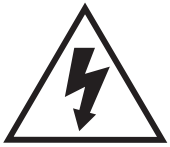
M13 Stompbox Modeler

Pilot's Handbook

Manuel de pilotage
Pilotenhandbuch
Pilotenhandboek
Manual del Piloto
取扱説明書

See www.line6.com/manuals for Advance Guide

Important Safety Instructions



CAUTION

RISK OF ELECTRIC SHOCK DO NOT OPEN



WARNING : TO REDUCE THE RISK OF FIRE OR ELECTRIC SHOCK, DO NOT REMOVE SCREWS. NO USER-SERVICEABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED SERVICE PERSONNEL.

WARNING : TO REDUCE THE RISK OF FIRE OR ELECTRIC SHOCK, DO NOT EXPOSE THE APPLIANCE TO RAIN OR MOISTURE.

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.

Please Note:

Line 6 and M13 are trademarks of Line 6, Inc. All other product names, trademarks, and artists' names are the property of their respective owners, which are in no way associated or affiliated with Line 6. Product names, images, and artists' names are used solely to identify the products whose tones and sounds were studied during Line 6's sound model development for this product. The use of these products, trademarks, images, and artists' names does not imply any cooperation or endorsement.

CE

Line 6, Inc.:
The POD, Clifton House, Butler's leap.
Rugby, Warwickshire, United Kingdom, CV 21 3RQ

26580 Agoura Road,
Calabasas, CA 91302-1921 USA

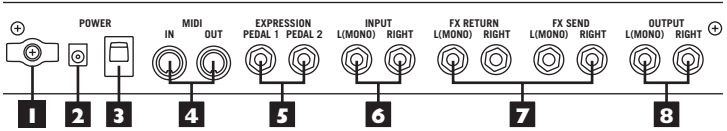
SERIAL NO: _____

You should read these Important Safety Instructions. Keep these instructions in a safe place

- Read these instructions.
- Keep these instructions.
- Heed all warnings.
- Follow all instructions.
- Do not use this apparatus near water.
- Clean only with dry cloth.
- Do not block any ventilation openings. Install in accordance with the manufacturer's instructions.
- Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.
- This apparatus shall be connected to a MAINS socket outlet with a protective earthing connection.
- Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade or the third prong are provided for your safety. If the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.
- Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.
- Only use attachments/accessories specified by the manufacturer.
- Use only with the cart, stand, tripod, bracket, or table specified by the manufacturer, or sold with the apparatus. When a cart is used, use caution when moving the cart/apparatus combination to avoid injury from tip-over.
- Unplug this apparatus during lightning storms or when unused for long periods of time.
- Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.
- The apparatus shall not be exposed to dripping or splashing and that no objects filled with liquids, such as vases, shall be placed on the apparatus.
- WARNING: To reduce the risk of fire or electric shock do not expose this apparatus to rain or moisture.
- The appliance coupler is used as the disconnect device, the disconnect device shall remain readily operable.
- Connect only to AC power outlets rated: 100/120V 220/240V 50/60Hz (depending on the voltage range of the included power supply).
- Prolonged listening at high volume levels may cause irreparable hearing loss and/or damage. Always be sure to practice "safe listening."
- Service is required when the apparatus has been damaged in any way, such as:
  - power-supply cord or plug is damaged.
  - liquid has been spilled or objects have fallen into the apparatus.
  - the unit has been exposed to rain or moisture.
  - the unit is dropped or the enclosure is damaged.
  - the unit does not operate normally or changes in performance in a significant way.



Rear Connections



1. **Cable Retainer -** Wrap your power supply cable around this once or twice to prevent an accidental disconnect.

2. **Power Input -** Connect the included Line 6 Power Supply here.

3. **Power -** Switch goes up, lights come on. Switch goes down, lights go off.

4. **MIDI In/Out -** Please see **www.line6.com/manuals** for the skinny on MIDI features, which allow you to remote control scene changes, FX unit memory selection, looper operation, expression pedals, and tap tempo. Plus dump and receive scene data via MIDI System Exclusive messages.

