

Source Audio Soundblox Hub Manager User Guide

Download and Installation

To download the latest version of the Source Audio Soundblox Hub Manager, go to www.sourceaudio.net/products/downloads/ and click the link corresponding to your computer's operating system. Both Mac OSX and Windows versions are available.

The download webpage looks like this:

SOUNDBLOX HUB MANAGER 2.0

Version 2.0.1

Hub Manager 2.0 is an all-in-one graphical tool for creating and editing "scenes" and presets for your Soundblox Hub v1 and Soundblox 2 effect pedals. View, edit, save, and share individual pedal presets, multi-pedal scenes, and scene collections. Windows and Mac OS X versions available.

[Mac OSX Hub Manager 2.0.1](#) | [Windows Hub Manager 2.0.1](#) | [Hub Manager/Firmware Update Instructions \(.pdf\)](#)

Install the software by running the executable included in the download.

By default, the installer will create a shortcut on the desktop. Double-click this icon in order to start the software.

Windows Icon

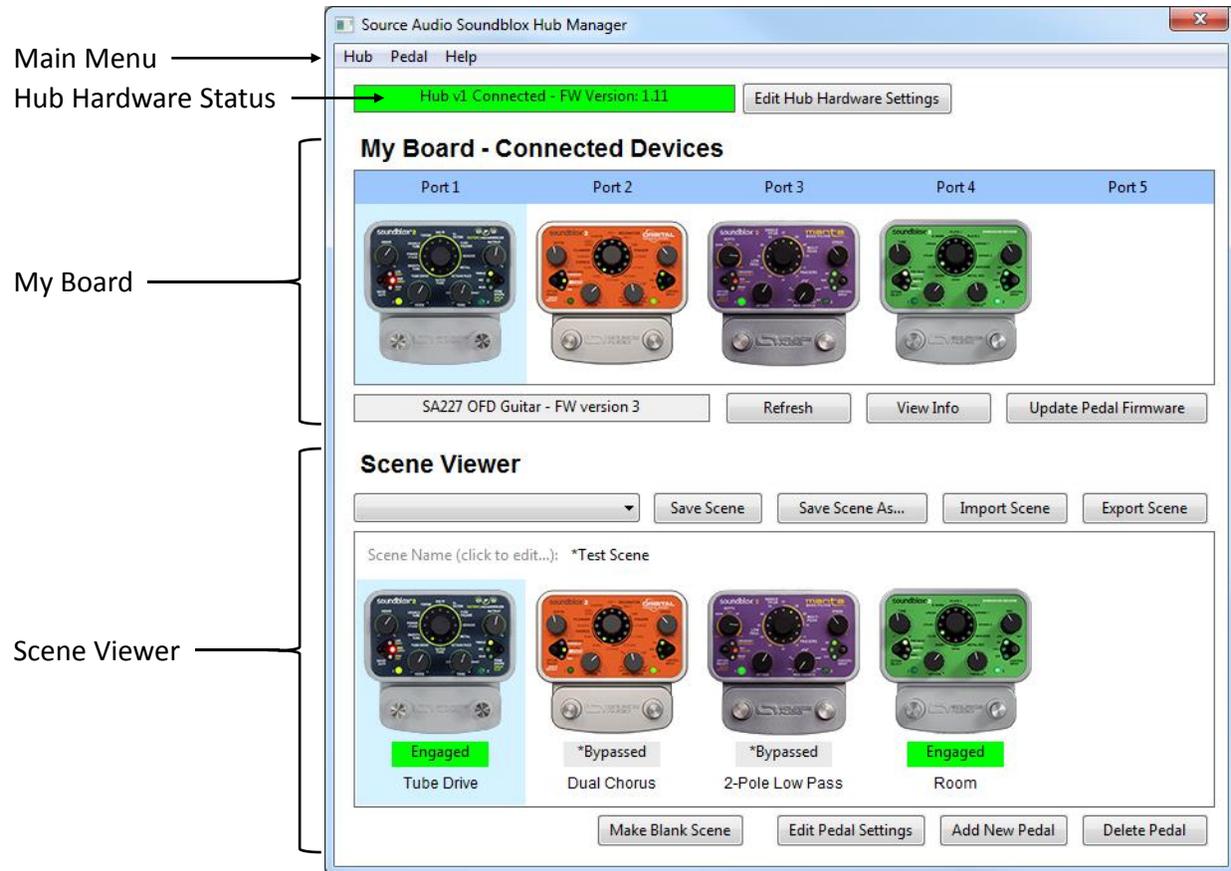


Mac Icon



Hub Manager Main Window

The main window of the Hub Manager consists of 4 sections: the main menu, the hub hardware status, my board, and the scene viewer.



