

EFX - ME

Audio Controller

OWNER'S MANUAL

Version 1.0x

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1. Introduction

Thank you for purchasing the Musicom Lab EFX-ME Audio Controller.

The EFX-ME Audio Controller is the ultimate floor-based switching system. It is a compact, easy to use, has 5 fully programmable loops, 2 function switches and a MIDI foot controller.

The EFX-ME Audio Controller has 360 memory locations, configured as 90 banks of 4 presets, plus a global preset. It can transmit 4 MIDI Program and Control Change and messages on 4 MIDI channels and 10 MIDI Control Change messages on an appointed MIDI channel.

The EFX-ME Audio Controller has two low-noise, high quality buffers to prevent the loss of guitar signal.

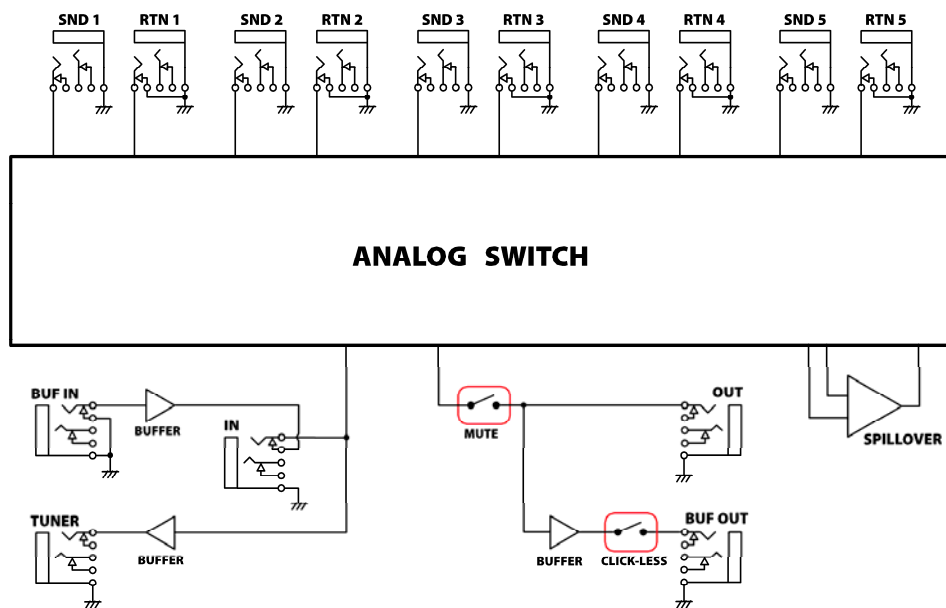
1.1 Main Features

- 5 audio loops.
- One loop can be assigned with a spillover between presets, even with your analog delay or reverb.
- 2 function switches via one TRS jack. You can control the switching functions of your amp.
- 360 presets (90 banks x 4 presets) and 1 global preset.
- Create up to 99 songs
- Organize the 99 Songs into 40 sets of 40 songs
- Click-Less function for reducing popping noise
- Transmits 4 MIDI Program Change and 4 MIDI Control Change messages. Each MIDI message can be stored differently in each preset.
- Transmits 10 MIDI Control Change messages by assigned IA switches.
- Transmits MIDI Timing Clock and synchronizes with Function Switch1. Tap tempo for both MIDI-compatible pedals and any pedals that have external tap input jacks. BPM can be stored in each bank preset and song preset.
- 2 Lines x 16 Characters LCD display that can display preset/song titles and other status.

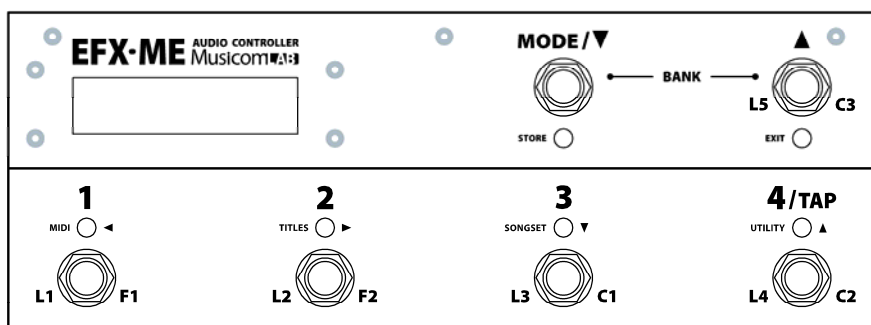
1.2 Specifications

- Buffer Input Impedance 2.2 M Ω
- Buffer Output Impedance 100 Ω
- Nominal Audio Signal Level -10 dBu
- Maximum Audio Signal Level +14 dBu
- Current Draw 200 mA (DC9V Center Negative)
- Dimensions 256 mm(W) x 96 mm(D) x 68 mm(H)
10.1 inches(W) x 3.8 inches(D) x 2.7 inches(H)
- Weight 830 g / 1.83 lbs

1.3 Block Diagram



1.4 Front Panel



1 through 3 Switches

When in Preset mode these switches are used to recall the corresponding preset. When in **IA1** or **IA2** mode pressing these switch turn on/off the corresponding effect loop, function switches.

4/TAP Switch

This Switch can have two functions based upon your needs. By default, this button is set up to access the Preset 4.

When in **IA1** or **IA2** mode pressing these switch turn on/off the corresponding effect loop, function switches.

You can also program this switch to TAP TEMPO. Refer to the **Activate/Deactivate TAP Switch** on the page 9 of the manual.

MODE/BANK▼ Switch

This Switch can have multi-functions.

1. The 360 presets in the EFX-ME are arranged in banks of 4, and these buttons allow you to select which bank of 4 you'd like to access. Pressing this switch in Preset mode decrements the bank number.
2. Pressing and holding this switch and quickly press the **3** switch puts the EFX-ME into the **IA1** mode, where you can turn individual loops on and off, and store their settings to presets.
3. Pressing the this switch and **BANK▼** switches simultaneously activates/deactivates the **TAP(4) switch**.
4. Pressing and holding the this switch and **BANK▼** switches simultaneously for 1 second puts the EFX-ME into the **SETUP** mode.

BANK▲ Switch

This Switch can have multi-functions.

1. The 360 presets in the EFX-ME are arranged in banks of 4, and these buttons allow you to select which bank of 4 you'd like to access. Pressing this switch in Preset mode increments the bank number.
2. Pressing and holding this switch and quickly press the switch **4** executes/cancels the MUTE function
3. Pressing the this switch and **BANK▲** switches simultaneously activates/deactivates the **TAP(4) switch**.
4. Pressing and holding the this switch and **BANK▲** switches simultaneously for 1 second puts the EFX-ME into the **SETUP** mode.

LCD Display



Line 1 and 2 - a to d indicate a bank or song number

Line 1 - e to p indicate a Preset or Song Title.

