

HeadRush Flex Prime

Latest Firmware Version: 5.0.0


Release Date: December 2025

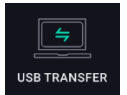
Minimum System Requirements

- Windows 10 or macOS 11
- Host USB 2.0 port

File Backup Instructions

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

1. Connect your computer to HeadRush Flex Prime's **USB-B port** using a standard USB cable.
2. With your computer powered on, power on HeadRush Flex Prime using the **power switch**.
3. Tap the **Menu** () icon in the upper-left corner of the **Main** screen, and then tap the **USB Transfer** icon.
4. On your computer, HeadRush Flex Prime will appear as a mass-storage device called **HeadRush**.

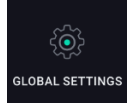


Windows users: If this is the first time you've connected it to this computer, you may need to wait a minute while it installs the class-compliant drivers.

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 ejected, tap **Sync** on your HeadRush Flex Prime to "commit" any changes you made to the contents of the HeadRush drive.

As HeadRush Flex Prime analyzes and imports the files, a meter on the display will indicate its progress. The last screen you were on before opening USB Transfer will reappear when the process is finished. Do not disconnect or power off HeadRush Flex Prime during the sync process.

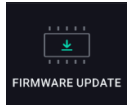
Firmware Update Instructions – Wi-Fi (if an update is available)



1. Tap the **Menu** (⋮) icon in the upper-left corner of the **Main** screen, and then tap the **Global Settings** icon.

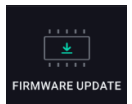
Note: To switch through each tab of the global settings, tap the tabs along the left edge of the screen.

2. Tap **WI-FI** on the left edge of the screen.
3. Tap the **ON** button at the top of the screen. Then, tap the local network that you would like to connect to, and enter the password for the network when prompted.
4. Return to the **Menu** screen and select **Firmware Update**.
5. In the Firmware Update screen, you will be presented with three options: **Cancel**, **Via USB** and **Via WI-FI**. Tap the **Via Wi-Fi** button.
6. A screen will then open asking you if you would like to update to the latest version of the HeadRush Flex Prime firmware. Select **Yes** to download and install the latest version of the HeadRush Flex Prime firmware.
A screen will appear with the status and programming of the firmware update.
7. Once your unit has finished updating, it will power off and then back on again. When HeadRush Flex Prime is powering on, you will see the version number of the firmware at the bottom of the screen. You can also check the version of the firmware in the **INFO** tab of the **Global Settings** page.



Firmware Update Instructions – USB

1. Download the latest Firmware Updater application for your PC or macOS from the **Download** section of HeadRush Flex Prime's webpage, from the **Download** section of the HeadRush Support webpage, or from your HeadRush account.
2. Connect the **USB-B port** on your HeadRush Flex Prime to your computer, and ensure both HeadRush Flex Prime and your computer are powered on.
3. On your HeadRush Flex Prime, tap the **Menu** (⋮) icon in the upper-left corner of the **Main** screen, and then tap the **Firmware Update** icon.
4. On the Firmware Update screen, you will be prompted to shut down your HeadRush Flex Prime and update your firmware. Select **YES** to continue. After restarting, the screen will show **Update** at the bottom edge.
5. Open the **HeadRush Flex Prime Updater** application for your Windows or macOS operating system. (You may need to unzip an additional .zip file to access the actual application.)
6. When the updater window appears, click **Update HeadRush Flex Prime**. Do **not** disconnect or power off HeadRush Flex Prime or your computer until the update is completed.
7. When the update is completed, the updater window will display **Done**, and your HeadRush Flex Prime will restart. Click **Done** to close the updater window.
8. When HeadRush Flex Prime is powering on, you will see the version number of the firmware at the bottom of the screen. You can also check the version of the firmware in the **INFO** tab of the **Global Settings** page.



For additional help, visit support.headrushfx.com.

