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Version 3.6 User GUide Getting Started With Your Hardware GX UX1 UX2 KB37 DI UX8 POD X3 POD X3 Live PODxt Po
Guitar Port Plug-In Support Online Support Pages Start Here .....
                                                                                                                                                                                                                                                                                                   ....... 1 • 1 Transferring Activations ...
                                                                                                                                                                                                                                                                                                                                                                                                                                   ..... 1•1 About Line 6 Hardware & Software
                                                                   ..1•3 Before You Get Started ..
                                                                                                                                                                                                  .. 1.3 System Requirements and Installation
                                                                                                                                                                                                                                                                                                                               ..... 1•3 Updating & Registering with Line 6 Monkey
                                                                                                                                                                                                                                                                                                                                                                                                                                                             ..... 1•3 Using Your Line 6 Hardware
                                                                                                                                                                                         2•1 TonePort UX2.
                                                                                                                                                                                                                                                                                                                                                                                                                                                       2•6 TonePort KB37
                                                           .2•1 TonePort UX1 .....
                                                                                                                                                                                                                                                                                                                        2.3 TonePort UX8 ..
                                                                                   ...... 2•11 TonePort DI
                                                                                                                                                                                                                          ..... 2•13 TonePort GX .
                                                                                                                                                                                                                                                                                                                                                       ......... 2•15 GuitarPort ....
                                                                                                                                                                                                                              ..... 2•19 PODxt .
                                                                                                                                                                                                                                                                                                                                                           ..... 2•21 PODxt Live ....
                                                                                                                                                                                                                                    PODxt PRO
                                                                                                                   ... 2 • 23 PODxt - Audio Signal Routing & Re-Amping .....
                                                                                                                                                                                                                                                                                                                                                        2.27 Sound Cards & Sound Issues ......
                                                                                                                       ......... 2•29 Line 6 Driver Panel & Recording .......
                                                                                                                                                                                                                                         ...3•1 Audio Routing ....
Windows® - Line 6 Audio-MIDI Devices Dialog ......
                                                                                                                 ...... 3 • 2 Mac® - Line 6 Audio-MIDI Devices Dialog
                                                                                                                                                                                                                                        ...... 3•12 Important Things to Know For Recording.
                                                                                                                                                                                                                                                                                                                                                                      ...... 3•25 GearBox Stand-Alone Application .....
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           ..4•1 Overview
                                                                                                                                                                                                                                                                                                                                                                      ...4•7 Monitoring a GearBox-processed Tone While Recording "Dry" ...
                                                                                                           4.1 GearBox with TonePort and GuitarPort .....
                                                                                                                                                                                                                                        . 4.6 Pre/Post Record Send ....
Dual-Tone Operation (TonePort UX1/UX2/UX8/KB37) .....
                                                                                                       ...... 4•8 ii MIDI Control .....
                                                                                                                                                                                                                                    ..... 4•9 GearBox with PODxt ...
                                                                                                                                                                                                                                                                                                                                                              ...... 4•14 PODxt MIDI Control ......
                                                                                                     ...5•1 GearBox Controls and Operation with POD X3 ...
                                                                                                                                                                                  4.15 GearBox Stand-Alone Application - POD X3 .....
Options (POD X3 Live) .....
                                                                                                                                                                                                                                                                                                                                                                                                                                                               .7•1 A Quickie Plug-In Primer
                                                                                                  ....... 5•19 POD X3 MIDI Control .....
                                                                                                                                                                                                                           ......5•21 GearBox How To......6•1 GearBox Plug-In .......
                                                                                                                                                                                                                                                                                                                                              . 7.5 Where Can I Find the GearBox Plug-In On My Computer?
                                                                                   ... 7 • 1 Obtaining the GearBox Plug-In .....
                                                                                                                                                                                                                ... 7.2 GearBox Plug-In Controls and Operation.
                                                                                                                                                                                                                                                                                                                                                                                                                                                                          .. 7•6 Model Gallery
                                                                               ..8.1 Guitar Amp & Cab Models.
                                                                                                                                                                                                             . 8•3 Bass Amp & Cab Models..
                                                                                                                                                                                                                                                                                                                                         . 8•11 Preamp Models .
                                                                                                                                                                                                                                                                                                                                                                                                                                                                       . 8•13 Effects
                                                                                                                                                                                                                                                                                                                                                        ..9•1 What Is...