Basic Concepts

Pedal

A pedal is an individual effects unit connected to the hub. At the time of release, the hub is compatible with Source Audio Soundblox 2 pedals. In the future, more products will be supported.

Pedal Settings

Each individual pedal connected to the hub has multiple parameters that the user can modify in order to change the sound of the effect. These settings can be configured in the Pedal Parameter Editor, and settings for individual pedals can be saved as Pedal Preset Files (*.pdl). Pedal Settings also include configuration information such as expression pedal setup and Hot Hand configuration.

Scene

A scene is a collection of pedal settings for multiple pedals connected to the hub. A scene contains information about what pedals are connected to the hub, as well as the complete pedal settings for all of those pedals.

Hub Hardware Status

Hub Status Box

When the Hub Manager starts up, it will check the USB ports to see if the hub is connected to the computer. If a hub is connected, the hub hardware status box will be green, and relevant information will be displayed inside of it.

Hub v1 Connected - FW Version: 1.11

If the computer does not detect a hub on the USB ports, the status box will be gray.

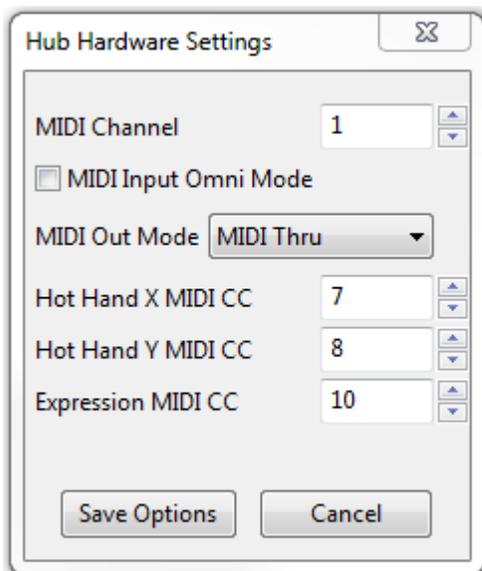
Hub Not-Connected

Edit Hub Hardware Settings

When a hub is connected, its settings can be edited using the Edit Hub Hardware Settings button.

Edit Hub Hardware Settings

The Hub Hardware Settings window contains some controls related to the operation of the hub.



MIDI Channel

Selects which MIDI channel the hub will receive and send messages on.

MIDI Input Omni Mode

Check this box in order to force the hub to disregard the channel number of incoming MIDI message and listen for messages on all channels.

MIDI Out Mode

Configures the function of the MIDI OUT hardware connector on the hub. In **MIDI Thru** mode, it sends out copies of whatever MIDI messages are received on its MIDI IN connector. In **HH and Exp Out** mode,

it sends out continuous controller (CC) MIDI messages corresponding to a Hot Hand and expression pedal connected on its SENSOR IN and EXP IN ports, respectively.

Hot Hand X MIDI CC

Configures which continuous controller will carry the X axis data coming from a Hot Hand connected to the hub's SENSOR IN port.

Hot Hand Y MIDI CC

Configures which continuous controller will carry the Y axis data coming from a Hot Hand connected to the hub's SENSOR IN port.

Expression MIDI CC

Configures which continuous controller will carry the expression data coming from expression pedal connected to the hub's EXP IN port.

My Board – Connected Devices

The My Board – Connected Devices view shows the 5 ports on the hub, along with what pedals (if any) are connected to those ports.

My Board - Connected Devices

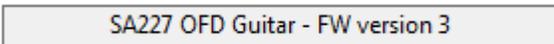


Ports and Pedal Graphics

Click on the image of a pedal below a port number in order to select it and see more detailed information of that pedal in the status bar below.

Status Bar

The status bar shows the model number, model name, and firmware version of the selected pedal.