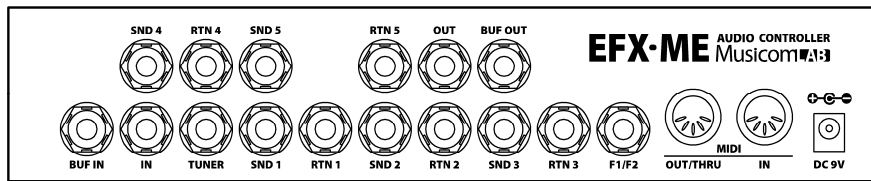
Line 2 - e indicates a preset number within the bank or song.

Line 2 - g to k indicate which of the 5 audio loops are currently active.

Line 2 - l and m indicate which of the 2 function switches are currently active.

Line 2 - n to p indicate which of the 3 Global MIDI CCs are currently active.

1.5 Rear Panel



BUF IN Jack

This is the buffered input jack where your guitar plugs in.

IN Jack

This is the passive input jack where your guitar plugs in. Use this jack if you do not use the EFX-ME's input buffer.

SND 1-5, RTN 1-5 Jacks

These jacks provide mono-send mono-return effect loops. **SND 1-5** send signals to effect pedals. **RTN 1-5** receive signals from effect pedals. Connect the **SND 1-5** jacks to the **INPUT** jack of each effect pedal, and connect the **OUTPUT** jack of each effect pedal to the **RTN 1-5** jacks.

OUT Jack

This is the passive output jack. This jack is directly connected to the output of loop 5, with no circuitry in between.

BUF OUT Jack

This is the buffered output jack. There is the **CLICK-LESS** circuitry between the output of loop 5 and this jack.

TUNER Jack

This jack is for connecting an external tuner.

F1/F2 Jack

Latch or momentary function switch jack for amplifier channel switching or on/off controlling of reverb.

TRS plug's Tip : **F1** TRS plug's Ring : **F2** TRS plug's Sleeve : Common ground for **F1/F2**

MIDI IN, MIDI OUT/THRU Connector

MIDI IN connector receives MIDI signals from an external MIDI device. **MIDI OUT/THRU** connector is used to feed MIDI signals to external MIDI devices. When the operation mode of **MIDI OUT/THRU** has been set to **'THRU'**, MIDI signals received at **MIDI IN** pass through the EFX-ME without any changes.

DC9V Power Connector

This is the main power input for the EFX-ME. The EFX-ME requires a DC9V supply. The current draw is approximately **200mA** at **DC9V (Center Negative)**.

2. Basic Operation

2.1 Initial Power Up



- Line 1 - e to j indicate the serial number of your unit.
- Line 1 - m to p indicate the firmware version of your unit.
- Line 2 - a to p indicate the operating mode (**PRESET**, **SONG** or **SET01** to **SET40**).

The EFX-ME requires a **DC9V** power supply.

When you power up the EFX-ME, the LCD display will show the serial number, firmware. And then the first preset of **BANK 01**(or **SONG 01**) is selected.

2.2 Preset Mode



- Line 1 and 2 - a to d indicate a bank number.
- Line 1 - e to p indicate a preset title.
- Line 2 - e indicates a preset number(1 to 4) within the bank.
- Line 2 - g to p indicate the on/off status of loops, function switches and Global MIDI CCs.

The EFX-ME has 360 presets and 1 global preset that you can choose from, and they're arranged in banks of three or four. When the EFX-ME powers up, it selects Bank 1 and Preset 1.

Press/hold **MODE/BANK▼** or **BANK▲** switch to shift other banks, pressing one of the three or four switches (**1 - 3** or **4**) selects a preset in the new bank.

- ① Press/hold the **MODE/BANK▼** or **BANK▲** switch to scroll through the 90 available banks.
- ② The LEDs above **1 - 4** switches will blink in blue.
- ③ The preset is selected via pressing any switches from **1** through **4**.
- ④ The LEDs above **1 - 4** switches will stop blinking and the LED above the switch will be turned on in blue.

For example: to select the second preset of bank 3, press the **MODE/BANK▼** or **BANK▲** switch until the bank number **03** is shown on the display. And then press the **2** switch.

The **GLOBAL PRESET** is a preset with all the capabilities of preset 1 through 4, but is the same for all banks. Pressing the switch of a preset that is already on selects the global preset and will cause the LED above the switch to be turned off. To enable/disable the Global Preset, refer to the **GLOBAL PRESET** on the page 21 of the manual.

2.3 IA (Instant Access) Mode

2.3.1 IA1 Mode (L1-L5)

This mode allows you to turn each of the audio loops on or off individually. In the **PRESET**, **SONG** or **SET** mode, pressing and holding the **MODE/BANK▼** switch and quickly press the **3** switch brings you to the **IA1** mode. To left bottom of the each switch, there is a label reading **L1** through **L5**. The following is the assignment of each switch in the **IA1** mode.

1	2	3	4	BANK▲
Loop 1	Loop 2	Loop 3	Loop 4	Loop 5

- Pressing and holding the **MODE/BANK▼** switch for 1 second will store the edit and return to the Preset mode.
- Pressing and holding the **MODE/BANK▼** switch and quickly press the **3** switch will return to the Preset mode without storing the edit.
- Pressing the **MODE/BANK▼** switch will move to the **IA2** Mode.

2.3.2 IA2 Mode (F1-C3)

This mode allows you to control 2 function switches and 3 MIDI Control Change messages individually. To right bottom of the each switch, there is a label what the switch does in the **IA2** mode. The following is the assignment of each switch in the **IA2** Mode.

1	2	3	4	BANK▲
Function Switch 1	Function Switch 2	C1 (MIDI CC)	C2 (MIDI CC)	C3 (MIDI CC)

- Pressing and holding the **MODE/BANK▼** switch for 1 second will store the edit and return to the Preset mode.
- Pressing and holding the **MODE/BANK▼** switch and quickly press the **3** switch will return to the Preset mode without storing the edit.
- Pressing the **MODE/BANK▼** switch will move to the **IA1** Mode.

2.4 Mute

In the **PRESET** mode, pressing & holding **BANK▲** switch and quickly press the **4** switch will mute the guitar signal. When muted, the MUTE LED turns on in purple. Pressing & holding **BANK▲** switch and quickly press the **4** switch or any switches from **1** through **4** switch will cancel the MUTE function.

NOTE

The mute function is not available in the **IA** mode.

2.5 Activate/Deactivate TAP Switch

The **4/TAP** switch can have two functions based upon your needs. By default, this switch is set up to access the Preset 4. You can change this switch to tap tempo function. The **TAP** switch function can be activated/deactivated by pressing the **MODE/BANK▼** and **BANK▲** switches simultaneously.

TAP can be synchronized with **MIDI Time Clock(MTC)** or **Function Switch 1(F1)**. The **F1** supports for devices that only have an analog tap tempo input. Also you can select whether to send the **MTC/F1** for 1 bar, 2 bars or continuously. When TAP switch function is selected, tapping the **4/TAP** switch will change the **MTC** or **F1** rate to the tempo of your taps. At this time, the **Global BPM** will be changed to the tempo of your taps. When the EFX-ME powers up, the **Global BPM** is 120.

Refer to the **TAP SYNC WITH** and **TAP SYNC TIME** on the page 20 of the manual.