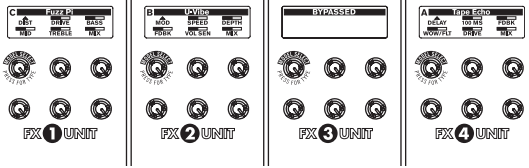
4. **Expression Pedal 1 + 2 -** Compatible with standard expression pedals, including the Line 6 EX-1. Control FX parameters in real time by assigning them to either of these expression pedal inputs. The Line 6 expression pedal is a passive 10K ohm mono linear taper pot, using a standard 1/4 inch mono instrument cable.

6. **Stereo Input -** When connecting your guitar or other mono source use the **L(MONO)** input.

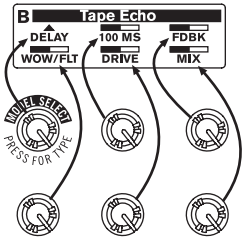
7. **FX Loop -** This loop is assignable anywhere in the chain of M13 Stompbox Modeler's FX Units, and is ignored when a return is not connected.

8. **Stereo Output -** For mono output, use the **L(MONO)** output.

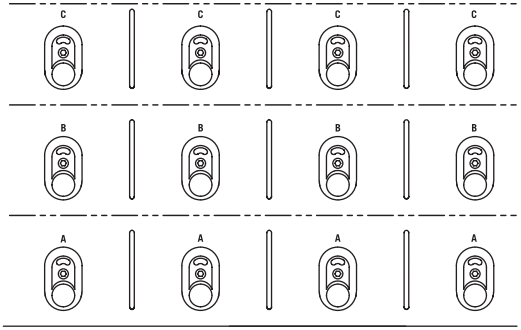
Basic Operation



FX (1,2,3,4) Units - You can run up to 4 effects at once. Each FX Unit has 3 memories (**A, B & C**), which can run any model of any type (Distortion–yellow, Delay–green, Modulation–blue, Filter–purple & Reverb–orange. Your audio path starts with **FX Unit 1** on to **FX Unit 2**, **3** and last **4**.



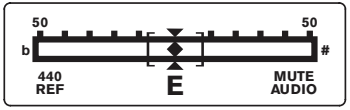
Display - Each display shows the current settings for that FX Unit. The display illuminates the color of current effect type (Distortion–yellow, Delay–green, Modulation–blue, Filter–purple & Reverb–orange). The letter at the top right indicates whether the A, B or C memory is running. To the right of this is the effect model name. If no FX Units are on the display will read "**BYPASS**". Knobs control settings as shown above. **Note:** Press in the **MODEL SELECT** knob to change effect type or turn the **MODEL SELECT** knob to select a new model.



Memory Footswitches - Each FX Unit has 3 memories (**A/B/C**). Only one memory can be active at a time: its footswitch will be brightly lit, and colored to show the effect type. Inactive switches are dimly lit colored to show the effect type. Step on a footswitch to activate that memory. Step on an active memory switch to bypass the FX Unit.



TAP - Tap tempo is available for all Delay effects, most MOD effects, and some Filter effects. For Delay and MOD effects turn the second top row knob or for Filters turn the first bottom row knob of the FX Unit all the way to max, and you'll switch between tap tempo and regular control modes. Once you're in Tap tempo control mode, turn the knob to select one of the available note values. Tap 2 or more times on the **TAP** switch, and all the effects set to tap tempo control will change their time/speed/tempo to match the tempo you tapped. To end tap tempo operation for an effect, turn the knob to max again. **NOTE**: Parameters set to tap tempo control are NOT affected by expression pedal operation.

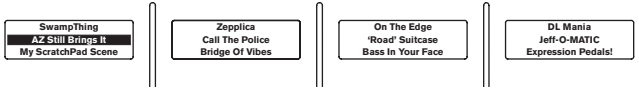


Press and Hold **TAP** to activate the tuner (effects and looper will be disabled). Use your lower left parameter knob to set your reference frequency. Use the lower right parameter knob to select either "**BYPASS AUDIO**" or "**MUTE AUDIO**" for silent operation. Press tap again to exit the tuner.