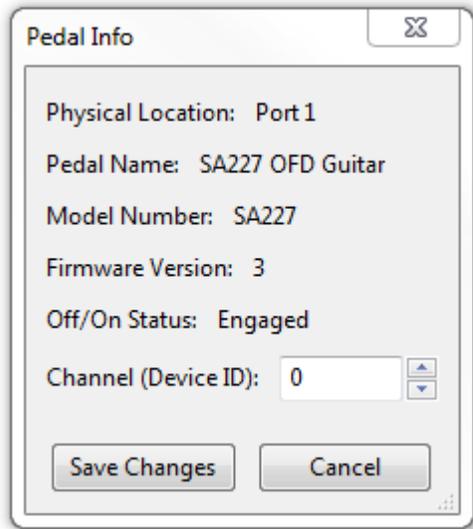


Refresh

Click the refresh button in order to have the hub scan each of its ports, confirm which pedals are connected, and then refresh the display of connected devices.

View Info

Displays detailed information about the selected pedal.



Channel (Device ID)

This is a unique identifier used by the hub to communicate with each connected pedal. This ID defaults to 0 and does not need to be changed in most circumstances. It should only be changed if more than one of the same type of pedal is connected to the same hub. For example, if two Dimension Reverb pedals were connected to the same hub, then each one of them needs to have a unique device ID – the first pedal could keep the default ID of 0, and the second pedal would need another ID, like 1.

Update Pedal Firmware

Updates the firmware (application software) running inside the pedal. Use this function to update your pedal when Source Audio releases new firmware updates. The Hub Manager installer contains the latest firmware for all hub-compatible Source Audio pedals. Upon selecting this option, you will be prompted to locate the firmware update file (the *.hex file downloaded from the Source Audio website) in order to complete the update. Each new version of the Hub Manager will contain the latest firmware files for all compatible pedals in its installer. The firmware files are located in your user documents folder, in the **Source Audio\Soundblox Hub Manager\soundblox 2 firmware** subdirectory.

WARNING: After initiating the firmware update, make sure to keep the pedal powered, and the hub powered and connected to the computer via USB. If the pedal or hub is powered down or the USB connection is interrupted during the firmware update, the update will fail.

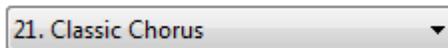
Scene Viewer

The Scene Viewer contains pedal settings for one or more connected pedals. These scenes are recalled in hardware when a corresponding MIDI program change message is sent to the hub. Up to 128 scenes may be stored in the hub's memory.

Scene Viewer



Scene Selector



The scene selector is a drop-down menu that provides access to all 128 scenes currently stored within the hub's memory. Selecting a scene will load it into the scene viewer, and it will also cause the hub to download the scene information to the connected pedals.

Save Scene

If you have made changes to a scene, click the **Save Scene** button to save your changes to the same memory location.

Save Scene As...

If you wish to save the scene to a new memory location, click the **Save Scene As...** button and choose a new location to store the scene. Doing so will overwrite whatever scene was previously saved in that location, so use caution not to overwrite scenes that you haven't backed up.

Import Scene

Imports scene data from a backup scene file (*.scn) stored on your hard drive. This is useful for loading one of your favorite scenes or trying out a scene you received from a friend. Upon clicking this button, you will be prompted to locate the scene file on your computer.

Export Scene

Exports the current scene data to a backup scene file (*.scn), which is stored on your hard drive. This is useful for backing up your favorite scenes or saving scenes to share with friends. Upon clicking this button, you will be prompted to specify a name and location for the scene file on your computer.

Scene Name

Scene Name (click to edit...): **Classic Chorus**

This shows the name of the current scene. In order to edit the name, just click it, and use the keyboard to type a new name. If you have made changes to a scene and not yet saved the scene, this is denoted by an asterisk (*) in front of the scene name.

Scene Name (click to edit...): ***Classic Chorus**

Pedal Status



These graphics show a picture of each pedal in the scene, the status (engaged or bypassed) and the selected effect.

