life speaker cabinet. Other equipment also fails to reproduce the significant tonal contribution of microphone selection and placement, and do nothing to reproduce the subtle ambience of the recording space.

The result is the familiar dissatisfaction with direct recording products — even those that deliver a reasonably usable basic tone fail to reproduce the “life” of the guitar and bass sound, and destroy the proper feel in the process. It is as if your guitar or bass strings became heavier and less responsive, like they just went up a couple of gauges when you plugged into your direct box. And your sound lost its life.

Bass PODXT Live’s combination of Amp Models and A.I.R. technology provides superior direct tones by recreating *all* the elements contributing to a great recorded guitar sound, and giving you that tone with the same feel as playing through a real amp and speaker cabinet:

- The effect of the guitar or bass amplifier circuit is emulated by the Amp Model you choose. Each model was developed from extensive study of a classic amplifier treasured as a tone classic.
- In a guitar or bass amp, once the guitar signal passes through the electronics, it is output to one or more speakers in a speaker cabinet. The specific design of the speakers, how many there are, and how they are arranged contributes significantly to your tone, as does the construction and resulting tone of the wood box itself. A Marshall head driving a single 15-inch speaker in an open-back cabinet, for instance, will sound dramatically different from the same head driving a 4x12 closed-back cabinet. Line 6 has carefully constructed virtual software speaker cabinets that emulate the contribution made by real speaker cabinets to get great guitar and bass sound.
- Once the sound makes it out of the speaker cabinet, the next important link in the recording system is the microphone that receives that sound. Guitar and bass recordists select different microphones, and arrange them in different placements, to get particular sounds. A microphone pointing directly into the cone of a speaker will hear something different than one positioned off-axis. Line 6 carefully analyzed the coloring that various microphones add to the bass and guitar sound, as well as the effects of different mic placement techniques, and gave you control of these details in your Bass PODXT Live.





QUICK START GUIDE • Introduction

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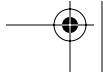
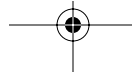
- The guitar or bass amp, cabinet, and microphone don't just sit in empty space. The room that they are in contributes importantly to the guitar sound you will record. Reverb can be used to capture the basic character of the space, simulating the effect of the sound reflecting off the room's walls, floors and ceiling. But there are other subtle details that have more to do with the "spread" of the sound as it passes through the air between the speaker and microphone. This final component is the key to the sense that the listener is in one position in the room, and the guitar or bass sound is in another position, and that the two are separated by a mass of air that sound spreads through to reach the listener.

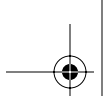
All of these important sound-shaping components are accounted for in your Bass PODXT Live. Stomp on the **AMP** foot switch to enable an amplifier emulation. You can then press the second button under the Bass PODXT Live display while the **EDIT** button is NOT lit, select the Amp Model of your choice, and Bass PODXT Live automatically matches that amplifier with an appropriate cabinet and microphone setup, and gives you the sound of that setup coming through the air of a recording space. So you're ready to start playing or recording with incredible mic'd up sound! Press a button and twiddle a knob or two, and you can switch cabinets, change out mics and their placement, and adjust the "spread" of the sound in your virtual room as well.

The A.I.R. direct recording output is exclusive to Line 6. In combination with the Line 6 Amp, Cab and Effect Models, it is an indispensable part of Bass PODXT Live's phenomenally satisfying sound.

D.I.

Of course, we also realize that many great recorded bass tracks and live bass sounds are achieved by going direct with a D.I., or using a blend of amped and D.I. together. And that's why your Bass PODXT Live includes, along with its Model output, a D.I. output that gives you an unprocessed direct bass signal line level output that is exactly time- and phase-aligned with the amp+cab+mic+effects sound pumping out of the Model output.



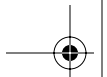


QUICK START GUIDE • And Away We Go...

1 • 8 And Away We Go...

So, now that you know what's in store, it's time to experience Bass PODXT Live for yourself. Grab your favorite axe, plug in, and flip back to the handy **Quick Start Guide** on the first page of this chapter if you haven't already been through that. Then fold out the back cover and follow me, my friend, for the Bass PODXT Live Grand Tour....





Controls & Connections

CONTROLS & CONNECTIONS

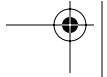
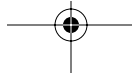
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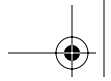
Now would be a good time to turn to the nifty back cover of this manual and notice that it folds out. Ooh, pretty pictures! The idea is to have this essential pictorial reference always opened out while you're thumbing through the manual. It's also got all the essential details for quickly getting around on your Bass PODXT Live. The boxed numbers that pop up throughout this manual correspond to the numbers on the foldout's illustrations. The back side of the cover's also got signal flow and connection guides plus lists of all Amp, Cab and Effect Models.

1 Power Switch - Flip this to bring your Bass PODXT Live to life. **Use only the included PX-2** power pack to supply power to your Bass PODXT Live.

2 USB - Bass PODXT Live's USB jack lets you connect it directly to most computers, and record your Bass PODXT Live directly to a wide variety of popular recording software. We've included a USB cable to make the needed connection. You can get the required driver software — and easily get it installed along with any other Bass PODXT Live-related computer stuff — by using the free **Line 6 Monkey** software, which you can download at www.line6.com/monkey.

3 Variax - Connect a Line 6 Variax Bass here, and experience a whole new world of possibility and sound-control power. In addition to a direct digital audio connection between the bass and Bass PODXT Live, you can have the Variax change sounds each time you choose a new Channel Memory from your Bass PODXT Live's footswitches or **SELECT** knob. *AND* you can even tweak the sound of your Variax Bass tone with Bass PODXT Live's built-in pedal! Learn more about Variax basses and guitars — each one giving you the sound of an entire guitar collection in one instrument — at the Line 6 website. **Be sure to keep the protective plastic cap on this connection when it's not connected to a Variax, so you won't damage it by mistakenly inserting a 1/4-inch cable or other connection. When you are ready to connect a Variax, use only Line 6 supplied Variax-compatible cables — not standard Ethernet or other cables — to avoid damage to the jack.**





Controls & Connections

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4 MIDI In & Out - Connect Bass PODXT Live to your MIDI equipment to select Channel Memories (via Program Change messages), or automate Bass PODXT Live settings (via controllers and/or SySex). The Bass PODXT Live **MIDI OUT** connects to another device's **MIDI IN**; its **MIDI IN** goes to another device's **MIDI OUT**. Please also see Chapter 7, **Deep Editing and MIDI Control**, to setup your MIDI gear with Bass PODXT Live and find out what MIDI can do for you.

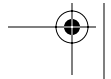
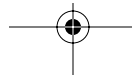
5 Phones - When you want to listen with headphones, plug them in here. The volume is set by the **OUTPUT LEVEL 6** knob. Any time you use headphones, it's important to be sure they're not set for ridiculous volume before your slap them on your ears. Use a low setting of the knob when first putting the headphones on, then turn up from there if you need more volume.

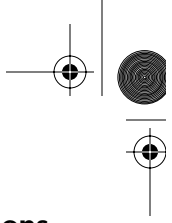
When headphones are connected, Bass PODXT Live feeds them the same thing you would hear at the Model output, and automatically switches to Studio Mode (for more on Studio Mode, see "What are you connecting to?" on page **3•8**).

6 Output To Amp/Line - The unbalanced 1/4-inch connectors here get your Bass PODXT Live's sound to a bass amplifier, recorder, mixer or PA system. Flick the rear panel switch to **AMP** when you've got your Bass PODXT Live feeding into the front of a bass amp, and otherwise choose **LINE**. The rear panel **LEVEL** knob sets the — you guessed it! — output level. Changing the **OUTPUT** level does *not* change your tone, so you can get the tone you want at *any* volume level. This setting is *not* saved when you store settings into one of the Bass PODXT Live's memory locations.

The **MODEL** connector gives you the fully processed Amp+Cab+Effects+Mic signal generated by your Bass PODXT Live. The **D.I.** connector gives you a time- and phase-aligned, unprocessed version of your signal.

When running into a bass amp, you'll want to use the **MODEL** output, and avoid setting the **LEVEL** knob so high that you're overdriving the front end of your amp. Try turning any drive-type control on your amp low so that it's not adding more "dirt" to your sound, and compare the Bass PODXT Live sound on headphones to the sound coming from your amp to be sure the sound from the amp isn't getting too crunchy because you're feeding it too much level from the Bass PODXT Live. The tone from the headphones and from the amp will of course sound different, depending on the "color"





Controls & Connections

that your amp adds. You just want to make sure that you're not getting extra distortion degrading your sound and preventing you from achieving the tones you want with your Bass PODXT-Live-and-amp-setup.

2•3

When running into line level gear (like recorders, mixers and PA's) Bass PODXT Live will give the best signal-to-noise performance when you have the rear panel **LEVEL** knob at max. With the **LEVEL** control turned down low, you may get extra hiss — which obviously ain't what you want — if you turn up your mixer or recorder's output to compensate. In order to allow you to set the **LEVEL** as high as possible when connecting to recording, mixing, and other studio gear, **be sure you are plugging Bass PODXT Live's outputs into line level**, not microphone or guitar level inputs. Line level inputs should allow you to set Bass PODXT Live's amp/line switch to **LINE**, then turn Bass PODXT's **LEVEL** knob up all the way (or close to it) and thereby get the best sound possible. If your gear has inputs that function as mic/line level inputs, try to set the trim for those inputs to the minimum level, and Bass PODXT Live's **LEVEL** to maximum, when setting levels.

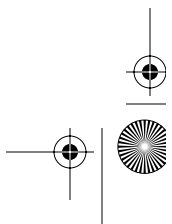
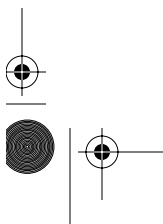


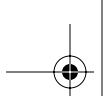
7 Aux Input - Connect a CD player, MP3 player, drum machine or other device here, and you'll hear it at Bass PODXT Live's headphone and Amp/Line outputs. Very handy for jamming along! Use the output volume control on the connected device to set its level. *This aux input signal will NOT be fed to the USB digital audio output.*



8 Input - Plug your bass in here. (You techies will want to know this is a mono, un-balanced connection.) Set the switch to norm for use with most basses. The pad position may work better with bass pickups that have particularly high output levels, to prevent them from overdriving the front end of your Bass PODXT Live in an unpleasant-sounding way.

9 Pedal 2 - Connect a standard expression pedal, such as the Line 6 EX-1, and you'll be able to assign it to control the Volume Pedal or Effect Tweak **12** functions. See page **4•10** for the detail on that.





Controls & Connections

2•4

10 Select - Bass PODXT Live has 64 Channel Memories. They are arranged in 16 banks of four channels each. (The four are called A, B, C, and D.) You can think of each bank as a sort of virtual four-channel bass amp.

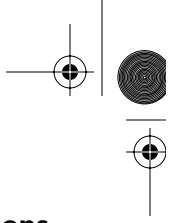
The first 24 Channel Memories (Banks 1-6) store a variety of complete amp-and-effect selections pre-programmed by the tone mavens at Line 6 to sound great when feeding a recorder, mixer, PA or headphones. The second 24 (Banks 7-12) are designed to run in front of a bass amp. The next 16 (Banks 13-16) are ideal for use with Variax Bass, to give you complete, pre-programmed Bass+Effect+Amp+Cab+Mic tone.

You load Bass PODXT Live channels by turning the **SELECT** knob (or stepping on the **BANK UP/DOWN** and **A, B, C, D** switches described later in this chapter). When recalling a channel, you may have left the physical **TREBLE** knob at minimum, whereas the just-recalled channel has this control set to max. To change **TREBLE** (or anything else), just grab the knob you want and tweak.

To leave the Channel Memory world and enter Manual operation, step on the **A, B, C** or **D** footswitch **21** and hold it for 2 seconds. In this mode, Bass PODXT Live's display will show "Manual Mode" in place of the Channel Memory name, and the physical positions of the **AMP TONE CONTROLS 13** and **CHANNEL VOLUME 14** knobs will determine your sound.

When the **EDIT, SAVE** or **OUTPUT MODE/SYSTEM** button is lit, the **SELECT** knob selects from the available display pages. When you press **EDIT**, it selects pages of amp, effect and channel parameters; when you press **OUTPUT MODE/SYSTEM**, it takes you through all of the Tuner and system-wide settings. When **SAVE** is lit, you'll find amp and effect customization features as well as MIDI dump operations. The vertical "scroll bar" on the left side of each display page shows you where you are in that group of pages.





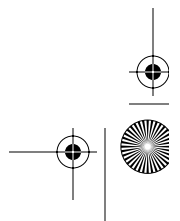
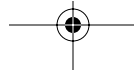
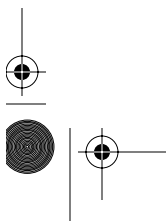
Controls & Connections

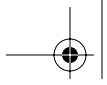
11 Displays - The left of these displays always shows the bank number and channel letter of the currently selected Channel Memory. The right of these displays, Bass PODXT Live's LCD (*liquid crystal display*), is your window into every parameter and setting available. Here's how to get around that right display:

1. When the **SAVE**, **EDIT** and **OUTPUT MODE/SYSTEM** buttons are NOT lit, the display shows you the name of the selected Channel Memory, and the Amp Model that it uses. (And lets you use the Soft Buttons as described in **17**.)
2. When the **SAVE**, **EDIT** or **OUTPUT MODE/SYSTEM** button IS lit, a scroll bar on the left side of Bass PODXT Live's display shows you where you are in the available display "pages." Press one of these buttons to see the scroll bar now. For those that really need to get all the nerdy details, each dot in that bar represents a page. As you turn the **SELECT** knob, you move through the pages and so does the little square. When you're on the first page, the little square is at the top. When you get to the last page, the square's at the bottom. Square goes up, square goes down. Square goes up, square goes down. Fun for the whole family!
3. Each page typically has words that appear in the bottom of the display. These words label things you can adjust. Press the button below the thing you want to adjust, then turn the **EFFECT TWEAK** knob to do your adjusting. Here's more detail:

12 Effect Tweak - While the **EDIT**, **OUTPUT MODE/SYSTEM** and **SAVE** buttons *AREN'T* lit, this knob varies some effect-related aspect of the sound that your Bass PODXT Live is currently running. Turn it up and that effect will generally go deeper, louder, faster, longer or just plain more. You'll know what you're tweakin' because a window will pop up on Bass PODXT Live's display to show you. (If you're looking for the way to set the delay time, note that that's usually set by the **TAP** button.) To learn how you can customize the **EFFECT TWEAK** knob, see page **4•10**. If the effect that **EFFECT TWEAK** is "targeting" is off, then, big surprise, **EFFECT TWEAK** won't change anything.

While the **EDIT**, **OUTPUT MODE/SYSTEM** or **SAVE** button *IS* lit, the **EFFECT TWEAK** knob adjusts parameter values instead of tweaking your effect.





Controls & Connections

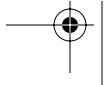
2•6

13 Amp Tone Controls - DRIVE, BASS, LO MID, HI MID, TREBLE. These control the tone of the Amp Modeling that you have selected. (The **AMP** footswitch determines whether the Amp Modeling is on or off; if it's off, you of course won't hear any changes as you adjust these knobs.) The **DRIVE** knob controls how hard you're driving the input of the chosen Amp Model. Like the input volume control on a non-master volume bass amp, higher settings give you more "dirt." The exact response and interactivity of this and the rest of the Amp Tone Controls will vary from Amp Model to Amp Model, to mimic the tone controls of the original amp that inspired the Amp Model you've selected. See **CHAPTER 5** for details on specific Amp Models.

14 Chan Vol - This knob controls the relative volume level of the "channel" you are playing through — thus, **CHANNEL VOLUME**. Use this to balance levels between the sounds you store in two different Bass PODXT Live Channel Memories (say between your more laid back, clean tones and your more aggressive, distorted ones). In general, you want to set the **CHAN VOL** as high as possible to ensure you're getting the best signal-to-noise ratio performance — but back off on this control if you're seeing CLIP in Bass PODXT Live's display. Here's a handy tip to help you get the best experience with your Channel Volume settings:

You probably want to have all of your favorite sounds as loud as possible, while also having the right difference in volume between your more laid back and more aggressive sounds, clean and dirty sounds, etc. Right? OK, then, to get this happy balance, start with your favorite 'clean' sounds. Turn up their Chan Vol as high as you can without getting the CLIP indicator in Bass PODXT Live's display when you play hard, and save them that way. Then switch amongst them to see if some are too loud, and turn them down a bit to match well with the others. Next, move on to select your 'dirtier' crunch and overdrive tones, comparing them to the clean sounds and saving them with lower Chan Vol settings to match well with those clean sounds. Now, each time you use your Bass PODXT Live, you just have to set an overall volume you like with the rear panel **LEVEL 6** knob, and you can switch amongst your various sounds without unhappy volume differences.

Another little Channel Volume detail: unlike the **AMP TONE CONTROLS 13**, this knob works whether your Amp Model is on or off. PODXT Live actually stores two separate Channel Volume settings — one for the Amp-on state **19**, and one for Amp-off. So you can balance the volume difference between these two if needed, as well as





Controls & Connections

balance the volumes between any two Channel Memories regardless of whether they happen to use Amp Modeling or not.

15 Save - When you want to store your own tweaked-up sounds in your Bass PODXT Live, this button is the key. Exactly how it works is detailed in **Chapter 4, Creating & Storing Sounds**. But you're probably impatient, so here are the basics:

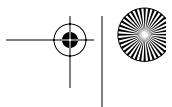
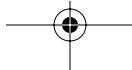
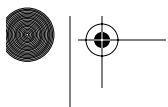
When using a pre-programmed sound, Bass PODXT Live will display the bank number and channel letter in its left display **11**, and the channel name at the top of the right display. If you turn one of the knobs or change a parameter in the **EDIT** mode pages, you'll notice an asterisk appears next to the channel name. This is a reminder to you that you have tweaked the memorized channel, and that you should *save* it if you want your Bass PODXT Live to remember the tweak.

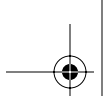
To save the changes you've made to a Channel Memory, press the **SAVE** button. The button will start to flash. Just press **SAVE** again if you want to overwrite the currently loaded Channel, using the same name. Or, if you'd like to change the name first, use the middle two Soft Buttons to select a character, then press the right soft button and turn the **EFFECT TWEAK** knob to change the character. Press the soft button under **DEST**, turn the **EFFECT TWEAK** knob, and you will see that you are switching through memory locations A, B, C, and D in each of the 32 numbered banks. Pick one to store your sound in, and press that **SAVE** button a second time. The button's light will stop flashing, a progress bar will appear on the display, and the sound will be stored at the location you chose, replacing the sound that was there before.

After the sound is stored, you can bring it back any old time by simply turning the **SELECT** knob to call up the location where you stored it, or by dancing around on Bass PODXT Live's footswitches to select the appropriate bank and channel.

If you aren't using one of Bass PODXT Live's Channel Memories — you've activated Manual mode, and you're just getting the sound of where the knobs are set — you can store that state into a memory location the same way. Press **SAVE**, then **DEST**, then use **EFFECT TWEAK** to choose a place to save to, and press **SAVE** again.

If you decide you don't want to store the sound after you've started saving, press any other button to cancel the save. (The save will also be canceled if you don't touch anything for 15 seconds after pressing **SAVE**.)





Controls & Connections

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The **SAVE** button also lets you customize any of the Amp Models to your own taste so your favorite settings for that amp comes up instantly when you load the **AMP MODEL**. See page **4•15** for the details on that.

16 Edit - A deep-dive into tone central is available at the press of the **EDIT** button. While **EDIT** is lit, the **SELECT** knob selects pages of everything that makes up a Channel Memory. From here, you set all the effect parameters, select cabinets and microphones, and assign a parameter to the **EFFECT TWEAK** knob. To learn more about deep editing, please see **Chapter 4**.

17 Soft Buttons - These four buttons operate differently depending on what you're doing. Since their function changes to control different software functions at different times, we call them the "Soft" Buttons.

If the **EDIT** button is **NOT** lit, Bass PODXT Live's display will look about like this:



Press any one of the Soft Buttons below the display to turn the item above that button on or off. In the example above, the **Comp**, **Amp**, and **Gate** processing are off, and the **EQ** is on. Double-press any of these Soft Buttons to show the settings for that item, then press the lit **EDIT** button to exit that display when you're done tweaking details.

If the **EDIT** button **IS** lit, the Soft Buttons will let you select which displayed setting you'd like to tweak. See **Chapter 4** for the detail on that.

18 Output Mode/System - This button takes you to a page where you tell Bass PODXT Live what you're connecting to so that everything will sound and work properly. There are also other pages here (selectable with the **SELECT 10** knob) for adjusting the operation of your Bass PODXT Live. The settings made in these pages are **NOT** saved in individual Channel Memories. They affect the overall, general operation of the Bass PODXT Live.





Controls & Connections

19 Amp, Stomp, Mod, Dly/Vrb - These footswitches show you which of these “blocks” of sound processing is currently running. Light on means that item is active. Light off means it’s bypassed. Step on a switch to switch it on/off. **Chapter 4** tells you about editing the details of the Amp, Stomp, Mod and Dly/Vrb Models. **Chapter 5** tells you about the individual Amp Models that Bass PODXT Live gives you, while **Chapter 6** tells you all about the individual effect Models.

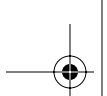
20 Bank Up/Down - These footswitches choose amongst Bass PODXT Live’s 32 banks of Channel Memories, similar to the **SELECT 10** knob. Once you’ve footswitched your way to a new bank, you’ll then also need to step on the A, B, C or D footswitch to actually load one of the channels from that bank. (We set things up this way so your audience won’t hear you switching through channels as you make your way to your next bank of sounds.)