Scenes & Scene Setup



You can run your M13 Stompbox Modeler in Scene Select Mode giving you 12 scenes, each of which is a complete pedalboard, storing all the settings of the A/B/C memories of the 3 FX Units. In addition to all the FX settings, a scene stores the signal position of the send/return loop, BPM, DSP/True bypass, Gate, plus the expression pedal assignments, so those can change with each scene. We've loaded each scene with an example pedalboard, to get you inspired.



To access your Scenes, step on the **SCENES** footswitch. Your displays will now show the names of all 12 available scenes. The currently active Scene is shown in the solid circle (**AZ Still Brings IT** in the example above) and its corresponding footswitch will be lit. To select a different Scene, press any of the other 11 FX Unit Footswitches. Momentary Scene Mode is the default setting, so selecting a new scene puts you right into a whole new pedal board where you can turn effects off and on.

Momentary Scene Mode

In Momentary Scene Mode, once you select a new Scene your display will then return to the basic operation view. You can now activate or bypass any FX Unit if you would like. Any changes you make to the Scene will automatically be saved, just like a traditional pedalboard setup. To select a new Scene, simply step on the **SCENES** footswitch and choose a new scene.

Latch Scene Mode

In Latch Scene Mode, the only difference is when you access your Scenes, the 12 Scenes remain on the display after you have loaded a new Scene - you won't see FX Unit settings in the LCD. Step briefly on the SCENES footswitch to return to basic operation so you can tweak individual effects. This mode is exceptionally handy when you want to switch from one set of multiple effects to another. Bypass all FX units by stepping on the active scene footswitch.

Scene Save

To save your current set of FX Units settings to a scene or to copy your currently loaded Scene from normal operation, holding **SCENES** initiates scene save:

Scene names are shown in the displays, with current scene inverted and flashing.

Press an **A**/**B**/**C** footswitch to select a scene to replace, and now just that display is lit, showing just the that scene name.

You can change the name by turning the **MODEL SELECT** knob to change the selected character. Turning the upper right parameter knob chooses other characters for editing.

SCENES light is flashing: hold it for at least 2 seconds to complete the save (or step on **LOOPER CONTROLS** or **TAP** to abandon saving).

Scene Folders

Your M13 is equipped with 4 scene folders giving you a total of 48 scenes. To access a new folder press the scene button and then turn FX Unit 1's Model Select knob and select the folder you wish to load (1-4) then press any scene to load it. Scenes will now default to the new folder.

Looper & Setup

The Looper in the M13 gives you up to 28 seconds of mono recording time at normal speed, or 56 seconds at half speed. Your loop will always run in mono, even if you're running stereo FX.



To enter and exit looper mode, press the Looper Controls switch.



Press **REC/ODUB** to start recording your loop. You can press **REC/ODUB** again to immediately end your loop and begin recording as many overdubs as you'd like, or...



Press **PLAY/STOP** to continue the loop without recording. You can still jam over your loop. It just won't be overdubbed into your loop. Press again to stop the loop playback.



PLAY ONCE can be pressed from stop or during playback, to cause play to end when the loop completes.



Hit a bad note? You can press **UNDO/REDO** to discard your last overddub. This is also handy if you just want to remove your last overdub momentarily. Press **UNDO/REDO** again to recall the discarded overdub.



Step on **HALF SPEED** while in playback mode and your loop will now play back in half speed. Start a new loop in half speed when you need additional loop time - up to 56 seconds.



The **REV** footswitch sets your playback to reverse. Reverse cannot be engaged during record - doing so will immediately stop recording and start playback of your loop in reverse.



Press the **PRE/POST** to route the Looper before or after the FX Units.

Using FX while looping

Any effects you have on when entering Looper mode will remain in your signal path. To change your FX Units or Switch Scenes during looping press the **LOOPER CONTROLS** footswitch to exit loop mode, make your selections and then press the **LOOPER CONTROLS** footswitch to return to Loop mode. Setting your looper to "**PRE**" will apply FX to your guitar signal only. In the Setup Menu setting the looper to "**POST**" will apply FX to your loop recording and your guitar signal.