Changes

Firmware Version 5.0.0

Drum Machine

- Added an onboard **Drum Machine** for enhanced songwriting, jamming, and live performance.
- Includes **16 drum kits and styles** created by world-renowned sound design experts at **Alesis** and **BFD**.
- Features **134 styles** across **15 genres**, each with main and variation patterns, drum fills, transitions, and endings—all easily triggered with your feet.
- Use the **Accent** footswitch to emphasize beats with crash, kick, or other sounds, or the **Mute** footswitch to silence drums for dramatic effect.
- Instant access to the onboard **Looper** lets you capture a bass line or chord progression and build a song idea from scratch.
- Fine-tune your kit sounds with **Mix**, **EQ**, **Timbre**, **Length**, **Tuning**, **Reverb**, and **Drive** controls.
- Adjust **Intensity** and **Groove** (swing) settings to shape the feel of each style.

TIDAL Integration

- Added support for connecting a **TIDAL Account** with their **DJ Extension** to HeadRush devices, enabling you to load songs from your **TIDAL** library directly into the **Practice Tool**.
- Once connected, browse your existing playlists, explore featured playlists like **TIDAL Rising** or **Moods**, or search directly for new songs by artist, track, or album.
- Change the **tempo** of a loaded song without affecting pitch, set loop points, and slow down fast passages for detailed practice.
- Shift the **pitch** of a loaded song without altering tempo, making it easy to rehearse songs in different keys.

Amp Model & FX Improvements

- Added three new **Amp Models** to the **ReValver Amp** category: **25 ON-1 Clean**, **Crunch**, and **Lead**.
- Added **25 ON-1.wav** and **25 ON-1 Tight.wav** files to the **Impulse Responses/Matched Cabs** folder.
- Added two new **FX** to the **Overdrive FX** category: **Jimmy OD** and **Palace OD**.
- Added **Up Tune** to the **Pitch FX** category.
- Improved the **Drop Tune** effect with enhanced pitch tracking, sound quality, and added additional interval settings.
- Improved the **Vocal Harmony** effect with enhanced pitch tracking and sound quality.

Other Improvements

- Added access to the **HeadRush Cloud** in the **HeadRush Remote** Wi-Fi editor.
- Added **Authentication** to **HeadRush Remote**, providing an extra layer of security when pairing your device at gigs via a temporary PIN.
- Added a **Block Mix** parameter to the **Advanced Block Edit** page, allowing control over the wet/dry blend of a block's input and output signals.
- Added an **Auto-Engage** expression pedal mode, which automatically bypasses the assigned effect based on pedal inactivity or pedal position.
- Various other minor bug fixes, UI/UX refinements, and DSP performance improvements.

Firmware Version 4.1.1

Bluetooth & Wi-Fi Improvements & Bug Fixes

- Added **Reset Bluetooth Settings** and **Reset Wi-Fi Settings** buttons to their respective tabs in **Global Settings** for improved control over external connections.

Note: After updating to version 4.1.1, you will need to re-pair your Bluetooth device to prevent potential audio dropouts.

- Added a **Bluetooth In Level** control to the **Global Settings > Bluetooth** page for better management of the incoming Bluetooth audio level.
- Fixed an issue where the **Pair Bluetooth Devices** button appeared active even when Bluetooth was turned off.
- Fixed a **Bluetooth** issue where it was possible to connect more than one external Bluetooth device at a time.
- Fixed a very rare **Bluetooth** issue where the HeadRush device would hang on shutdown when Bluetooth audio was actively streaming.