                                                                                                            .. 8•15 Model List
                                                                                                                                                                                                                                           .. 8•24 Troubleshooting ......
                                                                                                                                                                                                                                                                                                                                                                                                                                                               ... 10•1 Online Help & Support
                                                              ... 11•1 Line 6, POD, POD X3, POD X3 Live, PODxt, PODxt, PODxt Pro, TonePort, GearBox, GearBox, GearBox Plug-In, Line 6 Monkey, ToneDirect Monitoring, GuitarPort, FBV, Variax, Line 6 Edit and Custom Tone are trademarks of Line 6, Inc. All other product names, trademarks, and artists' names are the property of their
respective owners, which are in no way associated or affiliated with Line 6. © 2007 Line 6, Inc. iii Line 6 GearBox 7.6 - Start Here Some features of GearBox 8.6 - Start Here Some features of GearBox 8.6 - Start Here Some features of GearBox 8.6 - Start Here Some features on in your GearBox 7.6 - Start Here Some features of GearBox 8.6 - Start Here Some features on in your GearBox 8.6 - Start Here Some features on in your GearBox 8.6 - Start Here Some features of GearBox 8.6 - Start Here Some features on in your GearBox 8.6 - Start Here Some features on in your GearBox 8.6 - Start Here Some features on in your GearBox 8.6 - Start Here Some features on in your GearBox 8.6 - Start Here Some features on in your GearBox 8.6 - Start Here Some features on in your GearBox 8.6 - Start Here Some features on in your GearBox 8.6 - Start Here Some features on in your GearBox 8.6 - Start Here Some features on in your GearBox 8.6 - Start Here Some features on in your GearBox 8.6 - Start Here Some features on in your GearBox 8.6 - Start Here Some features on in your GearBox 8.6 - Start Here Some features on in your GearBox 8.6 - Start Here Some features on in your GearBox 8.6 - Start Here Some features on in your GearBox 8.6 - Start Here Some features on in your GearBox 8.6 - Start Here Some features on in your GearBox 8.6 - Start Here Some features on in your GearBox 8.6 - Start Here Some features on in your GearBox 8.6 - Start Here Some features on in your GearBox 8.6 - Start Here Some features on in your GearBox 8.6 - Start Here Some features on in your GearBox 8.6 - Start Here Some features on in your GearBox 8.6 - Start Here Some features on in your GearBox 8.6 - Start Here Some features on in your GearBox 8.6 - Start Here Some features on in your GearBox 8.6 - Start Here Some features on your GearBox 8.6 - Start Here Some features on your GearBox 8.6 - Start Here Some features on your GearBox 8.6 - Start Here Some features on your GearBox 8.6 - Start Here Some features on your GearBox 8.6 - Start Here Some features on y
application and Plug-in. "Monkey, you say?" - Get the skinny on Line 6 Monkey here. Detailed information on activating GearBox Plug-In can be found in the GearBox Plug-In chapter. Model Packs that you purchase from www.line6.com/store also need to be activated. You'll find instructions on just how to do that here. You may also transfer your
activations to another computer with or without internet access. The next section describes the process in detail. So you just upgraded your computer to the latest and greatest (this week anyway...) model, and want to move GearBox and your Add-Ons to your new system? In this section, we'll explain how to make the transfer process as easy as A-B-C
whether the new computer can connect to the internet or not. The destination computer has an Internet connection This is the easiest scenario: Download and install the necessary drivers for your hardware and the Line 6 Monkey application. GearBox Plug-in
doesn't work!!! Where are my Model Packs??? Relax -Your Add-Ons (Model Packs, Plug-in, etc...) are tied-in to your hardware's ESN, but also need to be authorized with each new computer you'll be using GearBox on. In other words, they work but just haven't been enabled on the new computer yet. Launch Line 6 Monkey utility will
connect to the server and scan your hardware for any activated Add-ons, and if it finds any, will display the following message in red text: 1.1 Line 6 GearBox 3.6 - Start Here Just click Authorize, and Monkey will enable the use of your activated Add-On(s) on the new computer system. The destination computer lacks an Internet connection So you just
got the call from Mr. Big Time Producer for a session at so-and-so's studio, and you want to bring all this great Line 6 tone along for tracking - but their computer does not connect to the internet. You can still move your GearBox activation to their recording environment by following these steps: Prerequisite - This may seem obvious but we'll mention
it anyway: Your hardware and all GearBox software and Add-ons must already be activated and authorized on your computer (meaning, an internet connection is required and has been used for the initial activation of your GearBox assets). On your computer: Locate and copy all .aet files to removable media (burn to a CD, copy to a Flash drive,
etc...). • In Windows® environments, these files can be found in the C:\Document_and_Settings\ (username)\Application Data\Line 6\GuitarPort. Copy the GearBox installer to removable media, since the destination computer will not be able • to download it. On
the destination computer: Install the GearBox software. • Copy the .aet files from your removable media into the correct folder (described above). You • may have to create this folder manually if it isn't present on your destination computer. 1•2 Line 6 GearBox 3.6 - Start Here You're done! You should now be able to launch the GearBox application
with all Add-Ons enabled. Just remember that for GearBox Plug-in operation, your Line 6 hardware must always be connected via USB (even if you're using a 3rd-party interface). You don't necessarily need to be using your Line 6 hardware must always be connected via USB (even if you're using a 3rd-party interface).