Make Blank Scene

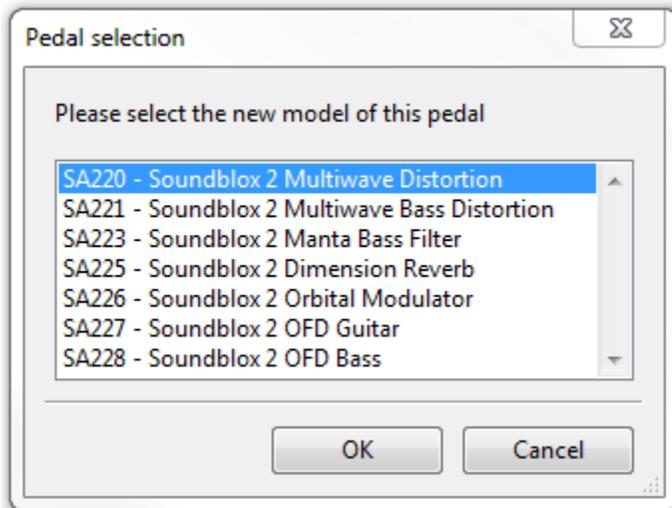
Removes all pedals from the scene and starts with a blank workspace.

Edit Pedal Settings

Opens the pedal parameter editor window for the selected pedal.

Add New Pedal

Adds a new pedal to the scene. This opens a list of supported pedals, from which you can the pedal you wish to add.



An alternate method of adding a pedal to the scene is click-dragging it from the My Board – Connected Devices view to the Scene Viewer.

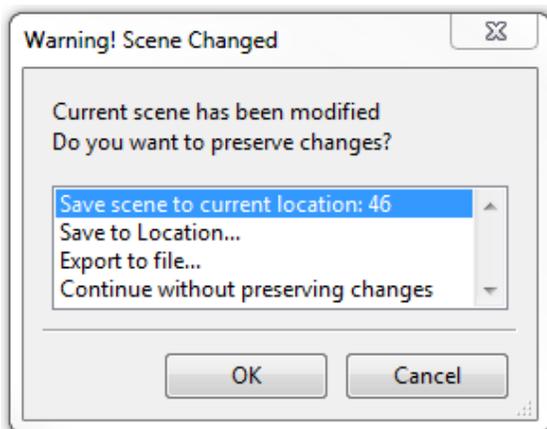
In general, you'll want to have all of the pedals on your board included in every scene, even if they are bypassed in some scenes. The hub needs this information so that it can send the appropriate Enable or Bypass commands when that scene is recalled. If a pedal on your board is enabled in one scene, and not included in a second scene, the hub will not send a bypass command (or any commands) to it when the second scene is recalled.

Delete Pedal

Removes the selected pedal from the scene.