3. Song / Set Mode

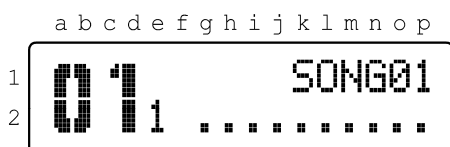
The **SONG** operating mode allows access to the EFX-ME's 99 songs. A Song is a group of 4 presets that are selected for use in a particular song. Each preset in a song can be chosen from any of the 360 presets.

The **SET** operating mode allows up to 40 songs of the EFX-ME's 99 songs to be arranged in any order to create a set. The EFX-ME can support 40 different sets.

When You are in the **SONG** and **SET** mode, the **MODE/BANK▼** or **BANK▲** Switches move from song to song instead of moving from bank to bank.

Refer to the **OPERATING MODE** on the page 18 of the manual.

3.1 Song Mode



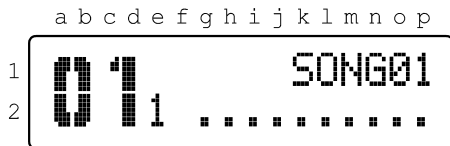
- Line 1 and 2 - a to d indicate a song number.
- Line 1 - e to p indicate a song title.
- Line 2 - e indicates a preset number(1 to 4) within the song.
- Line 2 - g to p indicate the on/off status of loops, function switches and Global MIDI CCs.

- ① Press/hold the **MUTE/BANK▼** or **BANK▲** switch to scroll through the 99 available songs.
- ② The LEDs above **1 - 4** switches will blink in blue and the LCD display will show the song title.
- ③ The preset is selected via pressing any switches from **1** through **4**.
- ④ The LEDs above **1 - 4** switches will stop blinking, the LED above the switch will be turned on in blue.
The LCD display will show the preset title for 2 seconds and then show the song title.

For example: to select the second preset of song 3, press the **MUTE/BANK▼** or **BANK▲** switch until the song number **03** is shown on the display. And then press the **2** switch.

The **GLOBAL PRESET** is a preset with all the capabilities of preset 1 through 4, but is the same for all songs. Pressing the switch of a preset that is already on selects the global preset and will cause the LED above the switch to be turned off. To enable/disable the Global Preset, refer to the **GLOBAL PRESET** on the page 21 of the manual.

3.2 Set Mode



- Line 1 and 2 - a to d indicate a song number.
- Line 1 - e to p indicate a song title.
- Line 2 - e indicates a preset number(1 to 4) within the song.
- Line 2 - g to p indicate the on/off status of loops, function switches and Global MIDI CCs.

- ① Press/hold the **MUTE/BANK▼** or **BANK▲** switch to scroll through the 40 available songs.
- ② The LEDs above **1 - 4** switches will blink in blue and the LCD display will show the song title.
- ③ The preset is selected via pressing any switches from **1** through **4**.
- ④ The LEDs above **1 - 4** switches will stop blinking, the LED above the switch will be turned on in blue.
The LCD display will show the preset title for 2 seconds and then show the song title.

For example: to select the second preset of song 3, press the **MUTE/BANK▼** or **BANK▲** switch until the song number **03** is shown on the display. And then press the **2** switch.

The **GLOBAL PRESET** is a preset with all the capabilities of preset 1 through 4, but is the same for all songs. Pressing the switch of a preset that is already on selects the global preset and will cause the LED above the switch to be turned off. To enable/disable the Global Preset, refer to the **GLOBAL PRESET** on the page 21 of the manual.

4. SETUP Mode

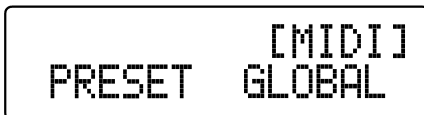
To enter the **SETUP** Mode, press and hold the **MODE/BANK▼** and **BANK▲** switches for 2 seconds. The display will show the following picture.



- Press the **MIDI (1)** switch to enter the **MIDI** menu.
- Press the **TITLES (2)** switch to enter the **TITLES** menu.
- Press the **SONG/SET (3)** switch to enter the **SONGSET** menu.
- Press the **UTILITY (4/TAP)** switch to enter the **UTILITY** menu.
- Press the **BANK▲** switch to exit the **SETUP** mode.

4.1 MIDI Menu

The **MIDI** menu allows accessing to the MIDI features of the EFX-ME.

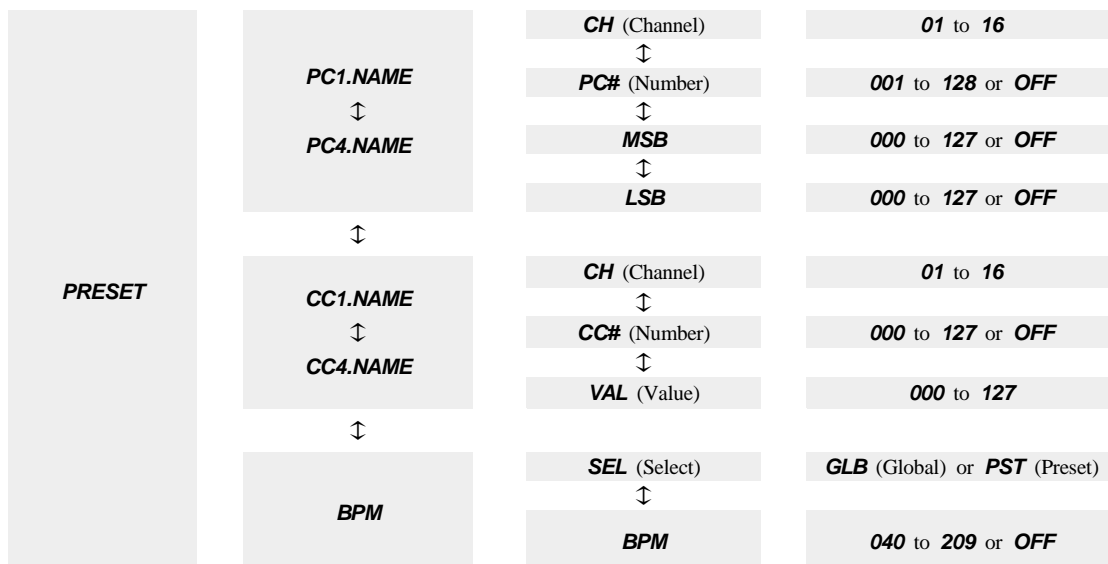


- Press the **1** switch to edit the **PRESET MIDI** setting.
- Press the **2** switch to edit the **GLOBAL MIDI** setting.
- Press the **BANK▲** switch to exit the **MIDI** menu.

4.1.1 PRESET MIDI

The **PRESET MIDI** menu allows assigning 4 MIDI Program Change and 4 MIDI Control Change when used function in the preset.

The Titles of **PC1.NAME** to **CC4.NAME** can only be changed by **PC/MAC EDITOR**.