21 A, B, C, D - The lights on these footswitches show you which of the Channels in the current Bank is running. You can step on any of them to choose a different channel — basically the same thing you can do with the **SELECT 10** knob. You can also step on one of these switches and hold it for two seconds to activate a **Manual Mode**. In this mode, Bass PODXT Live’s display will show “Manual Mode” in place of the Channel Memory name, and the physical positions of the **AMP TONE CONTROLS 13** and **CHANNEL VOLUME 14** knobs will determine your sound.

22 Tap (Hold/Tuner) - Bass PODXT Live lets you control the time and speed of your effects by simply tapping on this button. To use the **TAP** control, just tap the button at the tempo you want and the effects that are set to “lock” to that tempo will change to match what you tapped. There’s also a Tempo parameter near the end of the **EDIT** pages, so you can see exactly what Tempo you’ve tapped. This is especially useful if you are trying to nudge your **TAP** setting to just the right value. See **Chapter 4** to learn how to set up effects to follow the tempo that you’ve tapped.

But wait, that’s not all. You can instead hold the switch for about 2 seconds and — Shazam! Instant digital chromatic tuner. Play a note on your bass and Bass PODXT Live will show you what it is on that handy display; all notes are displayed as flats, so you’ll see A^b instead of G[#]. Play that string you’re trying to tune again, spin its tuning key so it goes sharp and flat, and the little ball will move to the right if it’s sharp and back





Controls & Connections

2•10

down to the left when the note's flat. The little ball will sit right in the middle when you've got it *just right*. Give Bass PODXT Live's **TUNE/SYSTEM** button a push and the tuner disappears just as swiftly as it came, taking you right back to normal operation.

Tuner Bypass/Volume - Normally, the audio will be muted while you're tuning, but if you prefer to hear yourself tune, press the button labeled Mute, and turn **EFFECT TWEAK** counter-clockwise to select Bypass.

Tuner Reference - Want a different reference than A=440Hz? When you're in the tuner mode, press the button labeled 440 Hz and turn the **EFFECT TWEAK** knob on Bass PODXT Live while watching the display. This control lets you set the reference frequency anywhere from 430-450 Hz. This setting is stored so you don't have to reset it every time you turn on Bass PODXT Live if you decide you want to be different (or if that piano in your rehearsal room has decided to be different).

23 Onboard Pedal - The lights to the left of this pedal show whether it will operate the Wah effect, Volume Pedal, or (when both lights are lit) Tweak, which is the same thing controlled by the **EFFECT TWEAK 12** knob. When operating the Wah, you can press hard with your toe at the top of the pedal, and the wah — as well as the wah light to the left of the pedal — will turn on and off. To learn how to change what the pedal controls, see page **4•10**.





GETTING SET UP

The numbers in black boxes below and throughout the chapter refer to the back cover foldout's illustrations

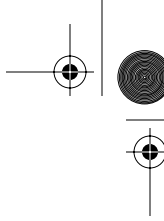
3 • 1

Bass PODXT Live is ready to give you world-class tone, no matter what you're plugging into. It's as happy to live on stage, plugged into the house sound system or your ol' standby amp, as it is working alongside the most elite of world-class recording systems. (And who wouldn't be?) To tell you what you need for where you're going, this chapter's got two sections, **On Stage** and **In the Studio**. But first, it's time for the...

All Purpose Basics

1. Plug the power supply or cable into the wall, and connect it to the power connector on your Bass PODXT Live.
2. Connect your bass to Bass PODXT Live's **INPUT 8**.
3. Connect Bass PODXT Live to whatever you're going to be playing it into.





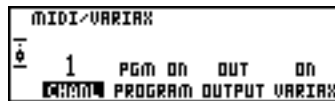
GETTING SET UP • Variax

Variax

The Variax line of guitars and basses is unique, thanks to Line 6 modeling technology that gives you a whole collection of guitars or basses in one single instrument. (You can learn more about them at the Line 6 web site.)

3 • 2

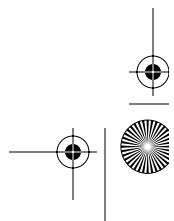
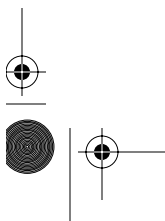
If you're a lucky Variax owner, you'll want to take advantage of Bass PODXT Live's rear panel **VARIAX 3** jack. Connect your Variax to this jack using only Line 6-supplied Variax cables. Once you've done that, press the **OUTPUT MODE/SYSTEM** button **18** and give the Effect Tweak knob a spin until you see this page:

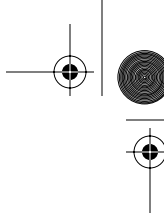


Press the Soft Button under the word **VARIAX** and turn the Effect Tweak knob to choose **ON** or **OFF** to tell Bass PODXT Live whether you'd like it control the Variax. When control is enabled, Bass PODXT Live can change Variax models as you change Bass PODXT Live channels, as described on page **4•11**.



Note also that you can have a standard bass and your Variax plugged into Bass PODXT Live at the same time, and both will work. Just be sure to roll the volume knob back all the way on the one you're not using.





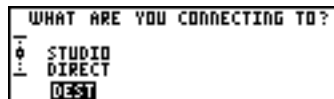
On Stage

Keeping Your Options Open

When you're playing live with Bass PODXT Live, you've got a choice of setups. You can plug your Bass PODXT Live in between your bass and a bass amplifier so Bass PODXT Live acts as a tone-shaping front end for the amp. You can plug straight out of Bass PODXT Live's outputs into the house system for awesome amp and effect tone without the hassle of mics and cabinets and all that other stage setup. Or you can choose to run Bass PODXT Live into a power amp and speaker cabinets, using it as the ultimate preamp. Whichever setup you choose, you're gonna have to tell your Bass PODXT Live about it first. Read along and we'll get'cha dialed in like a pro.

What are you connecting to?

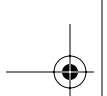
You can supply your Bass PODXT Live with one of five answers to this question, and thereby ensure that your friend on the floor gives you the best possible tones in any setup. To start the dialogue, press the **OUTPUT MODE/SYSTEM** **F3** button to light it up and you'll see:



STUDIO DIRECT — When plugging Bass PODXT Live straight into a P.A., or using in-ear monitoring systems, press the Soft Button below **DEST** and turn the **EFFECT TWEAK** knob **F2** to select **STUDIO DIRECT** for amazing amp and effect tone, night after night. Line 6 exclusive A.I.R. processing serves up a virtual speaker-cabinet-air-microphone experience so good you may never use a regular bass amplifier and microphone on stage again. You're as powerful as the entire P.A. — and guaranteed to be in the mix!

LIVE W HORN, LIVE W H EQ, LIVE NO HORN, LIVE NO H EQ — Choose one of these settings when plugging into a combo amp, head and bass cabinets, or power amp and bass cabinets. Choose **LIVE NO HORN** or **LIVE NO H EQ** if your system doesn't have a horn or high frequency driver, or you've chosen to turn them off on your speaker cabinet. Choose the **LIVE W HORN** or **LIVE W H EQ** option if your system includes a horn or other high frequency driver. The Mic component of A.I.R. is turned off, and

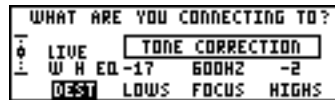




GETTING SET UP • On Stage

the Cabinet Models are revoiced to sound their best coming through the kind of setup you choose. The two “with EQ” modes also give you some Tone Correction controls, as shown here:

3 • 4



The idea of these Tone Correction controls is to adjust Bass PODXT Live’s overall sound to compensate for the tonal response of the preamp section of the amp that you’re plugging into. We’ve found that it is often necessary to reduce the low frequency or high frequency parts of the Bass PODXT Live to get decent results in this sort of a configuration, or shift the focus of the mid frequencies, so that’s what these controls are set to do. Press the Soft Button **17** below **LOWS** or **HIGHS** and twiddle the **EFFECT TWEAK 12** knob to reduce the amount of low or high frequencies that Bass PODXT Live will send out. Use **FOCUS** to choose which mid frequencies to emphasize.

Note: When running Bass PODxt Live into a bass amp (as opposed to studio monitors or headphones) remember that different speaker/amp combinations sound wildly different. Consider the name of each DEST choice as a recommendation only, and experiment with all the options to see which sounds best for your particular setup.

Bass PODXT Live remembers the “What are you connected to?” settings you choose, so you don’t have to re-set them every time you power up. If you change to a different setting when using a different setup, don’t forget to change back to your standard setting once you get back to your regular setup.

Bi-Amp Mode

Bass PODXT Live includes a Bi-Amp Mode. Bi-Amping is the technique of using a crossover to split a signal into its higher frequency and lower frequency portions, and sending each frequency range to a different amplification system. Lows would typically be sent to a power amp setup with lots of wattage and large diameter speakers, while highs would be sent to smaller diameter speakers and/or horns. Bass PODXT Live’s Bi-Amp Mode includes selectable slope and frequency.





GETTING SET UP • On Stage

To activate Bass PODXT Live's Bi-Amp mode and adjust its options, press the **TUNE/ SYSTEM** button and then turn the **SELECT** knob until you see this page:



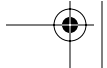
Press the far-left Soft Button below **SLOPE** and select from the options:

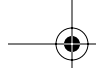
OFF—Bi-amp Mode is off, and Bass PODXT Live functions normally, sending the Model signal out its Model output, and D.I. signal out the D.I. output.

6dB, 12dB, 18dB OR 24dB—Bi-Amp Mode is on. Text appears on the right side of the screen to tell you that Lows are being sent to the D.I. output, and Highs are being sent to the Model output. Each of the available slopes has different characteristics:

- 6 dB This is a single pole crossover, a gentle slope that is phase and amplitude coherent. The gentleness of the slope means that a fair amount of low frequency content is left in the highs, and a fair amount of high frequency content is left in the lows.
- 12 dB This is a 2nd order Linkwitz-Riley crossover, making a stronger separation of the lows from the highs than the 6 dB setting. The high frequency path is out of phase.
- 18 dB This is a 3rd order Butterworth crossover, making a still stronger separation of the lows from the highs, while also retaining coherent phase and amplitude.
- 24 dB This is a 4th order Linkwitz-Riley crossover, making the strongest separation of the lows from the highs (flat phase and amplitude). This strong slope removes almost all high frequency content from the lows, and almost all low frequency content from the highs.

Press the second Soft Button from the left, below freq, to select the frequency of the Bi-Amp crossover, with a range from 48 Hz to 1440 Hz.





GETTING SET UP • On Stage

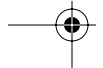
3 • 6

Getting The Right Tone With An Amp

The first thing to consider when running Bass PODXT Live in front of an amp is what you want to achieve. If you want to use your amp for its tone, with Bass PODxt Live supplying effects and some extra distortion when needed, then you'll generally get the best results turning the **AMP 19** off on Bass PODXT Live, and using **STOMP 19** when you want to add distortion. The sounds that are pre-programmed in Banks 9-16 are set up this way, to complement the tone provided by your amp. For this setup, you'll want to plug right into your amp's front panel bass input, and be sure you've made the proper choice of **LIVE W HORN**, **LIVE W H EQ**, **LIVE NO HORN**, or **LIVE NO H EQ** on the "What are you connecting to?" system page (see page **3•3**).

On the other hand, if you want to use Bass PODXT Live's Amp Modeling ability to transform the basic tone of your amp to make it sound more like another amp, you'll probably want the **AMP 19** processing on, as you'll find it in the pre-programmed sounds in Banks 1-8. If you've got an amp with effect send/return jacks, or a power amp input, we recommend you first try feeding your Bass PODXT Live's input into them, bypassing your bass amp's own preamp and its tone contribution. If your amp doesn't have these input jacks, just go right into its bass input. Either way, be sure you've made the proper choice of **LIVE WITH HORN WITH EQ**, **LIVE WITH HORN NO EQ**, **LIVE NO HORN WITH EQ**, or **LIVE NO HORN NO EQ** on the "What are you connecting to?" system page (see page **3•3**).

It's also important to be realistic about what you're going to achieve here — as good as it is, Bass PODXT Live won't be able to make a \$100 combo amp with a cheap speaker sound *exactly* like the vintage amp of your dreams. When you're plugging into the front of an amp, it's a good idea to start off with that amp in neutral. What is "neutral," you ask? Well, if you only have one volume control on your amp, set it low enough to get a "clean" tone; that ensures Bass PODXT Live's sounds come through as purely as possible. If you have a master volume in addition to a volume control on the input, set them both so that the first volume doesn't overdrive the master volume (so you're getting a clean tone). This will vary from amp to amp, but usually the input volume is going to be less than the master volume to get a clean, non-distorted sound. If you have passive tone controls, try setting your mid control at max, and your treble and bass controls at zero (this is actually "flat" equalization-wise on most amps). Active tone controls may vary, but just be sure you're not overdriving the amp so the Bass PODXT Live tone comes through without extra coloration. Once you get going, you can tweak the amplifier settings to suit your tastes. Try to set Bass PODXT Live's rear panel **LEVEL 6** knob so you're not overdriving the input of the amp.



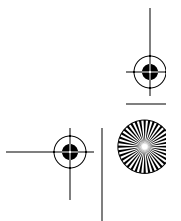
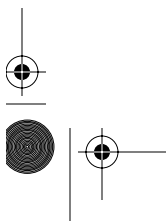


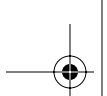
GETTING SET UP • On Stage

External Stomp Boxes and PODXT LIVE

If you've been playing bass for awhile, you probably have some favorite pedals that you dig. And even though Bass PODXT Live has now graced your life with some pretty hip stomp box and rack effects models, you probably still want to have the option of keeping those old pedals in your arsenal. No problem! Just remember that if you're going to use Bass PODXT Live with those other effects boxes in front, they're going to act differently based on the Amp Model you've selected on your Bass PODXT Live. It's just like you'd expect — different combinations will produce a veritable feast of tone! Some distortion boxes may sound overly harsh if you max their output volume into your Bass PODXT Live. Try lowering the distortion box's volume, and you can always add more gain with Bass PODXT Live's **DRIVE** knob or its own **STOMP** effects. You can also try setting the rear panel **INPUT** switch **G** to the "pad" position to contend with particularly hot output pedals.

3 • 7





GETTING SET UP • In The Studio

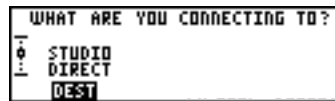
In The Studio

To use the USB connector, visit www.line6.com/monkey and use it to grab Bass PODXT Live USB Driver software.

3 • 8

What are you connecting to?

Your Bass PODXT Live needs to adjust itself to deliver the best possible sound depending on what you're connecting to. Press the **OUTPUT MODE/SYSTEM 18** button so the display asks, "What are you connecting to?"



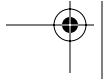
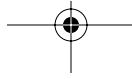
Press the Soft Button below **DEST** and turn the **EFFECT TWEAK knob 12** to select **STUDIO: DIRECT** mode. In this mode, Line 6's exclusive A.I.R. II DSP is active, and you are treated to a virtual speaker-cabinet-air-microphone experience that's so good you may never use a regular bass amplifier and microphone setup again.

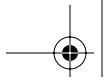
The **DEST** setting you select will be remembered by your Bass PODXT Live, so you don't have to re-set it every time you power up. If you change it to a different setting for a special situation you come across, don't forget to change it back again to the setting you normally use once you get back to your standard setup. When you plug your headphones into Bass PODXT Live, **DEST** will be automatically set to **STUDIO: DIRECT**, giving you the best tone for private jamming.

The Ins and Outs of Great Tone

If you're hooking your Bass PODXT Live up to a recorder, mixer, or other equipment, be sure you are plugging its outputs into **line level inputs** on your other gear, as opposed to microphone level or guitar level inputs. This will ensure that you get the best signal-to-noise ratio (lots of juicy guitar tone, not too much hiss) with Bass PODXT Live.

Some equipment only gives you a single input for both mic & line level sources, allowing you to trim low level signals (like mics) up to a high level at the inputs. If you are plugging your Bass PODXT Live into one of these inputs, try setting the trim to minimum, and twisting Bass PODXT Live's rear panel **LEVEL 6** knob and top panel





GETTING SET UP • InThe Studio

CHANNEL VOLUME 14 knobs up to maximum. If your equipment has a couple of open line-level only inputs, you'll probably get better performance by plugging into these, rather than the wide-ranging mic-to-line level trimmed inputs.

Setting Levels

Start by setting Bass PODXT Live to the sound you intend to use, strum hard, and set **CHAN VOL 14** as close to max as you can without getting the CLIP indicator in Bass PODXT Live's display. Now play with Bass PODXT Live's **OUTPUT** knob and any input volume control on your system so you can get the maximum sound level out of your Bass PODXT Live without going so far that you overdrive the input on your system and cause unwanted distortion.

3 • 9

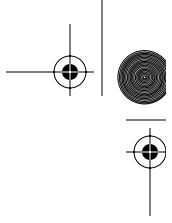
Here's a handy tip: You probably want to have all of your favorite sounds as loud as possible, while also having the right difference in volume between your more aggressive and more laid back sounds, clean and dirty sounds, etc. Right? OK, then, to get this happy balance, start with your favorite 'clean' sounds. Turn up their Chan Vol as high as you can without getting the CLIP indicator in Bass PODXT Live's display when you play hard, and save them that way. Then switch amongst them to see if some are too loud, and turn them down a bit to match well with the others. Next, move on to select your 'dirtier' crunch and overdrive tones, comparing them to the clean sounds and saving them with lower Chan Vol settings to match well with those clean sounds. Now, each time you use your Bass PODXT Live, you just have to set an overall volume you like with the rear panel **LEVEL 6** knob, and you can switch amongst your various sounds without unhappy volume differences.



Radiation Alert

You're also likely to find that it is quite easy to pick up some serious noise from any computer CRT (which stands for *cathode ray tube*) display you might have in your studio. CRT displays are, after all, just special purpose ray guns that shoot photons at you all day long. Your bass pickups receive and amplify the electro-magnetic fields that your display radiates, and you hear this in your audio signal as buzz and hum. Moving farther from the CRT, and turning your bass so it does not directly face the computer's display, will minimize this problem. But if you find yourself in a tight studio setup, needing to lay down some quick tracks, and being pestered by CRT-induced buzz, you may find it helpful to do as we have sometimes done: set up your track to record and start your pre-roll; reach up and flick your computer monitor's power switch off; record your bass part; stop your recording, flick the monitor back on, and check out the buzz-





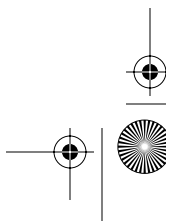
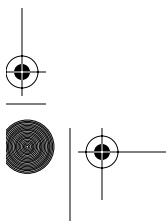
GETTING SET UP • In The Studio

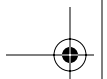
free playback. Flatscreen LCD monitors generally don't cause hum and buzz. And just in case you're looking for an excuse to buy one... Line 6 **Variac** basses and guitars are immune to this sort of radiation-induced hum also, since they do not use traditional magnetic pickups!

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MIDI Mania

Those of you with MIDI-capable studios will find that your Bass PODXT Live lets you control *everything* via MIDI. Using MIDI, you can select any Bass PODXT Live Channel and automate any Bass PODXT Live parameter. You are truly lord of your domain. Pretty neat, huh? Read the **Deep Editing & MIDI Control** chapter if you plan to venture into this realm.





CREATING & STORING SOUNDS

This chapter gives you the inside scoop on editing your new Bass PODXT Live. Here, we'll take you through everything from loading and changing sounds to full customization of Bass PODXT Live's Amp and Effect Models. Even you power users will want to read on and learn the tips and tricks to the quickest way around for instant tonal satisfaction.

Recalling Channel Memories

When you first turn your Bass PODXT Live on, the display will look something like this:



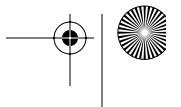
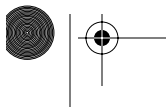
Use the **SELECT 10** knob to spin through the channels, which are organized into 32 Banks, where each Bank has four Channel Memories: A, B, C, D. Or step on the **BANK UP/DOWN 20** and **A, B, C** and **D 21** footswitches to let your feet do the driving.

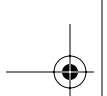


Try spinning that **SELECT 10** knob to find something you like. Need a bit more bass, or perhaps lots more drive? No problem! Simply reach up, grab a knob and twiddle away, my friend. In addition to the **AMP TONE CONTROLS 13** and **CHAN VOL 14** knobs, you've got those handy on/off buttons for the effects **19**, plus the smart **EFFECT TWEAK** knob **12** that is always ready to change the most important effects parameter.

Editing Basics

In this section we'll take a trip into tweak — a deep dive into the way your Bass PODXT Live works, and how to make it best work for you. Bass PODXT Live's knobs, buttons and display give you direct access to absolutely every detail.





Creating & Storing Sounds • Inside the Edit Menu

To begin your editing adventure, all you have to do is press the **EDIT** button to light it up. Now turn the **SELECT** knob. Well lookey here, everything you'd ever want to tweak on your Bass PODXT Live is right there in front of you. To change something shown on the display, simply press the Soft Button **17** directly below it and spin **EFFECT TWEAK**. Everything you tweak here, by the way, is remembered when you press **SAVE** and choose a Channel Memory to save to.

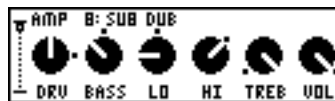
4 • 2

Inside the Edit Menu

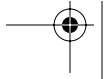
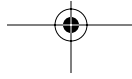
When the **EDIT** button is lit, you'll see that there is a graphic representation of the **EDIT** "menu" on the left side of Bass PODXT Live's display. Turn the select knob, and notice that the box in the graphic slides up and down the menu, with each dot in the graphic representing one of the available **EDIT** pages. This "scroll bar" is there to help you keep your place in the great circle of life — er, **EDIT** pages.

