HEADRUSH®

FLEX PRIME

User Guide

English

Manual Version 4.1.0

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(1.0) Introduction

(1.1) Box Contents

Flex Prime

Power Adapter

Quickstart Guide

Safety & Warranty Manual

(1.2) Support

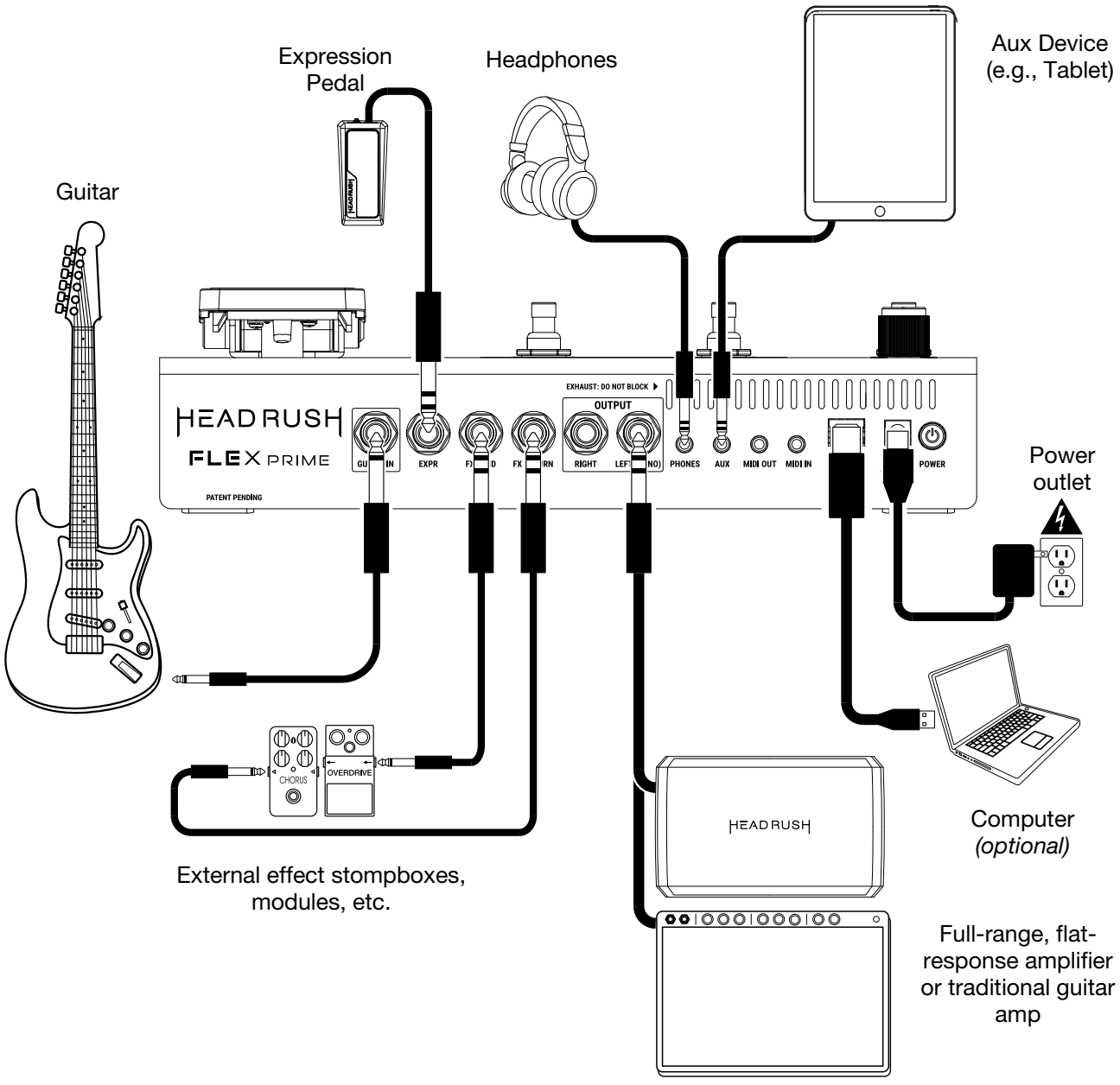
For the latest information about this product (documentation, technical specifications, system requirements, compatibility information, etc.) and product registration, visit **headrushfx.com**.

For additional product support, visit **support.headrushfx.com**.

(2.0) Setup

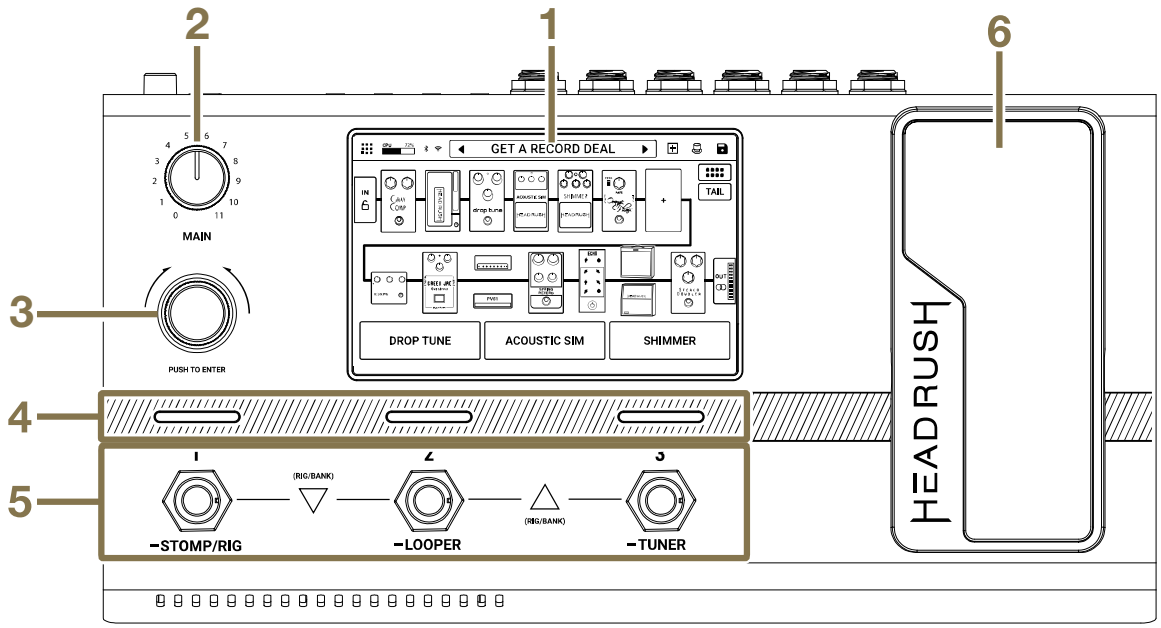
Items not listed under ***(1.1) Introduction*** > ***Box Contents*** are sold separately.

IMPORTANT! In the ***(4.18.2) Global Settings > Audio*** menu, make sure you set the **Outputs** to send signal at amp level if you are using a traditional guitar amplifier, or line level (default) if you are using a full-range flat-response amplifier, mixer, PA speaker or audio interface.



(3.0) Features

(3.1) Top Panel



1. **Display**

   This full-color multi-touch display shows information relevant to Flex Prime's current operation. Touch the display (and use the hardware controls) to control the interface. See ***(4.1) Main Screen*** to learn how it works.

2. **Main**

   Turn this knob to adjust the level of the **Main** and **Phones** Outputs.

3. **Encoder**

   Turn this encoder to scroll through the available menu options or adjust the parameter values of the selected field in the display. Push the encoder to confirm your selection.

4. **Footswitch Indicators**

   These lights indicate whether the block, rig, or scene assigned to each footswitch is on (brightly lit) or off (dimly lit).

5. **Footswitches**

   Press these footswitches to activate or deactivate the assigned block or scene, or to load the assigned rig.

   Press and hold these footswitches to change footswitch mode (1), open the Looper (2), and open the Tuner (3).

   See ***(4.5) Footswitch Modes*** for more information.

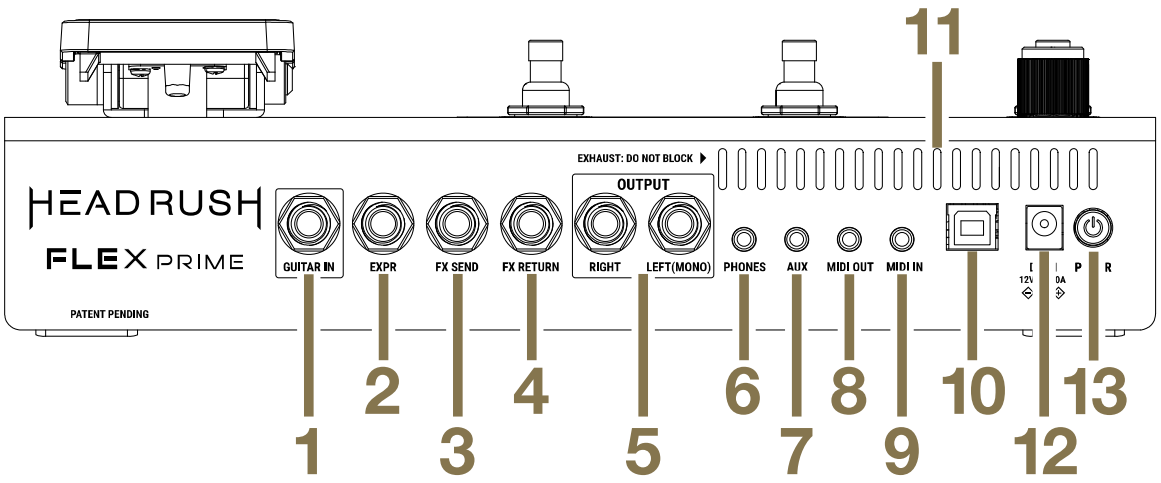
6. **Expression Pedal**

   Use this pedal to adjust the assigned parameter/parameters.

   Press the toe of the pedal down to switch between banks of assignments.

   See the ***(4.6.3) Hardware Assign > Expression Pedal*** for more information.

(3.2) Rear Panel



1. **Guitar Input** (1/4” [6.35 mm], TS)

   Connect your guitar to this input using a standard instrument cable.

2. **Expression Pedal Input** (1/4” [6.35 mm], TRS)

   Connect an optional secondary expression pedal to this input using a standard instrument cable.

3. **FX Send Output** (1/4” [6.35 mm], TRS)

   Connect this output to the input of another effects module, an effect pedal, or the effects loop return of an amplifier.

4. **FX Return Input** (1/4” [6.35 mm], TRS)

   Connect this input to the output of another effects module, an effect pedal, or the effects loop send of an amplifier.

   Note: If you want to use the FX loop with Mono devices, use a standard 1/4” TS instrument cable. If you want to use the FX loop with Stereo devices, use a 1/4” TRS instrument cable, such as a 1/4” TRS to Dual 1/4” TS Splitter cable. If you are using the FX loop in Stereo, you will also need to enable the **Stereo FX Send** and/or **Return** in the ***(4.18.2) Global Settings > Audio*** menu.

5. **Outputs** (1/4” [6.35 mm], TRS)

   Connect these outputs to the inputs of your amplifier, audio interface, etc. If you only need to use one output, use the one labeled **(Mono) L**.

   The Outputs can be set to amp level or line level in the ***(4.18.2) Global Settings > Audio*** menu.

6. **Phones Output** (1/8” [3.5 mm], TRS)

   Connect standard 1/8” (3.5 mm) stereo headphones to this output. Use the **phones volume** knob to control the volume level.

7. **Aux Input** (1/8” [3.5 mm], TRS)

   Connect an optional audio source (e.g., smartphone, tablet, etc.) to this input using a 1/8” (3.5 mm) stereo cable.

   Important: The audio signal from the aux input is routed directly to the outputs of HeadRush Flex Prime without any modeling or effects applied, and cannot be used by the looper. It is also unaffected by the main volume knob.

8. **MIDI Input** (1/8” [3.5 mm])

   Use a Type A 1/8"-to-MIDI DIN adapter and a standard MIDI cable (not included) to connect this input to the MIDI output of an optional external MIDI device.

9. **MIDI Out/Thru** (1/8” [3.5 mm])

   Use a Type A 1/8"-to-MIDI DIN adapter and a standard MIDI cable (not included) to connect this output to the MIDI input of an optional external MIDI device. You can set this output to be a standard MIDI output or MIDI throughput in the ***(4.18.6) Global Settings > MIDI*** menu.

   Important: Do **not** connect audio devices (e.g., headphones, monitors, etc.) to the **MIDI Output** or **MIDI Input**. Use 1/8”-to-5-pin MIDI DIN adapters to connect MIDI devices only.

10. **USB-B Port**

    Connect this USB port to a computer using a standard USB cable. This connection allows Flex Prime to send and receive the digital audio signal to and from your computer. You can also use this connection to import or export rigs, block presets, setlists, loops, clones, and tracks for the practice tool. See ***(4.15) USB*** for more information.

11. **Vent**

    Make sure this vent is unobstructed while using Flex Prime.

12. **Power Input**

    Connect this input to a power outlet using the included power adapter.

13. **Power Switch**

    Press this button to turn Flex Prime’s power on.

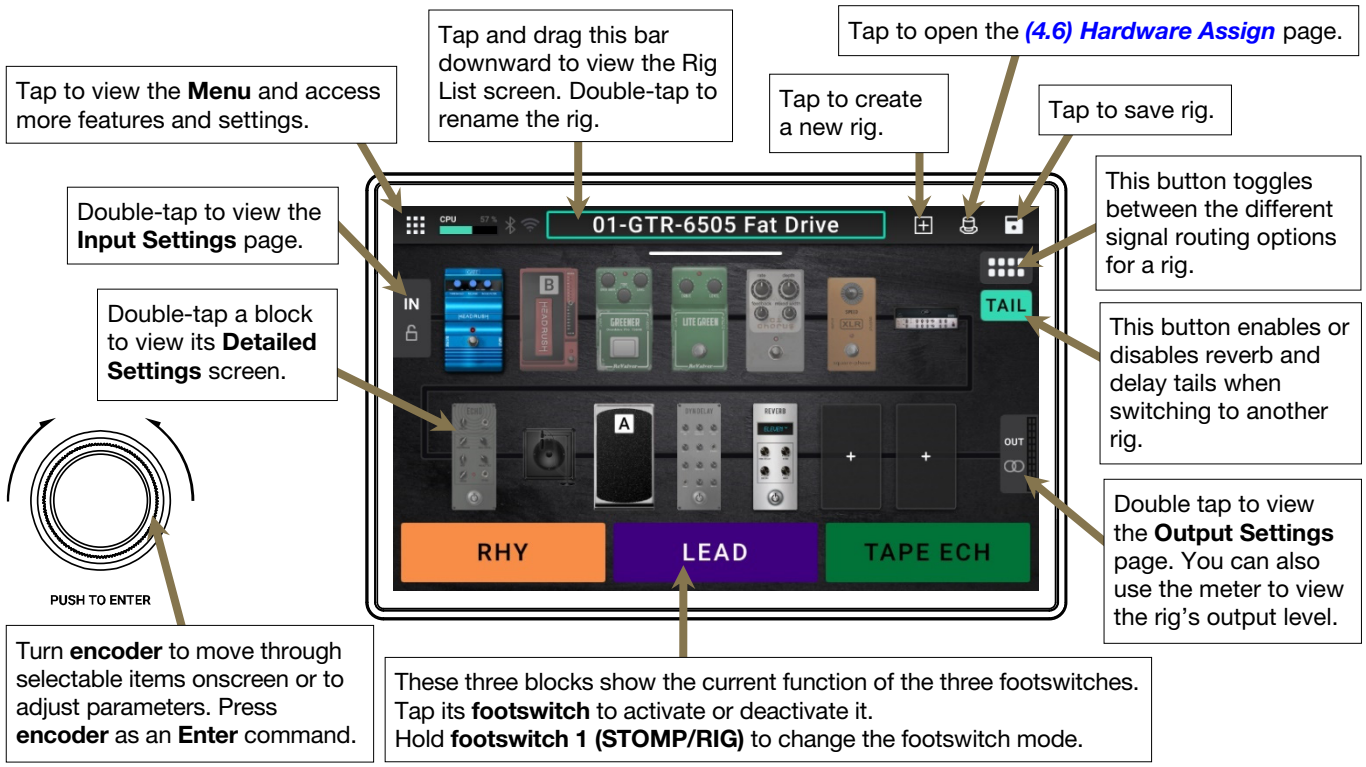
    Always make sure your input devices are connected and your volume is at zero before powering on. Return volume to zero when powering off.

(4.0) Operation

This chapter describes Flex Prime's functions.

(4.1) Main Screen

(4.1.1) Overview



(4.1.2) Basic Operations

Important: The sequence of blocks in your signal chain is not necessarily reflected in the footswitches. You can freely assign blocks to available footswitches without changing your signal chain at all—and vice versa. See *(4.6) Hardware Assign* to learn about this.

To assign a block (amp, cab, impulse response, effect, or clone) **to an empty slot**, tap it (**+**) and then use the list that appears. See *(4.3.1) Rigs > Creating a New Rig* to learn about this.

To rearrange the blocks in your signal chain, tap and drag a block to another slot or between two other blocks (the blocks after that position will shift one slot further down the signal chain).

To activate or deactivate a block, press the **footswitch** assigned to it, or tap the block and then tap the **On/Off** button that appears in the top right corner.

To switch an amp and/or cab between a dual and single configuration, tap the block and then tap the **X2** button that appears in the top right corner. See *(4.1.4) Amp/Cab Doubling* to learn about this.

To show a block's settings screen, double-tap it.

To load another rig (preset):

- Tap the name of the rig on the screen and then turn the **encoder**.
- Tap the name of the rig on the screen and then tap the ◀/▶ buttons to move to the previous or next rig.
- Press **footswitches 1 and 2** (▽)**,** or **footswitches 2 and 3** (△) simultaneously when Flex Prime is in Stomp Mode.
- Press a **footswitch** assigned to a preset when Flex Prime is in Rig Mode.
- Press a **footswitch** assigned to **Prev Rig** or **Next Rig** when Flex Prime is in Hybrid Mode.

To create a new rig, tap the **+** button in the toolbar. 

To rename the current rig, double-tap the rig name. Use the keyboard that appears, and then tap **Rename**.

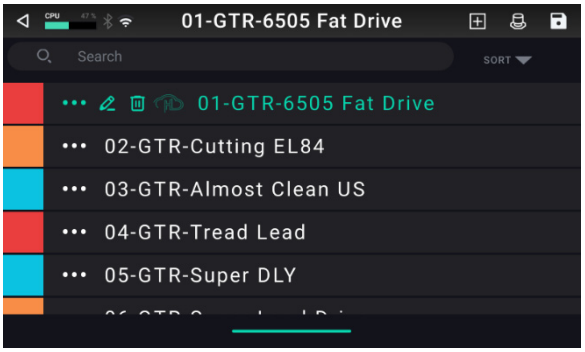
To show a list of available rigs on your Flex Prime, tap the rig name and drag downward. In this list you can tap a rig's name to load it.

Tap the ••• button to the left of the rig name to access additional options:

To rename the rig, tap the **pencil** icon.

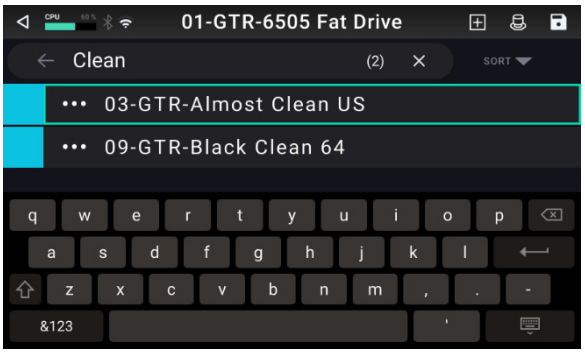
To delete the rig, tap the **trash can icon**, and then tap **Delete** or press **footswitch 3** to continue. Tap **Cancel** or press **footswitch 2** to return to the rig list.

To add the rig to the HeadRush Cloud, tap the **cloud** icon. See HeadRush Cloud for more information.



To search for a rig on your Flex Prime, tap the **magnifying-glass icon** in the upper-left corner and use the virtual keyboard that appears to enter a search term (e.g., part of the rig name). The results will appear below. Tap a result to load that rig.

To sort the list, tap the **Sort** button. You can sort by name **A to Z**, by name **Z to A**, or by **Color**.



To hide this list, tap the current rig name in the toolbar, or drag upward from the bottom of the list.

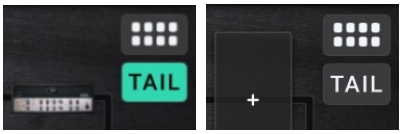
Note: If you have not selected a setlist, all rigs on your Flex Prime will be shown on this rig list. If you have selected a setlist, only the rigs from that setlist will appear on this rig list.

(4.1.3) Reverb/Delay Tail Spillover

Flex Prime features two types of Reverb/Delay Tail Spillover:

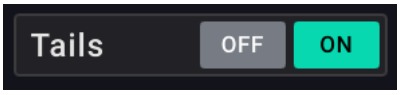
- If you have reverb and/or delay effect(s) active on your rig and then switch to a different rig, the effect(s) will continue to decay after switching to the second rig.
- If you have a reverb or delay effect active on your rig and then bypass this effect, it will continue to decay after it is bypassed.

To enable or disable this feature for the current rig, tap **Tail** on the **Main Screen**.



Note: This feature will not work if you are using the FX Loop or USB Audio features.

To enable or disable Reverb/Delay Tail Spillover for an individual effect, first double-tap the effect on the **Main Screen**. Then, use the **Tails** parameter to toggle the feature **On** or **Off**.



Note: Adjusting this parameter will not impact the Reverb/Delay Tail Spillover setting for the whole rig.