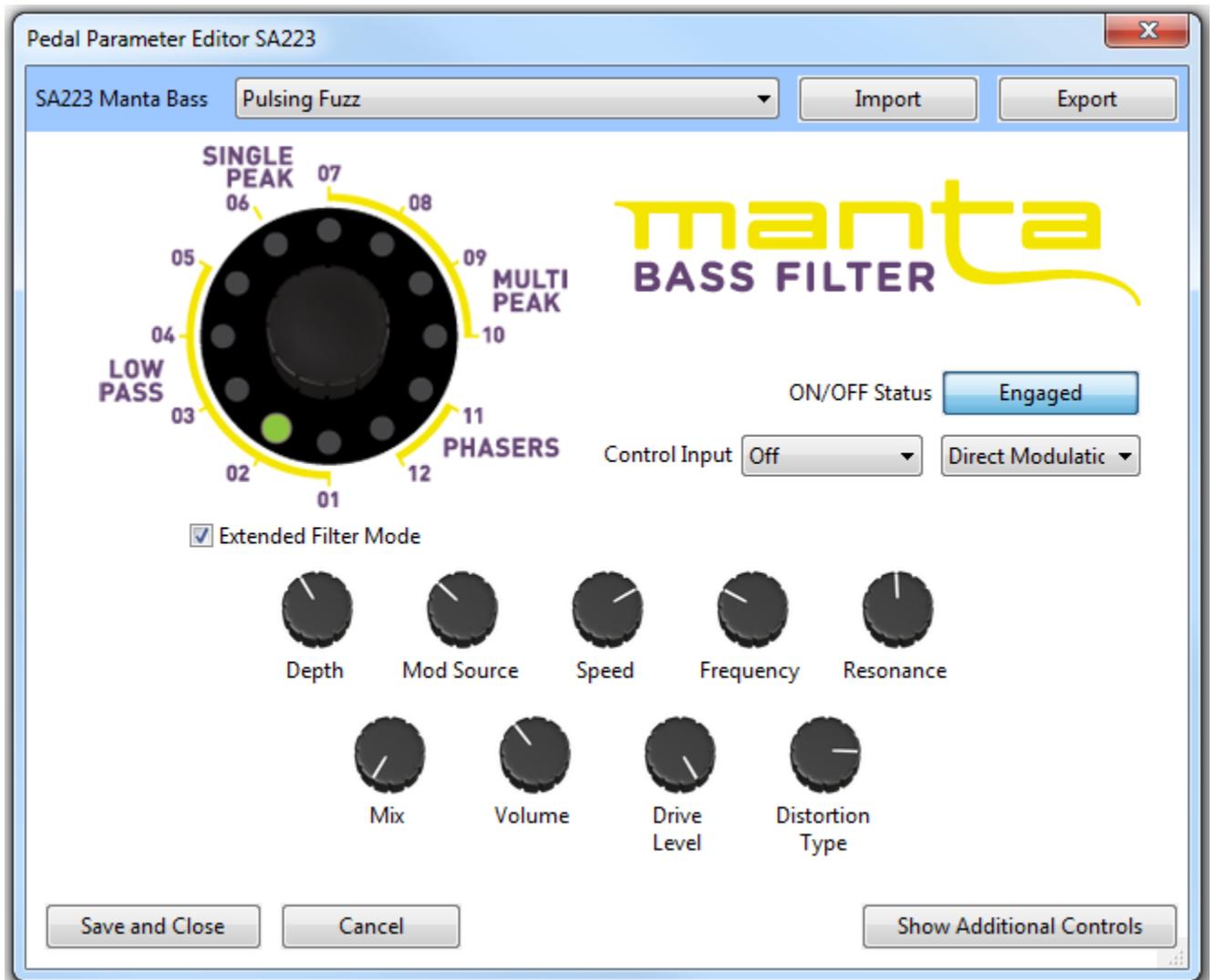
Warning! Scene Changed Dialog

If you make changes to a scene and try to select another scene without saving it, the Hub Manager will warn you that your data might be lost, and it will offer you options to save the current scene or discard it.

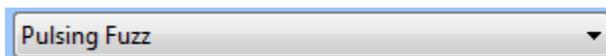


Pedal Parameter Editor Window

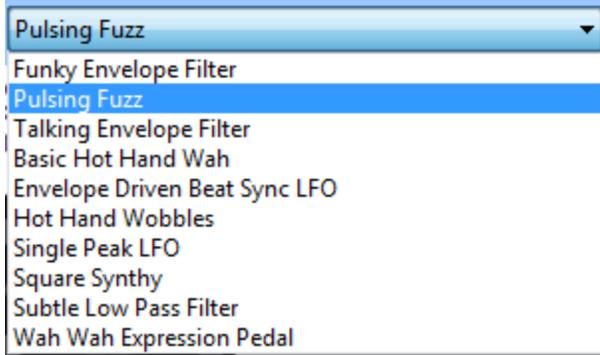
The Pedal Parameter Editor Window allows all parameters of the pedal to be modified. This works in the same way as turning the control knobs on the hardware of the pedal itself. Any parameter changes are downloaded in real-time over USB to the pedal, meaning that the settings on the screen at any given time represent the parameters in the pedal itself. You can play your instrument through the pedal while setting up the parameters on screen, which is a very intuitive workflow for discovering and saving new sounds.



Pedal Preset Selector



This drop-down menu shows the currently selected preset. Clicking the drop-down menu brings up a list of the presets saved on your hard drive.



Click any of these presets to load it, overwriting the current pedal settings.