Setup

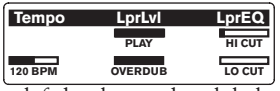


Press and hold the **LOOPER CONTROLS** / **HOLD FOR SETUP** footswitch to enter the setup mode. Use the parameter knobs to adjust the settings described below.



Expression Pedals - Each FX Unit can be controlled by one of the expression pedals, or none. A pedal can control more than one FX Unit. Set pedal to heel and make desired setting, then set pedal to toe and make desired setting, then pedal between them.

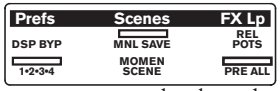
The number displayed at top row, left is your stompbox modeler's software version. Use Line 6 Monkey software to check for updates.



Tempo - Your lower left knob sets the global tempo of all time/speed based effects.

LprLvl - Play (upper middle knob) adjusts the overall playback level of the looper. Overdub (lower middle) adjusts the level of each overdub pass from 0dB to -20dB.

LprEq -Hi Cut (upper right) adjusts the frequency of a Lo-pass filter. Lo Cut (lower right) affects the frequency of a Hi-pass filter. Both Hi Cut and Lo Cut only affect the recorded and looped audio only.



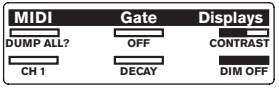
Prefs - Turn the **MODEL SELECT** knob to choose True Bypass or DSP Bypass. If you choose True Bypass, that will be activated when all FX Units are bypassed, the looper is not running, and nothing is connected to the external effect loop return. In that state, relays will switch your signal to an all-analog path. As usual with any relay switching system, you may hear an audible click in your audio as the relays switch. If you choose DSP Bypass instead, you'll get the benefit of hearing delay and reverb trails smoothly decay, rather than being immediately cut off, when you bypass.

Scenes - As you adjust an effect those adjustments are retained as you switch away to a different A/B/C memory and back again—no save function is required. It's just as if you were adjusting different physical stompboxes, each of which would still have the last knob settings you made to it. The same is true as you switch scenes, swapping one virtual pedalboard for another: when you come back to a previously used scene, it loads with all the last adjustments you made to it.

If you prefer that scenes not remember your last adjustments, set the **Scenes** (upper middle) parameter to **MNLSAVE** (Manual Save) instead of **AUTOSAVE**. You will then need to use the scene setup mode any time you want to manually force a "save" of current settings to a scene: hold **SCENES**, step on the switch for the current scene, then step and hold on that same switch again to complete the "save" (display will say **Copy Completed**).

Relative / Absolute Pots - In REL mode when you turn a knob the parameters will not jump to the position of the knob but change proportionally to the amount of your parameter knob movement up or down. When set to ABS it is not possible to make incremental edits of an effect parameter. The parameter value always adjusts from the current pot position.

FX Lp - The hardware send/return loop can be routed before all the FX Units, or after any of them. You may also set the FX loop off in any scene. Then going from one scene with the FX loop to one without lets you, in essence, switch your outside effect on and off.



MIDI - Use "**DUMP**" to backup a scene, folder or all scenes to your computer. You can also restore the factory settings. The second parameter (lower right) is for assigning the MIDI channel your M13 Stompbox modeler sends and receives. Get the Advanced Guide at www.line6.com for details and download the Line 6 Monkey utility software to check for available upgrades and updates of the M9 Stompbox modeler firmware.

Gate - Think of the Gate as a special additional pedal that applies to each scene. There is no footswitch control for this effect so only use it when you always want the gate engaged. **THRESH** (upper middle) sets the threshold of the gate, turn this knob fully counter clockwise to bypass the noise gate. **DECAY** (lower middle) adjusts the decay of your noise gate.

Contrast - (upper right) adjusts the brightness of the displays.

DIM ON/OFF (lower right) enables the dimly lit footswitch LED's when effect memories are bypassed (on) or disables them (off).