(4.1.4) Amp/Cab Doubling

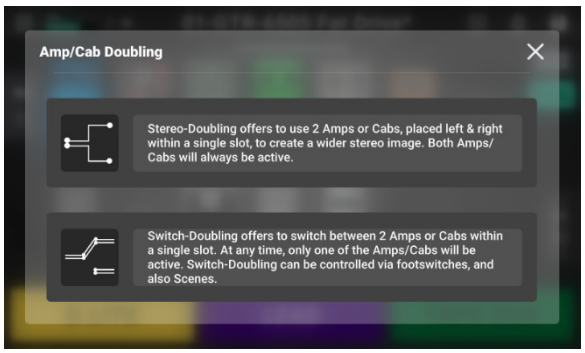
When switching an amp, cab, or IR between a single and dual configuration using the **X2** button, you can select from two options:

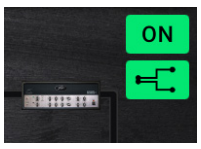
- **Stereo-Doubling:** When this option is selected, two amps, cabs, or IRs are placed left and right within a single slot to create a wider image. Both amps, cabs, or IRs will be active at all times.
- **Switch-Doubling:** When this option is selected, two amps, cabs, or IRs are placed within a single slot, and you can switch between the top and bottom amp, cab, or IR.

  To use Switch-Doubling, you must assign a footswitch to this function in your rig. In the Hardware Assign page, select the **Signal Chain** category of the **Footswitch Assignment Menu**, and choose from the following two options:

  Doubling: A <Switch> B: If there is one Switch-Doubled amp, cab, or IR, this setting assigns the footswitch to alternate between the top and bottom options of the block(s).

  Both: A-B-C-D: If there are two Switch-Doubled amps, cabs, or IRs, and one is located on the top path of a split signal chain and the other is located on the bottom path of a split signal chain, this setting assigns the footswitch to alternate between the four options of the block(s) in round-robin order.



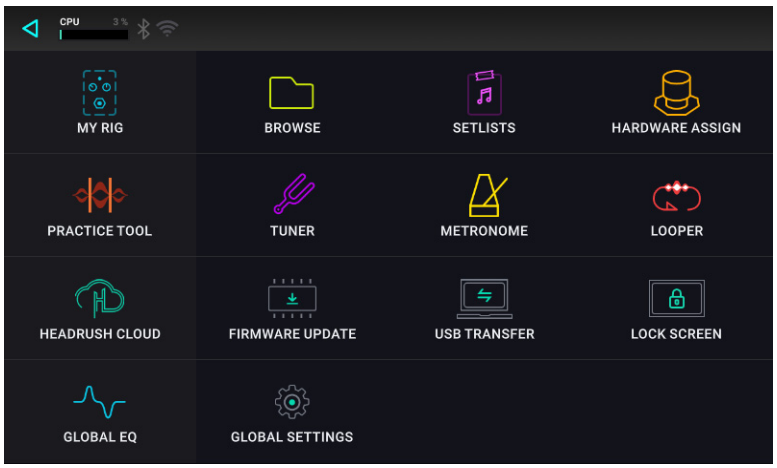


(4.2) Menu Screen

Most of the key features of Flex Prime are accessible from the **Menu** Screen.

To access the menu screen, tap the **Menu** icon in the upper left corner of the **Main** screen. 

To return to the Main screen, tap the ◀ icon in the upper left corner of the **Menu** screen. 



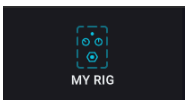
The following screens can be accessed from the **Menu** screen:

- **My Rig:** See ***(4.1.1) Main Screen > Overview*** and ***(4.3) Rigs*** to learn more about this screen.
- **Browse:** See ***(4.8) File Browser*** to learn more about this screen.
- **Setlists:** See ***(4.9) Setlists*** to learn more about this screen.
- **Practice Tool:** See ***(4.10) Practice Tool*** to learn more about this screen.
- **Tuner:** See ***(4.11) Tuner*** to learn more about this screen.
- **Metronome:** See ***(4.12) Metronome*** to learn more about this screen.
- **Looper:** See ***(4.13) Looper*** to learn more about this screen.
- **HeadRush Cloud:** See ***(4.14) HeadRush Cloud*** to learn more about this screen.
- **Firmware Update:** Tap here to enter **Firmware Update** mode. This will allow you to update Flex Prime when new firmware is available, using either a USB connection to your computer or over-the-air via Wi-Fi.
- **USB Transfer:** See ***(4.15.1) USB > Transferring Files & Settings*** to learn more about this screen.
- **Lock Screen:** See ***(4.16) Lock Screen*** to learn more about this screen.
- **Global EQ:** See ***(4.17) Global EQ*** to learn more about this screen.
- **Global Settings:** See ***(4.18) Global Settings*** to learn more about this screen.

(4.3) Rigs

When you are using Flex Prime, a **rig** is a preset: the combination of assigned **blocks**—the amps, cabs, IRs, clones, and effects—and the parameter settings of each of them. You can create, edit, save, and load rigs, making it easy to recall the perfect sound for each part of your performance.

To access your rig from the Menu, tap the **My Rig** icon.



Each rig has **14 slots**, each of which can have one block (amp, cab, effect, or clone) assigned to it. An exception is when a slot is using an amp, cab, or IR in a dual configuration (when the **X2** button next to it is enabled).

Assigned slots will show graphical representations of the blocks, and empty slots will show a **+** symbol.

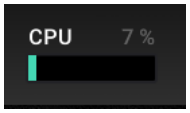
(4.3.1) Creating a New Rig

To create a new rig, tap the **+** button in the upper-right corner of the main screen, and then tap **New Rig**.

To assign a block (amp, cab, IR, clone, or effect) to an empty slot:

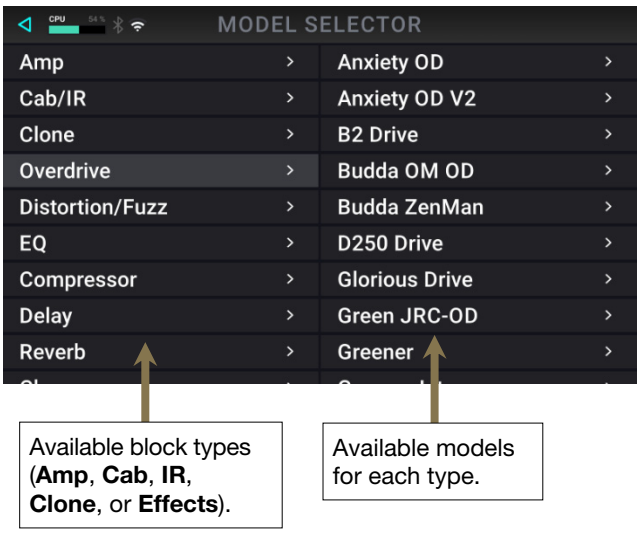
1. Tap the empty slot (**+**).
2. In the list that appears, tap the type of block you want to assign.
3. In the list that appears, tap the specific block you want to assign.
4. In the next list that appears, tap the preset you want to load for that block.

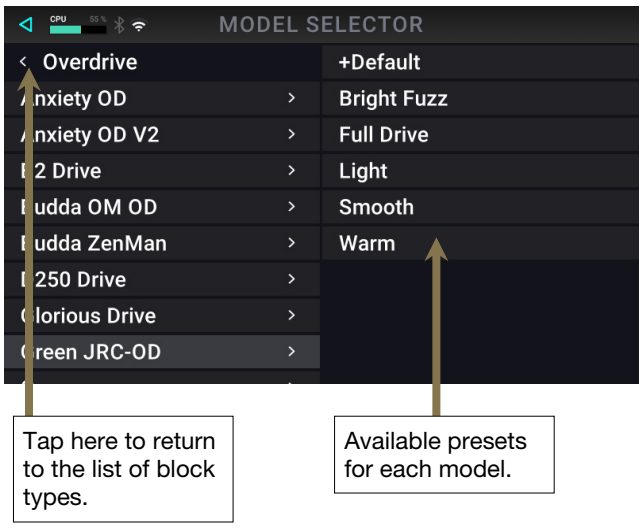
As you add blocks, you will notice the CPU meter in the top left screen fill up. There is no limit to the number of the same type of blocks you can add; however, if this CPU meter reaches 100%, you may experience some unwanted tonal side effects (popping, clicks, etc.).



If you are loading an impulse response (IR) file, you can select one that is truncated to **1024** samples, which are less DSP-intensive, freeing up more resources to load and use additional blocks and/or IRs to your rigs.

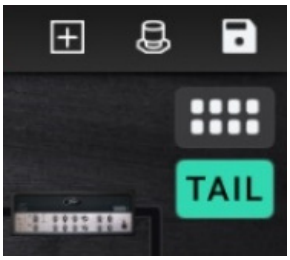
To load a truncated IR, select the **IR 1024** model instead of the normal setting (**2048**) when adding an IR to your rig.





(4.3.2) Signal Path

The **signal path** is the direction that the audio signal follows from your guitar, through your 14 available slots, and ends at the outputs of Flex Prime. You can easily reconfigure your signal path to best suit your needs, especially when it comes to creating more complex rigs.

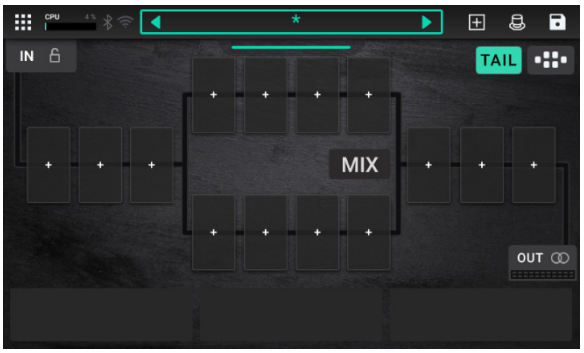


To reconfigure the signal path, tap the **signal path icon** at the top-right corner of the main screen.

The following signal path options are available:

Straight Path

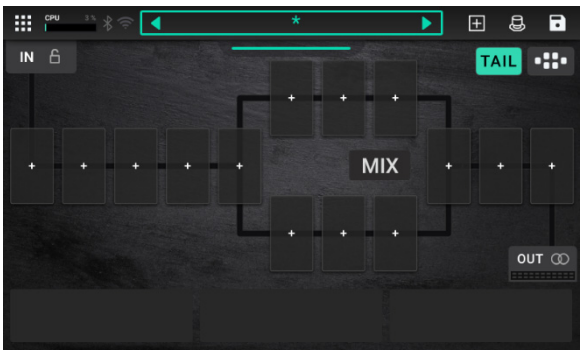
This straight signal path is the default and the most common for users that are creating non-complex guitar tones.



Middle Split

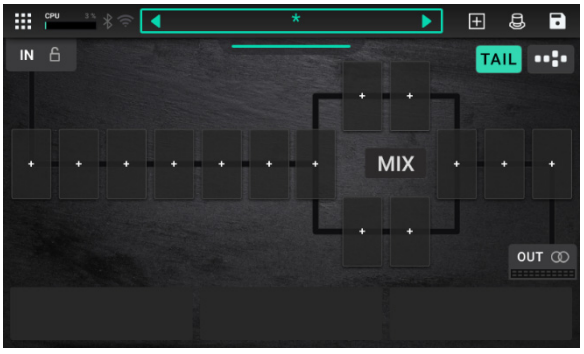
This signal path splits in the middle and rejoins near the end. This configuration is useful for using two types of effects (or chains of effects) but want to keep their signals separate.

There are three separate Middle Split options:

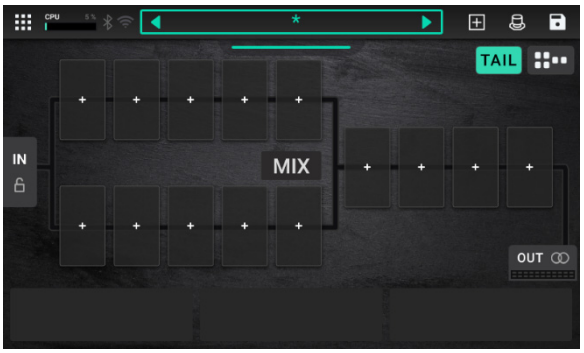


- **Middle Split 3-4-3** features three slots after the Input, an eight-slot split Mix section, and then three slots before the Output.
- **Middle Split 5-3-3** features five slots after the Input, a six-slot split Mix section, and then three slots before the Output.

  Note: Middle Splits 3-4-3 and 5-3-3 use the same singal path icon shape.
- **Middle Split 7-2-3** features seven slots after the Input, a two-slot split Mix section, and then three slots before the Output.



See ***(4.4.2) Adjusting Settings > Parameters > Mix*** to learn how to mix the split paths together.



Immediate Split

This signal path splits immediately from the Input in a ten-slot split mix section, and then rejoins with four slots before the Output.

See *(4.4.2) Adjusting Settings* > *Parameters* > *Mix* to learn how to mix the split paths together.

Optimizing Your Signal Path

After adding blocks to a rig, you can use the touchscreen to arrange your selected blocks in any sequence, but you may find that some configurations will sound better than others.

Here are some common block placement suggestions for creating great rigs with Flex Prime:

- Dynamics (e.g., **compressors**), filters (e.g., **wah**, **pitch shifters**), and **volume** pedals are generally placed at the beginning of the signal chain. Alternatively, you can place volume pedals at the end of the signal chain to provide a slight variance in functionality.
- Gain-based effects (e.g., **overdrive**/**distortion**, **fuzz**) usually come next.
- Equalization (**EQ**) is often used to shape the tonal characteristics of overdrive/distortion and fuzz effects, so put an EQ after them. Alternatively, place it before them to shape the guitar's general tone—cutting unwanted frequencies—before the gain pedals.
- Modulation effects like **flangers**, **phasers**, and **chorus** are typically placed next.
- Time-based effects like **delays** and **reverbs** are generally placed in between the **amp** and **cab** blocks (to simulate an amp's built in FX loop), or near the end of the signal chain.
- **Amp blocks**, **cab blocks**, **IRs**, and **amp clones** are often placed near end of the signal chain, although you can place it wherever you want, depending on your needs.

Switching Between Paths

When using split path signal chains, you can use a footswitch or expression pedal to toggle or blend between each path.

To toggle between split paths using a footswitch, use the *(4.6) Hardware Assign* page to assign a footswitch to this function in your rig. In the Hardware Assign page, select the **Signal Chain** category of the **Footswitch Assignment Menu**, and choose **Path Mix: A <Switch> B**.

Each press of the assigned footswitch will alternate between the full top row split path in the rig being active and the bottom row being muted, and vice versa. This option can only be applied to split path rigs.

Note: You can also set this assignment as part of a Scene by adjusting the **Patch Switch** parameter located at the bottom of the **Scene Assign** page.

To blend between signal paths using the expression pedal, use the *(4.6) Hardware Assign* page to assign the built-in or external expression pedal to the **Mix > A <Crossfade> B** assignment.

(4.3.3) Stereo vs. Mono

The outgoing signal from Flex Prime can be mono or stereo, depending on the blocks in your rig, the signal path, and which outputs you are using. An indicator near the end of the signal path indicates the current configuration.

The signal will be **stereo** if you do any **one** of the following:

- Use any stereo effect block in your signal chain. Even if you have placed mono effect blocks after it. (This is possible because the mono effect is simply applied identically to both channels and not summed.)
- Use a split signal path, even if the split paths rejoin before the output.
- Use a double-amp, double-cab, and/or double-IR configuration (i.e., if **2X** is **on**).

The signal will be **mono** if you do **all** of the following:

- Use no stereo effect blocks in your signal chain.
- Use the linear (not split) signal path.
- Use only single-amp and single-cab configurations, if you use an amp or cab block at all.

Alternatively, the signal will be mono if you do any one of the following:

- Use only the **L/Mono output** (of a stereo pair) on the rear panel.
- Reduce the **Rig Width** output setting to **0%**.

To adjust the width of the stereo field, double-tap the **Out** icon at the end of your signal path, and adjust the **Rig Width** output setting. This affects stereo signals only, not mono signals. **100%** uses the full stereo field, while **0%** produces a mono signal.

(4.3.4) Saving a Rig

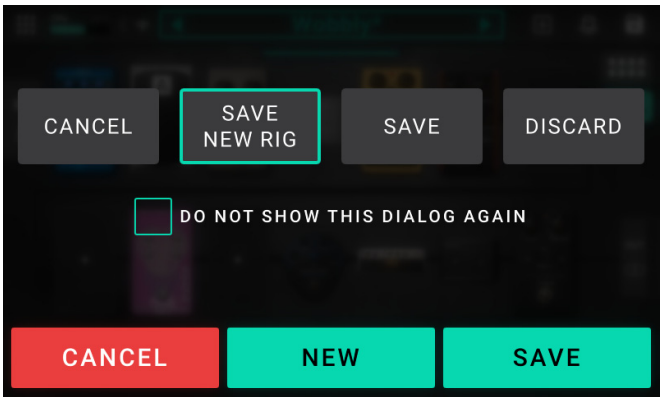
If you have made certain changes to a rig, you will see an asterisk (*) next to its name at the top of the screen, indicating that you have changed the rig in some way and may want to save it.

You will see an asterisk if you have done any of the following:

- assigned a block to the rig.
- deleted a block from the rig.
- moved a block in the signal path.
- changed a block's preset (see ***(4.4) Adjusting Settings*** to learn more).
- made any change in the Hardware Assign screen (see ***(4.6) Hardware Assign*** to learn more).

Activating or deactivating a block, using the parameter knobs on any screen, or using the expression pedal on any screen will **not** cause the asterisk to appear. You can save these changes to this rig, save these changes as another rig, or discard them altogether.

If the asterisk is shown and you try to load a different rig, you will be asked to select one of these options:



- **Cancel**: This option returns to the previous screen without saving the current rig or loading a new rig.
- **Save New Rig**: This option lets you save the current rig as a new rig. In the screen that appears, use the keyboard that appears to enter a name, and then tap **Save**. That rig will be saved, and the new rig will load.
- **Save**: This option saves any changes you made to the rig and then loads the new rig.
- **Discard**: This option loads a new rig without saving any changes to the previous rig.

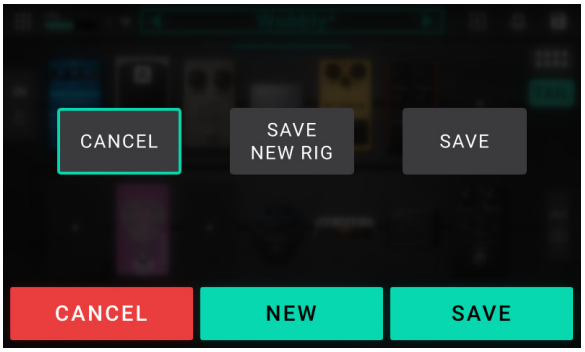
Note: Select **Do not show this dialog again** in the message to disable these confirmation messages. You can re-enable them in the ***(4.18) Global Settings*** screen.

To save a rig while you are editing it, tap the **Save icon** in the upper-right corner.

To save your changes to the current rig, tap **Save**.

To save your changes as a new rig, tap **Save New Rig**, use the keyboard that appears to enter a name, and then tap **Save**.

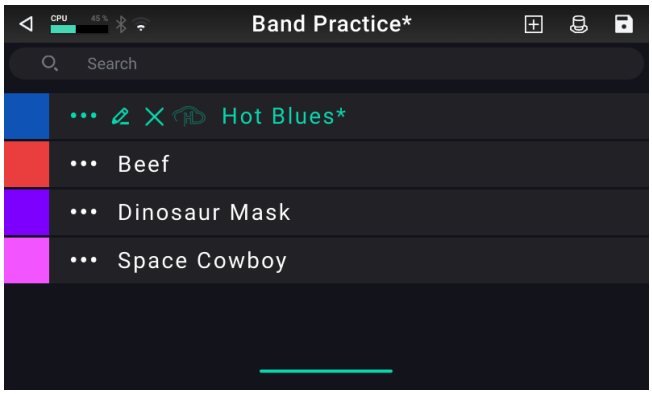
To return to the previous screen without saving, tap **Cancel** at any time.

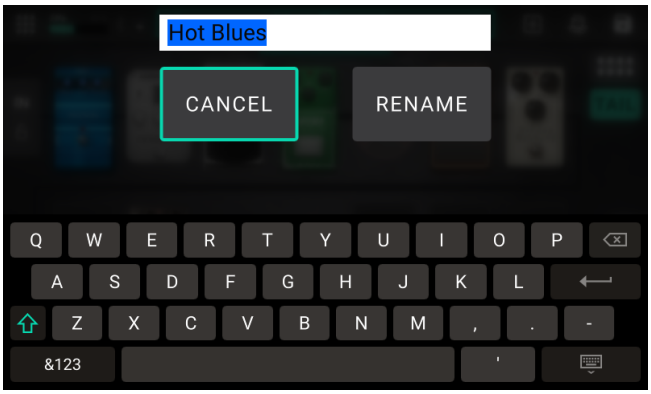


(4.3.5) Renaming a Rig

To quickly rename a rig that you are currently editing, double-tap the Rig Name in the top bar. Use the virtual keyboard that appears to type the new name, and then tap **Rename**.

To rename a rig that you are not currently editing, tap and drag the bar below the Rig Name to show the list of rigs on your Flex Prime. Then, tap the ••• button next to the name of the rig you would like to rename, and tap the pencil icon that appears. Finally, use the virtual keyboard to type the new rig, and then tap **Rename**.



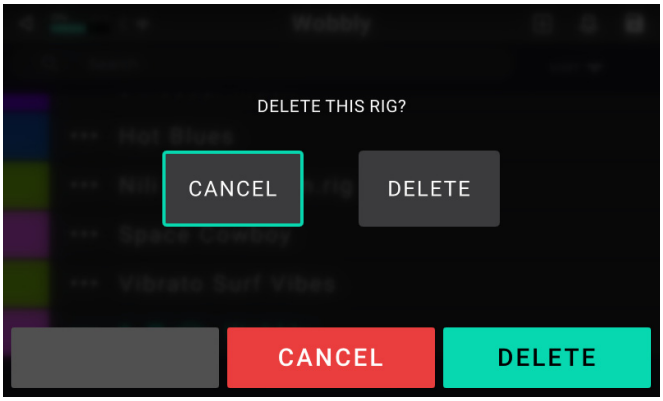


Note: You can also rename rigs using Flex Prime's built-in File Browser. See the ***(4.8) File Browser*** section of this manual for more information.

(4.3.6) Deleting a Rig

To delete a Rig, tap and drag the bar below the Rig Name to show the list of rigs on your Flex Prime. Then, tap the ••• button next to the name of the rig you would like to delete, tap the trash can icon that appears, and then confirm that you would like to delete the rig.