Amp Knob settings

With the **EDIT** button *NOT* lit, double-press the Soft Button labeled **AMP** to see the Amp Knob settings. You can also get here when the **EDIT** button *IS* lit, if you spin the **SELECT** knob counterclockwise to select the first page from the **EDIT** menu. If you've got the the **AMP 19** on, the display will look like this:



At the top of the display you'll also see the Amp Model name. You can spin the **EFFECT TWEAK** knob to select from the available Amp Models. (If the **AMP 19** is currently off, you'll first need to turn it on before selecting a different Amp Model.) As you change Amp Models, you'll see the tone control settings change as each amp loads. This shows you the settings that the helpful elves at Line 6 have programmed to make each Amp Model come up with a ready-to-use tone. See page **4•15** to find out how to customize these settings for your taste.







Creating & Storing Sounds • Inside the Edit Menu

Look carefully now... do you see the little 'dots' by the knobs? These tell you where the knobs were last saved. Reach up and spin the Drive knob. Notice that the knob moves on the display. Cool, huh? And notice that the little dots are still where they were. This allows you to compare your edit with the saved settings for this Channel Memory. Now, that's handy!

Amp Bypass Channel Volume

If you've got the the **AMP**  off, the display will instead look like this:



This is the volume that this channel will be set to when **AMP**  is bypassed. It does not affect the volume that you'll hear when **AMP** is not bypassed.



Cabinet and Mic settings (There's magic in the A.I.R.!)

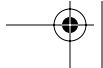
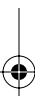
From the Amp Bypass Channel Volume display, turn **Select** one click to the right. You're now looking at something like this:

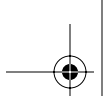


These are the advanced A.I.R. settings where you can mix and match any cabinet model with any amp, as well as dial in the perfect microphone setup.

Press the button under the displayed word **CAB**, then use the **EFFECT TWEAK** knob to spin through the available Cabinet models.

You can change the microphone selection or amount of room ambience the same way. Press the button under the displayed word **MIC**, then use **EFFECT TWEAK** to spin through the Mic options, or press the button under **ROOM** and dial in more or less room.





Creating & Storing Sounds • Inside the Edit Menu

These settings allow you to completely customize the sound of the virtual recording environment we call A.I.R. — all without leaving the privacy of your own mind!

Comp/Gate settings

From the A.I.R. settings display, turn **SELECT** one click to the right (you can also get here directly by double-pressing the Soft Button **17** under the word **COMP** or **GATE** when the **EDIT** button is not already lit). You're now looking at something like this:

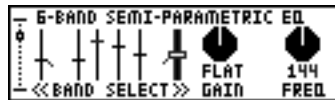


Just like any other edit page, you can press a Soft Button, then turn the **Effect Tweak** knob to adjust the settings shown here. **Chapter 6** tells you more about getting the most out of the Comp and Gate effects.



EQ settings

From the Comp/Gate settings display, turn **Select** one click to the right (you can also get here directly by double-pressing the Soft Button **17** under the word **EQ** when the **EDIT** button is not already lit). Welcome to the **EQ** edit display:



The 6 graphic sliders on the left side of the page show you the gain settings of the six bands of Bass PODXT Live's 6 Band Semi-Parametric EQ. The bands toward the left are for lower frequencies, the bands toward the right are for higher frequencies, and you can adjust the gain and frequency of each of them. The far left band is a low shelf, affecting all the sound at and below the frequency you select for it, and the far right is a high shelf, affecting the sound at and above its frequency. The middle four affect the sound centered on their frequency. The currently selected band is shown with heavier graphics, like the sixth band in the illustration. Press one of the two Soft Buttons on the left to **SELECT** one of the four bands for adjusting.



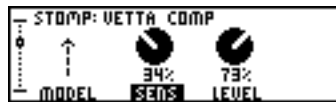


Creating & Storing Sounds • Inside the Edit Menu

Pressing the two left Soft Buttons **17** simultaneously will set the EQ “flat,” so all bands have a gain setting of 0 and a default setting for frequency. Press the third Soft Button from the left and turn the **EFFECT TWEAK** knob to adjust **GAIN** for the correctly selected band. Press the far right Soft Button and turn the **EFFECT TWEAK** knob to adjust **FREQ** for the correctly selected band. As you do all this, you can press two right Soft Buttons simultaneously any time to turn the EQ off (“EQ Bypassed” will show at the top of the display) and on to see what difference the EQ is making, and ensure that the changes you’re making are improving your sound.

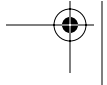
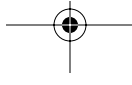
Stomp settings

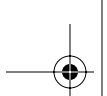
From the EQ settings display, turn **Select** one click to the right. You’ll be looking at the Stompbox **EDIT** page that looks something like this:



As with all of the effects, the first button from the left below the display allows you to choose the effect model. You can also see that the model selected here, Vetta Comp, has ‘knobs’ for Sensitivity and Level. Pressing the button under **SENS** selects it for tweaking via the **EFFECT TWEAK** knob.

Some Stomp effects will have a second page, which you’ll see if you turn the **Select** knob. See **Chapter 6** to learn the details of the many Stomp models, and how to get the most out of each one of them.





Creating & Storing Sounds • Inside the Edit Menu

Mod and Delay/Reverb settings

Turn the **SELECT** knob one click clockwise from the **STOMP** page(s) to see the Mod settings pages. Turn **SELECT** another couple clicks clockwise to see the Dly/Rvb (meaning “Delay/Reverb”) pages. For the most part, things here work like the other edit pages already described (and **Chapter 6** will tell you about all the Mod, Delay and Reverb models in detail). The pages look something like this:

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Delay Edit Page 1



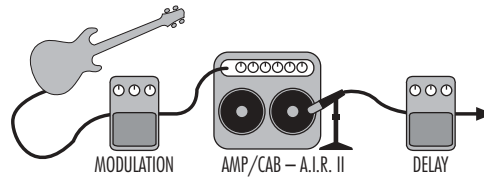
Delay Edit Page 2



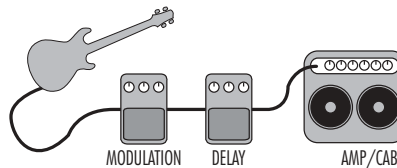
Config

The **CONFIG** parameter on the second Mod and Delay/Reverb pages determines whether those effects will come before (**PRE**) the amp or after it (**POST**) in the signal flow.

Here’s a typical routing with a **MOD** effect **PRE** and a **DELAY** running **POST**:

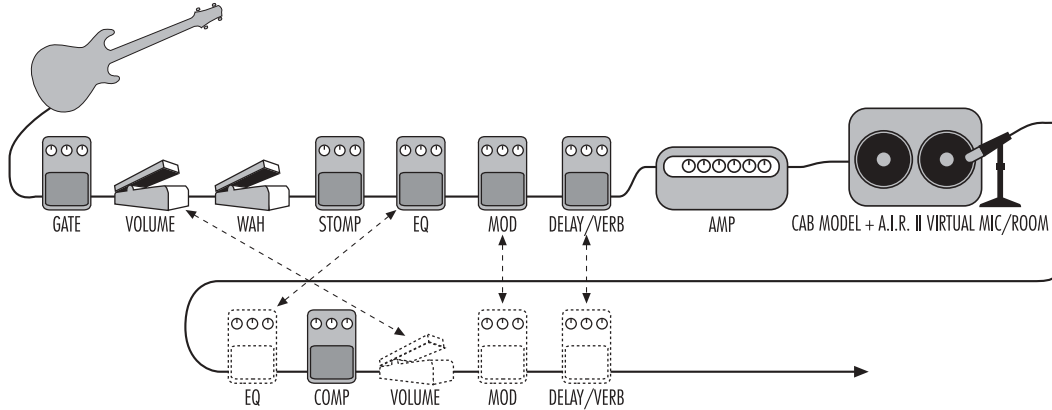


Here’s another routing with both **MOD** and **DELAY** effects in the **PRE** position:



Creating & Storing Sounds • Inside the Edit Menu

And this is what the full signal flow looks like inside your Bass PODXT Live, including the pre and post options for Mod, Delay/Reverb and the Volume pedal:



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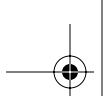
Setting your Tone to Tempo

Mod Speed or Delay Time can optionally be set using note values and tempo:

1. Select the Delay **TIME** or Mod **SPEED** by pressing the button below it.
2. Spin **EFFECT TWEAK** counter-clockwise until you start seeing little notes in the place where milliseconds or Hertz used to be. Pick the note value you'd like your **TIME** or **SPEED** to match.
3. Tap twice on the **TAP** button to set your tempo, and your Delay and/or Mod now match the tempo you tapped.

When you set your Delay time to match dotted-eighth notes, for instance, the **TIME** control will look like this:





Creating & Storing Sounds • Inside the Edit Menu

Mod and Delay/Reverb X-Overs

While effects are great, they can sometimes cause a lack of tonal definition. The biggest problem is often what they do to the bass frequencies, where things can get real muddy real fast when you're laying on effects. To help you keep your tone's punch even while bathing it in wetness, we've included a set of crossovers in the wet path of the Mod and Delay/Reverb effects of your Bass PODXT Live.

From the last Delay/Reverb edit page, spin the **SELECT** knob one click clockwise and you'll see them:

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Press the Soft Button below MOD and turn the knob down to the minimum setting to select OFF and disable the Mod effect's crossover. Or turn the knob clockwise to select a frequency range from 25Hz to 800Hz. The portion of the signal below the frequency you choose will not have the Mod effect applied to it. As you'd expect, things work basically the same way for the Delay/Verb crossover: press the Soft Button below **DLY/VERB** and choose OFF or set a frequency.

Since the crossover point only affects the effected part of your sound, changes will be most noticeable when the mix of the Mod or Delay/Reverb effect is set high.





Creating & Storing Sounds • Inside the Edit Menu

Wah and Volume Settings

From the last Reverb edit page, spin the **SELECT** knob one click clockwise and you'll find the wah and volume pedal parameters. The display now looks something like this:



Let's check out the wah first. You can save the on/off state of the wah with a Channel Memory. That way when you recall that channel, the wah comes on automatically. In fact, you can even save the position you want the wah to be set at when it comes on — by pressing the button below **POSI** and twiddling that **EFFECT TWEAK** knob.

Moving on to the right side of the wah/volume page.... Here you can choose the position of the volume pedal in your signal flow: **PRE** (before the amp model), or **POST**. The **MIN** setting determines how much volume you'll hear when the volume pedal is at its minimum (heel down) setting. Set it to 0% to have silence in the heel down position.





Creating & Storing Sounds • Inside the Edit Menu

Assigning the Pedal and Tweak Knob and Dialing in Tempo

Light up the Edit button and spin the Select knob clockwise to the last page and you'll get this page:

PEDAL	TWEAK	TEMPO
1-W/OFF	MOD	70.0
2-VOL	SPEED	8PM
ASSIGN	TWEAK	TEMPO

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Press the Soft Button **13** under **ASSIGN**, and you can pick what will be controlled by the built-in pedal as well as the optional Pedal 2. Here are your choices:

Setting	Internal Pedal	Pedal 2
1-W/V 2-TWEAK	Wah/Volume	Tweak
1-TWEAK 2-VOL	Tweak	Volume
1-W/OFF 2-VOL	Wah/Off	Volume

Press the Soft Button under **TWEAK**, and you can choose which parameter the **EFFECT TWEAK** knob (and any pedal assigned to Tweak) will adjust when you are not in the **EDIT** pages.

Variac Bass owners, note that one thing you can control with the Tweak is the tone of your Variac Bass!

The right side of this display shows you the tempo for this Channel Memory. This tempo is used to calculate the time/speed of any delay and modulation effects that you set to follow tempo. You set the tempo by tapping the **TAP** button a couple of times. Or you can press the button beneath **TEMPO** and spin the **EFFECT TWEAK** knob until you get exactly the tempo that will make your heart beat with passion and joy!



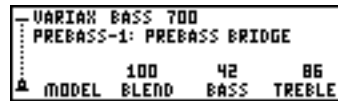


Creating & Storing Sounds • Inside the Edit Menu

Variax

The Variax line of basses and guitars is unique, thanks to Line 6 modeling technology that gives you a whole collection of guitars or basses in one single instrument. (You can learn more about them at the Line 6 web site.) Connect any Variax to your Bass PODXT Live as described on page 3•2, and you can take charge of your entire bass-amp-effects (or guitar-amp-effects) sound with your feet.

The last Edit page gives you the ability to decide, for each Channel Memory, how the Variax will respond when you select the channel on the Bass PODXT Live. Light up the **EDIT** button and spin the **EFFECT TWEAK** until you get to this last page:

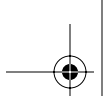


Press the Soft Button **18** under **MODEL**, and you can choose **DON'T CHANGE** (Bass PODXT Live will not force Variax to change sounds when this Bass PODXT Live channel is selected) or any of the available models in the Variax — in which case Bass PODXT Live will force the Variax to this model when you load up this Bass PODXT Live channel, allowing you to change your entire guitar-amp-effects sound with via footswitch!

The other Soft Buttons give you access to the other settings that your Variax lets you save with your Bass PODXT Live Channel Memory to give you a dialed-in guitar sound when you select this Bass PODXT Live channel.

If you select Variax Models by pressing the left Soft Button here and twiddling the **EFFECT TWEAK** knob, you'll see that in addition to the Variax's Custom models, there are versions of the rest of the Models whose names are preceded by "F-" and a set preceded by "U-". The "U-" Models are the same ones that you get when you operate the Variax's own hardware controls for Model selection. These Models will be customizable using the Variax Workbench hardware/software package, when Workbench provides support for that particular Variax. (As of this writing, Workbench does not support Variax Bass. Please check the Line 6 website for the latest support info.) The "F-" Models are a "Factory" copy of these same models that are never edited. The reason they're there is so that Bass PODXT Live sound programmers can always have a known set of Models available in a connected Variax — even one that's been



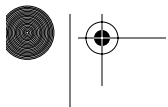


Creating & Storing Sounds • Inside the Edit Menu

fully customized with Variax Workbench. All Line 6 provided sounds will be programmed to use these Factory versions of your Variax Models. You should also restrict yourself to these Models if you want to be able to share your Bass PODXT Live + Variax settings with other Variax owners, and get predictable results even if they've customized their Variax. If you'd prefer to use some other Model instead, you can choose a new one from your Variax while you're on this Edit page, and you'll see that Bass PODXT Live updates to show this Model's name. If you then save that Bass PODXT Live channel, it will select that Variax Model for you each time.

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One other detail: each Bass PODXT Live channel actually stores a separate set of parameters for different types of Variax basses or guitars. This way, a programmed sound can be ready to call up one Model on one type of Variax, while selecting a different Model (or none at all) if a different type of Variax happens to be connected. For instance, a classic bass sound might be set to pull up a VINJ Model on a Variax Bass, while leaving the Model selection of a Variax Acoustic alone. We did it this way so that Line 6 programmed preset sounds for Bass PODXT Live would be able to “do the right thing” regardless of which kind of Variax might be connected. As of this writing, there are three families of Variax available: the Variax Bass, the Variax 300/500/700 electric family (all guitars in this family use the same Model set), and the Variax Acoustic.





Creating & Storing Sounds • Inside the Edit Menu

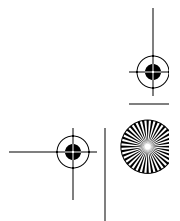
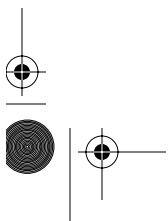
D.I. Settings

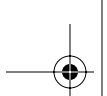
Spin the **SELECT** knob fully clockwise to see the edit page with D.I. settings:



The two parameters on the left side of the page let you adjust the D.I. signal for mixing with the Model signal. The first of these lets you mix some of the D.I. signal into the Model signal path, so the resulting blend is fed to Bass PODXT Live's Model output. Press the Soft Button below **DI>MDL** and turn the knob down to the minimum setting to select **OFF** and no D.I. signal is added to the Model signal path. Or turn the knob clockwise to mix some D.I. in. This doesn't affect the level of D.I. signal output by Bass PODXT Live's D.I. output.

The far right parameter on the page, **DI DLY**, lets you add a very small amount of delay to the D.I. signal relative to the Model signal. We give you the ability to delay the D.I. signal in .1 millisecond steps, which is so small a portion of time that you won't hear it in terms of timing. The point of this delay is to throw the D.I. signal out of phase with the Model signal, because combining the two signals with a shifted phase relationship can give you some great sounds that you can't get from the normally phase-sync'd Model and D.I. signals output by Bass PODXT Live. This delay is applied to the D.I. signal so that you'll hear it at Bass PODXT Live's Model output, and the D.I. signal that **DI>MDL** can feed into the Model signal path.





Creating & Storing Sounds • Saving Yourself

Saving Yourself

Bass PODXT Live lets you save as many as 64 tones that you create as described earlier in this chapter. And even though we ship it to you chock full of some of our favorites, go ahead and save over whatever you want. We recommend spending some time with each of the factory sounds so you'll know which you want to keep, and which you'll want to save over. And don't worry, because we'll soon show you how to recall that favorite factory sound you just saved over and simply have to get back.

4 • 14

Saving a Channel Memory

One of the simplest things to do with Bass PODXT Live is call up a Channel Memory, make a few tweaks, and save that Channel without changing its name. To simply save a Channel you've changed, press **SAVE**, then **SAVE** again. That's it.

Of course, you might want to stick your sound somewhere else, or at least change the name so you know which one it is. Bass PODXT Live lets you do that just as easily.

To save your edit to a new location - Make your edits, then press **SAVE**. This calls up a screen that looks something like this:



Now, press the button under the display that reads **DEST** (short for destination) and then use the **EFFECT TWEAK** knob to pick a different Channel Memory. Pressing **SAVE** again will confirm your decision, and save your sound to that Channel Memory, replacing what was there before.

Give your tone a name - Make your edits, then press **SAVE**. Again, you'll see a display like the one above. Now, use the **CURSOR <** and **>** buttons to move the cursor under the letters you want to change. Press the button under **CHAR** (short for character) and then use **EFFECT TWEAK** to change the selected character. When you're done, press **SAVE** again to complete the job. See, that wasn't so bad.





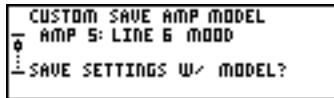
Creating & Storing Sounds • Saving Yourself

Custom Saving Amp Models

Using this powerful feature, you can pack your Bass PODXT Live with all the special amp-tweaking genius that only you possess. This brilliance will then be available instantly whenever you select a new Amp Model, loading your customized settings of the amp controls, including your chosen Cab Model, Mic selection, EQ setting *and* your personal tweak of the 'room.' This way, when you load the Sub Dub model, you'll get *your* personal Sub Dub, with all the controls set for your very own version. Here's how it works:

Choose an Amp Model, change the cab, tweak the room, and even use a different microphone. Press the **SAVE** button, then turn the **SELECT** knob one click to the right. The display will look like this:

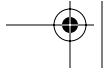
4 • 15

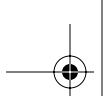


You have entered the land of **Custom Save**. Now, if you want your current settings to be recalled with this Amp Model, simply press **SAVE** again.

Bass PODXT Live saves the following controls with an Amp Model, and loads them when you turn the **AMP MODELS** knob:

Controls you can customize
Amp Model
Cabinet Model
Microphone Model and Room amount
Drive, Bass, Lo Mid, Hi Mid and Treble controls
Chan Vol
EQ settings





Creating & Storing Sounds • Saving Yourself

Single Channel Recall

Imagine this: you're in the middle of massive inspiration, moving at the speed of light, and before you know it... you just saved an edit over one of your favorite factory presets. Perish the thought! Fortunately, we've got you covered. To recall that favorite preset:

Press **SAVE**, and then use the **SELECT** knob to get to the page that looks like this:

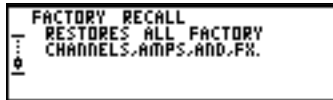


4 • 16

You can now press **SAVE** to recall the factory version of the chosen Channel Memory, or turn the **EFFECT TWEAK** knob to choose another Channel Memory you'd like to retrieve. Press **SAVE** again, and you've safely recovered that lost gem!

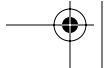
Complete Factory Recall

If for any reason, or just for the sheer mad joy of it, you decide you need to reset your Bass PODXT Live's entire memory to its factory-programmed state, then boldly do this: Press **SAVE** once, then use the **SELECT** knob to scroll to the page that looks like this:



Now ask yourself, "Do I really want to do this?" Now, ask it again. How about now? If this is truly your heart's desire, then press **SAVE** again and you'll have accomplished your goal. That'll wipe your Bass PODXT Live's memory and reset it just like it was when it left the Line 6 factory.

Warning: This will erase **ALL** the channels, as well as the custom amp and effect settings you might have created. **Everything.** So be sure and ask yourself again, "Do I really want to do this?" If the answer is yes, go on ahead with your bad self.





Creating & Storing Sounds • Saving Yourself

MIDI Dumps

If you want to transfer one or more tones directly from one Bass PODXT Live to another Bass PODXT Live, or between Bass PODXT Live and a MIDI data recorder, workstation, computer or sequencer, read on. For communication to MIDI hardware, you'll need to use a standard MIDI cable to connect the **MIDI Out** of your PODXT Live to the **MIDI In** of the receiving device. If you're exchanging MIDI with a computer, you also have the option of installing the Bass PODXT Live USB Driver software (a free download using Line 6 Monkey, available from www.line6.com/monkey) and have your Bass PODXT Live exchange MIDI messages with your computer over a USB cable.

You can then transfer:

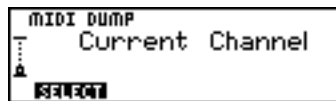
- All Channels
- The Current Channel
- The Effect Setups
- The Amp Setups (including your customizations)



Transferring All Channel Memories - This feature will let you send all of your Bass PODXT Live's Channel Memories out via MIDI for a complete back-up of the 64 Channel Memories:



Press **SAVE** once, and use the **SELECT** knob to scroll down to this page:



Press the button under **SELECT**. Turn the **EFFECT TWEAK** knob to the left (counterclockwise) until the display reads:



Press **SAVE** again and your Bass PODXT Live's 64 Channel Memories are sent out of its MIDI jack. If another Bass PODXT Live is connected, this data makes it a virtual clone of your own Bass PODXT Live channels! Who knew cloning was so easy?