Other Performance Improvements & Bug Fixes

- Fixed a **Looper** issue where the **Start** or **Record** actions incorrectly waited for an external clock source when **MIDI Clock Receive** was enabled in **Global Settings** and **Global Tempo Sync** was disabled in **Looper Settings**.
- Fixed a **Looper** issue where a short gap could be heard at the end of the first loop layer when **MIDI Clock Receive** was enabled.
- Fixed a rare **Looper** issue where the footswitch label would appear incorrectly on the main rig page if a looper function was assigned to a footswitch via **Hardware Assign**.
- Fixed a **MIDI** issue where copying a rig with a **Scene** containing a **MIDI Out** message to another HeadRush device failed to send the message as expected.
- Fixed a **MIDI** issue where only 15 saved MIDI Out presets were visible and available for selection in the preset drop-down.
- Fixed a **HeadRush Remote** issue where dismissing the **Save Rig** dialog on the device did not dismiss the same dialog on HeadRush Remote.
- Fixed a **HeadRush Remote** issue where changing **Tempo** on the **Hardware Assign** page did not reflect correctly on the device.
- Fixed a **HeadRush Remote** issue where the **Dyn 12** and **Dyn 20** microphones were missing when using the **+8X10 Blue Line** cab.
- Fixed a **DB-33 Organ** issue where switching the **Rotary** parameter to **On** was not applying the set **Rotary Rate** frequency.
- Fixed a **Setlist Mode** issue where cancelling setlist edits could cause the rig edit page's drop-down rig list to show the **All Rigs** setlist instead of the correct selected setlist.
- Fixed a rare **Factory Reset** issue where the device would freeze on the "**Reverting**" message after a factory reset.
- Fixed other very minor bugs, UI enhancements, and performance improvements.

Firmware Version 4.1.0

New Features:

- **New FX**

Added three new FX:

- o **C-Verb** (HeadRush original Convolution Reverb IR Loader)
 - Added 50+ convolution reverb files to the available factory **Reverb** folder.
- o **Multi Delay** (HeadRush original Multi-Tap Delay)
- o **Grain Delay** (HeadRush original Granular Delay)

Improvements:

- **MIDI Improvements**

Added the ability to send a command of up to five MIDI messages (**Program Change**, **Control Change**, **Note On/Off**) when a footswitch is pressed, when a scene is activated, or when a rig is loaded.

Added the ability to store these commands as a preset for easy recall when building new rigs or editing older rigs.

Added additional external control via MIDI Control Change messages for users who would like to control their HeadRush device externally for many other requested functions (e.g., **Next/Prev Rig**, **Next/Prev Bank**, **Scenes**, **Change Footswitch Mode**, **Metronome Volume**, etc.).

- **Amp Cloner Improvements**

Improved the cloning process to more accurately and consistently capture low end and overall tonal response, especially with fuzz pedals, high-gain amps, and mid-gain/edge of breakup amps.

- **Other Improvements**

Added an **Output Level** parameter to all HeadRush and ReValver Amps to allow for better balancing of amp volumes in rigs and scenes.

Added a **Range** parameter to the built-in **Tuner** to improve tuning speed and accuracy with lower pitched instruments like bass and extended range guitars.

Added the ability to select **0** in the Metronome's **Time Signature** parameter to turn off all metronome accents.

Improved the footswitch layout of the **Practice Tool**.

Added the ability to access the **Tuner** and **Global Settings** while using the **HeadRush Remote** app.

Many other minor bug fixes, UI improvements, and performance improvements.

Firmware Version 4.0.0

New Features:

- **Introducing HeadRush Remote:**

Your HeadRush Flex Prime can now be conveniently edited via a web browser on a computer or tablet. This introduces an incredibly convenient way to use your HeadRush hardware without taking up valuable room on your studio desk, as well as reducing the need to bend and make edits directly on the hardware itself. Best of all, you don't need to install any special software!

To access HeadRush Remote and get started today, follow the directions below:

1. Connect your HeadRush Flex Prime to the same Wi-Fi network as your computer or tablet in the **Global Settings > Wi-Fi** menu.
2. In the same menu, ensure that the **HeadRush Remote** setting is turned **On**. You should then see an IP address here.
3. On your computer or tablet's web browser, enter your unique IP address into the URL field. Alternatively, you can enter **headrushflexprime.local** into the web address.

Note: For best results, we recommend using a computer or tablet with a 7" or larger screen, and using the native web browser for that device (e.g., Microsoft Edge for Windows-based devices, Safari for macOS/iOS-based devices, or Google Chrome for Android-based devices). You may find that other browsers are incompatible with the Remote Editor web UI.

Important: If the remote editor page is shown as "not found" in your browser, you may need to reset your Wi-Fi router when making the connection for the first time.

For more information on using the remote editor, consult the latest *User Guide*.

- **Added support for HeadRush SuperClones**

SuperClones are an enhanced version of HeadRush Clones that combine multiple clones of an amp or pedal captured with different gain settings, making gain adjustments much more realistic to the cloned amp or pedal. SuperClones can be assembled from existing clones using the included Amp Cloner desktop software for mac/PC.