Note: Rigs can only be deleted when viewing the **All Rigs** setlist. If you are in another setlist, the delete option will be replaced by an option to remove the rig from the setlist.

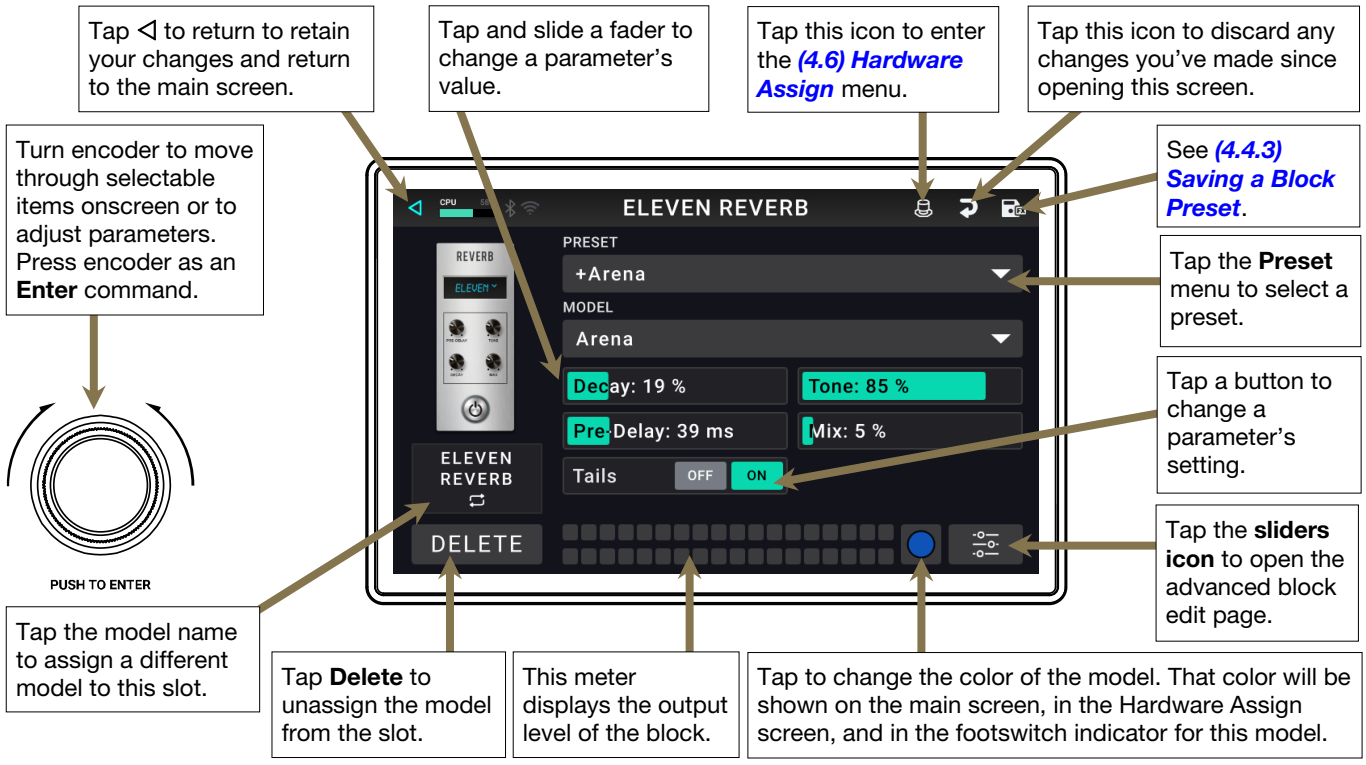


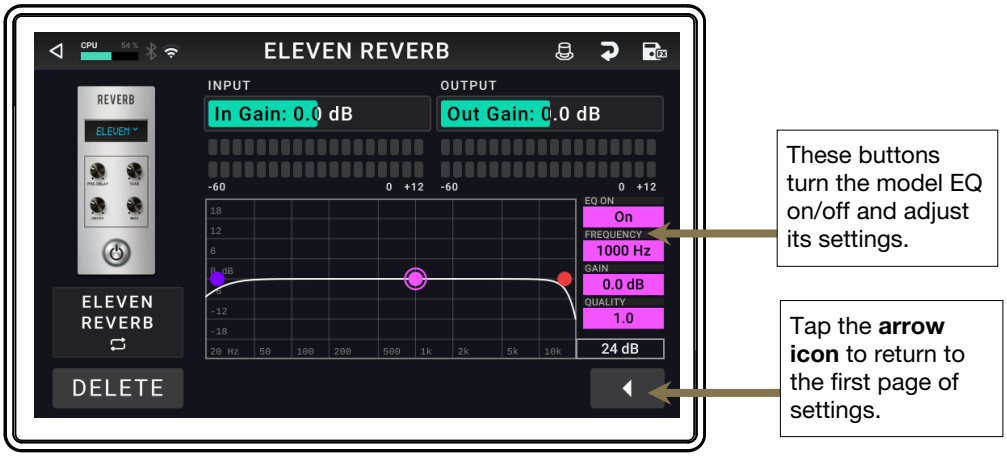
Note: You can also delete rigs using Flex Prime's built-in File Browser. See the ***(4.8) File Browser*** section of this manual for more information.

(4.4) Adjusting Settings

To adjust the settings of a block in your rig, double-tap it to open its settings screen. You can adjust the settings of any block (amp, cab, IR, clone, or effect), the input (the **In/Lock** icon), the output (the **Out** icon), or mix (the **Mix** icon).

(4.4.1) Overview





(4.4.2) Parameters

Listed below are some of the common parameters that you can adjust for each type of block. The block types include amps, cabs, IRs, clones, effects, input settings, output settings, and mix settings (if you are using a split signal path). See ***(4.4.3) Saving a Block Preset*** to learn how to save a preset after adjusting parameters.

Amp (HeadRush / Revalver)

The Amp category is a list of popular guitar and bass amplifiers.

Preset: This is the current amp preset, which includes the model, all its settings, and its color assignment.

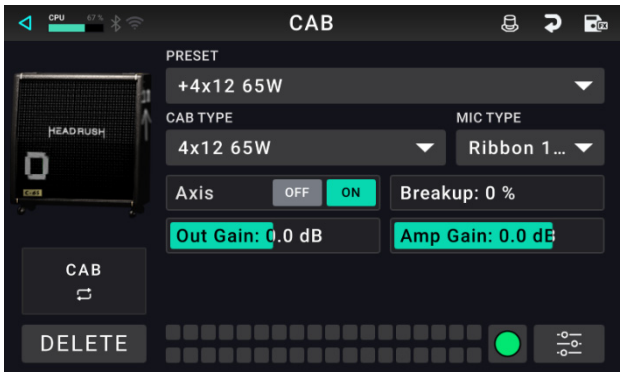
Model: This is the amp model.

Amp Settings: These are the settings for the selected amp model. Different models may have more or fewer settings. Tap the arrow button to move between pages.

Out Level: This setting adjusts the overall output level of the amp model without affecting its tonal characteristics.

Color: This is the assigned color, which will appear in the Hardware Assign screen and the switch indicator if the amp is assigned to a switch.

Cab (HeadRush / Revalver)



The Cab category is a list of popular guitar and bass amp cabinets, which contain the speakers. Flex Prime recreates not only the sound of the cabinet but also the type of microphone recording it.

Preset: This is the current cab preset, which includes the model, all its settings, and its color assignment.

Cab Type: This is the cab type. Numbers notated as **_X__** indicate the number of speakers it has and the size of each speaker (e.g., **2X12** denotes a cab with two 12-inch speakers, **4X10** denotes a cab with four 10-inch speakers). Numbers notated as **__W** indicate the emulated wattage (output power) of the speaker.

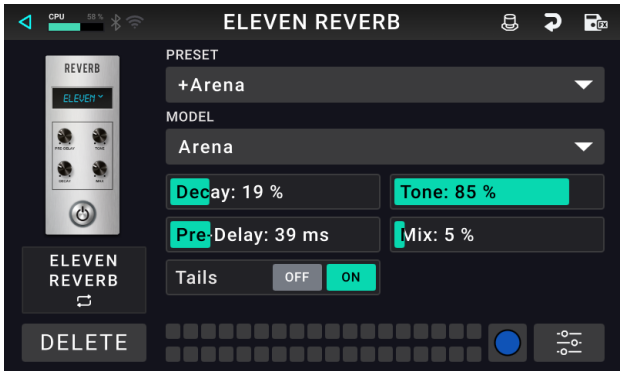
Mic Type: This is the type of microphone being used on the cab. You can select different models of dynamic (**Dyn**), condenser (**Cond**), or ribbon (**Ribbon**) microphones.

Mic Settings: These are the settings for the microphone:

- **Break Up**: This determines the amount of speaker "breakup"—the natural distortion that occurs when the audio signal overdrives the speaker.
- **On-Axis**: This determines the microphone position relative to the cab. On-axis placement (**On**) positions the microphone at the center of the speaker, usually resulting in a brighter sound with more definition. Off-axis placement (**Off**) is slightly offset at an angle from the center of the speaker, and it often sounds darker in tone.
- **Out Gain**: This is the cab's output gain level.
- **Amp Gain**: This is the amplifier's gain level.

Color: This is the assigned color, which will appear in the Hardware Assign screen and the switch indicator if the cab is assigned to a switch.

Effects

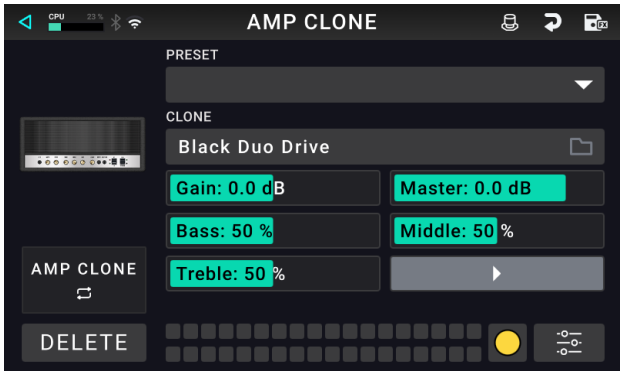


There are many types of guitar and vocal effects available on Flex Prime, and their adjustable settings depend on the type of effect selected.

Preset: This is the current effect preset, which includes the selected effect, all its settings, and its color assignment.

Effect Settings: After the effect has been selected, you can further dial in the effect by adjusting the parameters that appear on screen.

Amp and Pedal Clones



A **Clone** is an alternative type of guitar/bass amplifier or distortion/overdrive/fuzz pedal simulation that allows you to capture the sound of your own gear and use it inside of Flex Prime. Amp and Pedal clones may be downloaded from the ***(4.14) HeadRush Cloud***.

Preset: This is the current Clone preset, which includes the selected clone, all its settings, and its color assignment.

Clone File: Tap here to select a previously created or imported clone from your internal storage.

Clone Settings: After the Clone has been selected, you can further dial in the clone's sound by adjusting the tone stack parameters that appear on screen.

Cab ON/OFF: You can use this setting to disable to sound of the speaker cab from your Amp & Cab clone, and instead use an onboard cabinet model or an IR file.

Speaker Cabinet Impulse Response (IR 2048/1024 Samples)

A Speaker Cabinet Impulse Response **(IR)** models the tone and speaker characteristics of a guitar or bass speaker cabinet, and is typically stored as a .WAV file.

These files can be loaded to your rig by using the **IR (2048 Samples)** and/or **IR (1024 Samples)** blocks, found in the **Cab/IR** category of the model selector.

HeadRush Flex Prime includes 300+ cabinet IR files onboard, however, there are also many reputable third-party companies that capture and distribute IRs that can be imported into HeadRush Prime.

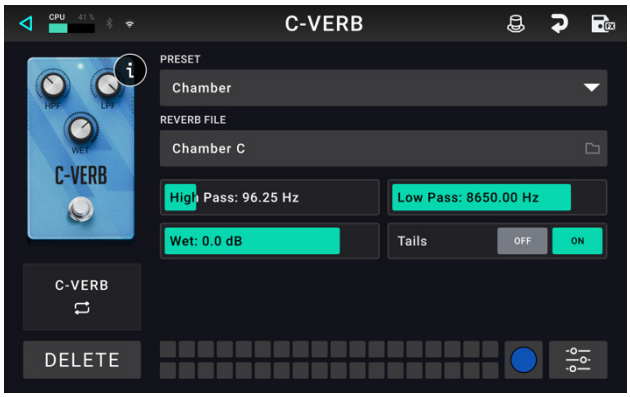
You can load IRs at the highest quality (2048 samples) or at a lower quality (truncated to 1024 samples), which is less DSP-intensive, enabling you to load and use additional blocks and/or IRs to your rigs.

Preset: This is the current IR preset, including the selected IR, all its settings, and its color assignment.

IR File: Tap here to select a speaker cabinet IR file from your internal storage.

IR Settings: After the IR has been selected, you can further dial in the IR's sound by adjusting the **Gain**, **Hi-Cut**, **Lo-Cut**, and **Mix** parameters on screen.

Convolution Reverb Impulse Response (C-Verb)



A Convolution Reverb Impulse Response **(IR)** models the reverberation and ambiance characteristics of an acoustic space, and is typically stored as a .WAV, .AIF, or .OPUS file.

These files can be loaded to your rig by using the **C-Verb** effect, found in the **Reverbs** category of the model selector.

The **C-Verb** effect allows you to explore your tone in a variety of acoustic spaces using the included 50+ IR files or by importing IRs from third-party companies for virtually endless tonal possibilities.

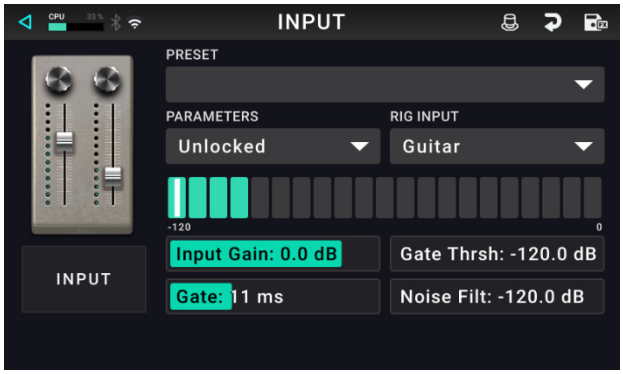
Preset: This is the current C-Verb preset, including the selected IR, all its settings, and its color assignment.

Reverb File: Tap here to select a convolution reverb IR file from your internal storage.

IR Settings: After the IR has been selected, you can further dial in the IR's sound by adjusting the **High Pass**, **Low Pass**, **Wet**, and **Tails** parameters on screen.

Important: Only one instance of C-Verb can be loaded to each Rig. If a multi-channel IR is loaded, only the first two channels are used. The maximum supported length for a loaded IR is 10 seconds, and the CPU usage of this effect will be determined by the length of the IR loaded.

In



These input settings control the signal sent through the blocks of your rig:

Preset: This is the current input preset, which includes all its settings and its locked/unlocked state.

Parameters: This menu determines whether these input settings are locked or unlocked.

- When **unlocked**, the settings will change to the new rig's input settings each time you load a new rig. The lock icon on the main screen will be **gray**.
- When **locked**, the settings will be retained as "global" input settings, regardless of the rig. The lock icon on the main screen will be **red**.

Rig Input: This setting determines whether the rig's input signal is taken from the guitar input (**Guitar**), or the right (R) return input (**FX Ret R**). This menu is shown only when **Rig Input** is set to **Per Rig** in the global settings (see ***(4.18.2) Global Settings > Audio*** to learn about this).

Input Level Meter: This level meter indicates the current level of your input signal **before** the input controls shown on this screen.

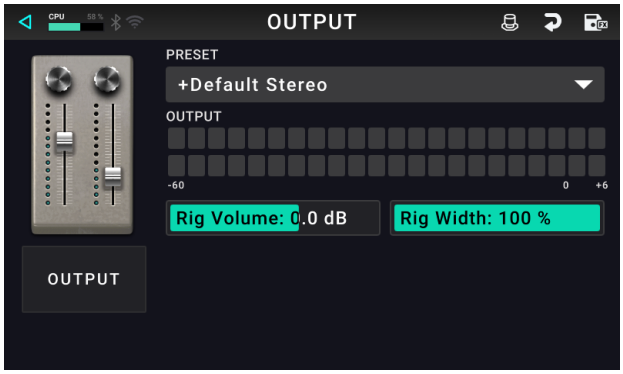
Input Gain: This setting controls the gain level of the signal sent from your guitar into your rig. The available range is **-60.0** to **12.0 dB**.

Gate Thrsh (Threshold): This setting controls the signal level required to open the noise gate, enabling the guitar signal to be sent to the rig. The available range is **-120.0** to **0.0 dB**. The threshold is represented by a white line on the **input level meter**.

Gate: This setting controls the amount of time it will take for the noise gate to close once the incoming guitar signal stops. The available range is **1**–**3000 ms**.

Noise Filt (Filter): This setting controls the level of the noise filter. Sounds such as hiss and buzz below this level will be suppressed. The available range is **-120.0** to **-60.0 dB**

Out



These output settings control the signal sent to Flex Prime's outputs:

Preset: This is the current output preset, which includes all its settings.

Output: This level meter indicates the current level of your output signal **after** the output controls shown on this screen.

Rig Vol (Volume): This setting controls the level of the audio signal sent from the outputs. The available range is **-60.0** to **36.0 dB**.

Rig Width: This setting controls how much of the stereo field the output signal uses. **100%** uses the full stereo field, while **0%** produces a mono signal. This affects stereo signals only, not mono signals.

Mix

These settings control mix of a split signal path. This is available only for rigs with split signal paths (see ***(4.3.2) Rigs > Signal Path*** to learn more):

Preset: This is the current mix preset, which includes its settings on the right edge of the display.

Crossfade A / B: This setting controls the mix between the **A** and **B** signal paths.

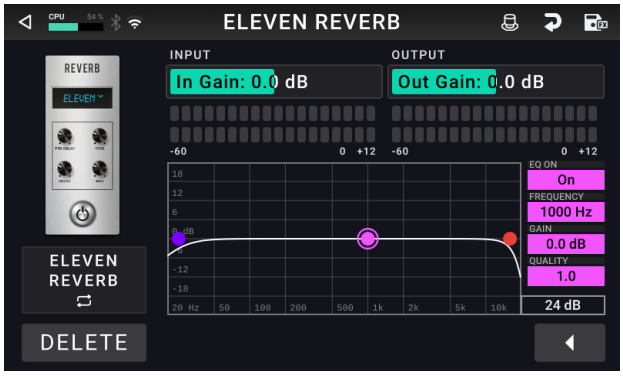
Level A / **B**: These settings control the volume levels the upper (**A**) and lower (**B**) branches of the signal path. The range is **-60.0 dB** to **+12.0 dB**.

Pan A / **B**: These settings control the panning (position in the stereo field) the upper (**A**) and lower (**B**) branches of the signal path. The range is **-100%** to **+100%**.

Delay: This setting controls a timing offset between the upper (**A**) and lower (**B**) branches of the signal path. The range is **-30000µs** to **+30000µs**. If the value is negative (**-**), the A branch is delayed. If the value is positive (**+**), the B branch is delayed.

Advanced Block Edit Page

The amp, cab, IR, clones, and effects blocks also feature a second page of parameters, where you can adjust gain and EQ. The settings on this page are the same for each available block type.



Input Gain: This setting controls the gain level of the signal sent going into the block. The available range is **-12.0** to **12.0 dB**.

Input Level Meter: This level meter indicates the current level of your input signal **before** the input controls shown on this screen.

Output Gain: This setting controls the gain level of the signal after it has been processed by the block. The available range is **-12.0** to **12.0 dB**.

Output: This level meter indicates the current level of your output signal **after** the output controls shown on this screen.

EQ On: This setting determines whether equalization is enabled (**On**) or disabled (**Off**) for the outputs.

Level: This setting determines if/how much the signal level from the outputs is boosted or cut. This value is applied to the level set by the **Main** knob.

Low Band & **High Band**: These settings determine what type of equalization is applied to the lowest-frequency band (**Low Band**) and to the highest-frequency band (**High Band**): **Shelf** or **Cut**.

EQ Bands: There are four available EQ bands: Low (blue), Low Mid (teal), High Mid (yellow-green), and High (orange). Tap to select each band. To adjust each band's **Frequency** and **Gain**, you can simply drag the dots along the graph, or use the parameters on the right side of the graph.

Frequency: This setting determines the center frequency of each EQ band, in Hertz (Hz).

Gain: This setting determines how much the equalizer boosts or cuts the signal and the corresponding frequency band.

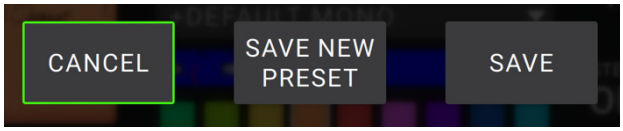
Quality: This setting determines the width of the frequency band. The higher the setting, the wider the band will be around the center frequency (the first setting). This setting is applied whether **Low Band** or **High Band** is set to **Shelf** or **Cut**.

Mode: For the **Low** and **High** frequency bands, this determines whether the the equalization is applied as a **Shelf** or **Cut**.

Zoom: You can view the EQ graph on a **12 dB** or **24 dB** scale by tapping this setting at the bottom.

(4.4.3) Saving a Block Preset

Tap the **Save icon** in the upper-right corner to save a block preset.



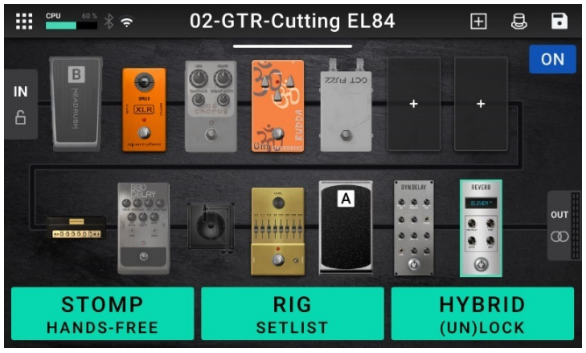
To save your changes to the current preset, tap **Save**.