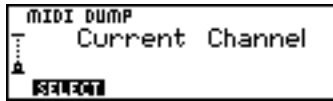




Creating & Storing Sounds • Saving Yourself

Transferring Only Some Channels - To transfer only one or more individual Channel Memories, Effects Setups or Amp Models from one Bass PODXT Live to another, do this:

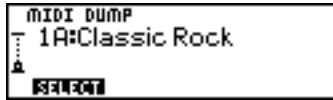
Press **SAVE** once, and turn the **SELECT** knob to show the page that looks like this:



4 • 18

Turn the **EFFECT TWEAK** knob to tell Bass PODXT Live what to transfer:

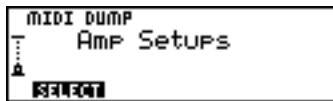
Any Channel Memory:



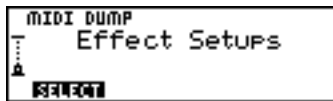
All Channel Memories:



All Amp Models:



All Effects Setups:



Now, if you press **SAVE** again, the MIDI dump you've selected will be transmitted out the MIDI jack, into the brain of a receiving Bass PODXT Live, or into your computer or other MIDI device for backup.





Modeled Amps & Cabs • Which Amps and Cabs Are Modeled?

MODELED AMPS & CABS

Which Amps and Cabs Are Modeled?

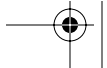
General Notes About the Models

As you may have guessed, we're tone fanatics here at Line 6. Once we've set our sights on creating a software emulation of a particular kind of amp, we will (and have) scour the globe in search of just the right specimen—that one, very particular amplifier that has the magic. We are also intensely mindful of the fact that, although amp model names may stay the same over the years, the circuit designs sometimes change radically. Amps from '57, '62, '65, '67, '75, and 2001 may all bear the same model name, yet sometimes have totally different sound and response, and quite often a different look as well. And as we all know, even two amps with the same circuit design, from the same era, can sound radically different, just on the basis of variance in component tolerances, among other things. Plus, there's the fact that every amp has its own special way of settling in over the years. And, just like people, some of them only get better with age. That's exactly why we went to so much trouble to find the very best examples we could of every amp that we wanted to model for Bass PODXT's. And it's why, when describing the software amp models that are emulations of other amplifiers, we've included photos here of the actual, individual amps that we lovingly selected, studied and measured—so that you'll know *exactly* which amp we're talking about.

5 • 1

When you turn the **AMP MODELS** knob, you select an Amp/Cab combination. You can then mix'n' match different cabs with the amp by pressing the **CAB/A.I.R.** button and choosing any Cab model you like with the **EFFECT TWEAK** knob. **Chapter 4** tells you how you can customize Bass PODXT Live to call up your favorite Amp/Cab combinations.

Let's take a tour of the amp models that live inside your Bass PODXT Live, and the original equipment that helped to make them possible...





Modeled Amps & Cabs • Amp 360: Based on* an Acoustic 360

Amp 360: Based on* an Acoustic 360

5 • 2



This amp was modeled after an Acoustic 360, as used by Larry Graham, John Paul Jones, and Jaco Pastorius. We modeled an early 70's Acoustic 360, featuring a separate preamp "head," plus a powered cabinet with a single 18-inch speaker in a folded horn. The 360 with the built in fuzz and tuner was the choice was John Paul Jones' choice for Led Zeppelin's Low end—he can be seen playing through two in the film, "The Song Remains the Same." But Jaco's work with Weather Report really showed us what a versatile amp the 360 really was. When the band left him alone on stage for his bass solo, he really wrenched everything he could out of his gear which included two Acoustic 360's, a wah pedal, a rackmount "blue" MXR[®] digital delay and his trusty Jazz Bass.[®] Towards the end of his solo he would stomp on the wah pedal, turn on the fuzz and do a great rendition of the "Star Spangled Banner." He got everything out of that amp, from mellow jazz to speaker shredding feedback, and thanks to your Bass PODXT Live's Amp 360 model, now it's your turn!



Jaguar: Based on* an Aguilar[®] DB750



This monster is a relatively new addition to the high-end bassist's tone menagerie. And by high-end, we don't mean "turn up the treble," we mean high-end as in Rolls Royce[®], Ferrari[®] or AC Cobra!

These hand-built babies are super-clean and super-warm and especially cool for players who have super-discriminating ears and need to hear it all...You know, those guys who like to hear the ridges of their calloused fingerprints scraping across the strings! Particularly popular with high-end session bassists in New York and LA, the Aguilar[®] DB750 can also be heard doing serious bass duty with Chris Chaney as he powers the likes of Jane's Addiction, Alanis Morissette and Methods of Mayhem.

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Modeled Amps & Cabs • Alchemist: Based on* an Alembic F-2B

Alchemist: Based on* an Alembic F-2B



Back in the mid and late '60's, the San Francisco Bay Area was quite a cultural hot spot. And as the "San Francisco Sound" became the soundtrack for the Summer of Love, many local San Francisco-area musicians were thrust into the international spotlight to find themselves leading the Hippie "Peace and Love" charge. Behind the scenes there were more than underground chemists hard at work making things magical! Electronics expert Jim Furman (of Furman Sound) was right there in the middle of that cultural crucible, cooking up gizmos for the Jefferson Airplane and the Grateful Dead. If you take a close look at archival photographs of the Dead, the Airplane and other Bay Area bands of the time, quite often you see bassists and guitarists playing through Fender® Showman® and Dual Showman® amps chained in front of audiophile Macintosh power amps. The Alembic F-2B was Mr. Furman's wildly successful attempt to better the front end of that sweet signal chain by creating a cleaner, sweeter version of the Showman® sound. So turn to the Alchemist model in your Bass PODXT Live, and you'll be able to jump between various tones from the Summer of Love faster than a hippie can change his tie-dye t-shirt! Oh, and don't forget— Alembic F-2B's have often found their way into Stanley Clarke's rigs, and you'll also find them in frequent use in many a world-class studio's rack, ready to guarantee bassists, engineers and record producers everywhere world-class tone.

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Modeled Amps & Cabs • Rock Classic: Based on* an Ampeg® SVT®

Rock Classic: Based on* an Ampeg® SVT®



For 30 years now, we've heard the tone and felt the power of the mighty Ampeg® SVT.® This workhorse has appeared on innumerable recordings and arena stages worldwide – there is no equal to the original SVT® and its 300 watts of pure tube magic. (FYI – replacing the tubes in a SVT® nowadays would cost you more than you paid for your Bass PODXT Live!) First introduced in July 1969, the SVT® set the tone, punch and arena-rattling standard for all future big gun bass rigs. Its users have included everyone from The Rolling Stones to Van Halen, and pretty much every “rock” bass player in between. For your Bass PODXT Live, we selected a 1974 Ampeg® SVT® to model, and we've also given you a 70's SVT 8x10 speaker cabinet to pair it with.

The sonic combination of this head and cab is beyond big, but you had to pray that your bandmates would help you move it! Thanks to Bass PODXT Live, you can now get big classic rock bass tone without frequent visits to the chiropractor.

5 • 4

Flip Top: Based on* an Ampeg® B-15



This is modeled after a 60's Ampeg® B-15 Portaflex® – one of the most popular studio bass amps of all time. It's tuned and front-ported, has a closed back, is 25 watts with a single 15-inch speaker, and set a new standard for cabinet and speaker efficiency, tone and convenience in bass amplification. If we had to sum up the amp's sound up in one sentence, we would simply say: Listen to James Jamerson's bass playing on the Motown®/Tamala records of the 1960's—The Supremes, The Four Tops, The Temptations, Marvin Gaye, Stevie Wonder, and many more. Jamerson played bass on more Motown hits than anyone else, and his choice for amplification was the Ampeg® B-15. We think you'll agree that the sound of his P Bass® through that

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Modeled Amps & Cabs • Adam and Eve: Based on* an Eden Traveller WT-300

amp on those records is as fresh and exciting today as it was 35 years ago. And if he's not enough to convince you, how about "Duck" Dunn? Don't get us started...

Adam and Eve: Based on* an Eden Traveller WT-300



After David Eden made cabs for SWR[®] for 3 or 4 years, he went into the business of making his own bass amp and cabinet line. Jim Demeter designed the electronics of the first Eden amps, and they were quickly adopted by a veritable who's who of modern bass society. The inspiration for Bass PODXT Live's Adam & Eve model was the WT-300, one of Eden's latter offerings which produces a clean, clear and rich tone.



Tweed B-Man: Based on* a Fender[®] Bassman[®] Combo



The classic '58 Fender[®] Bassman[®] 4x10 combo was the amp that started it all—instant rock and roll tone. Originally a bass guitar amp, the Bassman[®] also became a Blues staple for 6-string guitarists. Try using it with the Drive control maxed out for a real sweet bass overdrive. And if you feel you could use a little more low end, select one of the bigger cabinet models like the 8x10. It has the fat bottom end you'd expect from a bass amp, but also has the Fender[®] twang on the top. Incidentally, when Jim Marshall built his first amps with Ken Bran they were heavily influenced by the early Bassman.[®] One of the interesting things about the Bassman[®] is just how interactive the Middle and Treble controls are. The Middle control isn't a bandpass, as in most tone control setups. Instead, it's almost like a second treble control. The two are additive, so if you're running Bass PODXT Live's Lo Mid knob higher than halfway up with this model,



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Modeled Amps & Cabs • Silverface Bass: Based on* a Fender® Bassman® Head

you'll find that the Hi Mid control might give you more bright than you really want. On the other hand, when you turn the Lo Mid knob down, you'll probably want to boost the Hi Mid. For a bass tone of doom, try the afore-mentioned maxed-out Drive setting and dredge up the heaviest licks you know!

Silverface Bass: Based on* a Fender® Bassman® Head

5 • 6



Modeled after a 1967 Fender® Bassman.® By '68, when the Beatles went in to record *The White Album*, they had pretty much done away with their Vox® amps in favor of the new “silverface” Fender® line. John and George each played through a Twin Reverb,® and Paul through the 2x15 “tall cab” Bassman.® This amp remained his favorite through the end of the Beatles' recording career, and can be seen in the *Revolution* video (the cab is laying on its side), and all over the *Let it be* movie – including the infamous “rooftop” concert which closes the film. Paul went on to use the amp for his first solo recordings, and live during the early Wings period. We've paired this Bassman® head with a 2x15 closed back cab loaded with JBL®'s. The sound of this cab also

reminds us of the theme music from *Barney Miller*, and all of those days practicing with the high-school jazz ensemble. Try playing a little of the Peter Gunn Theme....

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Modeled Amps & Cabs • Double Show: Based on* a Fender® Dual Showman®

Double Show: Based on* a Fender® Dual Showman®



Have you ever wanted a Fender® Bassman® that wouldn't distort once you turned it up loud enough to hear yourself alongside any self-respecting drummer thumping on any decent drum set? Like a Genie in a bottle, the Fender® Dual Showman® answers your wish. Many Bassman® users, most

notably Phil Lesh, have used a Dual Showman at one time or another for that extra "whoomph" necessary to be heard. Voiced slightly brighter than the Bassman®, the Dual Showman® paired with a 2x15 cabinet was the rig of choice for many a classic Rock and Roller. And as all types of bands got bigger and louder, the Dual Showman® became quite popular with Funk and R+B players too.

5 • 7

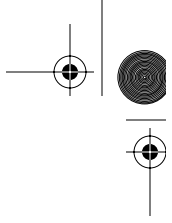
Eighties: Based on* a Gallien-Krueger 800RB



What would any collection of bass amps be without a Gallien-Krueger 800RB, whose great tone was modeled for your Bass PODXT Live's Eighties amp model? After all, this solid state amp helped define what new bass amps sounded

like for the better part of that decade. Geddy Lee had one. Will Lee used one on *Late Night With David Letterman*. And bands like Def Leppard powered through a decade of pop metal with the 800RB. The GK 800RB produces a very scooped sound, and doesn't really distort. Try pairing this amp with another legend of the Eighties, the Hartke 410 cabinet. This rig is known for producing what we call the "mid 80's metal bass" tone. It's the perfect choice when you're ready for a little Pyromania....

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Modeled Amps & Cabs • Hiway 100: Based on* a Hiwatt® DR-103

Hiway 100: Based on* a Hiwatt® DR-103

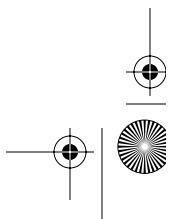
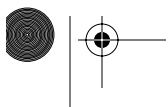


5 • 8

Long before instrument amp designers copped to the fact that you need a ton of wattage for “real” bass, we bassists were stuck with the unenviable task of sorting through a very limited selection of underpowered bass amps in an effort to try to find one that could at least be heard. Sometimes the search would lead us to a powerfully clean guitar amp and it would find its way into a bass rig and do the job just fine. Imagine that day when the late, great John Entwistle walked across the stage in front of Moonie’s drums to inquire, “Pete, would you mind if I tried your lovely Hiwatt® for a bit? I can’t hear myself over the racket you two make...”



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Modeled Amps & Cabs • Hiway 200: Based on* a Hiwatt® 200 DR

Hiway 200: Based on* a Hiwatt® 200 DR



Imagine a brighter SVT® with a little more attack and you've got an accurate aural image of this 200-watt, 75 pound tone monster. And while you're listening to that lovely sound inside your head, think back to that era in the late '60's when Rock and Roll morphed into Hard Rock. Back then, as music got louder and louder, and hair got longer and longer, this was the bass amp of choice for many a low-ender across the Atlantic. Just as we Americans fondly remember our silver-faced SVT®, our British cousins happily recall these Hiwatts®! Rumor has it that Black Sabbath's Geezer Butler was quite fond of his and Glen Cornick of Jethro Tull used a 200 DR quite a lot in his band's heyday. To this day, many an American rocker, particularly those heavily influenced by all things English, favor the

Hiwatt® 200DR, too. It's an "amp of choice" for Cheap Trick's Tom Petersson, and crucial to the distinctive growl roaring from his 8 and 12 string basses. So, select Hiwatt 200 DR on your Bass PODXT Live, grab your aqualung and take the heavy, deep end plunge, British style!

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Modeled Amps & Cabs • British Major: Based on* a Marshall® Major

British Major: Based on* a Marshall® Major



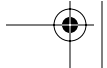
For this model, we studied our 1969 Marshall® Major. While doing the initial research, we discovered our amp had the wrong tubes in it, and that sent us on a quest to find some NOS (new old stock) vintage KT-88s. We called experts across the country looking for “new” thirty year old tubes. Several months and a king’s ransom later, our search paid off, and we started over with an original set of vintage Mullards in the amp. What an incredible difference the “right” tubes in the “right” amp can make! We “jumped” the channel 1 input to the channel 2 input, thus combining the high and low channels (this was a common practice for bassists and guitarists alike.) Wow! Stand back and bow down to the royalty of British Bass Tone. If this sound doesn’t cause your

neighbors to come looking for Jack Bruce, nothing will. Higher drive settings will get you those warm, natural overdrive tones heard on Cream records and many others from that era. The cabinet we’ve paired with the Marshall® Major is a ’76 Marshall® 4x15 cab. The 4x15 sound is unique and awesome, and the combination of the Major and this cab is somewhat darker than the Brit Bass model that’s coming up next....

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Modeled Amps & Cabs • British Bass: Based on* a Marshall® Super Plexi

British Bass: Based on* a Marshall® Super Plexi



This is modeled after a 1968 Marshall® Super Bass “plexi” with vintage EL-34 tubes. In general, the Super Bass is brighter than the Major, and sounds a little “fuzzier” with higher Drive settings. The Marshall® of this era powered the signature backline for most of the British bands, so you would have seen and heard them with John Entwistle (The Who), Andy Fraser (Free), Noel Redding (Jimi Hendrix Experience), Ron Wood (Jeff Beck Group), Jack Bruce (Cream), Tim Bogert (Vanilla Fudge), and Roger Glover (Deep Purple). We’ve matched this amp model up with a cabinet model crafted from our studies of the 1967 Marshall® 4x12 with pre-Rola® 20 watt Celestion® greenbacks. This speaker cabinet occupies an especially respected place in our studio. The ragged vinyl on this vintage

treasure proves it has earned its way on many a road gig, and its signature basketweave grille, gets every bassist and guitarist that passes through our shop stopping to plug in and learn what we have learned: this is the best cab we’ve ever heard. Warm and woody, this cabinet has every player in the building bowing down to the gods of great tone. And now, of course, thanks to the wonders of modern technology, your Bass PODXT Live brings you cab tone modeled from this same, truly remarkable piece of tone history.

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Modeled Amps & Cabs • California: Based on* a Mesa/Boogie® Bass 400+

California: Based on* a Mesa/Boogie® Bass 400+



Introduced in the late Eighties, the Bass 400+ features 500 watts of Class A/B operation, with twelve(!) 5881 Output tubes and four 12AX7 Preamp tubes. The Bass 400+ has been the mainstay of Boogie's bass line for over a decade. Both Michael Anthony (Van Halen) and Flea (Red Hot Chili Peppers) have toured with the

Bass 400+, which produces a warm, dynamic, and earthy tone that's well suited for many playing styles.

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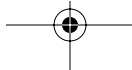
Jazz Tone: Based on* a Polytone Minibrute®



With this model, you now have your very own place to go for the classic tones modeled after the Polytone Mini-Brute.® This amp is known as the combo that knows every wedding standard and lounge hit from the last 40 years. The original amp houses a single 15-inch speaker that can best be described as intimate and subdued. Plug in here when it's time for your more introspective mood indigo moments.



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Modeled Amps & Cabs • Stadium: Based on* a Sunn® Coliseum

Stadium: Based on* a Sunn® Coliseum



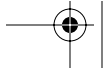
This model is based on the Sunn® Coliseum 300—the amplifier that spawned the explosion of power line-ups throughout the 60’s and 70’s. The amplifier used by Jimi Hendrix and Noel Redding, by Pete Townsend and John Entwistle, by Tony Iommi and Geezer Butler, by... well... take a look at the inside cover of your Woodstock album, and you’ll get an idea of the impact that Sunn® amplifiers had in revolutionizing early rock music. Oddly, this amp was developed by Conrad Sundholm for his brother Norm, who was the bass player for the Kingsmen of “Louie Louie” fame. Pair the Stadium model with our model of Sunn®’s unique cab that features one front mounted 12-inch speaker and one upward-angled 18-inch speaker and you’ll experience the Mojo first-hand!

Studio Tone: Based on* a SWR® SM-500



A beefier, redefined version of the SM-400, this is one of the latest of the “contemporary classics” to come out of SWR.® As one of the most, if not *the* most recognizable and popular of all contemporary bass amps, the SM-500 delivers a full range of tone and is especially known for its very defined high end. This makes the SM-500 a favorite amongst “slap and pop” players in all genres. These amps are so popular, they’re used on concert stages and in studios everywhere. Led Zeppelin alumnus John Paul Jones is one of their current users.

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Modeled Amps & Cabs • Motor City: Based on* a Versatone Pan-O-Flex

Motor City: Based on* a Versatone Pan-O-Flex



While researching the legends of great bass gear, we discovered a true lost gem: the Versatone Pan-O-Flex! This single 12-inch combo was designed by Bob Hall in the late 60's and was a hit among the LA Studio scene – in particular, at RCA Studios. Carol Kaye used a Versatone amplifier on countless sessions, and Jack Casady still uses one with his SWR[®] amps. It's a sealed back combo with some cool internal baffling that makes it sound much larger than it actually is. Turn it up to about 1/3, and it has a warm tone.

Turn it up a bit higher, and it will distort with a sweet sustain. Turn to the Motor City model, and this range of tone is available via the Drive knob of your Bass PODXT Live. We think you'll agree that it really delivers: this model may well become the secret of your sound. Its Bass and Treble knobs give you the classic Pan-O-Flex tone, and you can set its Low Mid and Hi Mid knobs to their 12 o'clock positions to keep things traditional. Then, try creating your own variation on the classic Pan-O-Flex sound by turning the Hi and Low Middle knobs up or down for post-Model boost/cut.

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Modeled Amps & Cabs • Brit Class A100: Based on* a Vox® AC100

Brit Class A100: Based on* a Vox® AC100



The Brit Class A100 model in your Bass PODXT Live is modeled after a Vox® AC-100, the rig Paul McCartney began using in 1965 when he had outgrown his Vox® T-60. This rig was used for recording and touring thru 1965 and can be seen in countless pictures and videos of live Beatles performances such as the Shea Stadium concert, the Hollywood Bowl concert and, of course, *The Ed Sullivan Show* in 1965. It's characterized by its low-down lows and sweet high end. Now, those of you who have had the chance to get intimate with a Vox® AC-100 may know that, true to Vox form, it's got its quirks. One of the more obvious ones is that the Bass knob works backwards because it's technically a "Bass Cut" knob. While we strive for authenticity when creating our models, we decided that this time it was appropriate to opt for ease of use by setting this knob up so that you get more bass as you turn up, and less bass as you turn down. You get the same response curve and frequency control as the AC-100's knob would have given you, but now you don't have to learn how to work things backwards. And thus, balance and harmony have been maintained in the Line 6 product design universe....

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Modeled Amps & Cabs • Line 6's Original Models

Line 6's Original Models

Long ago, in a land that time forgot, electric basses existed and bass amps didn't! That's right—bass players had to plug into anything they could find to amplify that new-fangled electric bass. Couple that knowledge with the gigantic model library at Line 6 and the intrepid spirit of musicians in general, and pretty soon you start trying crazy stuff. Like plugging into guitar amps to see what basses sound like through them, then doing some high tech tweaking to make that marriage really work. After all, many successful bass amp designs originally started as guitar amps, and visa versa. Unfettered by the rules of physics and good sense, this led us to stich what were originally guitar amp models and other tonal oddments into some brand new bone-shakin' bass tone makers that await you in the Line 6 section of the model lineup....