Import Pedal Preset

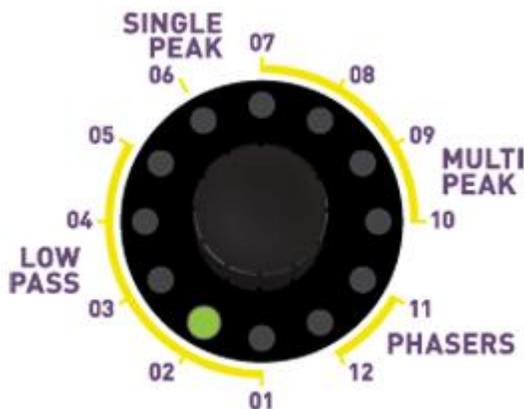
Imports a complete set of pedal settings from a pedal preset file (*.pdl) on your hard drive. This is useful for loading one of your favorite pedal presets or trying out a pedal preset you received from a friend. Upon clicking this button, you will be prompted to locate the pedal preset file on your computer.

Export Pedal Preset

Exports the current pedal settings to a pedal preset file (*.pdl) on your hard drive. This is useful for saving presets to use later or creating preset files that you can share with friends. Upon clicking this button, you will be prompted to specify a name and location for the pedal preset file on your computer.

Effect Selector

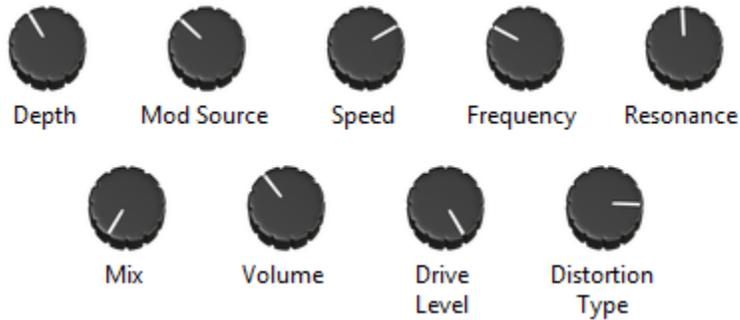
If the pedal has an effect selector knob, it will be shown graphically.



Click on the knob and drag your mouse up or down to cycle through the effects. Alternately, click on an LED (the gray/green circles) to jump to that preset.

Control Knobs

All of the knobs on the pedal are shown graphically in the pedal parameter editor. For pedals with an option knob (a single knob that controls multiple parameters), all of those parameters are shown as separate knobs in this interface for easy access.



In order to change a knob, click on the knob and drag your mouse up or down.

ON/OFF Status

Click this button to engage or disengage (bypass) the pedal’s effect.

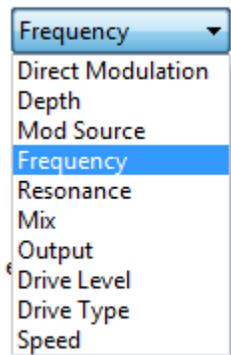


Control Input

The control input drop-down menus allow you to select an external control input and assign it to a modulation parameter.



The first drop-down menu selects either the Hot Hand or an external Expression pedal as the control input. The second drop-down menu selects which parameter that control input will modify. Each pedal has a different list of parameters which can be externally controlled.



Save and Close

Saves the changes to the pedal in the scene and returns to the main Hub Manager window.

Cancel

Cancels any changes made in the pedal parameter editor and returns to the main Hub Manager window.

Show Additional Controls

This button opens up additional advanced controls for the pedal. The controls available will vary depending on the pedal selected.

MIDI Channel	0	▲ ▼
Option Select	Frequency	▼
Control Assign Minimum	0	▲ ▼
Control Assign Maximum	255	▲ ▼
Hot Hand Axis	X	▼
Hot Hand Depth	100	▲ ▼
Hot Hand Smoothing	127	▲ ▼
Hot Hand X Calibration	512	▲ ▼
Hot Hand Y Calibration	512	▲ ▼
Current Preset	0	▲ ▼

MIDI Channel

The MIDI channel that this pedal listens to for control messages.

Option Select

If the pedal has an OPTION SELECT button, this represents the current parameter being controlled by the OPTION knob.

Tone Shape Select

If the pedal has a TONE SHAPE button, this represents the band (treble, mid, or bass) being controlled by the TONE knob.

Control Assign Minimum

The minimum value (between 0 and 255) that an external control input will apply to the parameter it controls.

Control Assign Maximum

The maximum value (between 0 and 255) that an external control input will apply to the parameter it controls.

