

HeadRush MX5

Latest Firmware Version: 2.7

Release Date: August 2024

Minimum System Requirements

- Windows 8 or macOS 10.15
- Host USB 2.0 port

File Backup Instructions

Important: Please back up all of your current rig, setlist, model preset, loop and/or impulse response (IR) files from HeadRush MX5 to your computer before updating the firmware.

1. Connect your computer to the HeadRush MX5's **USB port** using a standard USB cable.
2. With your computer powered on, power on the HeadRush MX5 using the **power switch**.
3. Tap the **•••** icon in the upper-right corner of the screen and then tap **Global Settings**.
4. In the **Global Settings** page, tap the **•••** icon in the upper-right corner, and then tap **USB Transfer**. On your computer, your HeadRush MX5 will appear as a mass-storage device called **HeadRush**.

Windows users: If this is the first time you've connected it to this computer, you may need to wait a minute while it installs the class-compliant drivers.

5. Open the **HeadRush** drive. You can now freely click and drag contents between **HeadRush** and your computer. Note that any changes you make to the contents of your **HeadRush** are immediate and cannot be cancelled.
6. **IMPORTANT:** When you are finished transferring contents, you must **unmount/eject** the HeadRush drive from your computer. File corruption may occur if the drive is not properly ejected before continuing.
7. After the drive has been unmounted/ejected, tap the **Sync** button on your HeadRush MX5 to "commit" any changes you made to the contents of the HeadRush drive. An additional prompt will appear to confirm you have ejected the drive. Tap **Proceed** to continue or **Cancel** to continue accessing files on your computer.

As the HeadRush MX5 analyzes and imports the files, a meter on the display will indicate its progress. The normal Global Settings screen will reappear when the process is finished. Do not disconnect or power off HeadRush MX5 during the sync process.

Firmware Update Instructions

1. Connect the **USB port** on your HeadRush MX5 to your computer, and ensure HeadRush MX5 and your computer are powered on.
2. On your HeadRush MX5, tap the **•••** icon in the upper-right corner, and tap **Global Settings**.
3. In the Global Settings screen, tap the **•••** icon in the upper-right corner again, and tap **Firmware Update**. In the screen that appears, tap **OK** to continue. After restarting, the screen will show **Update** at the bottom edge.
4. Open the **HeadRush MX5 2.7 Updater** application for your operating system—Windows or macOS. (You may need to unzip an additional .zip file to access the actual application.)
5. When the updater window appears, click **Update HeadRush MX5**. Do **not** disconnect or power off HeadRush MX5 or your computer until the update is completed.
6. When the update is completed, the updater window will display **Done**, and your HeadRush MX5 will restart. Click **Done** to close the updater window.
7. Confirm your HeadRush MX5 is using the latest firmware—tap the **•••** icon in the upper-right corner, and tap **Global Settings**. The firmware version will appear at the bottom of the screen as: **HEADRUSH v2.7**.
Congratulations—your HeadRush MX5 now has the latest firmware!

For additional help, visit support.headrushfx.com.

Changes

Since Firmware Version 2.6

- Added **GLORIOUS DRIVE** to the **DISTORTION** category.
- Added **WHITE BASS WAH** to the **EXPRESSION** category.
- Added **TEN FREQ EQ** to the **DYNAMICS/EQ** category.
- Fixed a rare issue where the incorrect LED color was occasionally shown if switching between two rigs that each had scenes with dual states.
- Fixed a rare issue where renamed rigs would use the previous rig name after restarting the unit.
- Other minor DSP optimizations and bug fixes.

Since Firmware Version 2.5

- Added **17 TRACE ELLIOT ELF** to the **AMPS** category.
- Added **B2 DRIVE** to the **DISTORTION/OD** category.
- Added **DIM CHORUS** to the **MODULATION** category.
- Added **ACOUSTIC PRE** to the **DYNAMICS/EQ** category.
- Added **PARTY VERB** to the **REVERB/DELAY** category.
- Added the ability to load 2 Impulse Responses in one block (**2X IR**), similar to the 2X Amp and 2X Cab features.
- Fixed an issue where some parameters were not loading correctly for the **PARA EQ** factory presets.
- Fixed an issue where the **MOVE** and **SPEED** switches for the **ROTARY** effect were not functioning correctly.
- Refined the **TAP TEMPO** footswitch to calculate the tempo after **3** presses (was **2**).
- Other minor UI/UX improvements and bug fixes.