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L6 Classic Jazz

Join us, for a moment, in contemplation of the Roland® JC120. If you think about it, it's easy to follow our logic – it's an amp that has a great reputation for cleanliness and accuracy. Now aren't those two tonal characteristics often sought after by bassists in every genre? Grab a bass, plus in, and behold—it definitely works for us! Push down that CAB/A.I.R. button and try pairing the L6 Classic Jazz Model with the 8 x 10 SVT® cabinet model. You'll be glad you did.

L6 Brit Invader

Since Class A amps overdrive differently than their Class B cousins, we just had to jack our trusty basses into our favorite Vox® AC 30 Top Boost. Out of respect for those ultra-rare blue back speakers (and fear of the repercussions of blowing one of 'em!) we set our beloved Vox® on top of a Marshall® Major 4x15 cabinet. We happily found this unlikely combination produced a very furry tone that readily responds to any tonal adjustments you may make on your bass or your Bass PODXT Live. And with a little tweaking we went from a top end that could cut through anything to a pleasurable vintage “woofyness” that would make Joe Meek proud.

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Modeled Amps & Cabs • Line 6's Original Models

L6 Super Thor

If you were in a roomful of vintage gear, an open back, little ol' combo amp is probably the last thing you'd choose to play your bass through, right? Well, its one of the first we plugged into, but we like doing the unexpected. Anyway, this tough little cookie we call the Super Thor is based on the Supro Thunderbolt, the bass-minded love child Line 6 and the infamous Supro S6616 of early Led Zeppelin fame. Our very reliable sources also tell us that Jimi Hendrix occasionally played through a Supro Thunderbolt. We figured that if that little amp, mic'd up right in a studio, could churn out big guitar tones for the big Jim's, maybe a bass-loving cousin could do something similarly huge for us. After you've dialed in a tone to your liking, notice that the harder you hit your strings, the more fuzz on the peach! We've also found that Super Thor adds a very warm character to Bass PODXT Live's Synth/Filter models.

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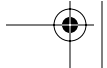
L6 Frankenstein

Are your dreams filled with warm and fuzzy bass tones with lots of sustain? If so, the sound designers here at Line 6 are in the business of making your dreams come true. We're not sure what they used to cook up the JTS 400-S, but based on the secret apocryphal codex created by those afore-mentioned sound designers, our guess is that this is one of their Marshall[®]/Fender[®] Frankensteins. Could it be the front end of a 100 watt Plexi grafted on to the power section of a Dual Showman[®]? Or something like that? Whatever this is, our tone wizards (who, by the way, are seen occasionally inside the Line 6 Tone Lab wearing capes and funny hats) concocted it with sweet, fuzzy bass in mind. The first time we plugged in to this dream machine, we, as Captain Beefheart used to be fond of saying, "...hit the lunar note and let it float...." Man, we're still happy we did.

L6 Ebony Lux

This original creation was inspired by a Fender[®] black face Deluxe Reverb.[®] Although not commonly used for bass, plugging a bass into this Holy Grail of guitar tone yields a most pleasurable experience to say the least. Imagine a clear top end, transparent bottom and a nice mid scoop that makes your bass wonderfully unobtrusive. This amp model makes it easy to find the proper space for your bass when accompanying those

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Modeled Amps & Cabs • Line 6's Original Models

finicky singer/songwriters who don't want anything getting in the way of their precious guitar or dainty piano!

L6 Doppelganger

Loosely based on a Fender Twin, this original Line 6 creation gives up the low end with a nice, friendly rattle in the high mid's. To enhance the Doppelganger and its unique sonic character, choose a speaker cabinet of the open back variety.

Sub Dub

This fabulous tone was brought to us by Justin Meldal-Johnsen currently in his own band "Ima Robot", who's also played bass with Beck, Tori Amos, Air, Macy Gray and other luminaries. When we were creating the original Bass POD, he brought his rack full of esoteric gear into the studio for us to poke and prod and model. The resulting Amp Model was included in the original, pre-XT Bass POD, and has become a particular favorite of the Bass POD faithful. It's perfect for Hip Hop, Electronica, Trance, Eurodance, Rave and all of your Alternative tone needs. Lower Drive settings produce virtually no clipping (distortion), while higher Drive settings will produce massive square wave distortion (thus giving your synth player tone envy). Dig Justin's own description...

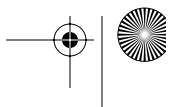
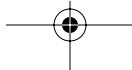
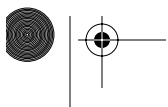
"Dark and oh so deep, this is the sound you pull out when it's time to go lower than low... to hit deeper than the Moog line, to rock harder than the 808 kick. The sound of this model is a particular, well-tuned, fundamental tone which gives you a lot of serious pure "note" without the muddiness you get when you try and make your amp do it. For myself, the sound creates a similar effect to standing in front of a well-executed bass rig with a few 18-inch speakers involved to handle the low parts of the sound spectrum (which is what I do playing live). Inspiration for this sound for me came from everyone from Massive Attack to Dr. Dre, DeAngelo to Aphex Twin, King Tubby to Future Sound of London, and all other champions of the ultra-low."

Thanks Justin – we couldn't have said it any better!

Tube Preamp

The thinking went like this: 'Once people get this Bass PODXT Live thing, it's gonna be so great that they're gonna wish they could use it for everything—warming up keyboards, crunching up drums, fuzzing up vocals. We've gotta give 'em something to

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Modeled Amps & Cabs • Line 6's Original Models

do that with!' So we did. Tube Preamp lets you warm up any sound source the way producers and engineers often do in the studio with vintage tube gear. For more "edge" on vocals, send your vocal tracks through Bass PODXT Live. Punch up (or munch up) a synth bass track by sending it through Bass PODXT Live and cranking up the drive and EQ controls to suit your taste. And, although this is not actually a bass amp model, you can certainly get some great bass tones out of it. When you do this stuff, you want to use the Drive control like a mix knob on a reverb to control how much processing you want to hear. You generally don't want to mix the pre-Bass PODXT Live sound with the post-Bass PODXT Live sound because of the comb filtering that results. Instead, jack the sound source right into Bass PODxt and then only monitor the sound post-Bass PODXT Live processing. With the tone controls at 12 o'clock, the EQ is "flat."

Bypass

Choose Bypass when you don't want any amp model at all. This lets you use only the effects of your Bass PODXT Live, without amp tone.





Modeled Amps & Cabs • Line 6's Original Models

Cabinet Models

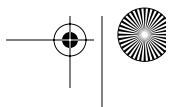
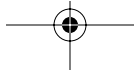
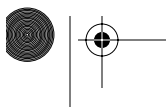
The following Cabinet Models are available on Bass PODXT Live, and are accessed by pressing the **CAB/A.I.R.** button, then turning the **EFFECT TWEAK** knob:

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Cabinet Model	Based On...
1x12 Boutique	1x12 Euphonics CXL-112L
1x12 Motor City	1x12 Versatone Pan-O-Flex
1x15 Flip Top	1x15 Ampeg® B-15
1x15 Jazz Tone	1x15 Polytone Minibrute®
1x15 Session	1x15 SVR® Big Ben
1x15 Amp 360	1x18 Acoustic 360
1x18 California	1x18 Mesa/Boogie®
1x18+12 Stadium	1x18+12 Sunn® Coliseum
2x10 Modern UK	2x10 Ashdown ABM 210T
2x15 DoubleShow	2x15 Fender® Dual Showman® D130F
2x15 California	2x15 Mesa/Boogie®
2x15 Class A	2x15 Vox® AC-100
4x10 Line 6	4x10 Line 6 Original Model
4x10 Tweed	4x10 Bassman® Combo w/ new speakers
4x10 Adam Eve	4x10 Bassman® Combo
4x10 SilverCone	4x10 Hartke 410
4x10 Session	4x10 David Eden
4x12 Hiway	4x12 Hiwatt® Bass Cab
4x12 Green 20's	4x12 1967 Marshall® Basketweave with Greenbacks
4x12 Green 25's	4x12 1968 Marshall® Basketweave with Greenbacks
4x15 Big Boy	4x15 Marshall® Major
8x10 Classic	8x10 Ampeg® SVT® Cab
No Cab	You will probably want to use this Cabinet model with the Tube Preamp model for non-guitar sources. It is selected by default when you pull up the Tube Preamp Amp Model.



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Stomp, Mod & Delay/Verb Models • Effect Junkies Welcome

STOMP, MOD & DELAY/VERB MODELS

Effect Junkies Welcome

What bassist doesn't like effects? Bass PODXT Live's got a bunch of great **Stomp, Mod** and **Delay/Verb** effects adapted from Line 6's DM4 Distortion Modeler, MM4 Modulation Modeler, and DL4 Delay Modeler pedals, some brand spankin' new models that come straight from our flagship combo, Vetta, and a few that our making their first appearance in a Line 6 product. Who says you can get too much of a good thing?

In this chapter, we're not only going to take a look at just which **Stomp, Mod** and **Delay/Verb** effects are modeled. We'll also be talking about how you go about tweaking them. We'll assume you've already got the basics from **Chapter 4, Creating & Storing Sounds**, and are now ready to dive into the detail on the individual models. So hold onto your hats and glasses, and please keep your hands and feet inside the car at all times....

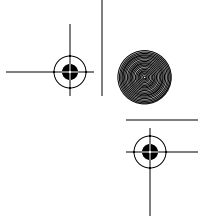
Comp

The Compressor effect that's always available in your Bass PODXT Live is modeled after the classic, studio-standard LA-2A[®] tube compressor. It's just the thing to smooth out your levels the way that you would typically do in a recording studio. When you're not already in Edit or Tuner/System mode, you can quickly jump into editing the Compressor by pressing twice on the button beneath the Bass PODXT Live display that's labeled **COMP**. The compressor includes automatic gain compensation, so even when you're really squashing your signal with an aggressive threshold setting, you'll be able to get good volume levels out of your Bass PODXT Live.



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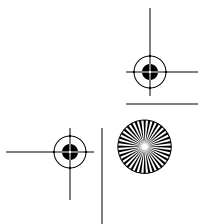


Stomp, Mod & Delay/Verb Models • Gate

Gate

The Gate effect helps eliminate unwanted noise when you're not playing, and can be especially valuable when using high gain sounds. Like a security gate, it's supposed to quickly open to pass the things that you want, and then swing closed to keep out the things that you don't want. Turn the **THRESH** all the way down to minimum to disable the Gate (**THRESH**'s value will then be **OFF**, as shown above). The **THRESH** knob determines how loud your playing has to be to open the gate. More negative numbers (where the knob is near its fully-counterclockwise setting) mean that the gate will open and allow sound through even when you are playing quietly, and less negative numbers (where the knob is near its fully-clockwise setting) mean that the gate will only allow sound to pass when you are playing pretty hard. The **DECAY** knob determines how fast the gate will swing closed. Like a gate in the real world, a fast decay means the gate might catch your trailing foot as you pass through—in this case, that means the gate will chop off the decay of your notes. And a slow decay means that as the gate swings slowly closed behind you, someone might have time to slip through behind you—in this case, that would be the unwanted noise that you hear as your notes decay. You'll have to experiment with the **DECAY** to get just the right happy medium for your particular bass, playing style, and sound settings.

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Stomp, Mod & Delay/Verb Models • Stomp Models

Stomp Models

Bass PODXT Live's Stomp effect slot give you a whole line-up of delicious stompbox effects. There are several types of effects here: (1) Distortion and Overdrives, (2) Stompbox Compressors, (3) an Auto Wah and (4) Synths. Let's start with a few words on each:

Distortions and Overdrives

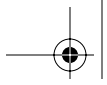
Can you remember that magic moment when you first heard a distorted bass? Was it McCartney credited as "Paul on Fuzz Bass" on Rubber Soul's "Think For Yourself"? Could it have been Jack Bruce overdriving his Marshall[®]s to fill up Cream's low end, or was it on some post-modern classic by Spiritualized or My Bloody Valentine? Regardless, the mesmerizing power of real low end growl cannot be denied. Distorted and overdriven bass sounds are all over contemporary music. From Hip Hop to Trip Hop, through Psychedelic Trance and all things in between, distorted or overdriven bass is gaining prominence in every mix and every live performance. You must have been asleep for the last ten years not to know there's a popular musical idiom known as Drum and Bass! Need we say more? Now with all the Distortions and Overdrives available in Bass PODXT Live, we have more ways to furry up that Funk.

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Stompbox Compressors

A compressor takes quiet sounds and loud sounds coming into it, and makes them have a more similar volume, so the loudest sounds aren't so loud versus the quiet sounds, and the quiet sounds are closer to the level of the loudest sounds. The result is that a compressor can be set to keep boosting the level of your bass signal as a note dies away, giving your bass a longer note decay. In other words, plop a stomp box compressor down in front of an amp and you've got an instant sustain enhancer! As a side benefit, the compressor evens out your attacks and enables you to make up some gain (so you can hit the front end of your amp a bit hotter, but without extra before-the-amp

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Stomp, Mod & Delay/Verb Models • Stomp Models

distortion that a distortion box would create when boosting input level to your amp). We've provided you with a number of stompbox compression options in Bass PODXT Live, so you can squash your signal 'til the cows come home.

Auto Wah

In a class of its own, the Auto Wah is the perfect choice when you want to funk it up. For complete detail, see **Auto Wah** on page **6•10**.

Synths

These effects give you a wealth of tones inspired by synthesizers of the past, present and future. To get the most out of them, there are some things that are handy to know, all of which are covered in glorious detail under the heading **Synth and Filter Effects** on page **6•16**.

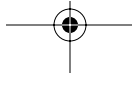
6 • 4

And now it's time to meet our Stomp models, starting with those overdrives and distortions:

Bass Overdrive

This model was inspired by our look at the Tech 21 Bass Sans Amp, plus a few extra liberties taken by the Line 6 sound design team. The Sans Amp is famous for delivering a very quiet and crisp signal under all circumstances, while also serving up a very distinct distortion. Its pleasingly metallic quality makes it a favorite with the Post-Metal crowd and Industrial bands, and producers in all genres of music have come to favor the Bass Sans Amp for crunching up loops. The Bass Overdrive covers the same sort of territory, with a bit of a uniquely Line 6 bent. Choose this distortion for your bass or any other signal and it will immediately become a very close and furry friend.

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Stomp, Mod & Delay/Verb Models • Stomp Models

Screamer

From Stevie Ray Vaughan to Michael Landau, the simple Ibanez® Tubescreamer® is the overdrive heard 'round the world. This medium-gain pedal was introduced in the early '80s, and in many blues circles, you're not allowed to solo without one. Over the years, Ibanez issued several variations of the venerable Tubescreamer®, but none have reached the fabled status of the TS-808. Of course, we obsessed over which of our vintage 808s to model, and in the end we think you'll agree that our model of this green jewel makes a precious addition to Bass PODXT Live.



Classic Dist

Born and bred in the late '70s, the ProCo Rat was the beginning of a new generation of distortion boxes. With a sound that was angrier and more aggressive than a fuzz, the Rat put teeth into a new breed of metal that was beginning to crawl to the surface of the music scene.



Through its life span, the Rat has seen several changes, and the unanimous choices for tone are the originals pictured here. Inside, these two Rats use the same board, and their circuits are identical. (For those that need to know, we modeled the smaller one.)

The **TONE** knob on Bass PODXT Live's Rat model functions like the original Rat's "filter" control, which gives you brighter tone at lower settings, and darker tone at higher settings. Once bitten, you'll know why we call this one tone with teeth!

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Stomp, Mod & Delay/Verb Models • Stomp Models

Facial Fuzz

Sometime in late 1966, an infamous circular stompbox hit the London music scene. Designed and built by Arbiter[®] Music, the Fuzz Face would soon begin its famous association with guitar legend Jimi Hendrix. It would also come to be known as a great bass effect because of its association with Soft Machine's Hugh Hopper.



Like all stompboxes from the early era, the Fuzz Face would see many design changes, as well as re-issues. Our model is based on* the germanium diode-powered treasure pictured here: an original, very early “gray with black screening” Arbiter Fuzz Face. Call the Bass PODXT Live Facial Fuzz model up, and treat yourself to our faithful re-creation of the original's fuzz and glory. Crank up the drive, and you'll be seeing Purple Haze right before your eyes.

6 • 6

Fuzz Pi

Not to be outdone by the Brits, the colonies came up with their own twist on the fuzz rage. Mike Mathews and his band of merry men at Electro-Harmonix[®] had been cooking up all sorts of nifty effects when their attention turned to the distortion/fuzz pedal. Their most popular offering was the Electro-Harmonix[®] Big Muff Pi,[®] known more for its sweet sustain than for its buzz.



Electro-Harmonix[®] was famous for their use of surplus parts, and the results of this practice were ever-changing circuit designs and parts specs. As you can see in the picture of our collection of Big Muffs, these pedals had several looks determined by the parts that Mike and the gang found at hand. Our sweetheart of the bunch is the one in the middle, known as the “triangle knob pattern” model. We know you'll agree, there's nothing like a slice of Pi.

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Stomp, Mod & Delay/Verb Models • Stomp Models

Octave Fuzz

What was that? If it sounded like a phantom guitar or bass possessed by The Ghost of Great Guitarists Past, then it probably was a Tycobrahe Octavia.

The Octavia is an example of a fuzz+octave effect. One pioneering user of this type of effect was Jimi Hendrix. The Tycobrahe Octavia in particular was used by Jeff Beck, and continues to be an essential part of Michael Landau's tone making tool kit.



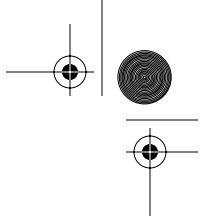
The Octavia uses an audio output transformer and two germanium diodes to rectify (a fancy word for whack) the bass signal, thus creating the high octave type sound. For our model, we studied the sweet-sounding original pictured here. We knew we had a keeper when every guitarist and bassist in the building wanted to take it home for a little of their own after hours “research.”

6 • 7

Bronze Master

The Maestro Bass Brassmaster is considered by many to be the Holy Grail of bass distortion units, and ultra-rare bird designed in the early '70's for Maestro by synth genius Tom Oberheim. It showed up on Chris Squire's gear list in a mid-70's Yes tour program. In fact, the Brassmaster was the first distortion unit we can think of designed primarily with the bassist in mind, and man, did Mr. Oberheim get it right! The original has a fairly elaborate set of controls, include two separate volumes and toggles for accentuating different harmonic voicings. We weren't able to make an exact duplicate of some of that complexity when creating the Bronze Master for your Bass PODXT Live, but you'll find that this model does give you a luscious palette of super-sweet bass fuzz in the style of the BrassMaster, with righteous distortion that doesn't take away that all-important low end.

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Stomp, Mod & Delay/Verb Models • Stomp Compressors

Stomp Compressors

Compression is supposed to be the bassist's best friend. By including more than just one compressor in the Bass PODXT Live, we hope to give you, the discriminating bassist, who's obviously hip enough to own a Line 6 Bass PODXT Live, a few *new* best friends. Along with the amazing sounding and highly popular LA-2A[®] model that is at the heart of Bass PODXT Live's always available compressor, we've provided a few extra compressor gizmos in stomp box configuration.

A friend of ours likes to say, 'If less is more, think how much more *more* must be!' With that in mind, try this little trick for more compression: turn off the Stomp effect, select the Tube Preamp Amp Model, and dial up a clean world-class bass sound that your ears tell you would sound great on a hit record booming out of radios around the world. Set the **Compress** knob at about ten o'clock, so it tames your dynamics a bit the way a producer would do it on a recording. Then press the Stomp button to light it up, double-press it to call up the Stomp edit page, and start picking from the other compressors we've made available for you to run at the same time as the LA 2A model controlled by the **Compress** knob. Used by leading producers the world over, this is what's known as double compression. While the front-end compressor of the Stomp effect shapes your basic tone and dynamics, the second compression stage of the Compress knob gives you the extra grace and polish of studio-quality smoothness....

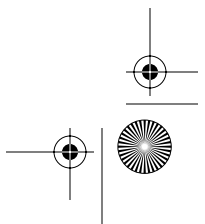
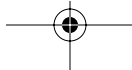
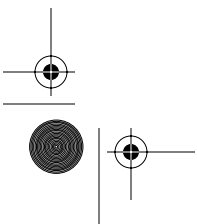
6 • 8



Blue Comp

Roland[®]/Boss[®] made their first contribution to the compressor stompbox world with the CS-1 Compression Sustainer, which still remains a favorite of many players. Like the original, the Bass PODXT Live model based on* it has a **SUSTAIN** control varying the threshold of the compressor circuitry. **LEVEL** does what you'd expect.

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Stomp, Mod & Delay/Verb Models • Stomp Compressors

Red Comp

Back in the '70's, this was one of the most popular stomp boxes for bassists. Quite often, it was a bassist's first purchase because it offered affordable, world-class compression in a stompbox. It was a crucial part of bass signal chains on stages everywhere from tiny clubs to monolithic stadiums. Probably the most widely used stompbox compressor, and pretty much the standard against which others are judged, the MXR[®] Dynacomp has a fixed compression ratio with variable threshold and gain, which is what you get in the Bass PODXT Live model.



Vetta Comp

A Line 6 original, Vetta Comp has a fixed ratio (2.35:1, in case you're asking) with the threshold (that would be your **SENS** knob) adjustable from -9dB to -56dB and up to 12dB of gain available at the **LEVEL** knob. In other words, turn the Sens knob 'til you like the way your signal's compressed, then set the volume with Level. If you're into multi-tasking your Bass PODXT Live, try using this in line with the Tube Preamp model to create a very expensive sounding vocal processor...hmm, delicious!!!

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Stomp, Mod & Delay/Verb Models • Auto Wah

Auto Wah

Do you want the Funk? Do you need the Funk? Well, we've got the Funk, right here for you! What self-respecting, bass-playing filter-junkie would be without a Mu-Tron III envelope follower, as used by the mighty George Clinton and others?