Additionally, **10 SuperClones** have been added to the clone factory folders:

- o Famous Cobra Crunch.sc
- o Flathill TA Tweed.sc
- o Freeman DS.sc
- o Lead ACM800 ZW.sc
- o Marketbass TA501.sc
- o Morgen AC20.sc
- o Vagner Shiva Lead.sc
- o DT Monkey.sc
- o EH Soul.sc
- o Precise Drive.sc

Important: When auditioning SuperClones in existing rigs (either factory or user rigs), make sure to use the **Master Volume** control to find the best level first before adjusting other controls.

Improvements:

- **New Content and FX Block Improvements**

Added two new FX in the new **Rhythmic** FX category:

- o Kill Seq
- o Splicer

Added one new FX to the **Reverb** FX category:

- o Spring Guru

Added the **Matched Cab** collection to the available factory IRs in the **/Impulse Responses** folder. These 48 guitar cabinet impulse response files were crafted for our ReValver plugin to provide a great sounding, easy starting point for each of the HeadRush and ReValver amp models.

Added **Arpeggiator** controls for the **Hybrid Synth**, **DB-33 Organ**, and **Electric Piano** synth blocks.

Added **Pedal Clone** to the available list of selectable blocks that can be added to a rig for better organization.

- **Main Rig Page Improvements**

Added **Rig Output** level meters to the main edit page of the output block.

Added two additional split signal path options for guitar-only signal chains:

- o **5 – 3/3 – 3** features five slots after the Input, a six-slot split Mix section, and then three slots before the Output.
- o **7 – 2/2 – 3** features seven slots after the Input, a two-slot split Mix section, and then three slots before the Output.

- **Block Edit Page Improvements**

Added **Block Output** level meters to each block in a rig.

Added an **Advanced Edit** page for each block in a rig, accessible by tapping the **settings icon** in the lower-right corner of the block edit page. This includes **Input Gain**, **Output Gain**, and **Touch EQ** controls for each block.

- **Hardware Assignment Improvements**

Added an option in **Global Settings** to change all footswitches to **On Press**, which disables hold functionality and provides better timing with a snappier feel when using the footswitches.

Added the **Hold Functions** category to the **Hardware Assign** footswitch assignment menu, giving the ability to assign **View**, **Hands-Free**, **Looper**, and **Tuner** to individual footswitches via press. This is especially useful if your footswitches are assigned to **On Press** in the **Global Settings**.

Added the ability to easily assign a footswitch or scene to switch between two amps, cabs, or IRs located within a single slot. See the **Switch Doubling** section of the latest *User Guide* for more information.

Added the ability to easily reassign a footswitch or scene to switch between the top and bottom paths of a split signal chain rig.

Added the ability to assign an **A/B Mix** parameter to the expression pedal to easily blend between the top and bottom paths of a split signal chain rig.

Added the ability to set an individual footswitch to **MOMNT**, like HeadRush Prime, where users can set the block to be enabled only while the footswitch is held.

- **Amp Clone Improvements**

Added the ability to demo an Amp Clone when browsing the HeadRush Cloud.

- **Looper Improvements**

Added an **Unpeel** control, accessed by holding the **Peel** footswitch, which brings layers back in the order that they were removed.

Added a **Threshold** parameter to the **Looper Settings** page that enables the Looper to be automatically armed for recording when the set audio level is detected.

Added a **Quantize Changes** parameter to the **Looper Settings** page that syncs the **Speed Change** function to the next downbeat of a measure when enabled and when the Looper has **Global Tempo Sync** enabled.

- **Other Features, Performance Improvements, and Bug Fixes**

Added external control by MIDI CC messages for the Practice Tool and Metronome.

Removed the artificial latency that was added when a bypassed FX Loop block was present in a rig.

Fixed an issue where the Pitch Delay's echoes were out of tune.

Fixed a rare issue where synth effects could potentially cause dropouts or a glitch noise when changing rigs.

Many other minor bug fixes, UI improvements, and performance improvements.