That's Not All Folks...

Effect Copy

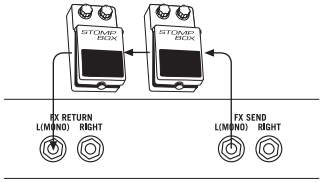
An effect can be copied to any other memory location within a scene, or to a completly different scene. For example you can copy your effect in memory location **FX Unit 1A** to **FX Unit 3B**. To begin, select the memory location you would like to copy (the effect must be on and currently showing its parameters in your display). Press and hold the Model Select knob. Your display will be flashing. Press the memory footswitch for the location you want to copy to and now your copy is complete and is stored in both the original and new location.

You may also copy an effect from one scene to another scene in the same folder. Press and hold the Model Select knob. Your display will be flashing. Press the scene switch. Now all the scene displays will be flashing. Select the scene you wish to copy the effect to. M13 will go to that scene and all active displays will be flashing. Press the memory footswitch for the location you want to copy to and now your copy is complete and is stored in both the original and new location.

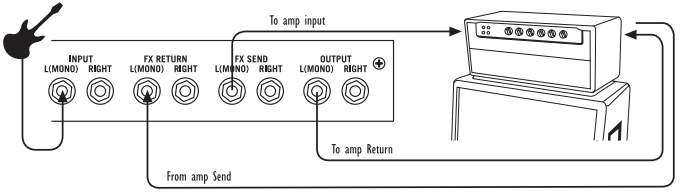
Send/Return Jacks for External Effects or Amps

The rear panel send/return jacks are stompbox/instrument level unbalanced connections that allow you to connect external devices in series with M13 Stompbox Modeler's effects. From the **SETUP** mode, you choose where this occurs in the signal flow: before all FX Units, inserted between any two of them, or after them all. You can also set the FX loop to the off position. This setting is stored as part of each scene, so different scenes can use the send/return differently. And if you don't connect to the return, the loop will be ignored, and will not affect the signal flow (but still sends signal, allowing you to use just the send to feed a tuner).

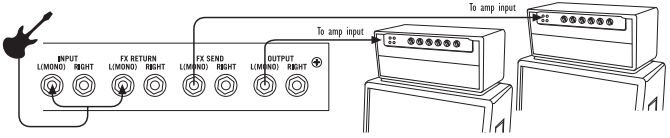
A typical use would be running one or more external effects in the send/return loop:



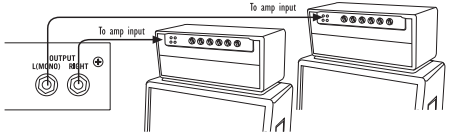
How about using some of the FX Units to feed your guitar amps' input, and others in your amp's effects loop? No problem. Let's have FX Unit 1 and 2 feed your amp's input, and put FX Unit 3 and 4 in your amp's effect loop. First, set the send/return loop to run after FX Unit 2. Then, hook up like this:



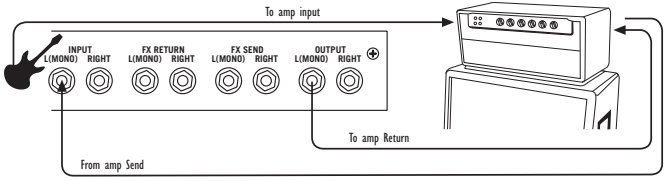
Or for real fun, try splitting effects to 2 separate amps: set the send/return loop to run after FX Unit 2 and set up as shown next. FX Unit 1 and 2 will feed the first amp, and FX Unit 3 and 4 feed the second amp:



Or just run the full set of FX Units out to 2 amps in true stereo like so:



You could also hook up like this, to put M13 Stompbox Modeler into your amp's effect loop without using M13 Stompbox Modeler's send/return jacks at all:



These are just a few examples. Be creative!

Mono / Stereo Operation

Some models (like Stereo Delay) provide stereo operation. When run before a mono model (like a distortion), the signal will collapse to mono as it feeds the mono effect, and will then be passed on in mono to the next effect or outputs.