To save your changes as a new preset, tap **Save New Preset**, use the keyboard that appears to enter a name, and then tap **Save**.

To return to the previous screen without saving, tap **Cancel** at any time.

(4.5) Footswitch Modes

The three footswitches can be used to activate or bypass blocks (amps, cabs, impulse responses, or effects) as well as select scenes, rigs, or setlists. These footswitches are always in one of four modes: **Stomp**, **Rig**, **Hybrid**, or **Setlist**.



To change the mode, hold footswitch 1, then:

- **To select Stomp mode,** press footswitch 1.
- **To select Rig mode,** press footswitch 2.
- **To select Setlist mode,** hold footswitch 2.
- **To select Hybrid mode,** press footswitch 3.

In addition to the four main footswitch modes, you can also access the following options after holding footswitch 1:

- **To open Hands Free mode,** hold footswitch 1 again. See ***(4.7) Hands Free Mode*** for more details.
- **To lock or unlock the screen,** hold footswitch 3. See ***(4.16) Lock Screen*** for more details.

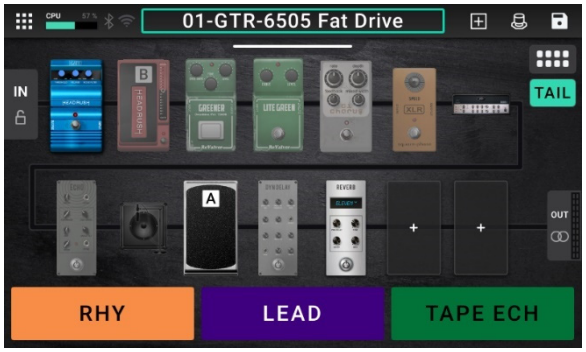
(4.5.1) Stomp Mode

Footswitches 1-3 correspond to blocks (amps, cabs, or effects) in your signal chain. Use ***(4.6) Hardware Assign*** mode to assign blocks to the footswitches.

Press a footswitch to activate or deactivate its block.

To load the previous rig, press footswitches 1 and 2 (▽) simultaneously.

To load the next rig, press footswitches 2 and 3 (△) simultaneously.



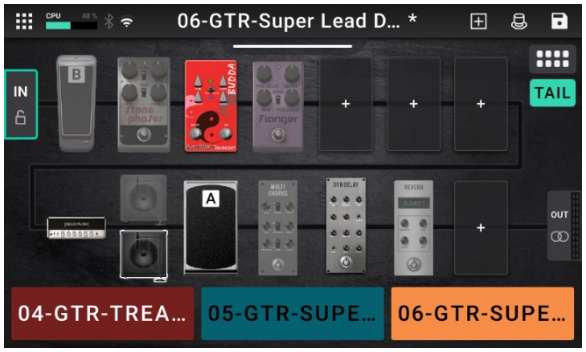
(4.5.2) Rig Mode

Footswitches 1-3 correspond to rigs you have previously saved.

Press a footswitch to load its rig. See ***(4.3) Rigs*** to learn more about rigs.

To show the previous bank of three rigs, press footswitches 1 and 2 (▽) simultaneously.

To show the next bank of three rigs, press footswitches 2 and 3 (△) simultaneously.

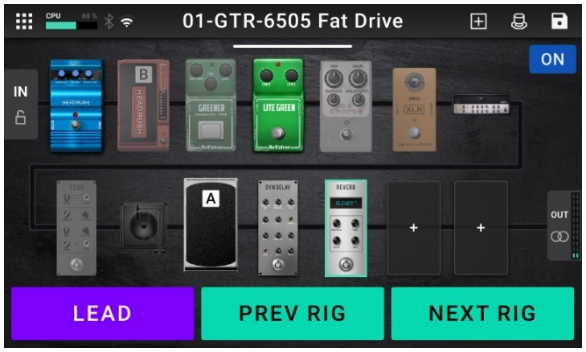


(4.5.3) Hybrid Mode

The first footswitch can be assigned to activate/deactivate a block or to select a scene in the currently selected rig.

To switch to the previous rig, press footswitch 2.

To switch to the next rig, press footswitch 3.



(4.5.4) Setlist Mode

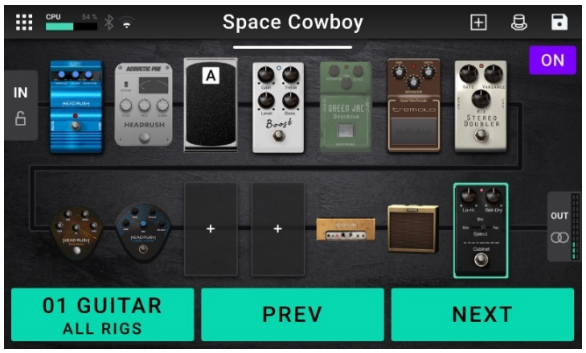
Footswitches 1-3 are used to navigate between setlists, saved collections of songs and rigs arranged in a customized order. See ***(4.9) Setlists*** for more information.

To enter the currently shown setlist, press footswitch 1.

To show the previous setlist, press footswitch 2.

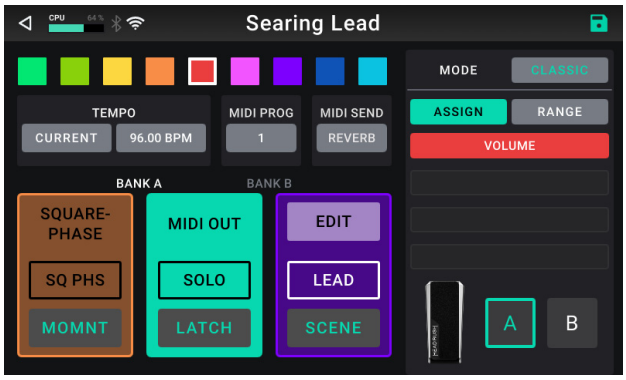
To show the next setlist, press footswitch 3.

To enter the All Rigs setlist, press and hold footswitch 1.



(4.6) Hardware Assign

The Hardware Assign screen enables you to customize how Flex Prime's footswitches, expression pedal, and parameter knobs control each rig.



To open the Hardware Assign screen, tap the **footswitch icon** in the upper-right corner of the main screen, and then tap **Hardware Assign**.

To return to the main screen, tap the ◁ button in the upper-left corner.

Important: The Hardware Assign settings are all part of the overall rig, so remember to save your changes you want to keep.

To set the color associated with the rig, tap it in the upper-left part of the screen. This color will appear next to the rig name when you view a list of all available rigs or when you view and create setlists. It will also be the color of the corresponding footswitch indicator when Flex Prime is in the **Rig** footswitch mode.

To set the tempo of the rig's time-based effects (delays, modulation, etc.), tap the button under **Tempo** to select **Current** or **Fixed**.

- **Current**: The rig will use the last-used tempo or the one set by the **Tempo** footswitch.

  To set the tempo, press the **Tempo** footswitch (the lower-right-most one) at the desired tempo 3–8 times to set the new tempo in beats per minute (**BPM**). You can do this anytime that footswitch display shows **Tempo**.

- **Fixed**: The rig will use a tempo that you set here.

  To set the tempo, turn the **encoder** to set the desired tempo in beats per minute (**BPM**). You can set the tempo only in this Hardware Assign screen.

The **MIDI PROG** setting assigns a MIDI program change number to the current rig. When a MIDI program change message matching this number is sent from an external MIDI device to the HeadRush Prime, the assigned rig will load.

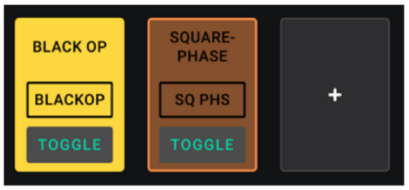
To set the MIDI program change number for the current rig, tap the **MIDI PROG** field and use the **encoder** to select a number between 1 and 128. Note that MIDI program change numbers 0–127 correspond to rigs 1–128, with program change message #0 loading the rig assigned to "1", and so forth.

Important: Use the **Prog Change** setting in the **Global Settings > MIDI** menu to determine whether HeadRush Prime should receive or send MIDI program change messages. (see ***(4.21.5) Global Settings > MIDI*** for more information).

The **MIDI SEND** button can be used to send up command of up to 5 different MIDI messages (Program Change, Control Change, Note On/Off) when the rig is loaded. See ***(4.6.4) MIDI Out Messages*** for more information about this feature.

(4.6.1) Footswitches

The three boxes in the lower-left corner represent the three footswitches of Flex Prime. You can assign any switch-based parameters (ones with only two states) to any of the footswitches—regardless of their location in the signal chain.



You can also assign controls from the Looper, Metronome, and Practice Tool features to a footswitch within a rig for easier access.

There are two banks of three footswitches that can be assigned on Flex Prime, effectively giving you six assignable footswitches per rig. You can access the second bank in each rig by reassigning the **footswitch 3** Hold function to **Bank A/B** instead of **Tuner**. When you enter the Hardware Assign menu, the currently selected bank will be shown for editing. If you have **footswitch 3** assigned to **Bank A/B**, you can hold it to alternate between the two banks for editing while in the Hardware Assign menu.

Note: Accessing Bank B via hold is only possible when the **Footswitch Function** setting in the ***(4.18.1) Global Settings > General*** menu is set to **On Release**. Hold functions are not accessible when this is set to **On Press**.

To assign a parameter to a footswitch:

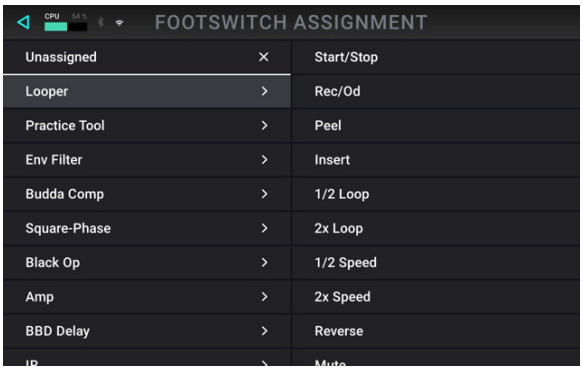
1. Tap a box. **+** indicates an empty box.
2. In the list that appears, tap the block or feature with the parameter or control that you want to assign.
3. In the list that appears, tap the parameter you want to assign. Usually, the parameter will simply be **On** (to activate or deactivate it).

   Tap **Unassigned ×** to unassign that footswitch.
4. On the Hardware Assign screen, tap **Latch/Momnt/Scene** for that footswitch to cycle through the available options:

   When set to **Latch**, each press will turn the block on or off.

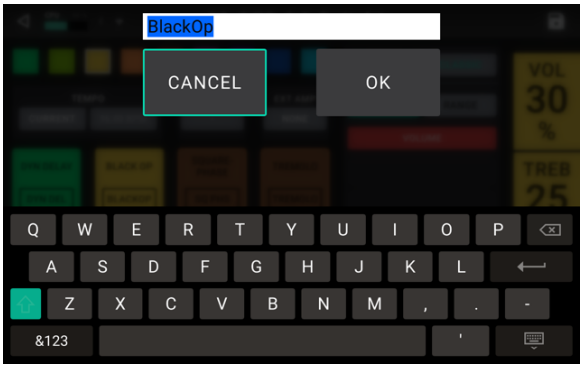
   When set to **Momnt**, pressing and holding the footswitch will activate it, and releasing the footswitch will deactivate it. This will also disable the footswitch's default hold functionality (for example, entering the Looper for footswitch 2).

   When set to **Scene**, each press will turn a scene on or off. A scene is a collection of "linked" blocks in the rig—all of which will simultaneously turn on or off when you press that scene's footswitch. See the ***(4.6.2) Scenes*** section to learn about this feature.



To swap two assignments, tap and drag one of them over the other, and then release it.

To edit the text displayed above the footswitch, tap the text in the box below the block's name, use the virtual keyboard that appears to enter a name, and then tap **OK**.

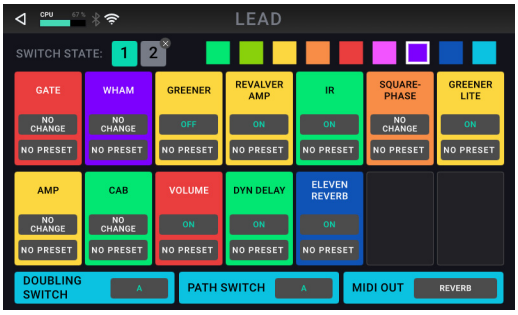


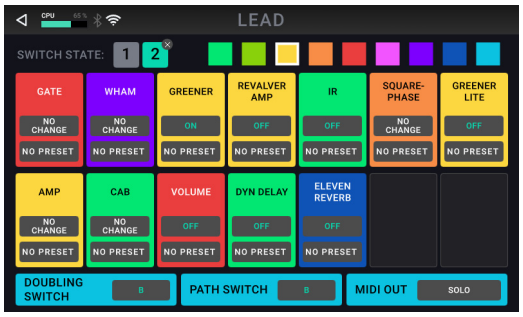
A footswitch can also be used to send up command of up to 5 different MIDI messages when the footswitch is pressed and released. See ***(4.6.4) MIDI Out Messages*** for more information about this feature.

(4.6.2) Scenes

The **Scene** feature allows you to turn multiple blocks on or off or change multiple presets for a block in each rig using one footswitch press. When you press the footswitch assigned to that scene, all blocks included in that scene will turn on or off, depending on how you assign them. This is a great way to create multiple tones in the same rig. For instance, you may want a particular reverb block to be on anytime a particular distortion block is also on. Alternatively, you may want to turn one delay block off when you turn another one on. Scenes enable you to do this with only one footswitch press.

To create and edit a scene:





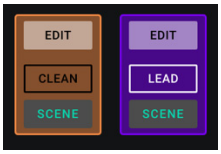
1. On the **Hardware Assign** screen, tap **Latch/Momnt/Scene** for the desired footswitch to cycle through the available options, and select **Scene**.
2. On that footswitch, tap **Edit**. The Scene Editor will appear, which shows all blocks in your rig.
3. For each block in the rig, tap the **On/Off/No Change** field to cycle through the available options:
   - **On**: This block will turn on when you turn the scene on.
   - **Off**: This block will turn off when you turn the scene on.
   - **No Change**: This block will remain unaffected when you turn the scene on.
4. If you would like a block to load a preset when the scene is turned on, tap the **Preset** field, and select a preset. With this feature enabled, you change the parameters of a block by selecting a scene.
5. If you are using Switch-Doubling or a Split Path signal chain, use the **Doubling Switch** and **Path Switch** options to toggle between **A/B/No Change**.
6. If you would like to set up a command of up to 5 different MIDI messages when the scene is activated, tap the **MIDI Out** button to configure them. See ***(4.6.4) MIDI Out Messages*** for more information about this feature.
7. Tap a **color** at the bottom of the touchscreen to select a color for the scene.
8. Tap the ◁ button in the upper-left corner to return to the **Hardware Assign** screen.

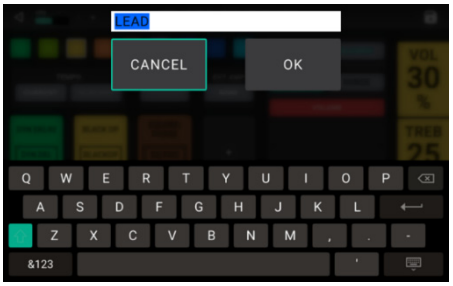
To toggle between 2 scenes on 1 footswitch:

1. On the **Scene Editor** screen, tap the **+** located next to Switch State 1, to add a second state.
2. Create the second scene using the editor as normal by choosing which blocks should be turned on, off, or have no chain.
3. Tap a different color for the footswitch LED to be shown when the second state is enabled by the footswitch.
4. Tap the ◁ button in the upper-left corner to return to the **Hardware Assign** screen.

To rename a scene (which appears in the footswitch indicators), tap the text in the box below **Edit** on the block on the **Hardware Assign** screen, use the virtual keyboard that appears to enter a name, and then tap anywhere other than the text field.

You can also rename the scene from the scene edit page by double-tapping the current scene name at the top of the screen.





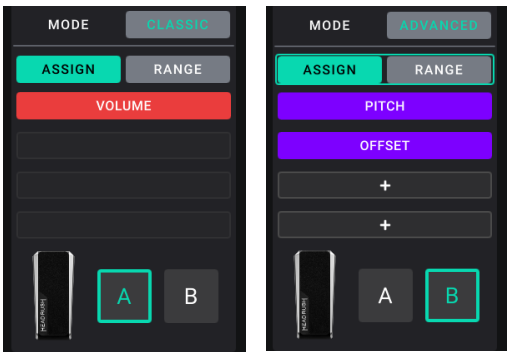
(4.6.3) Expression Pedal

Flex Prime's internal expression pedal can control two parameters (in Classic Mode) or two sets of parameters (in Advanced Mode). Use the toe switch to switch between them—Expression Pedal **A** or **B**.

To activate the toe switch, move the "toe end" of the expression pedal so it touches the Flex Prime, and then press down.

Note: When you save your rig, the current selected Expression Pedal state (A or B) will be saved and then recalled when you load the rig again.

The column of four boxes represents the expression pedal settings. You can assign one or more continuously adjustable parameters (ones with a range of values) to the expression pedal.



To set the expression pedal mode, tap the button above **Range** in the upper-right corner to select **Classic** or **Advanced**.

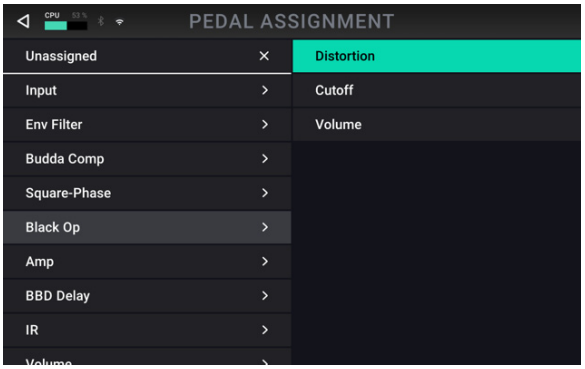
- **Classic**: You can assign one parameter to each expression pedal (**A** and **B**). Using the toe switch will select the other expression pedal and deactivate (bypass) the current expression pedal's parameter. For instance, if you assign a wah pedal to Expression Pedal A and a volume pedal to Expression Pedal B, only one of them will be active at any time; when you are controlling the wah pedal, the volume pedal will be bypassed, and vice versa.
- **Advanced**: You can assign up to four parameters to each expression pedal (**A** and **B**). Moving the pedal will adjust all its assigned parameters simultaneously. Using the toe switch will select the other expression pedal and leave the current pedal's parameters active and at their maximum values.

Important: You **cannot** edit any parameters assigned to the expression pedal in **Classic Mode** (they will show a lock icon and be grayed out in other screens to indicate this). You **can** edit any parameters assigned to the expression pedal in **Advanced Mode** (they will show a pedal icon in other screens to indicate this).

To assign a parameter to the expression pedal:

1. If the **Assign** button is not on, tap it.
2. Tap a box under the **Assign** button. **+** indicates an empty box.
3. In the list that appears, tap the block with the parameter you want to assign.
4. In the list that appears, tap the parameter you want to assign.

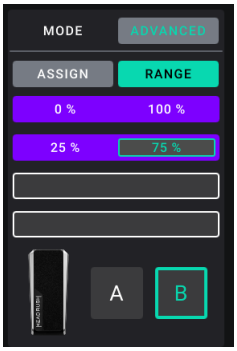
   Tap **Unassigned ×** to unassign that box.



To swap two assignments (while in Advanced Mode), tap and drag one of them over the other, and then release it.

To set the range of an assigned parameter:

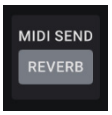
1. If the **Range** button is not on, tap it.
2. Tap a value under the **Range** button.
3. Turn the **encoder** to set the desired value as a percentage of the parameter's entire range. Press the **encoder** or tap elsewhere to confirm the value.



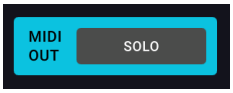
(4.6.4) MIDI Out Messages

The HeadRush Prime can send a command of up to five MIDI messages to its 3.5mm MIDI output when a rig is loaded, when a scene is activated, or when a footswitch is pressed.

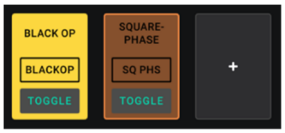
To assign MIDI messages to be sent when a rig is loaded, tap the MIDI SEND button on the **Hardware Assign** page.

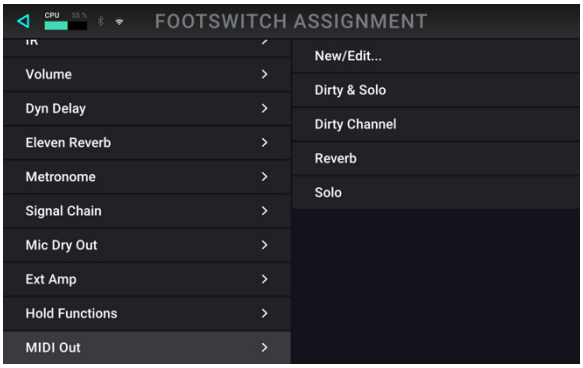


To assign MIDI messages to be sent when activating a scene, tap the MIDI OUT button on the **Scene Edit** page.



To assign MIDI messages to be sent when using an assigned footswitch within the rig, tap one of the footswitch assignment blocks on the Hardware Assign Page and then choose **MIDI OUT** > **New/Edit…**





To configure a MIDI command, tap the buttons labeled **1, 2, 3, 4, or 5** to choose one of the five configurable messages, then set the parameters for the message by tapping on each button and turning the **encoder**.

You can select the following types of MIDI messages for each of these 5 configurable MIDI messages:

- **Program Change**
  - Available Settings: MIDI Channel, MSB, LSB, and Program
- **Control Change**
  - Available Settings: MIDI Channel, CC#, CC Data Value
- **MIDI Note On**
  - Available Settings: MIDI Channel, MIDI Note #, and Velocity
- **MIDI Note Off**
  - Available Settings: MIDI Channel, MIDI Note #, and Velocity

Important: If you plan to send Program Change messages, Use the **Prog Change** setting in the **Global Settings > MIDI** menu to determine whether HeadRush Flex Prime should receive or send MIDI program change messages. (see ***(4.20.5) Global Settings > MIDI*** for more information).