Part auto-wah, part triggered filter, it's all about wacky, and this model based on* the Mu-Tron III gives it to you both coming and going. Go ahead—unbutton that shirt, put on the flares, and get down with your bad self! The **SENS** knob varies the filter's response to your playing, and **Q** adjusts the filter's width.



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Synth Models

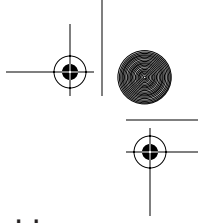
To learn about the Synth Models, see **Synth and Filter Effects** on page **6•16**.

Modulation Models

Modulation effects are things that swoosh, pulse and warble—from phase shifters to flangers to choruses to filter effects. Why are they called modulation effects? Well, if we consult a dictionary, we discover that 'modulate,' in the electronic world means to "alter the amplitude or frequency of (a wave) by (using) a wave of a lower frequency to carry a signal" (definition courtesy of *The Oxford Encyclopedic English Dictionary, Third Edition*, thank you very much). That modulating wave is what causes all that swooshing, pulsing, and warbling.

There are two set of effects in the Bass PODXT Live Modulation models line-up. The first set includes Chorus, Flanger, Phase, Vibrato, Tremolo and Rotary Speaker effects. All of these include controls for **SPEED** and **DEPTH**. **SPEED** controls how fast (or slow) the modulating waveform sweeps. **DEPTH** controls the overall amplitude of the

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Stomp, Mod & Delay/Verb Models • Modulation Models

modulating wave, which usually determines just how intense the effect will be. There's always a **MIX** control, and sometimes there are also other controls. Refer to the individual effects listed in the following pages of this chapter for details.

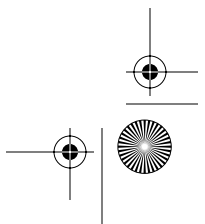
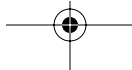
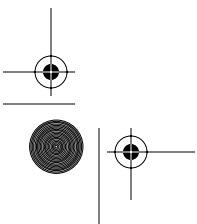
The second set of Modulation effects are the filters. To learn about them and the Synth Models in the Stomp effects slot, see **Synth and Filter Effects** on page **6•16**.

And now, it's time to meet our models...

Deluxe Chorus

This is your basic digital chorus (as opposed to the analog type vibe of the CE-1 chorus model), with a sine wave as the modulator. Smooth going down, with **BASS** and **TREBLE** controls for bassing and trebling. Using this effect the next time you create a part with harmonics, ala the late great Jaco Pastorius. Sine Chorus has a way of adding a very pleasing, liquid-like character to high register double stops too.

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Stomp, Mod & Delay/Verb Models • Modulation Models

Analog Chorus

After the CE-1 came onto the music scene in 1977 and made waves with its big, warm and groovy chorus tones. One of the first bassists to incorporate chorus effects into his sound was Geddy Lee of Rush, so the Bass PODXT Live wouldn't be complete without paying homage to the original stompbox chorus, the Boss® CE-1 Chorus Ensemble.



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It quickly found its way onto many a bassists' pedal board. The CE-1's controls included **SPEED** and **DEPTH** and Vibrato switch. The CE-1 is spacious, and sounds great feeding into a distorted amp. Our model is every bit as warm and gooey as its inspiration. Dial up some lush landscape and enter into chorus heaven. "Hey, wait a second!" you say, "The original CE-1 had a cool pitch vibrato mode, too. Whatcha gonna do about that?" Well, no worries, mate, we've got you covered. Since a chorus is, when you come right down to it, a pitch vibrato mixed with a dry signal, what the vibrato mode switch on a CE-1 did was simply turn off the dry signal. To get that effect here, just set the **MIX** knob to 100% wet (in other words, crank it all the way up), and, presto change-o, you've got vibrato. You can use the **DEPTH** knob to get as seasick as you want, too.

Deluxe Flanger

Cooked up in the Line 6 labs, this creation really shines when you set **CONFIG** to POST, letting its stereo sweep offset serve up luscious harmonic shimmer.

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Stomp, Mod & Delay/Verb Models • Modulation Models



Jet Flanger

This is our model of the A/DA “studio quiet” Flanger. Mars Cowlong, who made lots of waves as Pat Travers’ bassist in the ‘70’s and 80’s made great use of this box on his bass immediately after it was introduced in 1977. Check Travers’ “Go For What You Know” live CD and you’ll hear what we mean! This stompbox has a sweep range of 35-to-1 and a built-in compressor that work together with the tone circuitry to give the A/DA its signature jet-like sweep.

It can be very dramatic with its unique wave shape and ability to create almost ring modulator-like effects at extreme settings. When the model of the A/DA Flanger is selected for editing on the Bass PODXT Live, the knob below **DEPTH** controls the sweep range. **FDBK** adjusts feedback (in other words, how much of the effected signal is fed back to the input of the effect), and the **MANUAL** knob controls the length of the very short delay that’s applied to the sweep to make the flanging effect happen. Plug in, spin up depth and feedback, and get ready for take-off!

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Phaser

The unassuming metal box pictured here is the phaser that changed the world—the MXR® Phase 90. The Phase 90 is relatively subtle compared to other phasers, and when you use it, it becomes part of the overall guitar tone rather than trying to grab the spotlight all to itself. Perhaps the best demonstration of its lush, organic, and groovy swirl is on Anthony Jackson’s amazing bass line on the O’Jays’ “For the Love of Money.” The Phase 90 is a four stage phaser; its single knob controlled only speed. Bass PODXT Live’s Phaser model gives you additional flexibility with a **MIX** control and a **FEEDBACK** control to adjust the intensity of the effect.



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Stomp, Mod & Delay/Verb Models • Modulation Models

U-Vibe

The now-legendary Uni-Vibe was put on the map in 1969 by Jimi Hendrix. Essentially a four-stage phase shifter, the Uni-Vibe is best known for its watery texture and sultry tones. One listen to “Machine Gun” and you’ll know what we mean. ‘What,’ you ask, ‘does this have to do with bass?’ Everything, Grasshopper! More than any other instrument, the bass has risen to the challenge presented by Jimi every time he cracked a new cranny in the sonic universe. Just check the out front, heavily effected bass lines put out there by heavy hitters like Billy Sheehan, Doug Wimbish and Mike Elizando, just to name a few. Use your Line 6 U-Vibe effect on your next sultry post- Trip Hop bass line and you’ll immediately know exactly what we know—its watery sultriness cannot be denied! As with the CE-1 model’s stealth vibrato mode, you can recreate the effect of the original Uni-Vibe’s vibrato switch by turning the MIX control to 100% wet. (That’s what the switch did on the original.) The **DEPTH** control acts like the Uni-Vibe’s “Intensity” knob.



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Opto Trem

This one is based on* the optical tremolo circuit that was used in the blackface Fender® amps, like the '64 Deluxe Reverb® and '65 Twin Reverb®. Basically a light bulb and a photoresistor, when the light got brighter, the tremolo got louder. It’s a very smooth, even tremolo, and the obvious choice for use with the amp models that are based on* Fender® originals.

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Stomp, Mod & Delay/Verb Models • Modulation Models

Bias Trem

One of our long time favorite pieces of ‘Rube Goldberg’ engineering, the old Vox[®] tremolo (and a similar circuit in some blonde and brown Fender[®] amps) got its pulse by literally varying the bias of the power amp tubes. While this tended to reduce the life span of the output tubes in these amps, it gave a beautifully liquid, uneven, and rather ‘lumpy’ sound that bears a distinct resemblance to a Uni-Vibe or other phase shifter (mainly because treating the tube bias in such a cavalier manner actually caused some phase shift to occur).

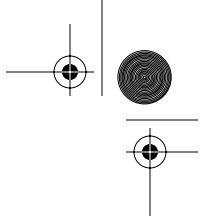
Rotary Drum

Leslie[®]s—cabinets with rotating speakers in them—were originally created for organists. When they noticed that guitar players had started using Leslie[®]s, Fender[®] decided to come out with its own, guitar-specific whirling dervish of a tone machine. Dubbed the Vibratone, it used a styrofoam baffle spinning in front of a 12-inch speaker, kicking all the sound out the sides of the box, and one of the best known uses of a Vibratone is Stevie Ray Vaughan’s guitar classic ‘Cold Shot’. Now we figure its bassist’s turn to take the mighty power of the rotary horn for themselves!



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Stomp, Mod & Delay/Verb Models • Synth and Filter Effects

Synth and Filter Effects

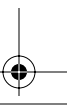
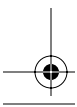
A lot of strange things can happen when you spend long, intimate hours in a room with your basses, synths, filters and modern software development tools! The Synth/ Filter stomps in your new Bass PODXT Live are all 100% brand new sounds developed by Line 6 for your enjoyment. These sounds were all inspired by some of our favorite old synths from the past like the ARP Omni, ARP Solina String Ensemble, Elka[®] Synthex, Minimoog,[®] Sequential Circuits Prophet V and others. To be clear, none of these vintage instruments were “modeled.” The Synth/Filter effects are all 100% Line 6 creations.

There are many presets in Bass PODXT Live that show off these new toys. Have a listen and see what kinds of interesting sounds are possible. Although there are no “right” ways to use these tools, here are a couple of tips.

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1. These effects are made to be used with single notes, **not** double stops or chords. You may notice that some effects work better on higher pitched notes or staccato (as in “fast” and “short”) style, while other effects sound better on lower pitched notes or in a legato (as in “slow” and “long”) style. Rather than trying to play your normal bass lines and licks through these effects, try playing parts that really show off the effects. Try to think of your bass as a completely different instrument when you use the synth/filter effects and you’ll find that you will play your bass very differently and therefore make music that you never knew was possible. And hey, what better way to impress yourself, your bandmates, your audience, and your favorite producer?
2. If your bass has more than one pickup, experiment with using the neck pickup first, when using the Synth/Filter effects. Then try the bridge pickup and pickup combinations. Always begin your sonic exploration into this brave new world of Line6 Bass Synth and Filter effects with your bass volume and tone knobs on 11. Even though its not a common practice (particularly in the studio,) try “hitting” the Synth or Filter effect a little softer by turning your volume knob down. And if you’re really adventurous, experiment with that often forgotten tone knob too! But remember – always start with your bass set to stun: volume ALL THE WAY UP TO 11!

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Stomp, Mod & Delay/Verb Models • Synth and Filter Effects

3. Your synth effects are in the **STOMP** section of your Bass PODXT Live. The filter effects are right next door in the **MOD** section. This allows you to open up not only your brave new world of layered synth/filter effects, it also lets you put filter effects after your distortion effects. On bass, this too can be very synth-like. And don't forget, other instruments, especially single note keyboard lines, drum loops and yes, even vocals can be processed through your Bass PODXT Live Synth and Filter effects.
4. Your Synth and Filter effects will behave very differently in front of different amp models. Don't get scared, this is a good thing! As a rule, try auditioning them first in front of Amp #1, the Tube Preamp, with all its controls set close to 12 o'clock. Then set the compressor around 10:30. Select Auto Wah in your Stomp slot. And if you want to hear a good example of how these effects interact with the amp models, try turning the Drive all the way up and listen as the Auto Wah begins to morph from something that resembles a Mu-Tron III to the even-more -hard to-find Funk Box!

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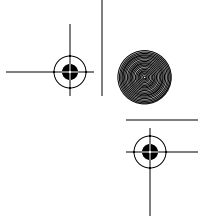
Basic Synth/Filter Editing

Most of the synth/filter parameters look pretty much like this: All of the synth/filter effects that have a **WAVE** parameter here allow you to choose between 8 different waves. These are basically 8 different presets of the style of synth the name infers. Do the math and you quickly realize that your Bass PODXT Live gives you 74 (that's right – seventy-four!) different synth patches. The **MIX** control is the same as all other effects, determining how much effect you hear versus non-effected signal.

The **FILTER** is a “low pass” filter. Meaning that frequencies above the low pass filter frequency are cut. The **FILTER** control changes the frequency of the low pass filter. Turning the control to the left lowers the frequency of the filter meaning less high frequencies get through. Turning the control to the right raises the frequency of the filter meaning more high frequencies get through.

Set the **DECAY** knob near minimum to cut sound off as soon as you stop playing, or set it high to let the synth effect trail off at the end of each note you play.





Stomp, Mod & Delay/Verb Models • Synth Models

Synth Models

Dingo Tron

This is similar to the sound made by a Mutron III when you flip the “down” switch. It’s kind of like a reverse auto wah. Play with a hard attack to get the most out of this effect. (You careful readers already know how to make it sound like a Funk Box!)

Buzz Wave

If you’ve ever messed around with a Bass Synth pedal or stompbox, and thought “Yeah, this is kind of cool, but it only does one thing well...” the Buzz Wave Synth stomp effect immediately dispels that notion. These are cool combinations of saw and square waves with fast vibrato. The 8 different **WAVE** parameters offer different vibrato speeds and different pitches. Don’t forget to tweak and tweeze the Filter and Decay parameters – you’ll be totally blown away by Buzz Wave’s flexibly fluid waveforms.

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Seismik Synth

This effect has an oscillator that tracks the pitch of your bass. You can choose between 8 different wave shapes which give you different “flavors” – all of them one or two octaves down from the original pitch. A cool trick is to use Seismic Synth with the Sub Dub Amp model. DEATH TO ALL SUBWOOFERS!!!

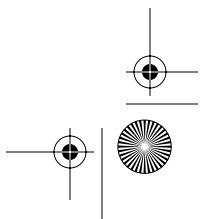
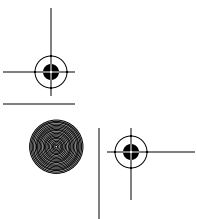
Rez Synth

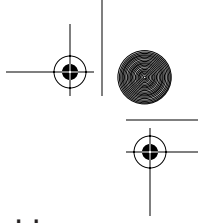
This model has a sound reminiscent of a Roland® TB-303. These are all sweeping low pass filter effects with the resonance set high. Resonance is a peak at the frequency of the low pass filter.

Saturn 5 Ring Modulator

A Ring Modulators takes two signals (one supplied by your bass, the other supplied by the effect) then adds and subtracts similar frequencies. Electro-Harmonix® makes a ring modulator pedal called the Frequency Analyzer that is a popular guitar effect known to be used by, shall we say, that very small minority of more “adventurous” bassists. In all our years of collective tone-questing experience, we’ve only come across a few bass players who’ve ever bothered to own, let alone use a ring modulator. Why? The limiting factor used to be that the pitch of the signal provided by the effect was

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Stomp, Mod & Delay/Verb Models • Synth Models

constant. This meant that up until the advent of Bass PODXT Live bassists had to play only in the key of that pitch to be musical. The Saturn 5 RM “tracks” the pitch of your bass signal. This allows you to use the effect at that setting in ANY key. This is a GIANT leap forward for ring modulator effects and bassists everywhere! And by the way, one of our tonal argonauts was quick to find out that waveforms 5 and 8 make awesome “sub octave” effects that sound very different than the “Sub Octave” effect found in the **MOD** slot.

Synth Analog

These are great for funky synth bass lines! These sounds were made popular by Moog and ARP, Shades of Keith Emerson, Dr. Dre and Stevie Wonder and their wonderful left hand synth bass parts!

Synth FX

These sounds aren’t really designed to be musical, but since your Bass PODXT Live has both **MODEL** and **D.I.** outputs you can blend these “special effects” with your unaffected direct sound for some very interesting and quite usable results. On their own, these are sounds you’ll hear in movie sound tracks...or at Halloween parties...or in cutting-edge club remixes...

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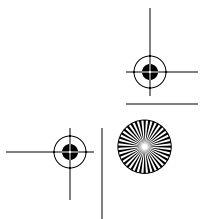
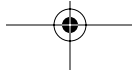
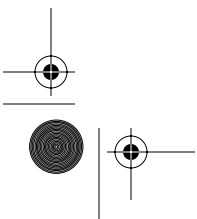
Synth Harmony

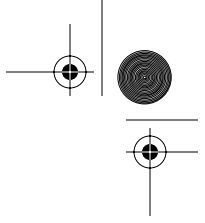
There are two waves at work here and they can be used in combination to create some very big bass synth tones, similar to the hard-to-find but very popular Moog Taurus pedals. The **WAVE** parameter controls the gain of the saw wave, while the square wave gain remains constant. Don’t forget – square waves and sawtooth waves set at the same pitch increment

Synth Lead

These are styled after popular analog monophonic synth lead sounds from Moog, ARP and Sequential Circuits. Remember that your Bass PODXT Live gives you a 6-Band Semi-Parametric EQ in front of your synths, so you’re free to poke around in the “freq zone” for just the right tone. It may be helpful to know that “shelving” your upper frequencies, which means drastically reducing them, is a way to make your bass sound even more like a synth than it already does!

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Stomp, Mod & Delay/Verb Models • Filter Models

Synth String

This emulates classic synth string sounds like those found in the ARP Solina String Ensemble. Try exploring Waves 3 and 7 with radically opposing Filter and Attack levels, i.e., Filter at 0% and Attack at 100% for parts that work great at slower tempos.

Sub Octaves

All bassists know that in just about every musical situation, lower can be better! So, to help you the all-important bassist, do your music better, we put an Octave device in your Bass PODXT Live that's inspired by the very popular Boss® OC-2. Your Sub Octave gets you down into booty-shaking territory mighty quick. Use it to create additional voices below what you're playing. Remember, lower can be better, especially when it makes the booty shake!

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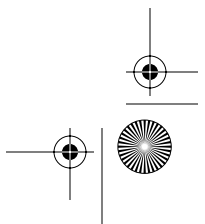
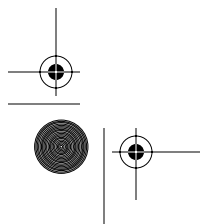
Filter Models

Bassists and filters have had an ongoing love affair ever since they first met. Something magical happens when low freq's pass through a well-conceived filter. Groovy bass lines get groovier, the funk gets even more funky, and that lopey slow bass part becomes even more "just right." Since we put your Bass PODXT Live's filters in your **MOD** section, you can dial them up on their own, or after a distortion unit or a synth patch. Your choices are just about endless! Bottom line (my, how we basses love that bottom!) is this: in your Stomp section, you'll find the Auto Wah and Dingotron. We believe those two create the most popular filter colors for your bass tone. In the **MOD** section, we added an additional four filter voices to help you paint your masterpiece. Let's look at some more filter fun:

Hi Talk

A, shall we say, less subtle version of the Line6 Rotor (the next model in the list), the Hi Talk can make heads spin with its high-passed filtered frequencies. Try this one to dress up some mean distortion!

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Stomp, Mod & Delay/Verb Models • Filter Models

Line 6 Rotor

Select this baby and watch the sparks fly! To our ears, our Line6 tone chefs have managed to combine a moog-like filter and a rotary speaker in a touch-sensitive, tap-tempo package. Imagine what the world would be like if Bootsy lived inside a Leslie[®] speaker! This one is particularly cool after your fave synth patch!

Random S H

We put this one in your Bass PODXT Live so that you can make any music you're playing sound even more "electronic." Your Synth patches will become more "synthier," and your distortions more pronounced. Random S H is a great way to evoke the spirit of Electronic. Try using it this way on a bass part with lots of long notes: Get a wickedly cool tone, (no problem with Bass PODXT Live!) Select Random S H in your **MOD** section and then tap 1/4 notes on your **TAP** button. Next, press the arrow button under **SPEED** and use your **EFFECTTWEAK** knob to start scrolling through the different all the different rhythmic subdivisions. You'll be wide-eyed in no time!

Tape Eater

OK, OK...there was too much coffee in the Sound Designer Suite one Friday...they stayed up a little too late and things got a little weird...but...the next day, the world had a Tape Eater!!! This one will help you de-construct your bass sound in totally new and original ways. Nothing sounds like this. Its kind of like your bass is being gobbled by a vintage multi-track in full tape-saturation mode, but in time (thanks to that handy **TAP** button!) And don't forget, you've got a Semi-Parametric EQ for even more tweak madness!

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Stomp, Mod & Delay/Verb Models • Delay Models

Delay Models

When you're looking to add some space to your sound, the **Delay/Verb** button of your Bass PODXT Live gives you instant access to a mouth-watering line up of delays, echoes and reverb effects. Let's meet the gang...



Analog Delay

Analog echo units like the DM-2 were designed as improvements over the tape echoes that came before them, using "bucket brigade" electronics to give guitarists echo units that were more reliable than the tape-based delays, with the added advantage of a low power circuit that can be run on batteries. Analog delays are treasured for the warm, distorted tones they produce, and Bass PODXT Live's model based on* the Boss[®] DM-2 gets you the same sort of thing in a new digital realm of existence. Just think Pink Floyd... Meddle... One of

These Days' opening bass line... Roger Waters... you'll get what we mean...

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Analog w/Mod

Here's a model based on* the Electro-Harmonix[®] Deluxe Memory Man which is a pedal that uses the "bucket brigade" electronics of other analog echoes, and adds a chorus circuit to boot. This adjustable chorus is applied to the echoes only, leaving the direct sound unaffected. The Memory Man, with its warm, distorted tone and swimming echoes, became an important tool for many guitarists, and was an essential part of the guitar sounds for the first U2 album. Part of the Deluxe in Deluxe Memory Man was the increased delay time of 500 milliseconds. Your Bass PODXT Live Analog w/Mod emulates that classic Memory Man tone with the added advantage of 2 seconds of delay time. On page 2, you'll find the **MOD SPEED** and **DEPTH** control to set up the chorus on the delays. Now, with



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Stomp, Mod & Delay/Verb Models • Delay Models

just the push of a button, we bassists can select Analog w/ Mod, add it to our bass rigs for a little “edge” ourselves. Try it after your fave distortion in the Stomp family.