MIDI Program Change

a b c d e f g h i j k l m n o p	
1 B01 P1 PC1.NAME 2 CH:01 FC#:001 M»	<ul style="list-style-type: none"> Line 1 - b and c indicate the bank number (01 to 90) that the preset is located in. Line 1 - f indicates the preset number (1 to 4 or 0 for the Global Preset) that is going to be created/modified. Line 1 - i to p indicate the MIDI Program Change Name. Line 2 - d and e indicate the MIDI Program Change Channel (01-16). Line 2 - k to m indicate the MIDI Program Change Number (001-128 or OFF).

a b c d e f g h i j k l m n o p	
1 B01 P1 PC1.NAME 2 «MSB:OFF LSB:OFF	<ul style="list-style-type: none"> Line 2 - f to h indicate the MIDI Program Change MSB. (000-127 or OFF) Line 2 - n to p indicate the MIDI Program Change LSB. (000-127 or OFF)

1 & 2	Press to move cursor.
3 & 4/TAP	When the cursor is at the Line 1 - f : Decreasing/increasing a preset number. When the cursor is at the Line 1 - p : Scrolling PC1.NAME to BPM . When the cursor is at the other positions : Decreasing/increasing a value.
STORE (MODE/BANK▼)	Storing any changes made while in this menu.
EXIT (BANK▲)	Returning to the MIDI menu.

MIDI Control Change

a b c d e f g h i j k l m n o p	
1 B01 P1 CC1.NAME 2 CH:01 CC#:00F U»	<ul style="list-style-type: none"> Line 1 - b and c indicate the bank number (01 to 90) that the preset is located in. Line 1 - f indicates the preset number (1 to 4 or 0 for the Global Preset) that is going to be created/modified. Line 1 - i to p indicate the MIDI Control Change Name. Line 2 - d and e indicate the MIDI Control Change Channel (01-16). Line 2 - k to m indicate the MIDI Control Change Number (001-128 or OFF).

a b c d e f g h i j k l m n o p	
1 B01 P1 CC1.NAME 2 «VAL:000	<ul style="list-style-type: none"> Line 2 - f to h indicate the MIDI Control Change Value (000-127).

1 & 2	Press to move cursor.
3 & 4/TAP	When the cursor is at the Line 1 - f : Decreasing/increasing a preset number. When the cursor is at the Line 1 - p : Scrolling PC1.NAME to BPM . When the cursor is at the other positions : Decreasing/increasing a value.
STORE (MODE/BANK▼)	Storing any changes made while in this menu.
EXIT (BANK▲)	Returning to the MIDI menu.

BPM in PRESET.MIDI

```

a b c d e f g h i j k l m n o p
1 B01 P1 BPM
2 SEL:GLB J:120

```

- Line 1 - b and c indicate the bank number (**01** to **90**) that the preset is located in.
- Line 1 - f indicates the preset number (**1** to **4** or **0** for the Global Preset) that is going to be created/modified.
- Line 1 - n to p indicate that you are in the **BPM**.
- Line 2 - e to g indicate whether the XPDL is configured as Preset(**PST**) or Global(**GLB**).
- Line 2 - k to m indicate the **BPM** of current preset.

1 & 2	Press to move cursor.
3 & 4/TAP	When the cursor is at the Line 1 - f : Decreasing/increasing a preset number. When the cursor is at the Line 1 - p : Scrolling PC1.NAME to BPM . When the cursor is at the other positions : Decreasing/increasing a value.
STORE (MODE/BANK▼)	Storing any changes made while in this menu.
EXIT (BANK▲)	Returning to the MIDI menu.

4.1.2 GLOBAL.MIDI

The **GLOBAL MIDI** Menu allows defining global parameters such as ; the MIDI channel that the EFX-ME will respond to incoming MIDI messages on, the MIDI Control Change messages that are assigned the IA Switches, expression pedal port(XPDL) MIDI Control Change Message...

The Titles of **L1.NAME** to **C3.NAME** can only be changed by **PC/MAC EDITOR**.

L1.NAME ⇕ C3.NAME	CH (Channel)	01 to 16
	⇕	
⇕	CC# (Number)	000 to 127 or OFF
	⇕	
	VN (Value On)	000 to 127 or OFF
	⇕	
MUTE	VF (Value Off)	000 to 127 or OFF
	⇕	
	CH (Channel)	01 to 16
	⇕	
⇕	CC# (Number)	000 to 127 or OFF
	⇕	
	VN (Value On)	000 to 127 or OFF
	⇕	
MIDI IN/OUT	VF (Value Off)	000 to 127 or OFF
	⇕	
	RCH (RECEIVE CHANNEL)	01 to 16 or --
	⇕	
	MIDI	OUT or THRU

MIDI Control Change

<p>a b c d e f g h i j k l m n o p</p> <div style="border: 1px solid black; padding: 5px; width: fit-content;"> <p>1 L1.NAME</p> <p>2 CH:01 CC#:00F U*</p> </div>	<ul style="list-style-type: none"> • Line 1 - i to p indicate the you are in the L1.NAME to MUTE. • Line 2 - d and e indicate the MIDI Control Change Channel (01-16). • Line 2 - k to m indicate the MIDI Control Change Number (001-128 or OFF).
<p>a b c d e f g h i j k l m n o p</p> <div style="border: 1px solid black; padding: 5px; width: fit-content;"> <p>1 L1.NAME</p> <p>2 «UN:127 VF:000</p> </div>	<ul style="list-style-type: none"> • Line 2 - e to g indicate the MIDI Control Change Value when a instant access switch will be ON. • Line 2 - l to n indicate the MIDI Control Change Value when a instant access switch will be OFF.

1 & 2	Press to move cursor.
3 & 4/TAP	When the cursor is at the Line 1 - p : Scrolling L1.NAME to MIDI IN/OUT . When the cursor is at the other positions : Decreasing/increasing a value.
STORE (MODE/BANK▼)	Storing any changes made while in this menu.
EXIT (BANK▲)	Returning to the MIDI menu.

Note

The **MUTE** is the MIDI CC message is sent when the mute function is On/Off.

IN/OUT (RECEIVE CHANNEL & MIDI OUT/THRU)

<p>a b c d e f g h i j k l m n o p</p> <div style="border: 1px solid black; padding: 5px; width: fit-content;"> <p>1 MIDI IN/OUT</p> <p>2 RCH:01 MIDI:OUT</p> </div>	<ul style="list-style-type: none"> • Line 1 - f to p indicate the you are in the MIDI IN/OUT. • Line 2 - e and f indicate the MIDI Channel that the EFX-ME will receive. • Line 2 - m to p indicate the MIDI OUT or MIDI THRU.
--	--

1 & 2	Press to move cursor.
3 & 4/TAP	When the cursor is at the Line 1 - p : Scrolling L1.NAME to MIDI IN/OUT . When the cursor is at the other positions : Decreasing/increasing a value.
STORE (MODE/BANK▼)	Storing any changes made while in this menu.
EXIT (BANK▲)	Returning to the MIDI menu.

4.2 TITLES Menu

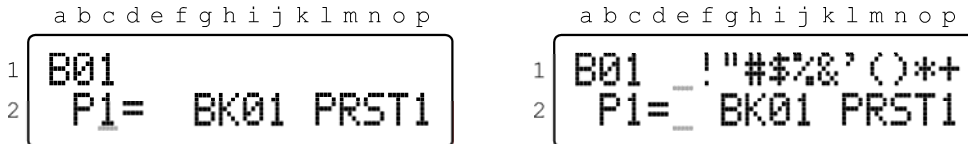
The **TITLES** Menu allows custom titles to be entered for each presets and songs. Each custom preset and song title can be up to 12 characters in length.