To test the MIDI command while configuring, tap the **TEST** button to send it to the MIDI output.

Your configured MIDI commands will be stored as a preset for easy recall when building new rigs or editing older rigs in the future.

To save a MIDI command preset, tap the **Save** icon in the top bar.

To create a new MIDI command preset, tap the **New** icon in the top bar.

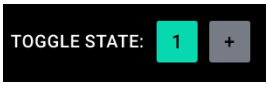
Once finished editing a MIDI command on this page:

To save your MIDI parameters and confirm the assignment, tap **APPLY**.

To unassign the command from the footswitch, scene, or rig load, tap **UNASSIGN.**

To cancel any changes and return to the previous screen, tap **CANCEL.**

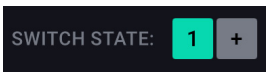
Important: When assigning a MIDI command to a footswitch, you can assign it to specific toggle states of the footswitch using the **TOGGLE STATE** parameter.



When the footswitch is set to **LATCH** on the main hardware assign page**,** any messages assigned to **Toggle State 1** will be sent on the first press of the footswitch, then any messages assigned to **Toggle State 2** will be sent on the next press of the footswitch, and so forth.

When the footswitch is set to **MOMNT** on the main hardware assign page, any messages assigned to **Toggle State 1** will be sent on the press of the footswitch, then any messages assigned to **Toggle State 2** will be sent on the release of the footswitch.

This **TOGGLE STATE** parameter is not available when assigning a MIDI command to be sent on **Rig Load**. For assigning a MIDI command to a **Scene**, you can use the **SWITCH STATE** parameter on the main **Scene Edit** page to choose which switch state that the MIDI messages should be sent.



(4.7) Hands-Free Mode

Hands-Free Mode enables you to adjust any of the settings on your blocks by using just the footswitches and expression pedal.

To enter Hands-Free Mode, press and hold **footswitch 1** to enter the mode select page, and then press and hold f**ootswitch 1** again.

To increase or decrease the value shown, move the **expression pedal**.

To decrease the value shown in small increments, press **footswitch 1 and 2** (▽) simultaneously.

To increase the value shown in small increments, press **footswitch 2 and 3** (△) simultaneously.

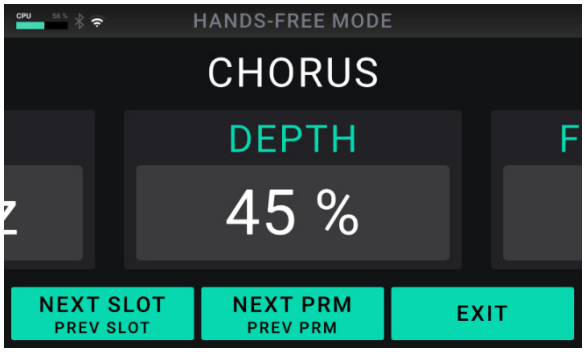
To edit the next slot in your rig, press **footswitch 1**.

To edit the previous slot in your rig, hold **footswitch 1**.

To show the next parameter for the shown block, press **footswitch 2**.

To show the previous parameter for the shown block, hold **footswitch 2**.

To exit Hands-Free Mode, press **footswitch 3**.

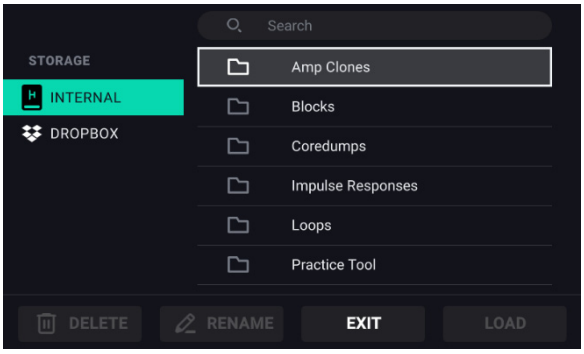


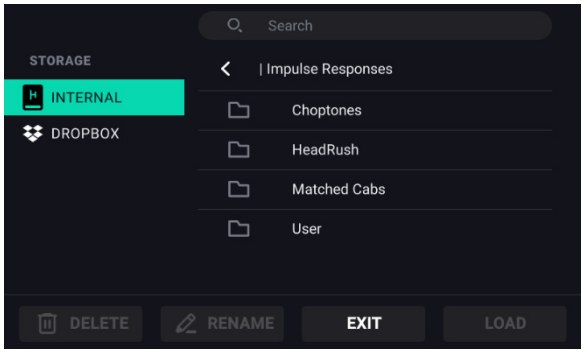
(4.8) File Browser

The **File Browser** is a handy tool for navigating your files and folders on Flex Prime's internal storage. In addition to the internal storage, any USB storage devices connected to Flex Prime's **USB-A** port will appear along the left side of this screen.

To access the File Browser, tap the **Menu** icon in the top left of the **Main** screen, and then tap the **Browse** icon.

The File Browser will also appear on other screens when performing actions like adding an **IR** or **Clone** to a rig, as well as loading a track to the **Practice Tool** or **Looper**.





While the File Browser is open, you can tap folders to view their contents, as well as select a file and choose to **Delete**, **Rename**, or **Load** it.

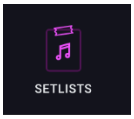
You can also import or load files from a linked **Dropbox** account using Flex Prime's onboard Wi-Fi connection. This is especially useful for loading your own songs to the ***(4.10) Practice Tool***.

To link your Dropbox account, tap the **Dropbox** icon located on the left side of this screen and follow the on-screen directions.

(4.9) Setlists

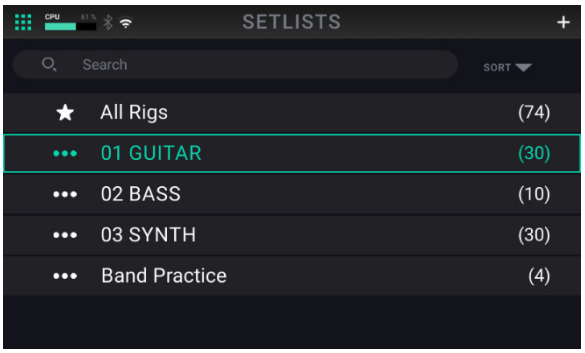
A **setlist** is a saved collection rigs arranged in a customized order. After being edited and saved, setlists can be loaded at a later time. This feature is useful if, for instance, you only need some of your rigs for a performance. In this case, you could save a setlist with only those rigs so that you don't have to spend time searching through all of your rigs while performing.

To view your available setlists, tap the **Menu** icon in the top left of the **Main** screen, and then tap the **Setlists** icon.

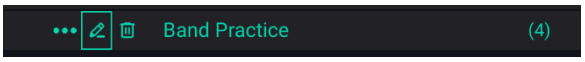


To load a setlist:

1. Open the **Setlists** screen as described above. Each setlist will show the number of rigs in parentheses (including multiple instances of the same rig).
2. **Optional**: Tap the **magnifying-glass icon** in the search bar in the upper-left corner and use the virtual keyboard that appears to enter a search term (e.g., part of the setlist name). The results will appear below.
3. Tap the desired setlist. The first rig of that setlist will load immediately. Tap **All Rigs** to view all rigs instead of a specific setlist.



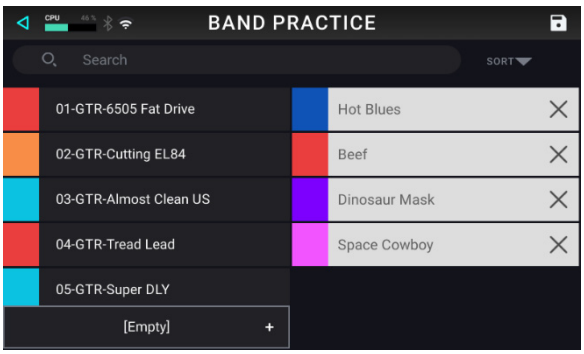
To edit a setlist, tap the ••• button on its left side, and then tap the **pencil** icon. You will see the same screen you used to create the setlist, where you can edit and save it.



To delete a setlist, tap the ••• button on its left side, and then tap the **trash can** icon. Tap **Yes** to confirm the deletion or **Cancel** to return to the Setlists screen without deleting it.

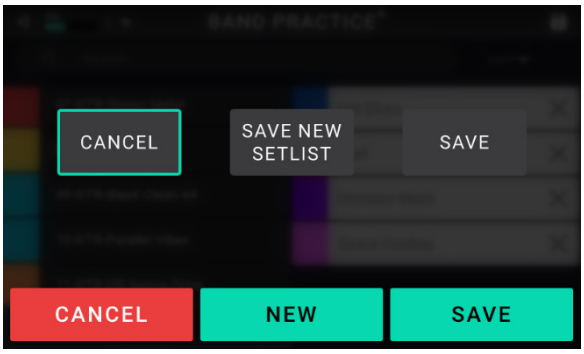
To create a setlist:

1. Tap **+** in the upper-right corner of the main setlist screen.
2. In the screen that appears, the left half is a list of all available rigs, and the right half is the list rigs in the setlist.



- **To add a rig to the setlist**, tap it in the list on the left half of the screen. It will automatically be added to the end of the setlist. Alternatively, you can tap and hold the rig while dragging it to the desired location in the setlist. You are able to add the same rig to more than one slot in a setlist.
- **To rearrange a rig in the setlist**, tap and hold the rig while dragging it to the desired location in the setlist.
- **To further customize the arrangement of your rigs**, tap the **[Empty] +** button in the lower-left corner. In place of a rig, a blank will be inserted into the setlist, and you can rearrange it as you would any other rig. In the **Rig** and **Hybrid** footswitch modes, the blank will be assigned to the footswitch corresponding to its position in the setlist, and this footswitch will be disabled. Use this feature if you would like to limit the number of selectable rigs in a row of footswitches or in one of your banks of rigs.
- **To remove a rig from the setlist**, tap the **X** on its right edge.

To save your changes to the current setlist, tap **Save** in the upper-right corner.



- **To save your changes as a new setlist**, tap **Save New Setlist**, use the virtual keyboard that appears to enter a name, and then tap **Save**.
- **To return to the previous screen without saving**, tap **Cancel**.

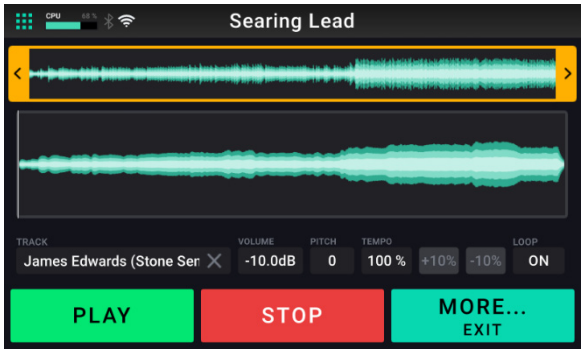
(4.10) Practice Tool

Flex Prime includes a convenient built-in **Practice Tool** that you can use to play along with songs from your Flex Prime's internal storage, connected USB storage devices, or a linked Dropbox account.

In addition to being able to play along with a song, you can also set **loop points** within a song, and use **speed** controls to slow it down to making learning the song easier, or use **pitch** controls to practice a song in different keys.

To access the Practice Tool, tap the **Menu** icon, and then tap the **Practice Tool** icon.

To load a track, tap the box titled **Track**.



There are five banks of footswitch controls for the Practice Tool, and you can change between them by tapping footswitch the footswitch labeled **MORE**…

To start playback of the track, Press the footswitch labeled **PLAY** to start playback. During playback, press the footswitch again to pause. Press the footswitch labeled **STOP** to stop playback.

To turn the Loop feature of the Practice Tool on and off, tap the box titled **Loop** until it displays **On** or **Off**. To set loop points within the track**,** tap and drag the yellow arrows at the top, or tap the footswitches labeled **LOOP IN** and **LOOP OUT**.

To rewind or fast forward the track, use the **2 footswitches** labeled **RWD <<** and **FWD >>**.

To load the previous or next track in the folder, tap the footswitches labeled **TRACK <<** or **TRACK >>**.

To adjust the speed of the track without affecting the pitch of the track, tap the box titled **Tempo**, and turn the main **encoder**. You can also tap the **+10%** or **-10%** buttons located next to the tempo percentage or tap the 2 footswitches labeled **SPEED –** or **SPEED +**.

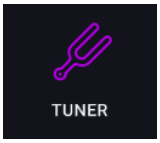
To adjust the pitch of the track (in semitones) **without affecting the speed** of the track, tap the box titled **Pitch**, and turn the main **encoder**.

To adjust the volume of the track, tap the box titled **Volume**, and then turn the main **encoder**.

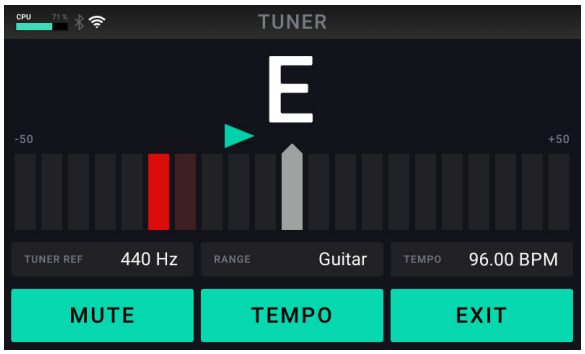
To exit the Practice Tool, hold footswitch 5 (**EXIT**).

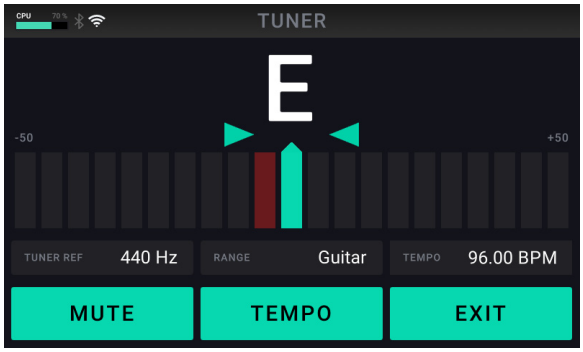
(4.11) Tuner

To access Flex Prime's built-in guitar tuner, press and hold **footswitch 3** for over one second. Alternately, you can access the tuner by tapping the **Menu icon** in the top left of the **Main** screen, and then tapping the **Tuner** icon.



As you play a string, the screen will show the nearest note, as well as how flat or sharp the guitar string is. If only a green right arrow appears, your string is flat, and if only a green left arrow is shown, then your string is sharp. To successfully tune the string, adjust your guitar's tuners until both green arrows are lit.





The following parameters are available to be adjusted:

- **Tuner Reference**: Tap this parameter, then turn the main **encoder** to set the tuner's reference frequency. The default and most common setting for a guitar tuner is **440 Hz**.
- **Range**: Tap this parameter, then turn the main **encoder** to set the tuner's pitch reference range. Choose **GUITAR** if you are tuning a standard-range 6-string acoustic or electric guitar. Choose **BASS** if you are tuning a bass or an extended-range guitar that is tuned low.
- **Tempo**: Tap this parameter to manually set the global tempo of Flex Prime using the main **encoder**. You can alternately set this tempo by tapping **footswitch 2** (**Tempo**).

Additionally, you can mute/unmute dry and unaffected guitar signal while on this screen by pressing **footswitch 1** or tapping **Mute**.

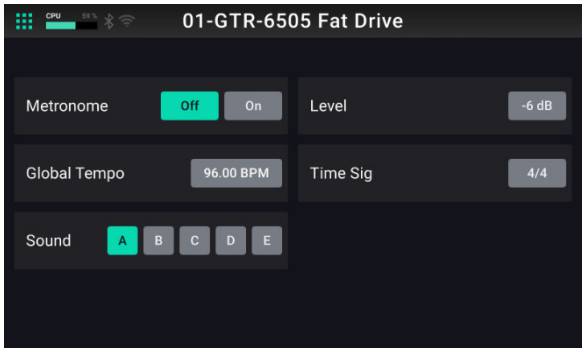
To exit this page, press **footswitch 3** or tap **Exit**.

(4.12) Metronome

Flex Prime includes simple yet convenient built-in **Metronome** that you can use while practicing.

To access the metronome, tap the **Menu** icon in the top left of the **Main** screen, and then tap the **Metronome** icon.

The following parameters are available to be adjusted:



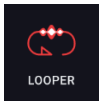
- **Metronome**: Set this parameter to **On** to start playback of the metronome. The metronome will use the Global Tempo to determine its speed. Set this parameter to **Off** to disable the metronome.
- **Global Tempo**: Use this parameter to manually set the global tempo of Flex Prime using the main **encoder**. You can alternately set this tempo by using the tap tempo footswitch.
- **Sound**: Use this parameter to select 1 of 5 different available metronome sounds to be used.
- **Level**: Use this parameter adjust the volume level of the metronome.
- **Time Sig**: Use this parameter determine the time signature of the metronome. The first beat of every measure will be accented.
- **Output:** Use this parameter to select which outputs the metronome's audio should be routed to.

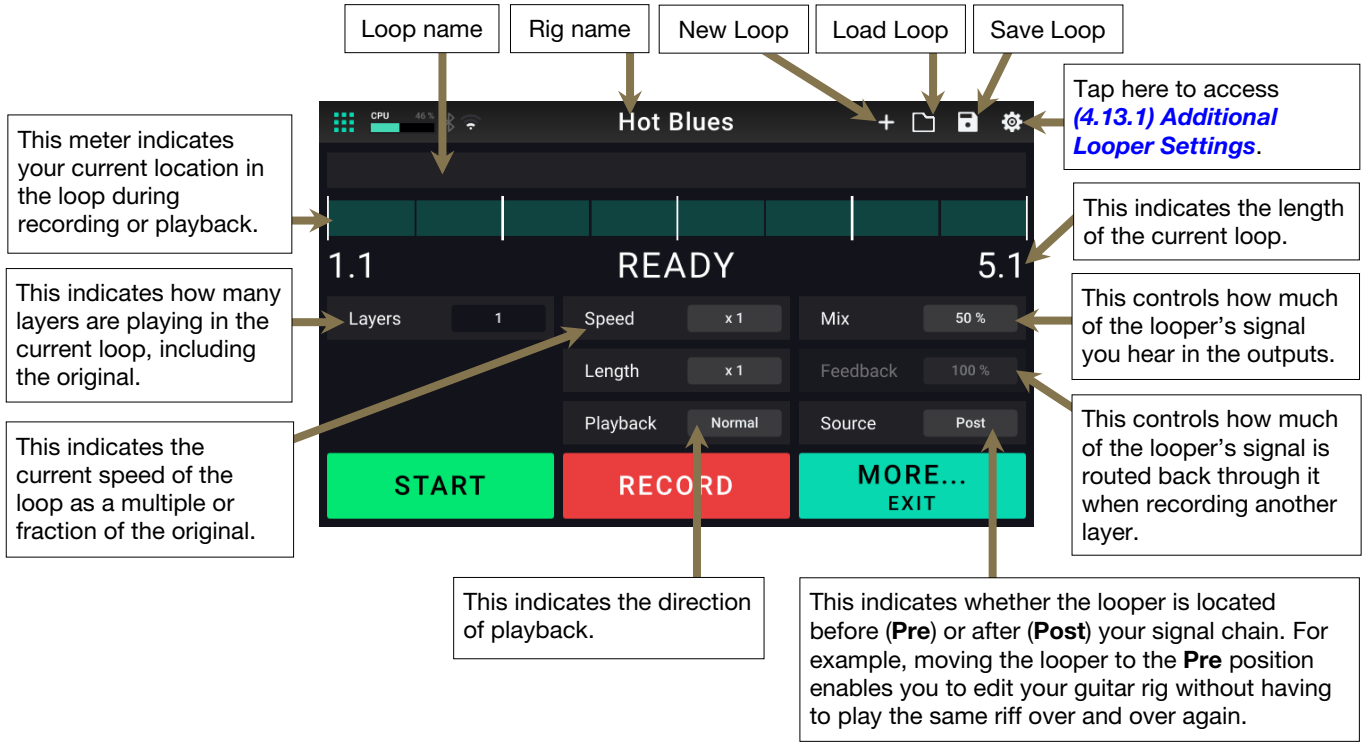
(4.13) Looper

Flex Prime has a built-in looper that you can use to layer your performances. While the looper's operation is shown in the display, you can control most of it conveniently with the footswitches.

Each loop can be up to **5 minutes** long, with a maximum of **20 minutes** of overdubbed audio at a time across a maximum of **50 layers**.

To access the Looper, press and hold **footswitch 2** for over one second. Alternatively, tap the **Menu** icon in the top left of the **Main** screen, and then tap the **Looper** icon.





To record the first layer of a loop, press the **Record** footswitch. Recording will begin immediately, and the footswitch indicator will light **red**. Press the **Record** footswitch again to stop recording and start loop playback. The footswitch is now called **Overdub** and the footswitch indicator is **yellow**.

To record additional layers onto the loop (overdub), press the **Overdub** footswitch. Overdubbing will begin immediately, and the footswitch indicator will light **red**. Press the **Overdub** footswitch again to stop overdubbing and continue playback.

To erase the top-most (last-added) **layer of the loop**, press **footswitch 3** (or tap **More…**), and then press **footswitch 2** (or tap **Peel**). The top-most layer of the loop will be erased immediately.

To recall the last layer removed, press **footswitch 3** (or tap **More…**), and then hold **footswitch 2** (or tap and hold **Unpeel**).

To double the length of the loop, press **footswitch 3** (or tap **More…**), and then press **footswitch 1** (or tap **X2 Length**).

To halve the length of the loop, press **footswitch 3** (or tap **More…**), and then hold **footswitch 1** (or tap and hold **1/2 Length**). The halving process is non-destructive, so you can restore your original loop and its content by pressing **2X Loop**.

The loop's relative length is shown in the **Length** field.

To halve or double the speed of the looper, use the **Speed** field.

Tip: Use this to create low bass lines or ultra-high guitar parts that you couldn't ordinarily play.

To reverse looper playback, set the **Playback** field to **Reverse**.

Tip: Create eerie effects by recording layers in reverse then switching back to normal playback.