Tube Echo

The classic 1963 Maestro EP-1 was the first of a series of “Echoplex” designs distributed by the company, and made by Harris-Teller in Chicago. As touted in a Maestro advertisement, the Echoplex’s “...special effects range all the way from a controlled high speed reverberation to a full, throbbing echo”! The main feature of the Echoplex design is a special cartridge of looped 1/4-inch audio tape that wraps past separate record and playback heads. The position of the playback head can be moved to adjust the delay time from 60 to 650 milliseconds. Bass PODXT Live’s EP-1 model emulates the classic Echoplex tone with the extra advantage of up to 2 seconds of delay time. Because of it’s tube-based design, this effect is a great choice for bass tones that could use a little extra “fur.” Plus, there’s lots of room in more modern music for bass that’s, well, shall we say, a bit more than just “bass.” On page 2, you’ll find **FLUT** (wow and flutter) and **DRIVE** controls so that you can not only dial up some tube warmth like the original, but add that unique sound of a slipping, dirty capstan as well.



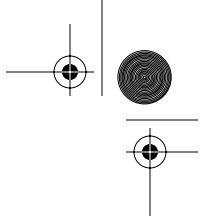
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Multi-Head

Long before Boss® pedals, the RE-101 Space Echo was Roland®’s first venture into the world of effects processing. Instead of having one movable playback head (like the Echoplex) this machine has multiple stationary heads. You change delay times by switching amongst these heads, and then fine-tune delay time with a motor speed control. The groovy part is that you can play back on multiple heads at the same time to get multi-tap delay effects. Soon after its release, bassists started experimenting with the RE-101 and soon found that its fastest settings could be used to

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Stomp, Mod & Delay/Verb Models • Delay Models

really fatten up the low end. One of our Beta testers used to use one between two Ampeg[®] SVT[®]s! That's 180 pounds more weight than your Bass PODXT Live... my how times have changed! Page 2 controls include **HEADS**, which enables you to choose from various combinations of the 4 virtual tape heads. There's also a **FLUT** (wow and flutter) control for dialing in some classic tape warble.

Sweep Echo

This model is a Line 6 original. It first appeared on our DL4 Delay Modeler stompbox and has turned out to be a special favorite amongst the many DL4 users that we've spoken to. The Page 2 knobs adjust the speed and depth of the sweeping filter part of the effect. Sweep **SPEED** sets how fast the filter sweeps, and sweep **DEPTH** sets the range of frequencies that the filter affects, allowing you to create and explore your own shifting landscape of tonal possibilities. There's both subtle texture and serious weirdness to be found in this one. If you've got an FBV, try assigning its pedal to control the Mix, and use a relatively short delay for some fun.

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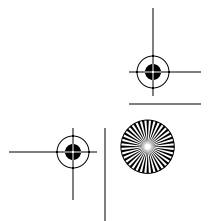
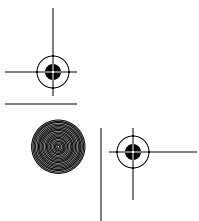
Digital Delay

This model is a straight up digital delay with **BASS** and **TREBLE** tone controls (located on Page 2, of course). Nothing fancy here, just basic echo-cho-cho-cho. After all, it's good to cleanse the palate every once in a while. Just the thing for bassists who need clean echo fast.

Reverse

!seltaeB eht dna xirdneH imiJ ekil tsuJ—Take a step back in time with your cool new reverse delay. Whatever you play in comes back out at you backwards, delayed by the time you set (up to 2 seconds). To use this little wonder most effectively, try playing a legato lick, ignoring the reverse playback as well as you can. Longer licks can translate into very cool reverse phrases. We've seen Tom Petty guitarist Mike Campbell taking advantage of the Reverse Delay in the Line 6 DM4 Delay Modeler stompbox to play a backwards guitar solo live—on a worldwide TV broadcast, no less. When using Reverse, try setting the **MIX** knob to full (100% wetness) so all you hear is the reversed sound—instant backwards bass solo fun. Here's another trick to try: start by selecting

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Stomp, Mod & Delay/Verb Models • Reverb Models

Reverse Delay, then tap in your tempo with your delay time set to lock to a 1/4 note. Set 0% feedback and 65% mix, and you've now got a bow-like effect that works great on parts with slurs in them. And that's only the beginning....

Reverb Models

When we set out to create the XT generation of our POD products, we devoted our fanatical modeling technology and energy for innovation to developing no-compromise reverb effects. Bass PODXT Live's collection of reverb models emulate physical environments (rooms and halls), plate reverbs (which traditionally feature a big steel plate with some sort of speaker driving it, and usually multiple pickups to pick up the vibrations of the plate), spring reverbs (the kind that are built into many amps), and even a couple of unique new models that you'll have to hear to appreciate.

Springs

Ahh, the 'sproing' of a good spring reverb tank. The only thing missing here is the ugly crash when the guitar player stumbles over your amp.

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Lux Spring

The blackface Fender® Deluxe Reverb® amp had a two spring reverb tank, which we've modeled here.

STD Spring

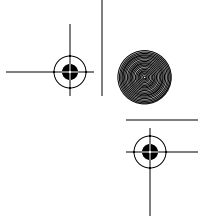
One of the many things that people have loved about the blackface Fender® Twin Reverb® over the years has been its rich, dense reverb sound. The three-spring tank offered a more complex sound than Fender®'s earlier spring reverbs. Go find yourself a bevy of bikini-clad beauties, wax up your board, and dig in.

King Spring

A Line 6 original, inspired by the Sealy Posturepedic. If three springs are cool, how about a whole mattress full of Slinkies? Richer, denser, wigglier. A good night sleep is guaranteed, or we'll give you your money back.

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Stomp, Mod & Delay/Verb Models • Reverb Models

Rooms

Over the years, inventive recording engineers have pressed all sorts of rooms into service as reverb chambers. Stairwells, hallways, and basements have been some of the popular choices. We've tried to present a good cross-section in your Bass PODXT Live.

Small Room

As its name implies, this reverb model will give you the kind of sound you'd get when recording an amp that's mic'd up in a small room. Fortunately, unlike the small rooms that you might have handy at home, say, this room has well-tuned acoustics, no traffic noise coming from the nearby street, and you don't have to worry about the upstairs neighbors yelling, "Turn it down!"—don't you hate it when people ruin a good take like that?

Tiled Room

Think of this one as recording your bass through an amp in the hall bathroom. All that porcelain has always made for great reverb, and lots of classic recordings were done by making the saxophone player stand in the 'necessary' and wail. Or at least that's what they told them. Sax players can be so naive.

Brite Room

A live, bright room to add life to any bass track.

Halls

We're not talking about the passageway between your living room and bedroom. We're talking large, cavernous spaces here.

Dark Hall

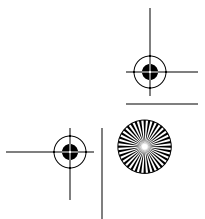
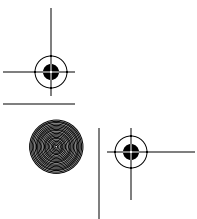
A large concert hall with many reflections. This one is all about size and is great for that huge backdrop of reverb that doesn't get in the way even when turned all the way up.

Medium Hall

A medium sized hall with heavy reflections, this one is meant to be heard.

Large Hall

A very large concert hall. It doesn't get much bigger than this.





Stomp, Mod & Delay/Verb Models • Reverb Models

Chambers

Back in the day, there was no such thing as digital reverb. But people still wanted to be able to add more 'room' to the sounds they were recording. Someone got the bright idea of building a big empty room where sound bounced around nicely. They stuck a speaker in there, fed the sounds that needed loving through said speaker, and arranged microphones to pick up all the resulting ambience so it could be mixed back in with the music. These early reverb chambers all had a different personality, and some studio's reputations were made based on their individual reverb sound.

Rich Chamber

A rich chamber great for making that crunch tone even fatter.

Chamber

Typical of a studio chamber, this reverb goes well with just about anything.

Cavernous

Okay, so it does get bigger than Large Hall. Fire this verb up and get set for a long night of dandelion dreams.

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Plates

Plate reverbs were the first type of 'mechanical' reverb. The basic design includes a big steel plate or sheet of gold foil with some sort of speaker driving it, and usually multiple pickups to capture the vibrations of the plate.

Slap Plate

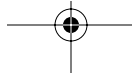
This reverb dishes up the vibe of early rock and roll recordings, like Sam Phillips' great work at Sun Studios. Thank you very much.

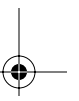
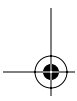
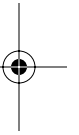
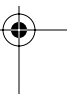
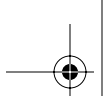
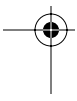
Vintage Plate

A classic plate reverb that you won't forget.

Large Plate

Well with Large Hall and Cavernous lying around, we just had to dish up a big ol' Plate of goodness. This one makes a great bed of reverb for playing over and washes up real good with soap and water.







MIDI

This chapter focuses on MIDI communications over standard MIDI cables, using the MIDI in and out connectors on the rear panel of your PODXT Live. If you're exchanging MIDI with a computer, you also have the option of installing the Bass PODXT USB Driver software (a free download using Line 6 Monkey from www.line6.com/monkey) and have your Bass PODXT Live exchange these same MIDI messages with your computer over a USB cable.

MIDI Basics

What's MIDI?

MIDI (Musical Instrument Digital Interface) is a communications protocol designed to let various music-making machines exchange information. It allows one device to control another, and several devices to all be used together in coordination.

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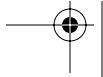
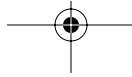
In/Out

Bass PODXT Live has two MIDI connections: **IN** & **OUT**. You connect Bass PODXT Live to other MIDI devices by connecting MIDI cables to these connectors. Each connection is a one-way street: information flows from the **OUT** of one device to the **IN** of another device. To allow information to flow back, you must connect a second cable, from **IN** to **OUT**.

MIDI Channel

MIDI allows 16 different channels of information to be transmitted and received through one MIDI cable. The MIDI channel is independent of, and has nothing to do with, Bass PODXT Live's preset channels for storing individual sound programs.

You tune Bass PODXT Live in to listen to a particular MIDI channel (like choosing a channel on a TV or a station on a radio), and make sure the device that you want Bass PODXT Live to listen to is transmitting on that same MIDI Channel. To set Bass





MIDI • MIDI Basics

PODXT Live's MIDI channel, press the **OUTPUT MODE/SYSTEM** button (which will light up). Use the Select knob to find the MIDI page that looks like this:



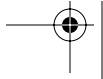
Channel—Press the button under **CHANL** and start spinning the **EFFECT TWEAK** knob to change the MIDI Channel. You can choose channels 1 thru 16, or OMNI—this means Bass PODXT Live will ‘listen’ on all MIDI channels, which is fine if it’s your only connected MIDI device. Bass PODXT Live always accepts SysEx data on any channel, so if you are only working with Sysex data, this channel setting is only important to determine what channel your Bass PODXT Live will send on.

Program Change—Bass PODXT Live allows you to process incoming MIDI Program Change messages (**PGM ON**), ignore these messages (**PGM OFF**), or pass the received program change regardless of the MIDI Output setting (**PGM ECHO**).

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Output—Bass PODXT Live's MIDI Out generally sends out the MIDI messages generated by your Bass PODXT Live when this parameter is set to **OUT**. You also have the option of changing it to act as a MIDI Thru. When you choose **THRU** for the **OUTPUT**, Bass PODXT Live will not generate any outgoing MIDI messages. Instead, it will take whatever comes in at its MIDI In and send it straight “thru” to the MIDI Out so you can get this same info to some other MIDI device. Note that in Thru mode, the MIDI Out simply passes on what’s received at its MIDI In; it does not combine Bass PODXT Live MIDI messages with this incoming MIDI data.

Variax—See page **3•2** to learn more about using your Bass PODXT Live with Line 6’s unique Variax line of Digital Modeling Bases and Guitars, each of which provides the sounds of a whole collection of basses or guitars in a single, quality instrument.





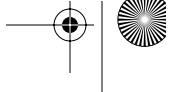
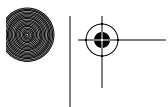
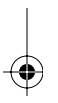
MIDI Messages

MIDI allows for several different kinds of messages, each with a different purpose:

MIDI Program Changes—Program change messages tell a device to switch from one sound or setup to another. With Bass PODXT Live, program changes change from one Channel Memory to another. So, for instance, when Bass PODXT Live receives program change number 0, it will select Bank 1, Channel A. When it gets program change number 1, it will select Bank 1, Channel B. And so on, as the chart in **Appendix B** shows.

MIDI Continuous Controllers—MIDI continuous controller messages (CC for short) allow you to control a device's parameters in real time. So, for instance, you can use a MIDI controller to vary the setting of Bass PODXT Live's **DRIVE** control, or the **REVERB** level. Each of Bass PODXT Live's parameters are mapped to a MIDI controller, so you can take full control of your Bass PODXT Live. The chart in **Appendix C** lists each Bass PODXT Live parameter, the controller assigned to it, and how that controller affects Bass PODXT Live. Note that the wah and volume pedals of the FBV and FBV Shortboard also transmit MIDI controller messages via MIDI when used with your Bass PODXT Live.

MIDI SysEx Commands—Sysex stands for "System Exclusive." SysEx commands are special commands that only a particular device understands—they are 'exclusive' to that device—as opposed to the more generic kind of program, controller, and other messages that almost all MIDI devices understand. Bass PODXT Live uses SysEx to transmit its Channel Memories to another device, or to receive new Channels from another device. This exchange of data is typically called a "dump." Note that Bass PODXT Live always accepts SysEx data on any MIDI channel; your choice of MIDI channel still determines what channel your Bass PODXT Live will send Sysex data on.





MIDI • Backing Up Bass PODxt Live Programs to Other Devices

Backing Up Bass PODXT Live Programs to Other Devices

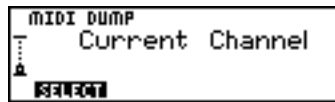
It's recommended that you back up the sounds programmed into your Bass PODXT Live so that you can restore them in case of some future disaster. If you want to transfer sounds from Bass PODXT Live to some other MIDI device for back up (like say a MIDI file player or a hardware sequencer or keyboard workstation), things work pretty much the same way as they do for Bass PODXT Live-to-Bass PODXT Live transfers. You'll need a standard MIDI cable to get everybody talking.

Connect the MIDI OUT of your Bass PODXT Live to the MIDI IN of the receiving MIDI device. Press **OUTPUT MODE/SYSTEM** so that it's lit, and turn **SELECT** to reach the MIDI page.

Transferring All Channels - This feature will let you send all of your Bass PODXT Live's presets out via MIDI for a complete back up of all your Channels:

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Press **SAVE** once, and use the **SELECT** knob to scroll down to the page that looks like this:



Now press the button under **SELECT**. Turn the **EFFECT TWEAK** knob to the left (counterclockwise) until the display reads:



Now press **SAVE** again to make the transfer. Bass PODXT Live's display will say, "**SENDING SYSEX... STANDBY**," until the data transmission is complete.

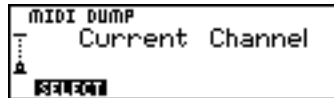
Transferring Some Data - If you'd like to send a particular Channel memory out via MIDI, or just Effect Setups or Amp Models do this:





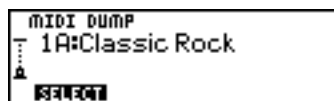
MIDI • Backing Up Bass PODxt Live Programs to Other Devices

Press **SAVE** once, and use the **SELECT** knob to scroll down to the page that looks like this:

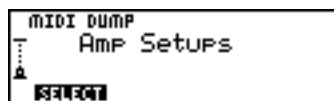


Turn the **EFFECT TWEAK** knob to select a Channel Memory, Amp Models, or Effect Setups that you'd like to transfer.

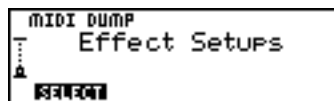
Any Channel Memory



All Amp Models (including your customized ones)



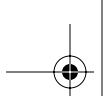
All Effect Setups (including your customized ones)



Now press **SAVE** again to make the transfer.

Restoring Data - You don't have to do anything special to restore data to your Bass PODXT Live. Just send the data to Bass PODXT Live via MIDI, and it will recognize and receive the data and show messages on its display to tell you what data it successfully receives.





MIDI • Other Things You Can Do with MIDI

Other Things You Can Do with MIDI

Changing sounds with MIDI Program Changes

The most basic thing to do with Bass PODXT Live via MIDI is have it select sounds on another MIDI device each time you select a Bass PODXT Live channel. Hook Bass PODXT Live's MIDI **OUT** to your other MIDI equipment's MIDI **IN**, set the MIDI Channels of both devices to be the same, and refer to the chart in **Appendix B** to see what MIDI program number will be sent to the connected MIDI device by each Bass PODXT Live Channel. You can also set things up in reverse, having Bass PODXT Live change channels when sent MIDI messages from another device. To do this, connect the other device's MIDI **OUT** to Bass PODXT Live's MIDI **IN**, set them both to the same MIDI channels, as you should be in business.

Tweaking Bass PODXT Live Tones with MIDI Controllers

If you have a hardware MIDI “fader box,” assignable MIDI controllers on a keyboard, or a stand-alone or computer software-based MIDI sequencer, you can take control of any Bass PODXT Live parameter via MIDI. The chart in **Appendix C** lists which Bass PODXT Live parameter is controlled by which MIDI Controller. Remember to make sure that the MIDI Channels have been set properly when first setting up your Bass PODXT Live with the gear that will control it. **To minimize “zipper” noise when controlling parameter changes via MIDI, try making gradual, rather than sudden changes to Bass PODXT Live settings.**

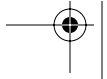
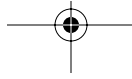
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Full MIDI Automation of Bass PODXT Live

When you use Bass PODXT Live with a MIDI sequencer, you can automate any Bass PODXT Live parameter using MIDI Controller messages.

The Bass PODXT Live knobs, switches and pedal all send out appropriate MIDI controllers that you can record into a MIDI track as you play through your Bass PODXT Live along with a MIDI sequence.

Hook your Bass PODXT Live's MIDI **OUT** to a MIDI **IN** on your sequencing setup. Hook the sequencer MIDI **OUT** to Bass PODXT Live's MIDI **IN**, and make sure Bass PODXT Live's and your sequencer are set to the same MIDI Channel. Be sure you set

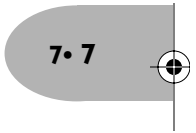


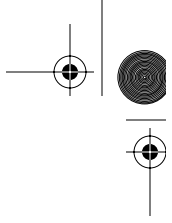


MIDI • Other Things You Can Do with MIDI

the MIDI **OUTPUT** setting in the **OUTPUT MODE/SYSTEM** pages to **OUT**. Also, disable any MIDI “echo” or “soft thru” function in your sequencer so it doesn’t send all MIDI coming from your Bass PODXT Live right back to it.

To allow MIDI-controlled automation, you need to set up a MIDI track in your sequencer to record the data flowing from Bass PODXT Live’s MIDI **OUT**. Record-enable that track and start the sequencer recording. Slowly turn Bass PODXT Live’s **DRIVE** knob all the way up and then all the way down as your sequencer records, and then stop your sequencer. Now, look at the data that’s been recorded into the Bass PODXT Live MIDI track on your sequencer. You’ll see that you’ve recorded MIDI controller #13 messages. This is the controller that’s assigned to Bass PODXT Live’s Drive parameter. Play back the recorded MIDI track as you play through Bass PODXT Live (or play back recorded direct bass audio through Bass PODXT Live), and you’ll hear the Drive changes that you recorded into your MIDI track. **To minimize “zipper” noise when controlling parameter changes via MIDI, try making gradual, rather than sudden changes to Bass PODXT Live settings.**



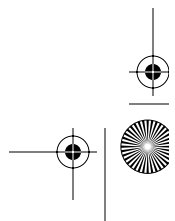
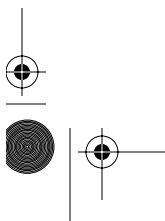
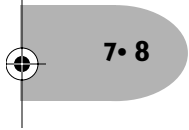


MIDI • MIDI Setup Trouble-shooting

MIDI Setup Trouble-shooting

Here are some troubleshooting hints for computer MIDI setups, courtesy of Line 6's own product support gurus:

1. SoundBlaster type computer cards have more than one MIDI driver. The system will usually default to the driver for the built-in synth on the card, rather than the external MIDI port. This means that you must select the correct driver before the software can see the Bass PODXT Live.
2. MIDI cables must run from **out** to **in** and vice versa—connect Bass PODXT Live's MIDI *In* to your computer's MIDI *Out*. Think of it in terms of the direction that information is flowing; *out* of Bass PODXT Live *in* to the computer. *Out* of the computer *in* to Bass PODXT Live.
3. For non-SysEx communication, your Bass PODXT Live and your MIDI software/hardware must be set to use the same MIDI Channel. If you've got Bass PODXT Live on channel 1, set your other device or software to channel 1 so they can communicate. You can also set Bass PODXT Live's MIDI Channel to **OMNI**, and it will listen to all channels.