power switch). OK, you've got your guitar, a computer and a head full of songs and cool licks, so how do you get this all going? You're just a few steps away from turning your computer into a serious Tone, jamming and recording machine. First, here is some valuable information to ensure you have all the latest and greatest updates.... GearBox 3.6 is
compatible with Mac® OS X® 10.4 (Tiger) and 10.5 (Leopard) as well as Windows® XP® SP2 and Windows® Vista® systems*. If you need to check the specific system requirements or need some assistance with installing GearBox on your computer, please refer to the separate documents located on the GearBox Online Help page of the Line 6 web
site. Note to Mac® OS X® Leopard and Windows® Vista® users... GearBox, GearBox Plug-In, Line 6 Monkey and Line 6 USB audio drivers are designed to be compatible with these newer Operating Systems, but support testing is ongoing. Please refer to the dedicated Line 6 Public Beta forums for Leopard and Vista for the latest news and known
issues. Line 6 Monkey is the intelligent updater utility that is automatically installed with your GearBox application. You are prompted to run Line 6 Monkey at the end of your GearBox installation, but it's a great idea to do this often so you can be sure you have all the latest updates for all your Line 6 software and hardware products. Registering your
Line 6 hardware is also very important because it ensures that you're dialed in for warranty service and makes it possible for us to contact you if new software versions or other cool enhancements are offered - cutting edge technology and such! So don't put this off any longer. Connect your Line 6 hardware to your computer and follow these steps to
launch Line 6 Monkey... On Mac®, go to Applications - Line 6. • On Windows®, go to Start - Programs - Line 6 - Tools. • Login Account You'll need to Login so that Line 6 Monkey can communicate with the online Line 6 Server and provide you with exactly what you need. It's just a few clicks, and it's free! If you have a Line 6 account, then type in
your User Name and Password at the top of the • Monkey dialog. If you have not yet created an account, click the New User button and you'll be walked right • through the steps. 1•3 Line 6 GearBox 3.6 - Start Here Register Your Hardware If you have not already done so, you'll be prompted to Register your connected Line 6 hardware. It's a painless
process really, so click that Register Now button and fill in the blanks on the Web page. This page will list all your registered Line 6 gear in one place. Compatibility Check To check your Mac® or Windows® computer system to see if it meets the requirements to run GearBox, launch Line 6 Monkey and go to the Compatibility tab: Just click the Run
Check button and Monkey will check your system and list a report of all items in the window, letting you know if they pass the minimum requirements, please see the GearBox Online Help page of the Line 6 web site. 1.4 Line 6 GearBox 3.6 - Using Your Line 6 Hardware The
GearBox 3.6 software is designed to work with your Line 6 TonePort GX, DI, UX1, UX2, UX8, KB37, GuitarPort, POD X3, POD X3 Live, PODxt Live or PODxt Pro hardware. Your Line 6 device, since it connects to your computer via USB and utilizes the high-performance Line 6 Audio & MIDI drivers, is easily configured to work as your
computer's sound card. This means that you can access all your Tones coming out of GearBox directly from most any audio recording application, all at the highest quality! But you are of course not just limited to using your Line 6 hardware to record into your computer - the outputs provided on the back of your device additionally allow you to feed
your GearBox signal to external tape machines, DAT recorders, PA systems, or whatever else will accept an analog line level signal. Additionally, TonePort UX2, UX8, POD X3 Live and PODxt Pro devices include a digital S/PDIF output to allow you to make these connections digitally! There are some differences in the setup and functionality
between the supported Line 6 devices, so be sure to look for the instructions in the following sections for your specific device. Primarily, TonePort and GuitarPort devices function quite similarly since all the Digital Signal Processing (DSP) is performed on your computer when using these units. POD X3 & PODxt devices do all their DSP magic inside
the POD itself. Using the GearBox software is pretty similar for all these devices once you have everything setup. You can use the handy links here to jump directly to the section on your Line 6 device... TonePort UX2 TonePort UX3 TonePort UX2 TonePort UX2 TonePort UX3 TonePort
