

HELIX 3.1 FIRMWARE

HELIX, HELIX LT, HELIX RACK, HX EFFECTS, HX STOMP

NEW EFFECTS / MODELS

Line 6 has released Helix® 3.1 firmware for its Helix Floor, Helix LT, Helix Rack, HX Effects, and HX Stomp guitar processors. This is a free update for Helix, HX and Helix Native users.



- **DISTORTION** > Ratatouille Dist (Mono, Stereo), based on* the 1984 Pro Co RAT. Turns out our Vermin Dist model was broken. Sorry! We were going to replace it completely, but a bunch of people had presets with the old version. On top of that, we found out our RAT's LM308 chip had crapped out since we modeled it last, so we decided to get it into perfect working order and start from scratch.

- **MODULATION** > Retro Reel (Mono), Line 6 Original effect that simulates playing a signal back from an analog tape machine. This signal can be distorted, filtered to sound older or more lo-fi, and modulated with a Wow/Flutter control.

- **DELAY** > Euclidean Delay (Mono, Stereo), Line 6 Original delay based on Euclidean rhythm algorithms. Settle in because this one'll require diagrams and charts and what not. TIP: Add two Euclidean Delays in parallel for interesting polyrhythm patterns. When using a stereo playback system, try panning Paths A and B in the mixer to L100 and R100.

- **REVERB** > Dynamic Hall (Mono, Stereo), Line 6 Original hall reverb.

- **REVERB** > Hot Springs (Mono, Stereo), Line 6 Original spring reverb.



- **MANDARIN ROCKER**, based on* the Orange® Rockerverb 100 MKII

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NEW FEATURES:

● INCREASED OVERSAMPLING

Helix Floor, Helix Rack/Control, Helix LT, HX Effects, HX Stomp

Oversampling has been increased across the board, resulting in higher fidelity, fewer aliasing artifacts, and smoother decay trails, especially when running multiple amps in parallel. Some people might not notice a difference, but those highly sensitive to aliasing will appreciate 3.0's smoother response. Amp and effects models have been optimized to accommodate these improvements without increasing DSP usage.

● CUSTOMIZABLE STOMP SWITCHES

HX Stomp [Feature already in Helix Floor, Helix Rack/Control, Helix LT, and HX Effects]

As long as something is assigned to a stomp switch (bypass one or more blocks, toggle parameter Min/Max, or Command Center command), switches in Stomp Footswitch Mode can now have custom labels and colors. This is especially helpful when multiple blocks, controls, or commands are assigned to the same switch; it doesn't have to read „MULTIPLE (X)“ anymore.

● CUSTOMIZABLE SNAPSHOT SWITCHES

HX Stomp [Feature already in Helix Floor, Helix Rack/Control, Helix LT, and HX Effects]

Switches in Snapshot Footswitch Mode can now have custom labels and colors.

● TUNER TRAILS

Helix Floor, Helix Rack/Control, Helix LT, HX Effects, HX Stomp

The Tuner screen has a new „Trails“ parameter. When set to „On,“ delay repeats, reverb decay continue to ring out and the Looper even keeps running when the tuner is engaged.

● NEW AND IMPROVED MIDI IMPLEMENTATION

Helix Floor, Helix Rack/Control, Helix LT, Helix Native, HX Effects, HX Stomp

...AND MORE

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