- Press the **1** switch to edit **PRESET** titles.
- Press the **2** switch to edit **SONG** titles.
- Press the **3** switch to edit **SET** titles.
- Press the **BANK▲** switch to exit the **TITLES** menu.

4.2.1 PRESET TITLES

The sub-menu allows a custom preset title, up to 12 characters in length, to be created/modified for each of the all presets.

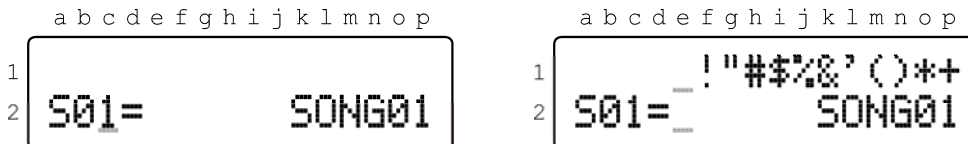


- Line 1 - a to c and Line 2 - a to c indicate the preset that is going to be created/modified.
- Line 1 - e to p indicate the available characters.
- Line 2 - e to p indicate the preset title.

1 & 2	Press to move cursor.
3 & 4/TAP	When the cursor is at the Line 2 - c : Decreasing/increasing a preset number. When the cursor is at the other positions : Moving through the available characters.
STORE (MODE/BANK▼)	Storing any changes made while in this menu.
EXIT (BANK▲)	Returning to the TITLES menu.

4.2.2 SONG TITLES

The sub-menu allows a custom song title, up to 12 characters in length, to be created/modified for each of the all 99 songs.

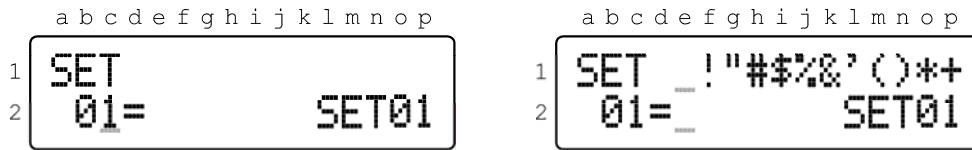


- Line 2 - a to c indicate the song that is going to be created/modified.
- Line 1 - e to p indicate the available characters.
- Line 2 - e to p indicate the song title.

1 & 2	Press to move cursor.
3 & 4/TAP	When the cursor is at the Line 2 - c : Decreasing/increasing a song number. When the cursor is at the other positions : Moving through the available characters.
STORE (MODE/BANK▼)	Storing any changes made while in this menu.
EXIT (BANK▲)	Returning to the TITLES menu.

4.2.3 SET TITLES

The sub-menu allows a custom set title, up to 12 characters in length, to be created/modified for each of the all 40 sets.



- Line 2 - b to c indicate the set that is going to be created/modified.
- Line 1 - e to p indicate the available characters.
- Line 2 - e to p indicate the set title.

1 & 2	Press to move cursor.
3 & 4/TAP	When the cursor is at the Line 2 - c : Decreasing/increasing a set number. When the cursor is at the other positions : Moving through the available characters.
STORE (MODE/BANK▼)	Storing any changes made while in this menu.
EXIT (BANK▲)	Returning to the TITLES menu.

4.3 SONG/SET Menu

The **SONG/SET** Menu allows for the EFX-ME's regular presets to be organized in a custom bank to create a song (or custom bank of presets). Multiple songs can then be arranged in a bank in order to create a set.

```

a b c d e f g h i j k l m n o p
1 [SONG/SET]
2 SONG      SET
  
```

- Press the **1** switch to create/edit **SONG**.
- Press the **2** switch to create/edit **SET**.
- Press the **BANK▲** switch to exit the **SONG/SET** menu.

4.3.1 SONG EDIT

The sub-menu allows you to create a song (custom bank of presets) by assigning 5 presets. Each song contains 5 presets. The EFX-ME can support 99 songs.

```

a b c d e f g h i j k l m n o p
1 S01 P1 = B01 P1
2 JGLB BK01 PRST1
  
```

- Line 1 - b and c indicate the song number (**01** to **99**).
- Line 1 - f indicates the preset within the song that is going to be created/edited.
- Line 1 - k and l indicate the bank number (**01** to **90**) that the original preset is located in.
- Line 1 - o indicates the preset number in the above bank to be used in the song.
- Line 2 - b to d indicates the **BPM** of the song preset.
(**40-209, PST** or **GLB**)
PST : The preset of this song is recalled from the Preset BPM.
GLB : The preset of this song is recalled from the Global BPM.
- Line 2 - e to p indicate the preset title.

1 & 2	Press to move cursor.
3 & 4/TAP	When the cursor is at the Line 1 - f : Decreasing/increasing a preset number. When the cursor is at the Line 1 - o : Decreasing/increasing a preset number. When the cursor is at the Line 2 - d : Decreasing/increasing a BPM
STORE (MODE/BANK▼)	Storing any changes made while in this menu.
EXIT (BANK▲)	Returning to the SONG/SET menu.

4.3.2 SET EDIT

The sub-menu allows songs to be arranged in a bank order to create set. The EFX-ME can support 40 sets, they can be accessed via **SET01 - SET40** Operating Modes.

```

a b c d e f g h i j k l m n o p
1 SET01 S01 = S01
2 SONG01
  
```

- Line 1 - d and e indicate the set number (**01** to **40**) that is going to be created/edited.
- Line 1 - h and i indicate the song number (**01** to **40**) within the set.
- Line 1 - n and o indicate the original song number (**01** to **99**) to be used in the set.
- Line 2 - i to x indicate the song title.

1 & 2	Press to move cursor.
3 & 4/TAP	When the cursor is at the Line 1 - e : Decreasing/increasing a set number. When the cursor is at the Line 1 - i : Decreasing/increasing a song number. When the cursor is at the Line 1 - o : Decreasing/increasing a song number
STORE (MODE/BANK▼)	Storing any changes made while in this menu.
EXIT (BANK▲)	Returning to the SONG/SET menu.

4.4 UTILITY Menu

The **UTILITY** Menu allows configuring the EFX-ME's general functionality by selecting its Operating Mode, Click-less, Spill-over and defining how the 2 function switches will function when used. Its sub-menu's also provide access to the data dump/load and factory default setting.