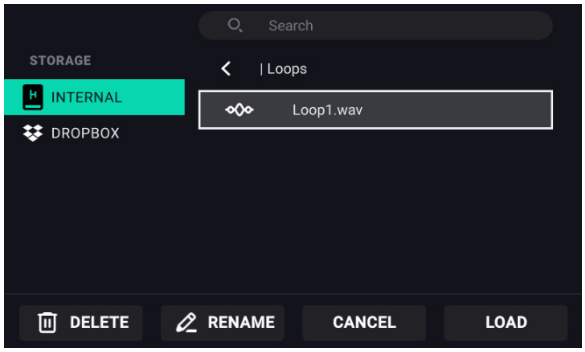
To set the looper's location, use the **Source** field. You can place it before (**Pre**) or after (**Post**) the signal chain. Moving the looper to the **Pre** position enables you to edit your rig without having to play the same riff over and over again.

Tip: Use this feature to create different effect configurations (adjust parameters, activate/deactivate blocks, etc.) for each layer, creating a multi-textured performance. You can also switch rigs while using the looper and use a different rig for each layer.

To create a new loop, tap the **+** icon in the top right corner. Tap **Yes** to clear the current loop and create a new one or **Cancel** to return to the Looper screen.

To save a loop, tap the **disk icon** in the top right corner. Enter a name for your loop, and then tap **OK** to confirm or **Cancel** to return to the Looper screen without saving.

To load a loop, tap the folder icon in the top right corner. When the file browser appears, select the loop to load, and then tap **Load** to load the loop or **Cancel** to return to the Looper screen.



Tip: While using the USB Transfer feature, you can import .WAV and .MP3 audio files for the Looper by placing the files in Flex Primes's **/LOOPS/** directory.

To edit a loop's name, tap the folder icon in the top right corner to access the file browser, locate the loop, and then tap **RENAME**. Use the virtual keyboard to type a new name, and then tap **Rename** to confirm the new name or **Cancel** to return to the Looper Browser screen.

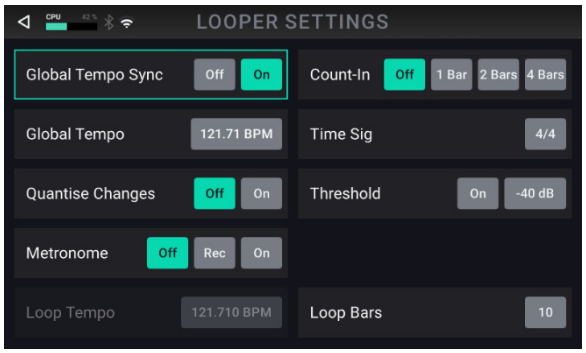
To delete a loop, tap the folder icon in the top right corner to access the file browser, locate the loop, and then tap **DELETE**. Tap **Yes** to confirm the deletion or **Cancel** to return to the Looper screen without deleting.

To exit the looper and return to the main screen, press and hold **footswitch 3** (or tap and hold **Exit**). If the looper is playing, playback will continue.

To re-enter the looper, press and hold **footswitch 2** again.

(4.13.1) Additional Looper Settings

To access additional looper settings, tap the **settings** icon in the top right of the looper screen.



The following parameters are available on this screen:

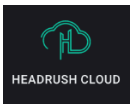
- **Global Tempo Sync**: Set this parameter to **On** to set the Looper to sync to Flex Prime's Global Tempo. This is the same tempo used for any effects that are set to "Sync," as well as the Metronome feature. Set this parameter to **Off** to desync the Looper tempo from the global tempo.
- **Global Tempo**: Use this parameter to manually set the global tempo of Flex Prime using the main **encoder**. You can alternately set this tempo by using the tap tempo footswitch.
- **Quantize Changes:** When **Global Tempo Sync** is set to **On**, the tempo of the loop will sync to the current internal global tempo, or the received MIDI tempo when enabled in the Global Settings.
- **Metronome**: Set this parameter to **Rec** (record) to have the metronome only play while the initial layer of the loop is being recorded. Set this parameter to **On** to have the metronome play while the loop is recording, playing, and overdubbing a layer. Set this parameter to **Off** to disable the metronome.
- **Count-In**: Use this parameter to determine a **1–4 Bar** count-in before a loop begins recording the initial loop layer. Set this parameter to **Off** to disable to the count-in bar and begin recording the initial loop layer instantly.
- **Time Sig**: Use this parameter to determine the time signature of the count-in.
- **Threshold:** Tap the **On** button to enable looper recording to only begin when the audio signal has reached a certain threshold. Use the field next to this to set the threshold level, from **-60** to **0 dB**.
- **Loop Tempo:** When **Global Tempo Sync** is set to **On**, this displays the estimated tempo of the current loop.
- **Loop Bars:** When **Global Tempo Sync** is set to **On**, this displays the estimated loop length in bars.

(4.14) HeadRush Cloud

The **HeadRush Cloud** is a **free** and **easy-to-use** file sharing service that can be accessed directly from your Flex Prime when connected to a Wi-Fi network. To learn how to connect to a Wi-Fi network, see ***(4.18.4) Global Settings > Wi-Fi***.

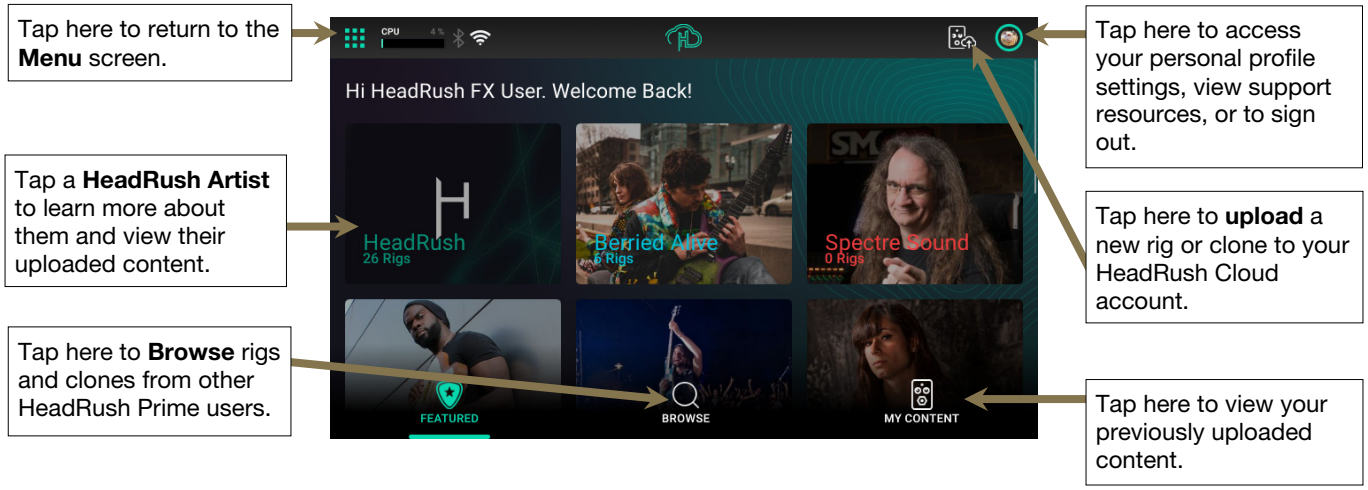
Using the HeadRush Cloud, you can find instant inspiration for new tones by previewing, downloading, and rating rigs and clones from HeadRush Artists as well as other Flex Prime users. You can also upload rigs and clones for backup purposes, as well as share your own creations with the Flex Prime community.

To open HeadRush Cloud, tap the **Menu** icon in the top left of the **Main** screen, and then tap the **Browser** icon.

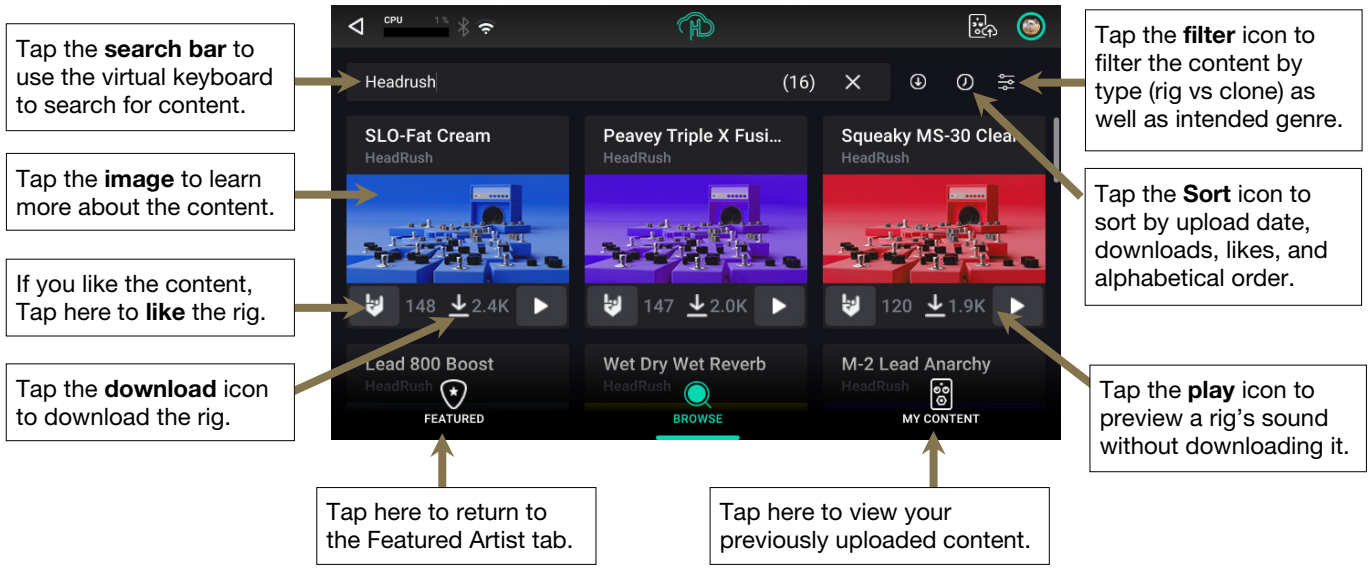


The first time that you log into the HeadRush Cloud, a QR code will be shown on the screen along with a security code. Follow the directions on the screen to register for a free account.

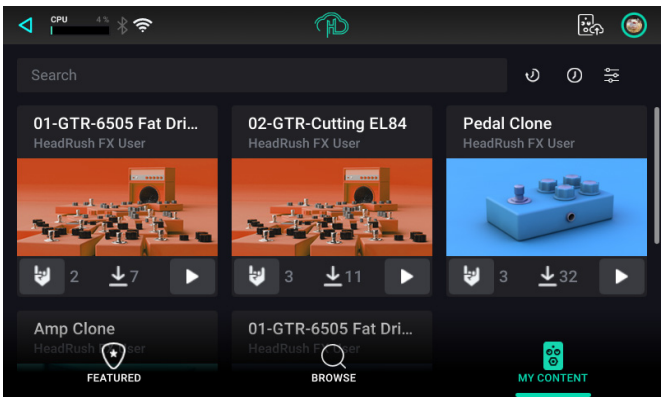
Once you have registered and signed in, the **Featured** tab will be shown. On the **Featured** tab, you can learn more about HeadRush featured artists, as well as preview and download their personal rigs and clones.



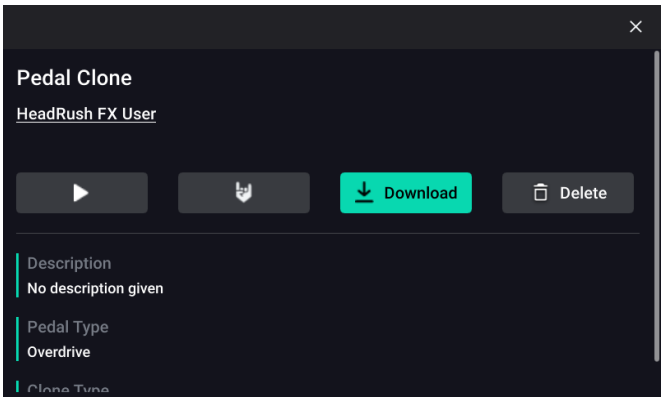
On the **Browse** tab, you can search for new rigs from the HeadRush community by using the search bar, sort, and filter features. You can tap and drag the screen to scroll through the content shown on screen.



On the **My Content** tab, you can search your own uploaded content by using the **search**, **sort**, and **filter** features, the same as you can in the **Browse** tab.



On the **My Content** tab, you can also demo, like, download, and delete content by tapping the rig or clone image to show the overlay, and then tapping one of the buttons shown.



(4.15) USB

You can use Flex Prime's USB connection to your computer for ***(4.15.1) Transferring Files & Settings*** (e.g., rigs, setlists, presets, etc.), ***(4.15.2) Recording*** (to a digital audio workstation [DAW]), or ***(4.15.3) Reamping***.

(4.15.1) Transferring Files & Settings

Over a USB connection, you can transfer rig, setlist, block preset, loop, clone, and/or impulse response (IR) files between your computer and Flex Prime.

We recommend creating a backup copy of your files to your computer before you make any changes.

Important:

Do **not** disconnect or power off Flex Prime during the process.

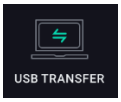
Any unsupported files will be ignored.

You cannot transfer a folder or .zip/archive folder to/from Flex Prime. Instead, transfer any supported files directly.

We recommend organizing the file structure of your rigs, setlists, block presets, and/or impulse response files on your computer so that it is identical to the file structure as shown on the Flex Prime "drive."

To transfer files between Flex Prime and your computer:

1. Connect your computer to Flex Prime's **USB port** using a standard USB cable.
2. With your computer powered on, power on Flex Prime using the **power switch**.
3. Tap the **Menu** icon in the upper-left corner of the **Main** screen, and then tap **USB Transfer**.



4. On your computer, 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.

   Tip: During this step, you can add an image to use with the screen lock feature. See ***(4.16) Lock Screen*** to learn more.

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 Flex Prime to "commit" any changes you made to the contents of the HeadRush drive.

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

(4.15.2) Recording

When Flex Prime's USB port is connected to your computer, you can select and use Flex Prime as a 24-bit audio interface, enabling you to play audio through it or to send its audio signal to the computer. It can use sample rates of 44.1 kHz, 48 kHz, or 96 kHz.

Important Note for Windows Users: Before connecting Flex Prime to your computer, download the necessary drivers from **support.headrushfx.com** and install them.

To use Flex Prime as an audio interface with your computer:

1. On Flex Prime, tap the **Menu** icon in the upper-left corner of the **Main** screen, and then tap **Global Settings**.
2. In the Global Settings screen, tap the **USB Audio** tab located in the column on the left side.
3. On the USB audio tab, set your sample rate to be the same sample rate as the one in your DAW.
4. Next, for the USB Mode setting, tap one of these options:
   - **Live**: The audio signal will be sent to your computer as well as to Flex Prime's **outputs**.
   - **DAW**: The audio signal will be sent to your computer only. Flex Prime's **outputs** will be disabled to prevent any latency while monitoring.
5. To use Flex Prime with your computer audio, open your computer's **Control Panel** (Windows®) or **System Preferences** (macOS®), open its sound/audio settings, and select **Flex Prime** as the device for recording/input and/or for playback/output.
6. To use Flex Prime with a DAW, make sure **Flex Prime** is selected as your audio interface for both recording/input and playback/output.

Flex Prime can send four separate audio signal channels to your computer. Before recording Flex Prime's audio signal into your digital audio workstation (DAW), select the channel/channels you want to record:

1: the **left** channel of the **1/4" outputs** with all active effects applied.

2: the **right** channel of the **1/4" outputs** with all active effects applied.

3: a **mono** channel of the **guitar input** with no effects applied.

4: identical audio signal to **3**.

Flex Prime can receive four separate audio signal channels from your computer. The channels are named and routed as follows:

1: the **left** channel of your computer's output audio signal, which will be sent directly out of Flex Prime's **main outputs** and **phones output**.

2: the **right** channel of your computer's output audio signal, which will be sent directly out of Flex Prime's **main outputs** and **phones output**.

3: a **mono** channel of your computer's audio signal, which will be sent back through Flex Prime (see ***(4.15.3) Reamping*** below).

4: not used in this scenario.

Important: Remember to set your DAW's main outputs to be sent to **1**/**2**.

(4.15.3) Reamping

Reamping is a process that adds the tone coloration of an amp to a pre-recorded audio signal—in this case, sending audio from your DAW through Flex Prime and then recording it back into your DAW. This is useful for saving time because you can change the sound of an already-recorded guitar track without having to manually play the same part again.

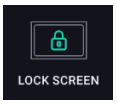
To use Flex Prime to reamp an audio signal:

1. On Flex Prime, tap the **Menu** icon in the upper-left corner of the **Main** screen, and then tap **Global Settings**.
2. In the Global Settings screen, tap the **USB Audio** tab located in the column on the left side.
3. On the USB audio tab, set your sample rate to be the same sample rate as the one in your DAW.
4. Next, for the USB Mode setting, tap **ReAmp**.
5. Once the sample rate and mode settings are confirmed, set **USB Audio** to **On**.
6. In your DAW, make sure **Flex Prime** is selected as your audio interface for both recording/input and playback/output.
7. Assign the output of the desired track to **3**.
8. In your DAW again, create a new audio track and assign its input. For a **stereo** input signal, select **1**/**2**. For a **mono** input signal, select **1**.
9. Locate the point in your track where you want to start reamping.
10. On Flex Prime, select the rig, blocks, or other parameters to achieve the sound you want.
11. In your DAW, start audio recording. The track you want to reamp will be sent through Flex Prime and recorded into the audio track you created earlier.

(4.16) Lock Screen

The Lock Screen feature disables the **touchscreen** and gives you a simple interface that shows your current rig name, the current footswitch mode blocks, and a customizable image.

To access the Lock Screen feature, tap the **Menu** icon in the top left of the **Main** screen, and then tap the **Lock Screen** icon. You can also press and hold footswitch 1, and then press and hold footswitch 3.



To exit the Lock Screen feature back to the Menu, simply tap the touch screen 3 times. You can also press and hold footswitch 1, and then press and hold footswitch 3 again.

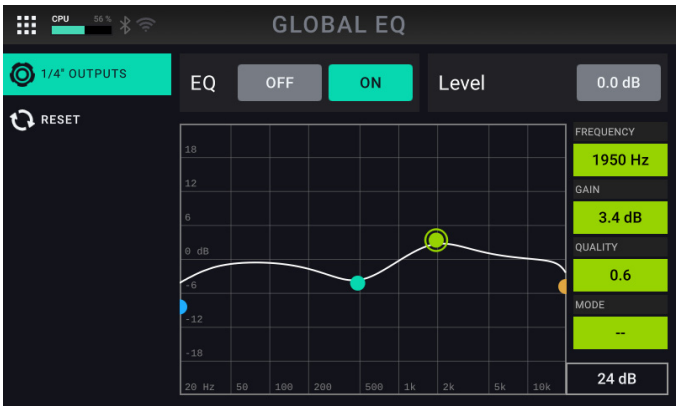
To customize the Screen Lock image, place a **.png**, **.bmp**, **.jpg**, or **.jpeg** file named **LockScreenLogo** in the root directory of the **HeadRush** drive while using the ***(4.15.1) Transferring Files and Setttings*** feature.

We recommend using an **800x400**-pixel image (it will be automatically scaled to this size after transferring it). Note that any changes you make to the contents of your **HeadRush** are immediate and cannot be cancelled.

(4.17) Global EQ

The **Global EQ** screen lets you quickly apply additional equalization to **all** your presets without permanently saving them. These settings are especially useful when a venue, rehearsal space, or other environment has different acoustic characteristics than the room where you originally created your presets (e.g., the venue may sound "boomier," or a rehearsal space with soundproofing may deaden some of the high end).

To access the Global EQ screen, tap the **Menu** icon in the top left of the **Main** screen, and then tap the **Global EQ** icon.



These settings determine if/how equalization is applied to the **1/4**" (**6.35 mm**) outputs. Each equalizer is a four-band parametric equalizer.

The available settings are as follows:

EQ On: This setting determines whether equalization is enabled (**On**) or disabled (**Off**) for the outputs.

Level: This setting determines if/how much the signal level from the outputs is boosted or cut. This value is applied to the level set by the **Main** knob.

Low Band & **High Band**: These settings determine what type of equalization is applied to the lowest-frequency band (**Low Band**) and to the highest-frequency band (**High Band**): **Shelf** or **Cut**.

EQ Bands: There are four available EQ bands: Low (blue), Low Mid (teal), High Mid (yellow-green), and High (orange). Tap to select each band. To adjust each band's **Frequency** and **Gain**, you can simply drag the dots along the graph, or use the parameters on the right side of the graph.

Frequency: This setting determines the center frequency of each EQ band, in Hertz (Hz).

Gain: This setting determines how much the equalizer boosts or cuts the signal and the corresponding frequency band.

Quality: This setting determines the width of the frequency band. The higher the setting, the wider the band will be around the center frequency (the first setting). This setting is applied whether **Low Band** or **High Band** is set to **Shelf** or **Cut**.

Mode: For the **Low** and **High** frequency bands, this determines whether the equalization is applied as a **Shelf** or **Cut**.

Zoom: You can view the EQ graph on a **12 dB** or **24 dB** scale by tapping this setting at the bottom.

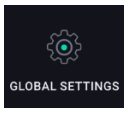
You can reset the **Global EQ** feature back to the factor defaults by tapping the **Reset** icon in the left column on this screen. On the next screen, tap **Reset** again, and then tap **Yes** or press **footswitch 3** to confirm. Tap **No** or press **footswitch 2** to cancel reset and return to the previous screen.

Note: This feature is specifically designed for adjusting the sound of every rig at once to accommodate your performance environment. If you would like to use an EQ with a similar interface in a specific rig, try the **Para EQ** block, located in the EQ category when adding a block to a rig.

(4.18) Global Settings

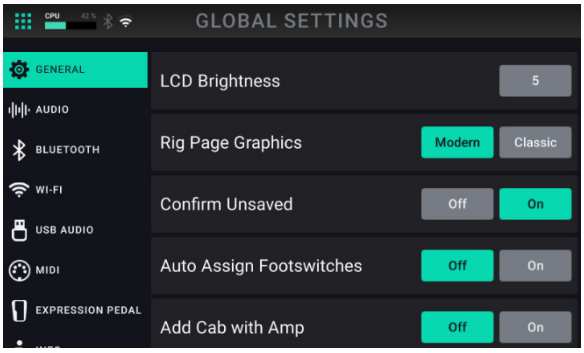
Use the global settings to configure Flex Prime's overall operation.