Hot Hand Axis

Selects which axis from the Hot Hand (X or Y) is used as the Hot Hand control input signal.

Hot Hand Depth

The depth of the Hot Hand signal (between 0 and 255), which works just like the DEPTH knob on the Hot Hand 3 receiver. This effectively adjusts the range of the Hot Hand signal.

Hot Hand Smoothing

The amount of smoothing (between 0 and 255) applied to the Hot Hand signal by the smoothing filter. This effectively adjusts the Hot Hand ring's sensitivity to motion.

Hot Hand X Calibration

The center point (between 0 and 1023) of the Hot Hand X axis, used in calibrating the resting position for the Hot Hand ring.

Hot Hand Y Calibration

The center point (between 0 and 1023) of the Hot Hand Y axis, used in calibrating the resting position for the Hot Hand ring.

Current Preset

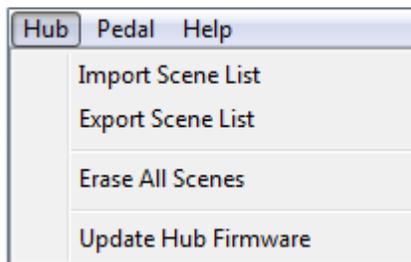
Denotes which preset on the pedal is currently selected. In the case of Soundblox 2 pedals, 0 represents the left footswitch and 1 represents the right footswitch.

Main Menu

The main menu contains basic functionality in three categories: hub, pedal, and help.

Hub Menu

The hub menu contains functions related to the scene memory and firmware of the hub.



Import Scene List

Imports a scene collection file (*.scl) and downloads it to the hub's scene memory. Use this function if you have stored a complete collection of scenes on your hard drive and you want to download all of them to the hub.

WARNING: Using the import scene list command will overwrite the entire contents of your hub. Make sure to create a backup of your hub's memory using the Export Scene List function before importing a new scene list and overwriting the hub's memory.

Export Scene List

Exports the entire contents of the hub's scene memory to a scene collection (*.scl) file on the hard drive. This is an easy way to create a backup of the contents of your hub's memory. Upon selecting this function, you will be prompted to enter a filename and choose a directory for storing the scene collection file.

Erase All Scenes

Clears the entire scene memory of the hub. Use this function to restore the hub's memory to an empty state.

WARNING: This function clears all of the hub's memory and deletes any scene data stored there. Make sure to create a backup of your hub's memory using the Export Scene List function if you do not wish to lose the scenes in your hub's memory.

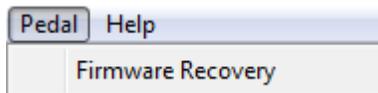
Update Hub Firmware

Updates the firmware (application software) running inside the hub. Use this function to update your hub when Source Audio releases new firmware updates. Check <http://www.sourceaudio.net/products/downloads/> for the latest firmware updates. Upon selecting this option, you will be prompted to locate the firmware update file (the *.hex file downloaded from the Source Audio website) in order to complete the update.

WARNING: After initiating the update, make sure to keep the hub powered and connected to the computer via USB. If the hub is powered down or the USB connection is interrupted during the firmware update, the update will fail.

Pedal Menu

The pedal menu contains functions related to pedal firmware.

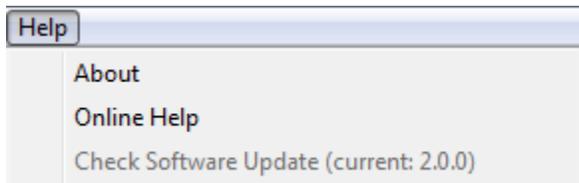


Firmware Recovery

This allows you to manually recover the firmware of a single Source Audio pedal if it is corrupted or is not recognized by your hub. You should only use this function if the hub does not recognize the pedal and show it in the My Board section of the main Hub Manager window. If all of your pedals connected to the hub are shown in the My Board section of the main Hub Manager window, then you do not need to use this firmware recovery function.

Help Menu

This menu contains basic information about the program and links to the website.



About

Displays a splash screen containing information about this version of the Hub Manager.

Online Help

Opens a link to the Source Audio Soundblox website in your browser.

Check Software Update

Displays the current version number of this software so you can check the Source Audio website for updates.