OPERATING MODE	----	PRESET, SONG or SET01 to SET40
⇕		
CLICK-LESS	----	ON or OFF
⇕		
MAX BANK NUMBER	----	01 to 0
⇕		
MUTE -> LOOP ON	----	NO ASSIGN or LOOP1 to LOOP5
⇕		
DUPLICATED PC	----	SEND or NOT SEND
⇕		
TEMPO SYNC WITH	----	OFF, MTC, F1 or MTC+F1
⇕		
TEMPO SYNC TIME	----	1 BAR, 2 BARS or CONTINUE
⇕		
BPM DISPLAY	----	ON or OFF
⇕		
GLOBAL PRESET	----	ENABLE or DISABLE
⇕		
SPILL-OVER	----	NO ASSIGN or LOOP1 to LOOP5
⇕		
FUNC. SWITCH1 (F1)	----	LATCHED, MOMENTARY or REV LATCH
⇕		
FUNC. SWITCH2 (F2)	----	LATCHED, MOMENTARY or REV LATCH
⇕		
GROUP SELECT	----	NO ASSIGN, C1 TO C2 or C1 TO C3
⇕		
MIDI SYSEX DATA	----	
⇕		
FACTORY RESET	----	OFF to UTILITY

4.4.1 OPERATING MODE

The sub-menu allows determining the operating mode of the EFX-ME.

```

a b c d e f g h i j k l m n o p
1 OPERATING MODE
2 = PRESET
  
```

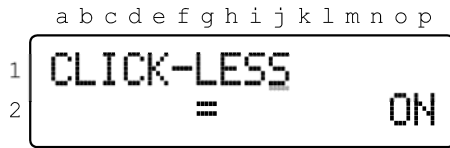
• Line 2 - h to p indicate the operating mode(**PRESET, SONG** or **SET01** to **SET40**).

1 & 2	Press to move cursor.
3 & 4	When the cursor is at the Line 1 - n : Moving a UTILITY menu. When the cursor is at the Line 2 - p : Scrolling a OPERATING MODE .
STORE (MODE/BANK▼)	Storing any changes made while in this menu.
EXIT (BANK▲)	Exiting to the UTILITY menu.

4.4.2 CLICK-LESS

The **CLICK-LESS** control is excellent for reducing this a popping noise.

The sub-menu allows determining the **CLICK-LESS** function.



- Line 2 - h to p indicate the **CLICK-LESS** status.
- OFF** - You don't use the **CLICK-LESS** function.
- ON** - The **CLICK-LESS** function is performed when a preset or IA status is changed.

1 & 2	Press to move cursor.
3 & 4	When the cursor is at the Line 1 - j : Moving a UTILITY menu. When the cursor is at the Line 2 - p : Switching OFF and ON .
STORE (MODE/BANK▼)	Storing any changes made while in this menu.
EXIT (BANK▲)	Exiting to the UTILITY menu.

4.4.3 MAX BANK NUMBER

This menu blocks to access to bank number in the **PRESET** mode.



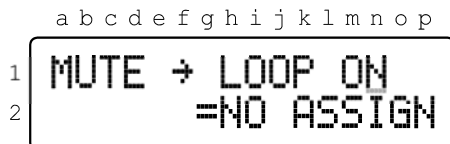
- Line 2 - h to p indicate the maximum bank number (**01** to **90**).

1 & 2	Press to move cursor.
3 & 4	When the cursor is at the Line 1 - o : Moving a UTILITY menu. When the cursor is at the Line 2 - p : Decreasing/increasing a MAXIMUM BANK NUMBER .
STORE (MODE/BANK▼)	Storing any changes made while in this menu.
EXIT (BANK▲)	Exiting to the UTILITY menu.

4.4.4 MUTE -> LOOP ON

This sub-menu allows you to turn on a specific loop when activating the **MUTE** function.

This function is useful when using the **Eventide H9** tuning function in the loop.



- Line 2 - h to p indicate the **NO ASSIGN** or **LOOP1** to **LOOP5**.

1 & 2	Press to move cursor.
3 & 4	When the cursor is at the Line 1 - n : Moving a UTILITY menu. When the cursor is at the Line 2 - p : Selecting NO ASSIGN or LOOP1 to LOOP5 .
STORE (MODE/BANK▼)	Storing any changes made while in this menu.
EXIT (BANK▲)	Exiting to the UTILITY menu.

4.4.5 DUPLICATED PC

The sub-menu allows determining the transmission of MIDI Program Change message when current MIDI Program Change number equates with previous one.

a b c d e f g h i j k l m n o p

1	DUPLICATED PC
2	= SEND

- Line 2 - h to p indicate the **SEND** or **NOT SEND**.

1 & 2	Press to move cursor.
3 & 4	When the cursor is at the Line 1 - m : Moving a UTILITY menu. When the cursor is at the Line 2 - p : Switching between SEND and NOT SEND .
STORE (MODE/BANK▼)	Storing any changes made while in this menu.
EXIT (BANK▲)	Exiting to the UTILITY menu.

4.4.6 TEMPO SYNC WITH

This sub-menu allows determining where to send the **TAP-TEMPO** signal.

a b c d e f g h i j k l m n o p

1	TEMPO SYNC WITH
2	= MTC

- Line 2 - h to p indicate the **TEMPO SYNC WITH** value.

MTC : MIDI TIME CLOCK
F1 : FUNCTION SWITCH 1

1 & 2	Press to move cursor.
3 & 4	When the cursor is at the Line 1 - o : Moving a UTILITY menu. When the cursor is at the Line 2 - p : Scrolling a TEMPO SYNC WITH value.
STORE (MODE/BANK▼)	Storing any changes made while in this menu.
EXIT (BANK▲)	Exiting to the UTILITY menu.

4.4.7 TEMPO SYNC TIME

This sub-menu allows determining how long the **TAP-TEMPO** signal outputs.

a b c d e f g h i j k l m n o p

1	TEMPO SYNC TIME
2	= 1 BAR

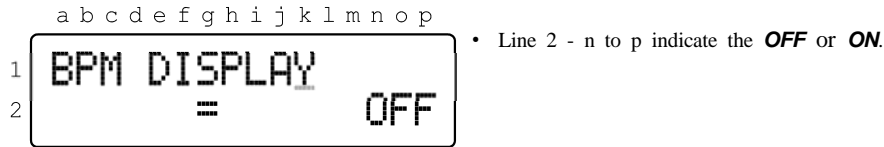
- Line 2 - h to p indicate the **TEMPO SYNC WITH** value.
(**OFF**, **1 BAR**, **2 BARS** or **CONTINUE**)

The TAP signal is output to the menu selected in **TAP SYNC WITH** during the time selected in **TAP SYNC TIME**.

1 & 2	Press to move cursor.
3 & 4	When the cursor is at the Line 1 - o : Moving a UTILITY menu. When the cursor is at the Line 2 - p : Scrolling a TEMPO SYNC TIME value.
STORE (MODE/BANK▼)	Storing any changes made while in this menu.
EXIT (BANK▲)	Exiting to the UTILITY menu.

4.4.8 BPM DISPLAY

This sub-menu allows determining whether **BMP** is displayed on the LCD display in Preset or **IA** mode.



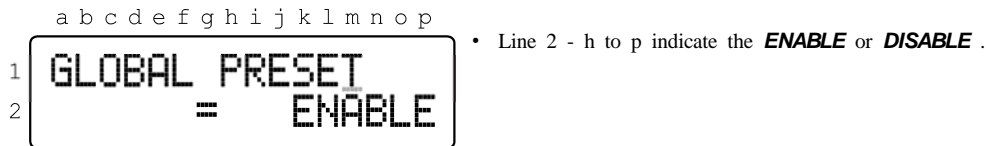
1 & 2	Press to move cursor.
3 & 4	When the cursor is at the Line 1 - k : Moving a UTILITY menu. When the cursor is at the Line 2 - p : Switching between OFF or ON .
STORE (MODE/BANK▼)	Storing any changes made while in this menu.
EXIT (BANK▲)	Exiting to the UTILITY menu.