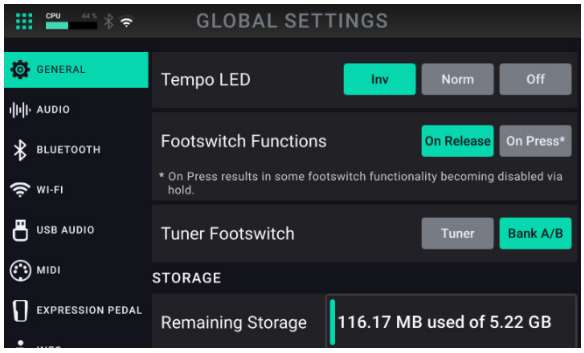
To show the global settings, tap the **Menu** icon in the upper-right corner of the screen, and then tap the **Global Settings** icon.



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

(4.18.1) General





LCD Brightness: This setting determines the brightness of the main display. Tap this field, turn the main **encoder** to select **1** (dim) through **5** (bright), and then press the **encoder**.

Rig Page Graphics: Choose **Modern** if you would like the main screen to feature realistic looking graphics of the gear being emulated. Choose **Classic** if you would like the main screen to feature less detailed graphics.

Confirm Unsaved: This setting determines whether you will see a confirmation message if you change the rig while there are unsaved changes on the current one. Tap **On** to enable these messages or **Off** to disable them.

Auto Assign Footswitches: This setting determines how blocks are assigned to the switches. Tap **On** if you want blocks to be automatically assigned to the next available switch when you load them. Tap **Off** if you want blocks to load without being assigned to a switch; you will have to assign them manually in the **Hardware Assign** screen.

Add Cab with Amp: This setting determines whether or not a specific cab and microphone are associated with the amp when loaded. When this is set to **Off**, any cab and microphone used in the current rig will be completely independent of the amp you select. When this is set to **On**, a specific cab and microphone combination will be used if you change the amp's **Preset** setting or if you load a new amp to the rig. You can change the cab and microphone manually afterward by adjusting the parameters of the cab model.

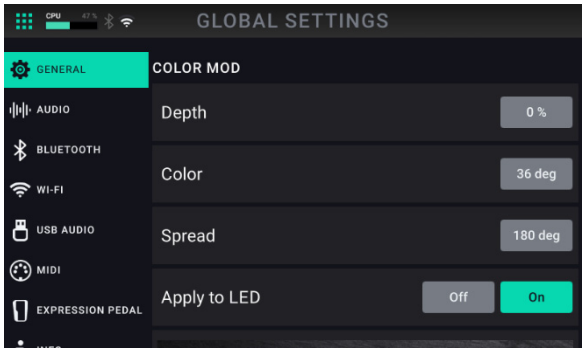
Tempo LED: This setting determines whether the Tap Tempo footswitch's LED blinks on the beat (**Norm**), on the off beat (**Inv**), or whether the LED is turned off completely (**Off**).

Footswitch Function: This setting determines whether the footswitch action is trigger **On Release** or **On Press** of the footswitch. When set to **On Press**, some footswitch functionality will be disabled via hold instead of press.

Tuner Footswitch: This setting changes the hold function of **footswitch 3**. When set to **Tuner**, holding this footswitch will open the Tuner. When set to **Bank A/B**, holding this footswitch will toggle between the two banks of three footswitches for the rig.

Remaining Storage: This meter shows how much storage space is available in Flex Prime's internal memory. If you want to increase the available memory, you can back up files to your computer or USB storage device and then delete the files from Flex Prime using the **File Browser** or the **USB Transfer** feature.

Color Mod: If you have trouble distinguishing certain colors on your Flex Prime's display, or if you just want to further customize the color scheme, you can use the color mod parameters to adjust their default settings.



If that sounds complicated to you, don't worry! It is best to learn simply by experimenting with the settings. While you experiment, a sample of your adjustments will be shown in real time. See the example below:

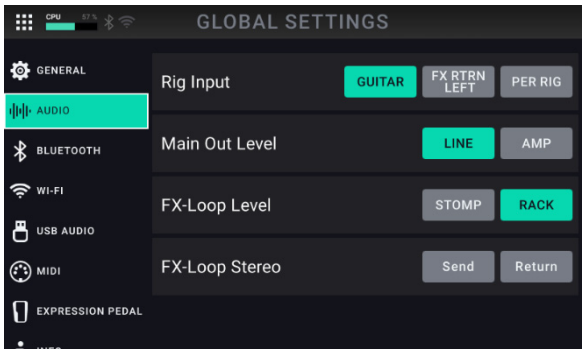
If you want to return to the default color scheme, the default settings are as follows:

- **Depth:** 0%
- **Color:** 36 DEG
- **Spread:** 180 DEG

The **Apply to LED** function applies the same color modifications to the **Footswitch Indictor** LEDs when set to **on**.

Note: The **Color Mod** feature is disabled when the **Lock Screen** feature is enabled.

(4.18.2) Audio



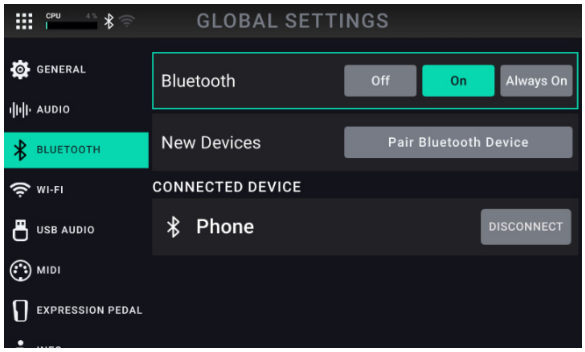
Guitar Input: This setting determines whether each rig's input signal is taken from the **guitar input** (**Guitar**), or the right (R) **return input** (**FX Ret R**). When set to **Per Rig**, the source is determined by the **Rig Input** setting of each rig (see ***(4.4.2) Adjusting Settings > Parameters > In*** to learn about this). When set to **FX Ret R** or **Per Rig**, the **FX-Loop Stereo Return** setting will be disabled; the signal will be mono.

Main Out Level: This setting determines the signal level sent to the main **Outputs** (1/4"/6.35 mm, TRS). When set to **Line**, the output level will be +18 dBu. Use this setting if you are connecting Flex Prime to a full-range, flat-response amplifier, PA speaker, mixer, or audio interface. When set to **Amp**, the output level will be +6 dBu. Use this setting if you are connecting Flex Prime to a traditional guitar amplifier.

FX-Loop Level: This setting determines the signal level received by the **FX Return Input** (1/4"/6.35 mm, TRS). When set to **Rack**, the output level will be line level, +18 dBu. Use this setting if you are connecting a rack effects processor in Flex Prime's FX-Loop. When set to **Stomp**, the output level will be +6 dBu. Use this setting if you are connecting a traditional guitar pedal ("stompbox") in the FX-Loop.

FX-Loop Stereo: These settings determine whether the incoming and outgoing signal in the effects loop is stereo or mono. Tap **Send** to enable or disable the stereo signal for the **send outputs**. Tap **Return** to enable or disable the stereo signal for the **return inputs**.

(4.18.3) Bluetooth



Flex Prime features an integrated **Bluetooth audio receiver**, enabling you to connect a mobile device and play along with songs, lesson apps, etc. The settings for this feature are located on this tab.

To enable the Bluetooth audio receiver for pairing to your mobile device, tap the **ON** button at the top of the screen.

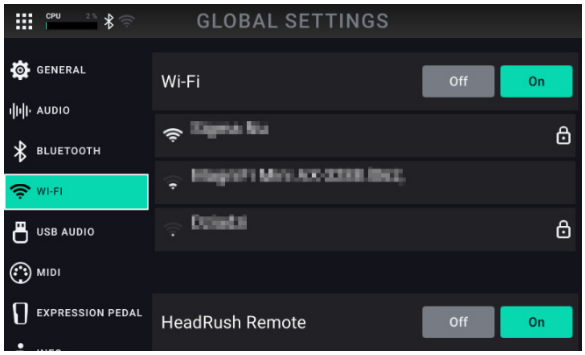
By default, Bluetooth will automatically turn off when Flex Prime is powered off. To keep Bluetooth on each time Flex Prime is powered on, select **Always On**.

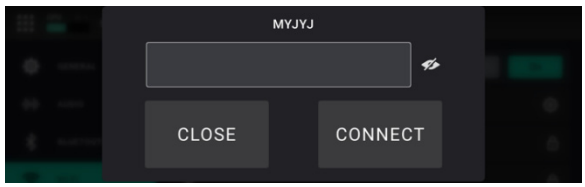
To pair to Flex Prime, search for "HeadRush Flex Prime" in the Bluetooth Settings menu on your device and connect to it.

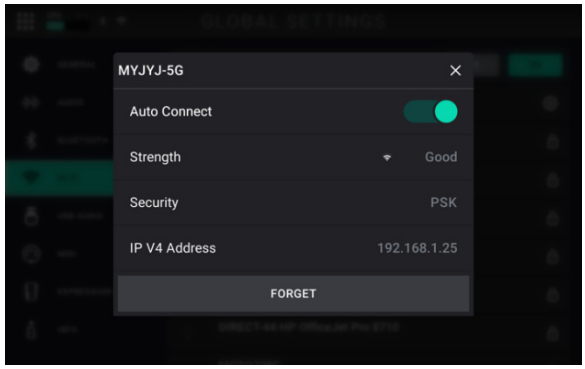
To disconnect a paired Bluetooth Audio device, tap the **disconnect** button next to the name of the device under the list of connected devices.

To disable the Bluetooth audio receiver, tap the **OFF** button.

(4.18.4) Wi-Fi







Flex Prime also features an integrated **Wi-Fi connection**, enabling you to connect your Flex Prime to a local network so that you can receive new **firmware updates**, use the **HeadRush Cloud** to download/share new rigs and clones, or access files from a Dropbox storage account when using the **File Browser**.

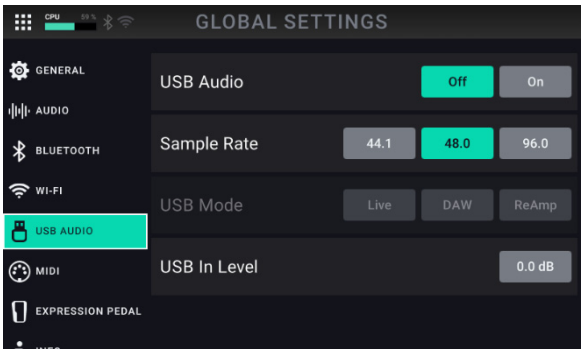
To connect Flex Prime to your local Wi-Fi network, tap the **ON** button at the top of the screen. Then, tap the local network that you would like to connect to, and enter the password for the network when prompted.

While you are connected to a Wi-Fi network, you can tap the **settings** icon located next to the network name to view the Wi-Fi signal strength, security, and IP details, as well as access settings for auto-connect, and forgetting a local network.

To disconnect Flex Prime from your local network and disable Wi-Fi, tap the **OFF** button.

HeadRush Remote: When Flex Prime is connected to Wi-Fi, set this to **On** to enable access to the Web UI editor. Once enabled, open a web browser and enter the IP address shown here or **headrushflexprime.local**. You can use this interface to edit and save rigs and setlists as well as adjust global settings. See ***(4.20) Remote Edtior Web UI*** for more information.

(4.18.5) USB Audio



USB Audio: This setting determines whether or not Flex Prime is sending a USB audio signal over a USB connection. Tap **On** to enable sending of the USB audio signal with the selected **Sample Rate**. Tap **Off** to disable the USB audio signal. To change the Sample Rate, set **USB Audio** to **Off** first, select the correct sample rate, set **USB Audio** to **On** again, and restart your DAW.

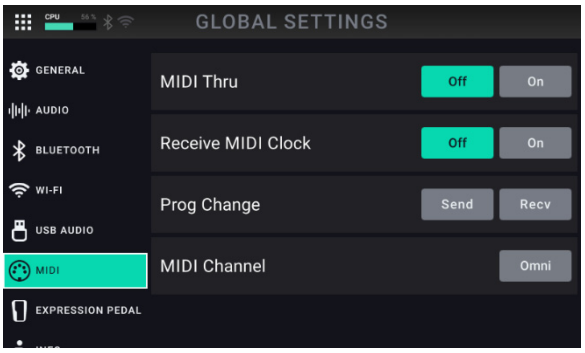
Sample Rate: This setting determines the sample rate of the USB audio signal: **44.1** kHz, **48.0** kHz, or **96.0** kHz. Remember to select the same sample rate as the one in your DAW. Also, set it **before** opening your DAW.

USB Mode: This setting determines what audio signal Flex Prime sends over the USB connection and how its outputs function while doing so:

- **Live**: The audio signal will be sent to your computer as well as to Flex Prime's **outputs**.
- **DAW**: The audio signal will be sent to your computer only. Flex Prime's **outputs** will be disabled to prevent any latency while monitoring.
- **Reamp**: Your computer will send an audio signal to Flex Prime, which will process it through the current rig and send it back to your computer. Flex Prime's **outputs** will be disabled to prevent any latency while monitoring. See ***(4.15.3) USB > Reamping*** to learn how to configure your DAW for this process.

USB In Level: This setting determines the incoming USB Audio level, from **-60.0 dB** to **12.0 dB**.

(4.18.6) MIDI



These settings determine how Flex Prime sends and receives MIDI information to and from external devices. These settings affect only Flex Prime's **MIDI Input** and **MIDI Output**.

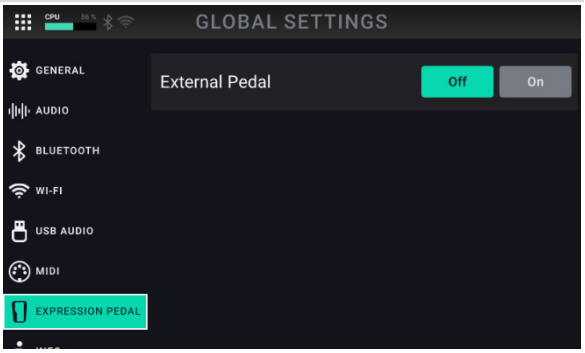
MIDI Thru: Tap **On** to use the **MIDI Output** as a MIDI throughput; any MIDI information sent to Flex Prime's **MIDI Input** will be sent directly to the **MIDI Output**. Tap **Off** to use Flex Prime's MIDI output normally; Flex Prime will be able to send its own MIDI information out of the MIDI output.

Receive MIDI Clock: Tap **On** to enable Flex Prime to receive MIDI clock information. Tap **Off** to use Flex Prime's own internal MIDI clock (which will not be sent out).

Prog Change: Tap **Send** to enable or disable Flex Prime's transmission of MIDI program change messages when you press the upper-left (**Rig ▲**) or lower-left (**Rig ▼**) switch. Tap **Recv** to enable or disable Flex Prime's reception of MIDI program change messages from an external MIDI device.

MIDI Channel: This setting determines the MIDI channel(s) from which Flex Prime will send and receive MIDI messages. Tap this field, turn the **encoder** to select all channels (**Omni**), or **1**–**16**, and then press the **encoder**.

(4.18.7) Expression Pedal

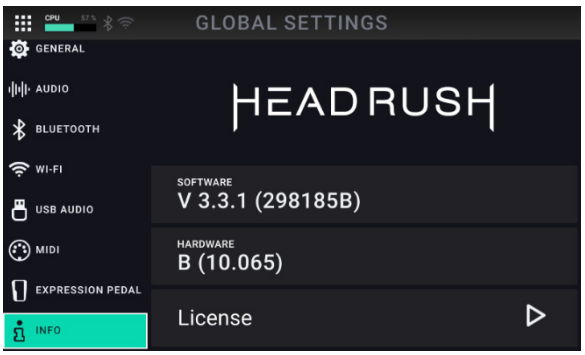


The settings on this tab are for configuring an external expression pedal connected to Flex Prime's rear panel **EXPR** input.

External Pedal: When set to **On**, the connected external expression pedal will control the **B** set of parameters set in Hardware Assign mode.

Note: When the **External Pedal** is **On**, the toe switch of the internal pedal will only toggle the block assigned to the **A** set of parameters on/off when the expression pedal assignment is set to **Classic** mode, and it will do nothing when the assignment is set to **Advanced** mode.

(4.18.8) Info



On this tab you can view Flex Prime's current **firmware** and **hardware versions**, and access Flex Prime's **License** information.

Send anonymous usage statistics: This determines whether or not your usage statistics will be sent occasionally to us, enabling us to improve the Flex Prime experience.

Reset All Global Settings: Tap **Reset** to reset all your global settings to their factory defaults.

(4.19) External MIDI Control

Flex Prime can be controlled by incoming MIDI CC (control change) messages sent from external MIDI gear. This external MIDI gear must be connected to the 1/8" **MIDI Input**.

The chart below lists the parameters that can be controlled by external MIDI gear:

CC#	Action
CC#1	Internal Expression Pedal
CC#2	External Expression Pedal
CC#12	Global Tempo -
CC#13	Global Tempo +
CC#14	Internal Pedal Switch (A/B)
CC#16	Rig Up (Previous Rig)
CC#17	Rig Down (Next Rig)
CC#18	Bank Up (Previous Bank)
CC#19	Bank Down (Next Bank)
CC#20	Footswitch Bank (A/B)
CC#21	Scene 1
CC#22	Scene 2
CC#23	Scene 3
CC#24	Scene 4
CC#25	Scene 5
CC#26	Scene 6
CC#49	Footswitch 1
CC#50	Footswitch 2
CC#51	Footswitch 3
CC#64	Tap Tempo
CC#65	Looper 1/2 Speed
CC#66	Looper 2X Speed
CC#67	Looper 1/2 Loop
CC#68	Looper 2X Loop
CC#69	Looper Start/Stop
CC#70	Looper Record
CC#71	Looper Insert
CC#72	Looper Peel
CC#73	Looper Mute
CC#74	Looper Reverse
CC#75	Block 1 Toggle (On/Off)
CC#76	Block 2 Toggle (On/Off)
CC#77	Block 3 Toggle (On/Off)
CC#78	Block 4 Toggle (On/Off)

CC#	Action
CC#79	Block 5 Toggle (On/Off)
CC#80	Block 6 Toggle (On/Off)
CC#81	Block 7 Toggle (On/Off)
CC#82	Block 8 Toggle (On/Off)
CC#83	Block 9 Toggle (On/Off)
CC#84	Block 10 Toggle (On/Off)
CC#85	Block 11 Toggle (On/Off)
CC#86	Block 12 Toggle (On/Off)
CC#87	Block 13 Toggle (On/Off)
CC#88	Block 14 Toggle (On/Off)
CC#90	Hands-Free - Open/Close
CC#91	Looper - Open/Close
CC#92	Tuner - Open/Close
CC#93	Lock Screen - Open/Close
CC#94	Enter Stomp FS Mode
CC#95	Enter Hybrid FS Mode
CC#96	Enter Setlist FS Mode
CC#97	Enter Rig FS Mode
CC#102	Practice Tool - Open/Close
CC#103	Practice Tool - Play/Pause
CC#104	Practice Tool - Stop
CC#105	Practice Tool - Volume -
CC#106	Practice Tool - Volume +
CC#107	Practice Tool - Loop In
CC#108	Practice Tool - Loop Out
CC#109	Practice Tool - Speed-
CC#110	Practice Tool - Speed+
CC#111	Practice Tool - Pitch-
CC#112	Practice Tool - Pitch+
CC#113	Practice Tool - Previous
CC#114	Practice Tool - Next
CC#115	Practice Tool - RWD
CC#116	Practice Tool - FWD
CC#117	Practice Tool - Loop On/Off

CC#	Action
CC#118	Metronome - On/Off
CC#119	Metronome - Volume -
CC#120	Metronome - Volume +
CC#123	Looper - Unpeel

While most of the HeadRush parameters in the list above are actions that will be triggered when any CC data value (0-127) is sent along with the correct CC#, some parameters require specific data values to function properly.

For example:

- When sending CC messages to control the **Internal** and **External Expression Pedal** (CC#1 and CC#2), you can send an exact data value between 0-127 to make precise settings.
- When sending CC messages to control the **Internal Footswitches** (CC#49 through CC#51), you must send a data value of 127 to simulate the press, and then another CC# message with a data value of 0 to simulate the release of the footswitch. If you only send the press data value, the current assigned hold function to that internal footswitch will be activated.
- When sending CC messages to control the **Tap Tempo** (CC#64), you must send the CC message multiple times to simulate setting the Tap Tempo via an internal footswitch.

If your external MIDI gear is not controlling the HeadRush Flex Prime as expected, try to adjust the CC data values like the examples above, as well as explore any settings on your MIDI gear that may be available on the MIDI gear itself. Some MIDI gear will have specific CC Toggle and CC Momentary modes where one mode may work better than the other.

(4.20) Remote Editor Web UI

The HeadRush Remote Editor web UI provides a quick and easy-to-use tool for working with your Flex Prime. You can use it to view and edit rigs and setlists, access the HeadRush Cloud, and more.