Since Firmware Version 2.4

- Added 2 new amp models to the **AMP** category:
 - **84 J-120H**
 - **83 400R**
- Added **ENV FILTER** to the **MODULATION FX** category.
- Added **HOLD** to the **DYNAMICS/EQ FX** category.
- Added **RESO DELAY** to the **REVERB/DELAY FX** category.
- Improved lower pitch tracking for the **WHAM**, **HARM**, and **SHIMMER FX**.
- Added the ability to assign two scenes to one footswitch.
- Changed the **INPUT** block's **GATE THRESHOLD** parameter to have a factory default setting of -120.0 dB.
- Fixed a very rare issue where the **INPUT** block's noise gate feature would cause intermittent clicking.
- Fixed a similar very rare issue where intermittent clicking could be heard when the turning down the main volume of the unit (via main volume knob or expression pedal) and then increasing it.
- Other very minor UI/UX improvements and bug fixes.

Since Firmware Version 2.3.1

- Added **4** new amp models to the **AMP** category:
 - 11 EPB II HI-LEAD
 - 11 EPB II LO-LEAD
 - 11 EPB II CRUNCH
 - 11 EPB II CLEAN
- Added **4** new FX to the **DISTORTION** category:
 - B DIST 7000
 - OCT FUZZ
 - D250 DRIVE
 - S1 DRIVE
- Improved the **TUNER** accuracy and speed.
- Changed the Start/Stop (Footswitch #1) and Record/Overdub/Play (Footswitch #2) functions of MX5's looper to happen on press; Moved Clear, Peel, and Length functions are now accessible via a separate bank of controls by pressing Footswitch #3.
- Bug Fixes:
 - Resolved an issue where the default preset name of the input block setting would not appear when powered on.
 - Resolved an issue where an asterisk (unsaved rig indicator) would not appear after saving an individual block preset within a rig.
 - Resolved an issue where a loud pop would occur when increasing the BBD Delay's input gain parameter over 50%.
 - Resolved an issue where Reverse Delay and Tape Echo would get extremely loud when the mix value is set over 90%.
 - Resolved an issue where the RELEASE, TONE, and TAILS parameters were missing from the AMBI VERB effect.
 - Resolved an issue where switching between rigs with doubled cabs would sometimes cause a reduction in the level of the left output.

Since Firmware Version 2.3.0

- Setlists can now be freely exported and imported between the HeadRush Pedalboard, Gigboard, and MX5 (Note: The Song View feature is still only available on the HeadRush Pedalboard).
- Tap Tempo can now be assigned to a footswitch via the Hardware Assign page.
- Added ANXIETY OD V2 to the Distortion category.
- Bug Fixes:
 - Resolved an issue where the footswitch mode setting (Stomp, Rig, etc.) would not be retained between power cycles.
 - Resolved an issue where a Scene LED would be incorrectly lit when loading a rig if the rig was previously saved with a scene enabled and then saved again with the scene disabled.
 - Resolved an issue where Scenes were occasionally not functioning correctly after importing a rig to a different type of HeadRush device (e.g., Pedalboard to MX5).
 - Resolved an issue where Ambiverb was still audible if a volume pedal was before it and set to 0%.
 - Resolved an issue where MX5 would sometimes freeze on power off.
- Known Issues:
 - Very Rare: Immediately after updating, MX5 may get stuck on the “Loading...” screen. To resolve this, reboot the unit by holding the power button or disconnecting/reconnecting the power cable from the MX5, and then restarting the unit. If this happens, it will only happen once, and no user data will be lost.
 - Very Rare: After power on, the initial rig loaded may be missing its IR. To resolve this, reboot MX5 and reload the rig, or reselect the IR on the IR block’s detail edit page. No user data will be lost.