Note

When this menu is **ON** or the **4/TAP** switch is activated as tap-tempo, the LCD display will show **BPM**.

4.4.9 GLOBAL PRESET

This sub-menu allows determining whether you to use the **GLOBAL PRESET** or not.

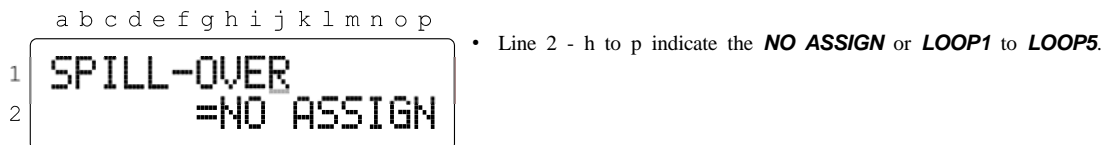


1 & 2	Press to move cursor.
3 & 4	When the cursor is at the Line 1 - m : Moving a UTILITY menu. When the cursor is at the Line 2 - p : Switching between ENABLE or DISABLE .
STORE (MODE/BANK▼)	Storing any changes made while in this menu.
EXIT (BANK▲)	Exiting to the UTILITY menu.

4.4.10 SPILL-OVER

This sub-menu allows you to assign a specific loop what is used for the **SPILL-OVER** function.

An assigned loop is used for spillover between presets, even with your analog delay or reverb



1 & 2	Press to move cursor.
3 & 4	When the cursor is at the Line 1 - j : Moving a UTILITY menu. When the cursor is at the Line 2 - p : Selecting NO ASSIGN or LOOP1 to LOOP5 .
STORE (MODE/BANK▼)	Storing any changes made while in this menu.
EXIT (BANK▲)	Exiting to the UTILITY menu.

4.4.11 FUNC. SWITCH 1/2

The **F1** and **F2** will act as footswitches like those used for amp channel switching. The EFX-ME supports three types of switch. Latched, momentary and reverse latched.

The sub-menu allows the selection of the function switches type.

a b c d e f g h i j k l m n o p	
1 FUNC. SWITCH1 2 = LATCHED	<ul style="list-style-type: none"> • Line 1 - a to m indicate the function switch 1 or 2. • Line 2 - h to p indicate the function switch type. (LATCHED, MOMENTARY or REV LATCH).

1 & 2	Press to move cursor.
3 & 4	When the cursor is at the Line 1 - m : Moving a UTILITY menu. When the cursor is at the Line 2 - p : Selecting LATCHED , MOMENTARY or REV LATCH .
STORE (MODE/BANK▼)	Storing any changes made while in this menu.
EXIT (BANK▲)	Exiting to the UTILITY menu.

4.4.12 GROUP SELECT

This sub-menu allows you define a group of **IA Switches** where pressing one **IA Switch** of the group turns that **IA switch** on and turns all other **IA switches** in the group off. Only **CC.C1** through **CC.C3** switches can be set as a group. This feature is useful when you control the looper function of a device that can receive MIDI, or when you can scroll through a bank or preset.

a b c d e f g h i j k l m n o p	
1 GROUP SELECT 2 =NO ASSIGN	<ul style="list-style-type: none"> • Line 2 - h to p indicate the NO ASSIGN, C1 TO C2 or C1 TO C3.

1 & 2	Press to move cursor.
3 & 4	When the cursor is at the Line 1 - l : Moving a UTILITY menu. When the cursor is at the Line 2 - p : Selecting NO ASSIGN , C1 TO C2 or C1 TO C3 .
STORE (MODE/BANK▼)	Storing any changes made while in this menu.
EXIT (BANK▲)	Exiting to the UTILITY menu.

Note

- When the corresponding **IA switches** are grouped, the ON/OFF combination of these switches is **not stored into internal memory** and is used only for MIDI transmission through **IA3 page**.
- The switches specified in groups only transfer **MIDI CC On Value**, The **MIDI CC Off Value** is **not sent**.

4.4.13 MIDI SYSEX DATA

This sub-menu allows the EFX-ME user data to be dumped (transmitted) to a computer or another EFX-ME, via this unit's **MIDI OUT/THRU** connector. User data will be transmitted as a **MIDI SysEx (system exclusive)** message. Also this sub-menu allows the EFX-ME user data to be loaded (received) from a computer or another EFX-ME, via this unit's **MIDI IN** connector. User data will be received as a **MIDI SysEx (System Exclusive)** message.



3 & 4	When the cursor is at the Line 1 - o : Moving a UTILITY menu.
STORE (MODE/BANK▼)	When the DUMP is selected : Starting dumping.
EXIT (BANK▲)	Exiting to the UTILITY menu.

Note

- When connecting the EFX-ME to a PC, the **Roland UM-ONE** and the **M-Audio USB UNO 1x1** are recommended. These MIDI interfaces have been tested for compatibility with the EFX-ME.
- The SYX file size should be **86,016 bytes**.

4.4.14 FACTORY RESET

This sub-menu allows erasing selected data area in the internal EEPROM memory.



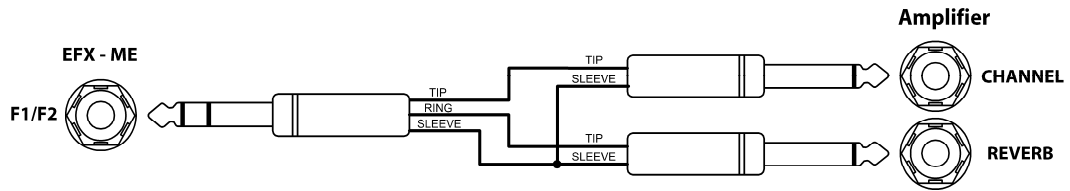
- Line 2 - h to p indicate the data area in which **FACTORY RESET** is executed and erased.
 - **ALL DATA** - All memory
 - **PRESET** - Preset Combination, Order, Preset Title and Preset MIDI
 - **SONG** - Song and Song Title
 - **SET** ->Set
 - **GLB.MIDI** - Global MIDI
 - **UTILITY** - Utility

1 & 2	Press to move cursor.
3 & 4	When the cursor is at the Line 1 - m : Moving a UTILITY menu. When the cursor is at the Line 2 - p : Scrolling a FACTORY RESET Area.
STORE (MODE/BANK▼)	Starting the factory default setting.
EXIT (BANK▲)	Exiting to the UTILITY menu.

5. Cables

Function Switches

The cable required is a stereo (TRS) to two mono 1/4" phone plugs. Connect the tip(stereo plug) to the pedal input, ring to the pedal output and sleeve to ground on all 3 plugs.



6. MIDI IN Specification

6.1 MIDI Preset Changes

MIDI access to these presets is available as MIDI program change messages. Via MIDI, the presets are numbered sequentially.