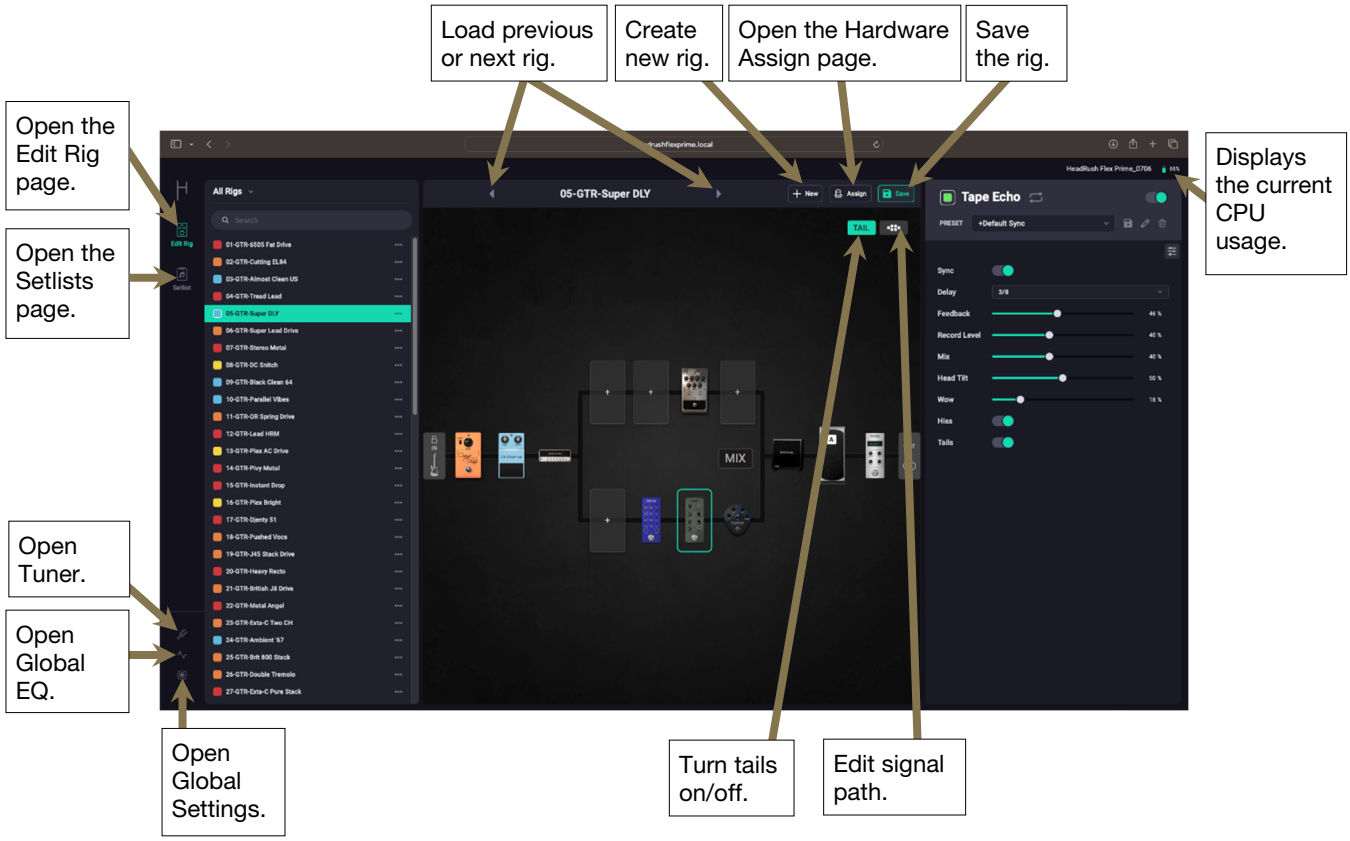
Note: For best results, we recommend using a computer or tablet with a 7” or larger screen, and using the native web browser for that device (e.g., Microsoft Edge for Windows-based devices, Safari for macOS/iOS-based devices, or Google Chrome for Android-based devices). You may find that other browsers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

To access the Remote Editor:

1. On Flex Prime, tap the **Menu** icon in the upper-left corner of the **Main** screen, and then tap **Global Settings**.
2. Select the **Wi-Fi** page on the left side of the screen, and ensure that the Flex Prime Wi-Fi is set to **On**, and then connect to your local network.
3. Once you have connected, set the **HeadRush Remote** setting on the **Wi-Fi** page to **On**.
4. On your computer, tablet, or other external device (connected to the same Wi-Fi network), open a web browser and enter **headrushflexprime.local** or the IP address shown on Flex Prime (for example, **http://192.168.68.81**) into the address field.

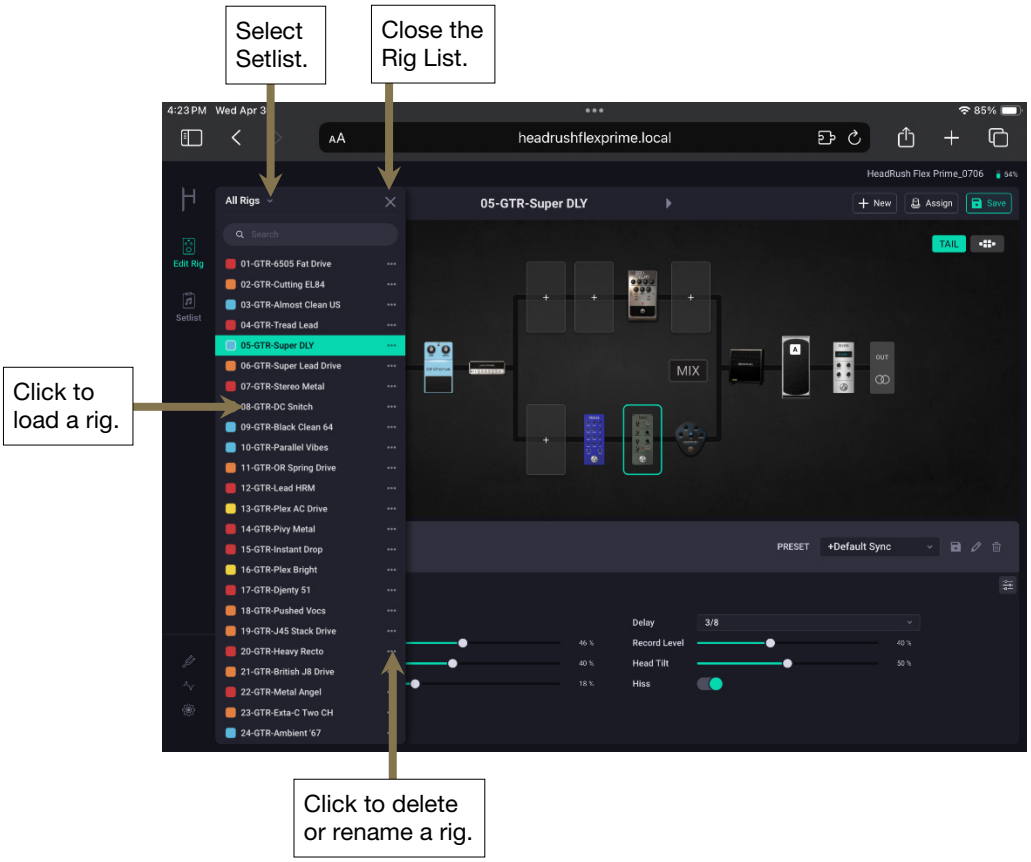
(4.20.1) Edit Rig

The Remote Editor will open with a view just like **My Rig** mode (see ***(4.1) Main Screen***) on your Flex Prime device. From here you can browse, edit, and save rigs; adjust block settings and manage presets; apply hardware assignments; and more.



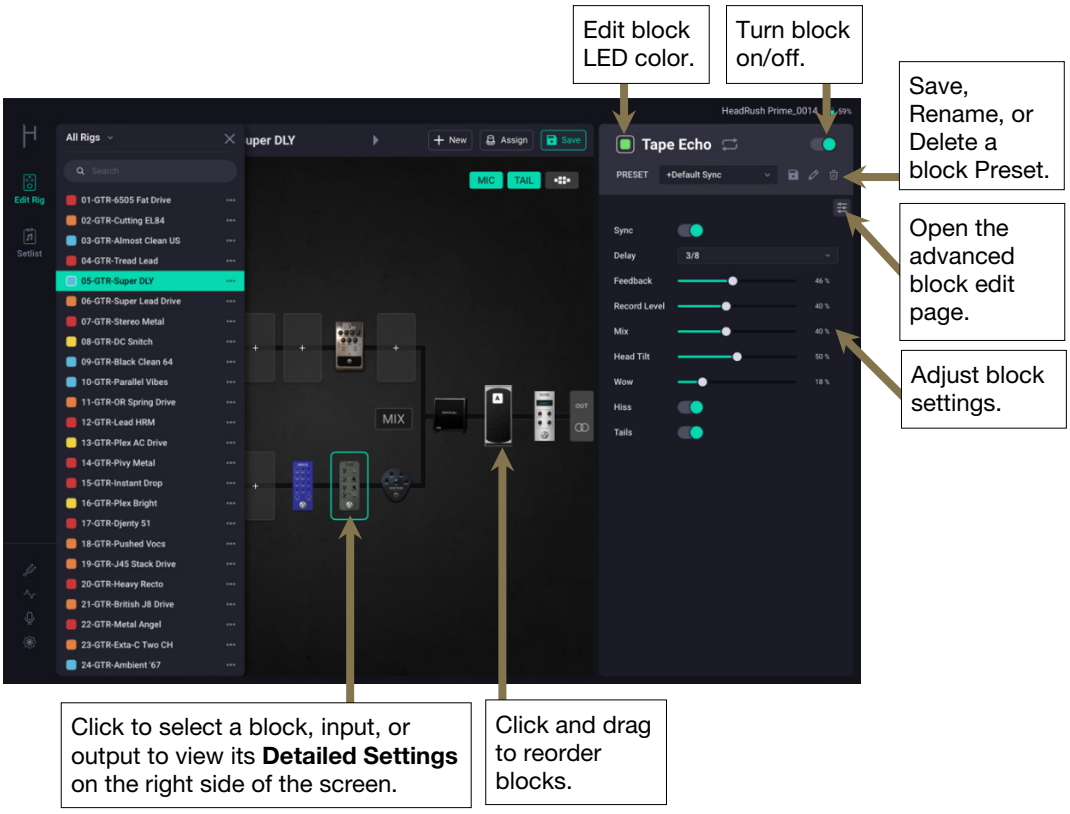
Depending on the size or rotation of your screen, the rig list may be shown when initially loading the editor. If it is not shown, tap the icon shown above to open it.

When the Rig List is opened on the left side of the screen, you can browse and edit rigs in your setlists.



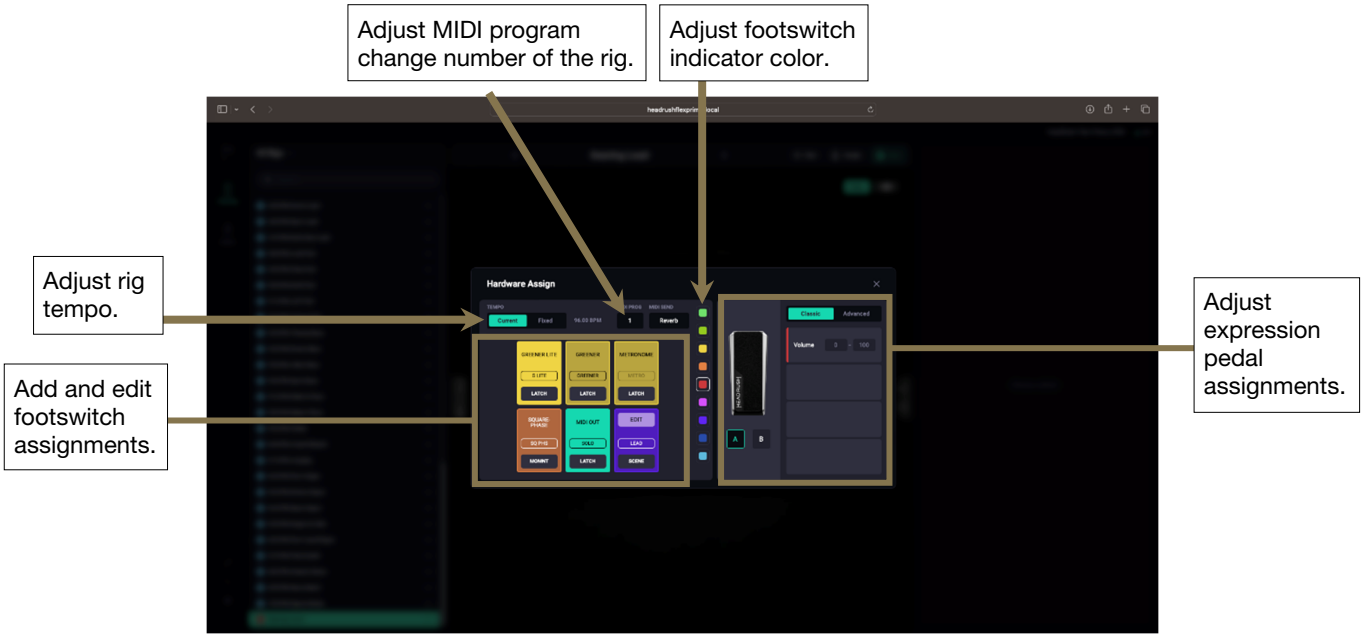
When a block is selected, use the onscreen controls on the right side to edit block parameters.

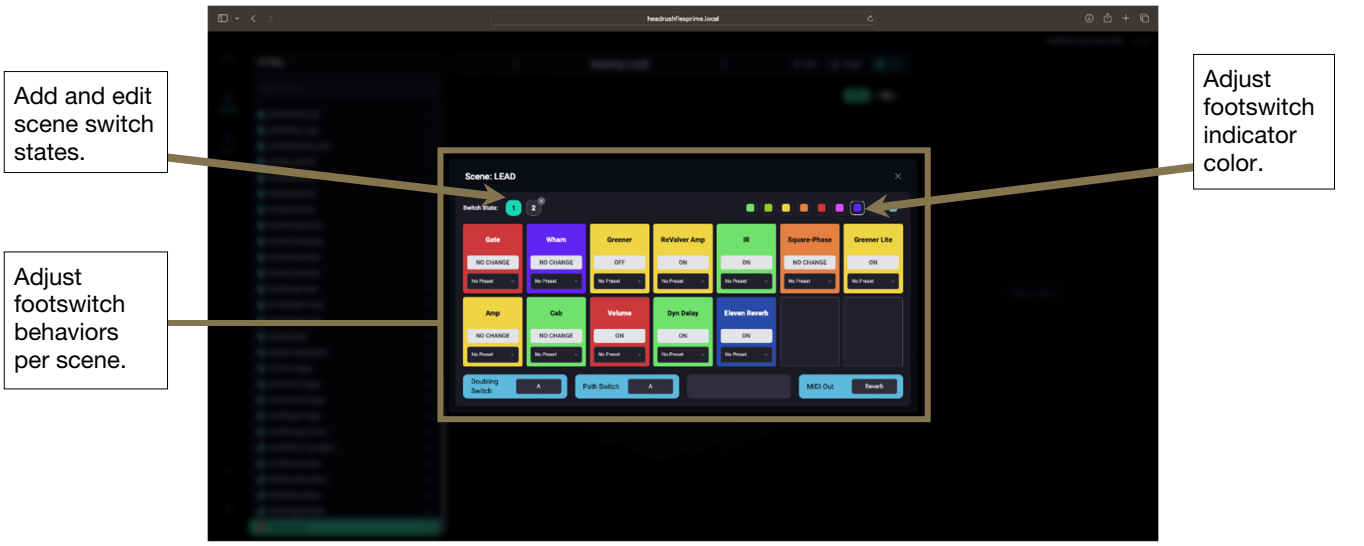
See ***(4.4) Adjusting Settings*** to learn more about adjusting block settings.



The Hardware Assign page functions just like the hardware version, where you can edit footswitch and expression pedal assignments, create and edit scenes, adjust LED colors, and more.

See ***(4.6) Hardware Assign*** to learn more about hardware assignments.

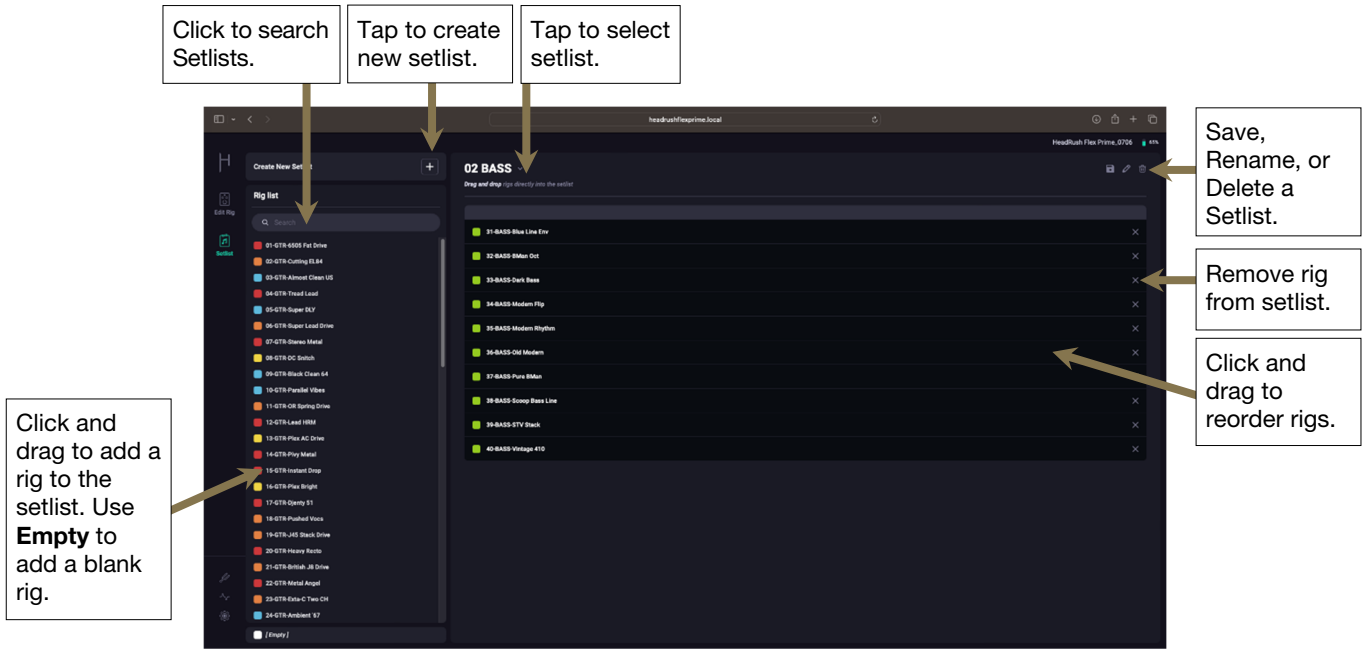




(4.20.2) Setlist

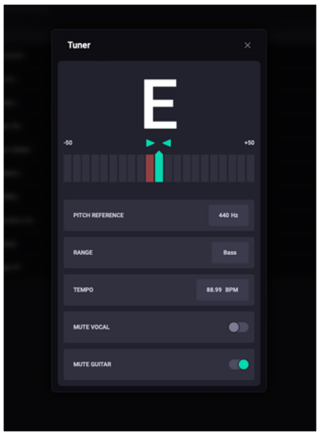
Click the **Setlist** icon to view the Setlists page. The left side of the screen shows the Rig List, with all factory and user-created rigs. The right side of the screen shows the rigs in the selected setlist.

See ***(4.9) Setlists*** to learn more about using setlists.



(4.20.3) Tuner

Click the **Tuner** icon to view the Tuner.



See ***(4.11) Tuner*** to learn more about using the tuner.

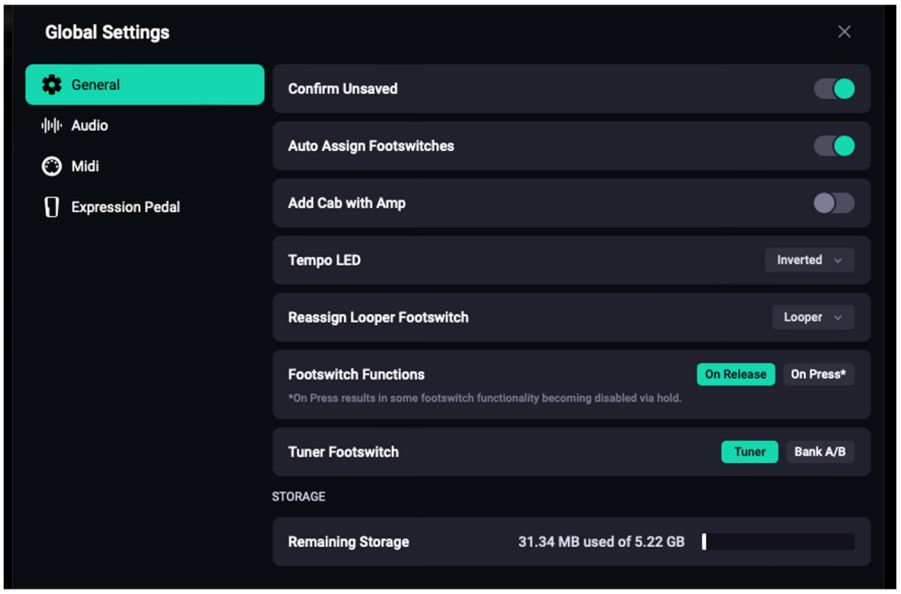
(4.20.4) Global EQ

Click the **Global EQ** icon to view the Global EQ page.

See ***(4.17) Global EQ*** to learn more about using the global EQ.

(4.20.5) Global Settings

Click the **Global Settings** icon to view the Global Settings page.



See ***(4.18) Global Settings*** to learn more about using the Global Settings.

(5.0) Appendix

(5.1) Technical Specifications

Footswitches	(3) footswitches with color LEDs
Pedals	(1) expression pedal
Knobs	(1) 300° main volume knob (1) 360° navigation/data encoder
Display	(1) full-color LED-backlit display with touch interface
Connectors	1/4” (6.35 mm) TS input (guitar) 1/4” (6.35 mm) TRS input (expression pedal) 1/8” (3.5 mm) stereo input (auxiliary device) 1/4” (6.35 mm) stereo pair outputs 1/8” (3.5 mm) stereo headphone output 1/4” (6.35 mm) TRS input (FX send) 1/4” (6.35 mm) TRS output (FX return) 1/8” (3.5 mm) MIDI input 1/8” (3.5 mm) MIDI output USB Type-B port
Power	DC 12 V, 3 A (center positive)
Dimensions (width x depth x height, pedal fully forward)	11.6” x 5.9” x 2.75” 295 x 150 x 70 mm
Weight	3.46 lbs. 1.57 kg

Specifications are subject to change without notice.

Model: HG12

(5.2) Trademarks & Licenses

headrushfx.com

RevA