Appendix A: Amp Models

APPENDIX A: AMP MODELS

Your Bass PODXT Live's Bass, Lo Mid, Hi Mid and Treble knobs act differently for each amp model. They emulate the behavior of the original equipment we modeled, plus add extra tone control when your Bass PODXT Live has additional controls not found on the original amp that was modeled. Here's the model-by-model detail:

Amp Model	Bass	Lo Mid	Hi Mid	Treble
Amp 360	Bass modeled from amp	Variamp modeled from amp in position 2	Variamp modeled from amp in position 4	Treble modeled from amp
Jaguar	Bass modeled from preamp	260 Hz affected by Q and Gain Settings	910 Hz linear from min to max	Treble modeled from preamp
Alchemist	Bass modeled from preamp	Added 650 Hz	Mid modeled from preamp	Treble modeled from preamp
Rock Classic	Bass modeled from amp	800 Hz modeled from amp's mid selector	3000 Hz modeled from amp's mid selector	Treble modeled from amp
Flip Top	Bass modeled from amp	380 Hz to 180 Hz linear from -12dB to +12dB	1250 Hz Boost min=flat	Treble modeled from amp
Adam and Eve	Bass modeled from amp	Enhancer modeled from amp (off=lo mid cut)	Added 1.1 KHz fixed	Treble modeled from amp
Tweed B-Man	Bass modeled from amp	Mid modeled from amp	Boosts 700 Hz & 2 KHz & extends freq range	Treble modeled from amp
Silverface Bass	Bass modeled from amp	Added 300 Hz - 500 Hz	Added 3.2 KHz - 4 KHz	Treble modeled from amp
Double Show	Bass modeled from amp	Mid modeled from amp	Added 750 Hz	Treble modeled from amp
Eighties	Bass modeled from amp (active) 60 Hz	Lo Mid modeled from amp (active) 250 Hz	Hi Mid modeled from amp (active) 1 KHz	Treble modeled from amp (active) 4 KHz

Appendix A: Amp Models

APPENDIX A: AMP MODELS (continued)

Amp Model	Bass	Lo Mid	Hi Mid	Treble
Hiway 100	Bass modeled from amp	Mid modeled from amp	Hi Shelving 6000Hz@0dB to 4500Hz@+9.5dB progressively	Treble modeled from amp
Hiway 200	Bass modeled from amp	Lo Mid modeled from amp	Hi Mid modeled from amp	Treble modeled from amp
British Major	Bass modeled from amp	Mid modeled from amp	Presence modeled from amp	Treble modeled from amp
British Bass	Bass modeled from amp	Mid modeled from amp	Presence modeled from amp	Treble modeled from amp
California	Bass modeled from amp	Mid modeled from amp	1560 Hz (active) at +/- 12 dB	Treble modeled from amp
Jazz Tone	Bass modeled from amp	added 600 Hz	Bright/Normal/Dark switch from amp	Treble modeled from amp
Sunn Coliseum	125 Hz modeled from amp EQ section	500 Hz modeled from amp EQ section	2 KHz modeled from amp EQ section	5 KHz modeled from amp EQ section
Studio Tone	Passive Bass EQ modeled from amp - centered at 30Hz w/ wide Q	Aural Enhancer modeled from amp min=250 Hz Cut	Passive Treble EQ modeled from amp - moves between 3 KHz - 5 KHz	Transparency modeled from amp +11 dB Shelving boost from 1KHz to 17.5 KHz
Motor City	Bass modeled from amp	Added 250 Hz post EQ	Pan-O-Flex modeled from amp	Treble modeled from amp
Brit Class A100	Bass modeled from amp (works backwards from original)	Added 180 Hz post EQ	Treble modeled from amp	Added 4.6 KHz post EQ

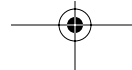


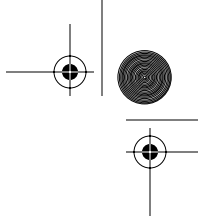
Appendix B: MIDI Program Changes

APPENDIX B: MIDI PROGRAM CHANGES

Bass PODXT Live channels can be selected via MIDI program changes. Some devices number programs starting at zero. Some start at one. We start at zero (Manual Mode) and then work our way along through the stored channels as shown in this table:

Bass PODxt Channel	MIDI Program Change	Bass PODxt Channel	MIDI Program Change	Bass PODxt Channel	MIDI Program Change	Bass PODxt Channel	MIDI Program Change
Manual	0	5A	17	9B	34	13C	51
1A	1	5B	18	9C	35	13D	52
1B	2	5C	19	9D	36	14A	53
1C	3	5D	20	10A	37	14B	54
1D	4	6A	21	10B	38	14C	55
2A	5	6B	22	10C	39	14D	56
2B	6	6C	23	10D	40	15A	57
2C	7	6D	24	11A	41	15B	58
2D	8	7A	25	11B	42	15C	59
3A	9	7B	26	11C	43	15D	60
3B	10	7C	27	11D	44	16A	61
3C	11	7D	28	12A	45	16B	62
3D	12	8A	29	12B	46	16C	63
4A	13	8B	30	12C	47	16D	64
4B	14	8C	31	12D	48	Tuner	65
4C	15	8D	32	13A	49		
4D	16	9A	33	13B	50		

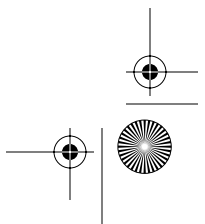
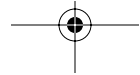
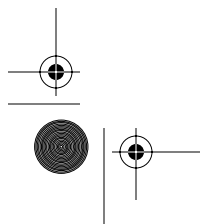


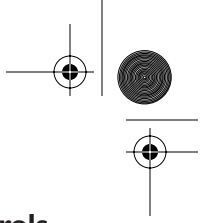


Appendix C: Bass PODxt Live MIDI Controls

APPENDIX C: BASS PODXT LIVE MIDI CONTROLS

Parameter	Notes	Cntrl #	Transmitted MIDI Range	Received MIDI Range
AMP Settings				
Amp Setup	Recalls an Amp Setup	11	0-28	0-28
Amp Model	Doesn't recall Amp Setup	12	0-28	0-28
Amp Enable	On, Off	111	Off=0/On=127	0-63=Off 64-127=On
Drive		13	0-127	0-127
Bass		14	0-127	0-127
Lo Mid		15	0-127	0-127
Hi Mid		16	0-127	0-127
Treble		21	0-127	0-127
Chan Vol		17	0-127	0-127
D.I.				
DI>MDL	D.I. Signal fed to Model signal path	48	0-127	0-127
DI DLY	Adjusts D.I. phase vs Model	49	0-127	0-127
A.I.R. Settings				
Cabinet Model	0-22	71	0-22	0-22
Mic Selection	0=Tube 47 Near, 1=Tube 47 Far, 2=112 Dynamic, 3=20 Dynamic	70	0-3	0-3
Room Level	0-100%	76	0-127	0-127
COMPRESSOR				
Compression		5	0-127	0-127
Comp Enable	On, Off	26	Off=0/On=127	0-63=Off 64-127=On

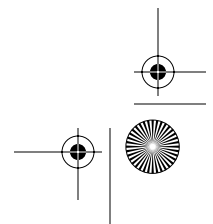
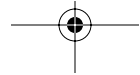
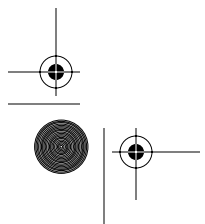


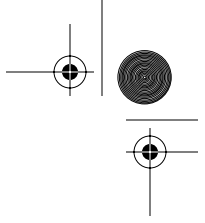


Appendix C: Bass PODxt Live MIDI Controls

APPENDIX C: MIDI CONTROLS (continued)

Parameter	Notes	Cntrl #	Transmitted MIDI Range	Received MIDI Range
EQ				
Frequency 1		20	0-127	0-127
Frequency 2		32	0-127	0-127
Frequency 3		42	0-127	0-127
Frequency 4		60	0-127	0-127
Frequency 5		68	0-127	0-127
Frequency 6		77	0-127	0-127
Gain 1		114	0-127	0-127
Gain 2		115	0-127	0-127
Gain 3		116	0-127	0-127
Gain 4		117	0-127	0-127
Gain 5		118	0-127	0-127
Gain 6		119	0-127	0-127
EQ Pre/Post	Pre, Post	46	Pre=0/Post=127	0-63=Pre 64-127=Post
EQ On/Off	On, Off	63	Off=0/On=127	0-63=Off 64-127=On

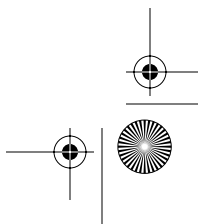
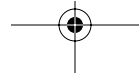
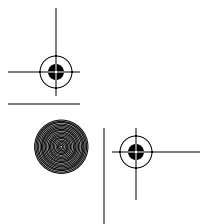




Appendix C: Bass PODxt Live MIDI Controls

APPENDIX C: MIDI CONTROLS (continued)

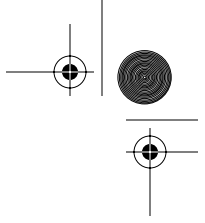
Parameter	Notes	Cntrl #	Transmitted MIDI Range	Received MIDI Range
STOMP				
STOMP Model	0=Bass Overdrive, 1=Screamer, 2=Classic Dist, 3=Facial Fuzz, 4=Fuzz Pi, 5=Octave Fuzz, 6=Bronze Master, 7=Blue Comp, 8=Red Comp, 9=Vetta Comp, 10=Auto Wah, 11=Dingo-Tron, 12=Buzz Wave, 13=Seismik Synth, 14=Rez Synth, 15=Saturnn 5 Ring M, 16=Synth Analog, 17=Synth FX, 18=Synth Harmony, 19=Synth Lead, 20=Synth String	75	0-20	0-20
STOMP Param 1	Model-dependent	79	0-127	0-127
STOMP Param 1 Note value	Not Used	78	See Note 1	See Note 1
STOMP Param 2	Model-dependent	79	0-127	0-127
STOMP Param 3	Model-dependent	80	0-127	0-127
STOMP Param 4	Model-dependent	81	0-127	0-127
STOMP Param 5	Mix/Gain	82	0-127	0-127
Stomp Enable	On, Off	25	Off=0/On=127	0-63=Off 64-127=On



Appendix C: Bass PODxt Live MIDI Controls

APPENDIX C: MIDI CONTROLS (continued)

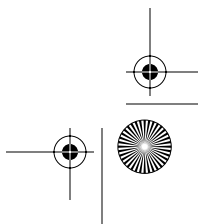
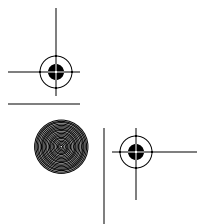
Parameter	Notes	Cntrl #	Transmitted MIDI Range	Received MIDI Range
MOD				
Modulation Model	0=Deluxe Chorus, 1=Analog Chorus, 2=Deluxe Flanger, 3=Jet Flanger, 4=Phaser, 5=U-Vibe, 6=Opto Trem, 7=Bias Trem, 8=Rotary Drum, 9=Hi-Talk, 10=Line 6 Rotor, 11=Random S H, 12=Tape Eater	58	0-12	0-12
MOD Param 1	Speed	29	0-127	0-127
MOD Param 1 Double Precision	Speed	61	0-127	0-127
MOD Param 1 Note value		51	See Note 1	See Note 1
MOD Param 2	Model-dependent	52	0-127	0-127
MOD Param 3	Model-dependent	53	0-127	0-127
MOD Param 4	Model-dependent	54	0-127	0-127
MOD Param 5	Model-dependent	55	0-127	0-127
MOD Volume/Mix	0<>100%	56	0-127	0-127
Mod X-Over	Lo-Cut filter in the wet path of the Mod effect, used to avoid muddy sound when Mod effects are used	44	0=Off, 1-127	0=Off, 1-127
Mod Pre/Post	Pre, Post	57	Pre=0/Post=127	0-63=Pre 64-127=Post
Mod Enable	On, Off	50	Off=0/On=127	0-63=Off 64-127=On



Appendix C: Bass PODxt Live MIDI Controls

APPENDIX C: MIDI CONTROLS (continued)

Parameter	Notes	Cntrl #	Transmitted MIDI Range	Received MIDI Range
DELAY/VERB				
Delay/Verb Model	0=Analog, 1=Analog w/Mod, 2=Tube Echo, 3=Multi-Head, 4=Sweep Echo, 5=Digital Delay, 6=Reverse Delay, 7=Lux Spring, 8=Std Spring, 9=King Spring, 10=Small Room, 11=Tiled Room, 12=Brite Room, 13=Dark Hall, 14=Medium Hall, 15=Large Hall, 16=Rich Chamber, 17=Chamber, 18=Cavernous, 19=Slap Plate, 20=Vintage Plate, 21=Large Plate	88	0-21	0-21
DELAY Param 1	Time	30	0-127	0-127
DELAY Param 1 DBL Precision	Time	62	0-127	0-127
DELAY Param 1 Note value		31	See Note 1	See Note 1
DELAY Param 2	Model-dependent	33	0-127	0-127
DELAY Param 3	Model-dependent	35	0-127	0-127
DELAY Param 4	Model-dependent	85	0-127	0-127
DELAY Param 5	Model-dependent	86	0-127	0-127
DELAY Volume/Mix	0<> 100%	34	0-127	0-127
REVERB Decay	Model dependent	38	0-127	0-127
REVERB Pre-Delay	Model dependent	40	0-127	0-127
REVERB Tone	0<> 100%	39	0-127	0-127
REVERB Mix	0<> 50%	18	0-127	0-127
Delay/Verb X-Over	Lo-Cut filter in the wet path of the Delay/Verb effect, used to avoid muddy sound when Delay/Verb effects are used	44	0=Off, 1-127	0=Off, 1-127
Delay/Verb Enable	On, Off	28	Off=0/On=127	0-63=Off 64-127=On



Appendix C: Bass PODxt Live MIDI Controls

APPENDIX C: MIDI CONTROLS (continued)

Parameter	Notes	Cntrl #	Transmitted MIDI Range	Received MIDI Range
GATE				
Gate Threshold	0 to -96dB	23	0-96	0-96
Gate Decay Time	0=.1 mS; 127= 1 Sec	24	0-127	0-127
Noise Gate Enable	On, Off	22	Off=0/On=127	0-63=Off 64-127=On
WAH				
Wah Position	0<>127	4	0-127	0-127
Wah Enable	On, Off	43	Off=0/On=127	0-63=Off 64-127=On
VOLUME PEDAL				
Vol Pedal Position	Value Not Stored	7	0-127	0-127
Volume Pre/Post	Pre, Post	47	Pre=0/Post=127	0-63=Pre 64-127=Post
Vol Pedal Min Position		91	0-127	0-127
Volume/Tweak Pedal Assign		65	Volume=0 Tweak=127	0-63=Volume 64-127=Tweak
Vol Pedal Position	Value Not Stored	7	0-127	0-127
TEMPO Settings				
Tempo MSB	30.0-240.0 BPM	89	0-127	0-127
Tempo LSB		90	0-127	0-127
Tap	Tap	64	Tap Button or FBV sends 127	64-127=a Tap
Tweak	Tweak Controller	1	0-127	0-127
EFFECTS Setups				
Effect Setup	EFFECTS knob, Value Not Stored	19	0-63	0-63
Tweak Param Select	Valid values vary depending on loaded effects	108	0-13	0-13

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Note Controller Values:

1 = Whole Note
 2 = Dotted Half Note
 3 = Half Note
 4 = Half Note Triplet
 5 = Dotted Quarter Note

6 = Quarter Note
 7 = Quarter Note Triplet
 8 = Dotted Eighth Note
 9 = Eighth Note
 10 = Eighth Note Triplet

11 = Dotted Sixteenth Note
 12 = Sixteenth Note
 13 = Sixteenth Note Triplet

Appendix D: Variax Data in Bass PODxt Live

APPENDIX D: VARIAX DATA IN BASS PODXT LIVE

Each Bass PODXT Live Channel Memory stores some Variax-related data. This data cannot be adjusted via MIDI continuous control messages, but can be extracted from the Bass PODXT Live “patch” data for use by editor/librarian software, etc. Since the rest of the data within a Bass PODXT Live patch is organized in the same order as the MIDI CC control numbering for that data, the Variax data is fit into slots that correspond to MIDI CC messages that the Bass PODXT Live does not use.

PODXT Parameter	Position in Patch Data	Range
Variax Family 0 Model Select (Variax 300/500/700)	120	0-127; 0=Don't select model on Variax; 1-127=Select Model 0-126 on Variax
Variax Family 0 Paramater 1 (Tone)	121	0-127 (This won't be sent to the Variax if Model Select is set to 0)
Variax Family 1 Model Select (Variax Acoustic)	96	0-127; 0=Don't select model on Variax; 1-127=Select Model 0-126 on Variax
Variax Family 1 Paramater 1 (Mic Position)	97	0-127 (This won't be sent to the Variax if Model Select is set to 0)
Variax Family 1 Paramater 2 (Compressor)	98	0-127 (This won't be sent to the Variax if Model Select is set to 0)
Variax Family 2 Model Select (Variax Bass)	122	0-127; 0=Don't select model on Variax; 1-127=Select Model 0-126 on Variax
Variax Family 2 Paramater 1 (Blend)	123	0-127 (This won't be sent to the Variax if Model Select is set to 0)
Variax Family 2 Paramater 2 (Bass Tone Knob)	124	0-127 (This won't be sent to the Variax if Model Select is set to 0)
Variax Family 2 Paramater 3 (Treble Tone Knob)	125	0-127 (This won't be sent to the Variax if Model Select is set to 0)
Family WWhen Saved (Used by editor/librarian software to know what Variax was connected when the channel was saved, to know whether Variax data was intended to be used, or was “left over” when editing from a starting setting)	101	0-127; 0=No Variax connected when saving; 1-126=Family Number of Variax that was connected when this Channel Memory was saved from the PODXT Live hardware interface
Reserved for use with future Variax products	99-100, 126-127	0-127



Appendix E: Line 6 Contact

APPENDIX E: LINE 6 CONTACT

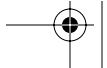
Customer Service

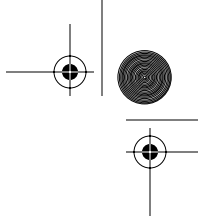
Before contacting Line 6 Customer Service, please take the time to look through this publication to see if it can answer your questions. Additional helpful information is on the Support page of the Line 6 web site at www.line6.com/support, including the searchable Knowledgebase/FAQTRAQ system which is often the fastest and easiest way to get the answers you need.

Need to talk to an actual human on the Line 6 Customer Service team by phone? Have your serial number handy and take some notes for yourself before you call, so you remember everything you want to ask about. In the USA or Canada, you can contact Line 6 at (818) 575-3600, 8AM to 5PM Monday through Friday (Pacific Time). Outside the USA and Canada, please contact your distributor directly to arrange service. The list of Line 6 distributors is on the Internet at www.line6.com/support.

To obtain factory service:

You must obtain a return authorization (RA) number before sending any unit to Line 6 for service. Products returned without an RA number will be returned to your at your sole expense. If you live in the United States, log an incident in our online support system at www.line6.com/support or call (818) 575-3600 or and we will help you find the best way to get your unit repaired, whether it be returning the unit to Line 6 or finding an Authorized Service Center. If you live in Europe, email euroinfo@line6.com or call Line 6 UK at +44 (0)178 882 1600. If you live outside of these areas, please contact your local distributor. If you do not know whom your distributor is, either call us at (818) 575-3600 or use the distributor locator at www.line6.com/support.





Appendix F: Warranty Info

APPENDIX F: WARRANTY INFO

LINE 6 LIMITED WARRANTY INFORMATION

Please register your purchase now at www.line6.com/register. Or fill out and send in the included registration card. Once you're registered, we can handle problems faster and inform you of advance information, upgrades and other news. Thanks in advance for registering, and good luck in your music!

Line 6, Inc. (hereinafter "Line 6") warrants that your new Line 6 product, when purchased at an authorized Line 6 dealer in the United States of America ("USA") or Canada, shall be free of defects in materials and workmanship for a period of one (1) year from the original date of purchase. Please contact your dealer for information on warranty and service outside of the USA and Canada.

During the warranty period, Line 6 shall, at its sole option, either repair or replace any product that proves to be defective upon inspection by Line 6.

Line 6 reserves the right to update any unit returned for repair and to change or improve the design of the product at any time without notice. Line 6 reserves the right to use reconditioned parts and assemblies as warranty replacements for authorized repairs.

This warranty is extended to the original retail purchaser. This warranty can be transferred to anyone who may subsequently purchase this product provided that such transfer is made within the applicable warranty period and Line 6 is provided with all of the following items: (i) all warranty registration information (as set forth on the registration card) for the new owner, (ii) proof of the transfer within thirty (30) days of the transfer purchase, and (iii) a photocopy of the original sales receipt. Warranty coverage shall be determined by Line 6 in its sole discretion.

This is your sole warranty. Line 6 does not authorize any third party, including any dealer or sales representative, to assume any liability on behalf of Line 6 or to make any warranty for Line 6.

Line 6 may, at its option, require proof of original purchase date in the form of a dated copy of original authorized dealer's invoice or sales receipt. Service and repairs of Line 6 products are to be performed only at the Line 6 factory or a Line 6 authorized service center. Line 6 may require advanced authorization of repairs to authorized service centers. Unauthorized service, repair or modification will void this warranty.

DISCLAIMER AND LIMITATION OF WARRANTY

THE FOREGOING WARRANTY IS THE ONLY WARRANTY GIVEN BY LINE 6 AND IS IN LIEU OF ALL OTHER WARRANTIES. ALL IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR ANY PARTICULAR PURPOSE, EXCEEDING THE SPECIFIC PROVISIONS OF THIS WARRANTY ARE HEREBY DISCLAIMED AND EXCLUDED FROM THIS WARRANTY. UPON EXPIRATION OF THE APPLICABLE EXPRESS WARRANTY PERIOD (1 YEAR), LINE 6 SHALL HAVE NO FURTHER WARRANTY OBLIGATION OF ANY KIND, EXPRESS OR IMPLIED. LINE 6 SHALL IN NO EVENT BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES SUFFERED BY THE PURCHASER OR ANY THIRD PARTY, INCLUDING WITHOUT LIMITATION, DAMAGES FOR LOSS OF PROFITS OR BUSINESS, OR DAMAGES RESULTING FROM USE OR PERFORMANCE OF THE PRODUCT, WHETHER IN CONTRACT OR IN TORT. LINE 6 SHALL NOT BE LIABLE FOR ANY EXPENSES, CLAIMS, OR SUITS ARISING OUT OF OR RELATING TO ANY OF THE FOREGOING. Some states do not allow the exclusion or limitation of implied warranties so some of the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which vary, from state to state. This warranty only applies to products sold and used in the USA and Canada. Line 6 shall not be liable for damages or loss resulting from the negligent or intentional acts of the shipper or its contracted affiliates. You should contact the shipper for proper claims procedures in the event of damage or loss resulting from shipment.