PRESET MODE		SONG MODE		SET MODE	
CC#:0 VALUE:0		CC#:0 VALUE:0		CC#:0 VALUE:0	
BANK01 - P1	PC # 001	SONG01 - P1	PC # 001	SONG01 - P1	PC # 001
BANK01 - P2	PC # 002	SONG01 - P2	PC # 002	SONG01 - P2	PC # 002
BANK01 - P3	PC # 003	SONG01 - P3	PC # 003	SONG01 - P3	PC # 003
BANK01 - P4	PC # 004	SONG01 - P4	PC # 004	SONG01 - P4	PC # 004
...	...				
BANK32 - P3	PC # 127				
BANK32 - P4	PC # 128				
CC#:0 VALUE:1		CC#:0 VALUE:1		CC#:0 VALUE:1	
BANK33 - P1	PC # 001	SONG02 - P1	PC # 001	SONG02 - P1	PC # 001
BANK33 - P2	PC # 002	SONG02 - P2	PC # 002	SONG02 - P2	PC # 002
...	...	SONG02 - P3	PC # 003	SONG02 - P3	PC # 003
BANK64 - P3	PC # 127	SONG02 - P4	PC # 004	SONG02 - P4	PC # 004
BANK64 - P4	PC # 128
CC#:0 VALUE:2		CC#:0 VALUE:98		CC#:0 VALUE:39	
BANK65 - P1	PC # 000	SONG99 - P1	PC # 002	SONG40 - P1	PC # 001
BANK65 - P2	PC # 001	SONG99 - P2	PC # 003	SONG40 - P2	PC # 002
...	...	SONG99 - P3	PC # 004	SONG40 - P3	PC # 003
BANK90 - P3	PC # 103	SONG99 - P4	PC # 005	SONG40 - P4	PC # 004
BANK90 - P4	PC # 104				

Note

CC#0 is the **MIDI BANK SELECT MSB** message.

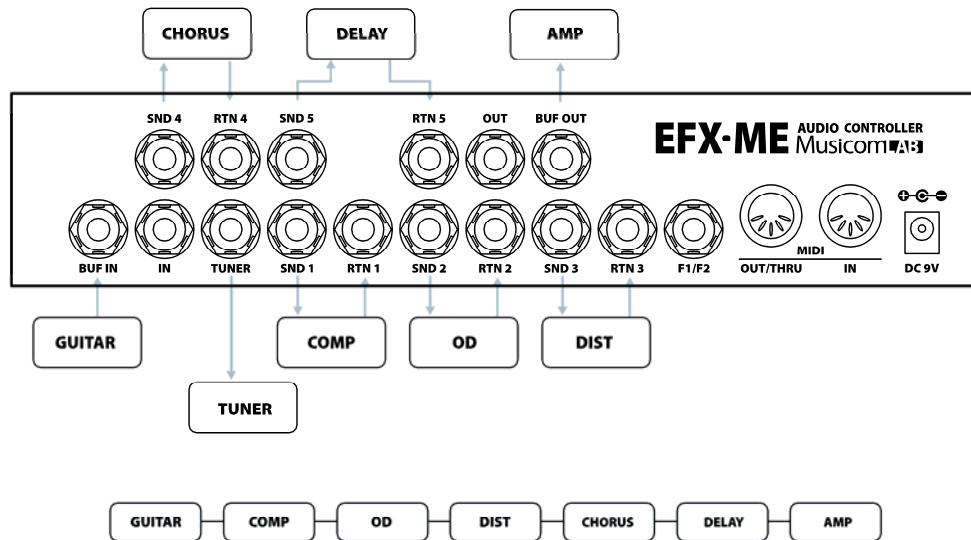
6.2 Individual Loop Controls

The individual Loops and Function switches can be controlled with MIDI Control Change messages.

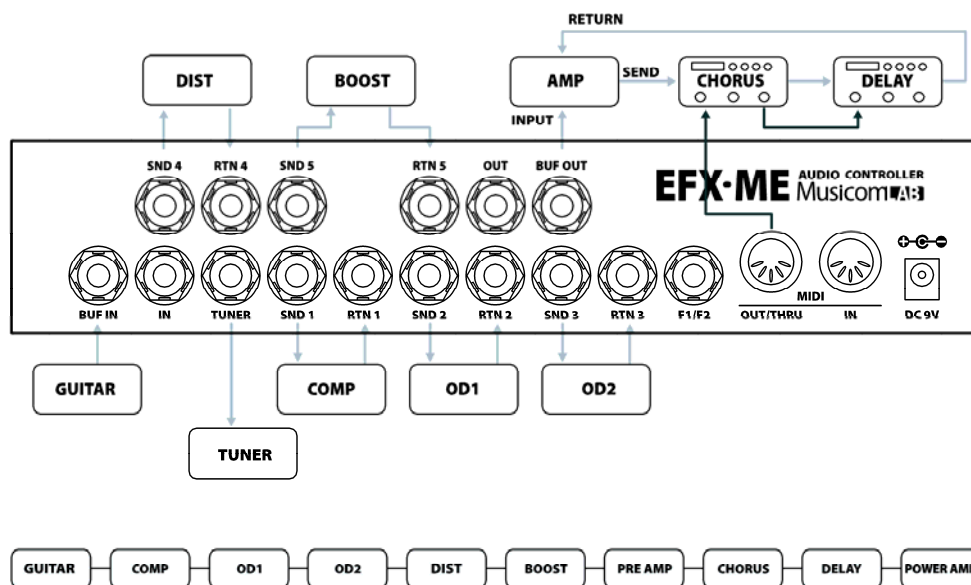
CC#	VALUE RANGE	CC#	VALUE RANGE
LOOP1	88 OFF(0-63) ON(64-127)	FUNC.SWITCH1	93 OFF(0-63) ON(64-127)
LOOP2	89 OFF(0-63) ON(64-127)	FUNC.SWITCH2	94 OFF(0-63) ON(64-127)
LOOP3	90 OFF(0-63) ON(64-127)		
LOOP4	91 OFF(0-63) ON(64-127)		
LOOP5	92 OFF(0-63) ON(64-127)		

7. CONNECTION EXAMPLES

Basic Connection



4CM Connection with MIDI PC & CC



SAFETY PRECAUTIONS



WARNING

- To reduce the risk of fire or electric shock, do not expose this appliance to rain or moisture.
- Do not cause electrostatic discharge to the device.

CAUTION

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

WARRANTY

Musicom Lab warrants this product against any defects that are due to defective parts or faulty workmanship for a period of one year from the date of original retail purchase. During this one year period, Musicom Lab will repair it without charge for parts or labor. However shipping charges to and from the repair location must be paid by the owner.

- This warranty applies only to the original owner and is not transferable.
- This warranty does not include damage to the product resulting from accident or misuse.
- This warranty shall not apply to any goods that have been repaired or altered by anyone other than the manufacturer.

Contact the following for support and/or repair service.

Mail : Musicom Lab
15-4, Seooreung-ro 15-gil, Eunpyeong-gu, Seoul, 03426, South Korea

Website : <http://www.musicomlab.com>

Email : support@musicomlab.com

Facebook : www.facebook.com/musicomlab