GuitarPort POD X3 POD X3 Live Connect your stereo headphones PODxt Pro Mic - To input a signal from a microphone signal into GearBox where you can choose your tone, and then route the processed signal both to your audio software and out the TonePort outputs
Guitar/Bass - To input your electric guitar or bass, plug it in here using a standard 1/4-inch TS 2•1 Line 6 GearBox 3.6 - Using Your Line 6 Hardware instrument's signal into GearBox where you can then choose your tone and route the processed signal both to your audio software and out the TonePort outputs. Phones
- If you want to listen to the audio from TonePort using stereo headphones, then plug them into this 1/4-inch stereo jack. This headphone jack outputs the same signal fed to the Analog Outs on the rear panel of TonePort; the audio from your audio software on the computer, as well as anything plugged into any TonePort input. Connect any line level
input source for monitoring to the Stereo Connect a USB cable from here to your computer's USB port.* Monitor In Connect the Analog Outs to your audio monitors the Line Inputs *Note - Be sure to always power off or mute your speakers or monitoring setup before connecting and
disconnecting the USB cable between TonePort and your computer, as well as before booting up or shutting down your computer if TonePort is already connected to other audio gear to avoid a "pop". Line Inputs - To record the signal from a line level
source, such as a keyboard, your stereo receiver, the line out from a mixing console, etc., connect them to these Left and Right ins using 1/4-inch TS audio cables. Monitor In - If you want to hear the signal from a line level source in
interfaces to provide TonePort with the full USB bandwidth. TonePort also gets its power from this USB connection, so it should not be plugged into a non-powered devices. It is also recommended to connect directly into a USB port on your computer and not into a USB hub
Analog Outs - These Left and Right unbalanced jacks output all the audio from YonePort; the audio from your audio software on the computer, and anything plugged into any TonePort input. These are what you want to connect to your powered speakers or monitoring system for a recording setup. Use 1/4-inch TS cables to connect directly to powered
speakers, mixer or power amp setup. Note that you can also use the headphone jack on the front of TonePort if you want to use headphones for monitoring. 2•2 Line 6 GearBox 3.6 - Using Your Line 6 Hardware Connect your electric Guitar or Bass Connect up to two Microphones Microphone Inputs - You can receive input from
one or two mics at the same time using these ins. There is also a +48V Phantom Power switch that you should toggle to "on" if your mic requires phantom power (most condenser type mics do, but check the documentation for your mic requires phantom power (most condenser type mics do, but check the documentation for your mic requires phantom power (most condenser type mics do, but check the documentation for your mic requires phantom power (most condenser type mics do, but check the documentation for your mic requires phantom power (most condenser type mics do, but check the documentation for your mic requires phantom power (most condenser type mics do, but check the documentation for your mic requires phantom power (most condenser type mics do, but check the documentation for your mic requires phantom power (most condenser type mics do, but check the documentation for your mic requires phantom power (most condenser type mics do, but check the documentation for your mic requires phantom power (most condenser type mics do, but check the documentation for your mic requires phantom power (most condenser type mics do, but check the documentation for your mic requires phantom power (most condenser type mics do, but check the documentation for your mic requires phantom power (most condenser type mics do, but check the documentation for your mic requires phantom power (most condenser type mics do, but check the documentation for your mic requires phantom power (most condenser type mics do, but check the documentation for your mic requires phantom power (most condenser type mics do, but check the documentation for your mic requires phantom power (most condenser type mics do, but check the documentation for your mic requires phantom power (most condenser type mics do, but check the documentation for your mic requires phantom phantom power (most condenser type mics do, but check the documentation for your mic requires phantom phan
GearBox where you can choose your tone, and then route the processed signal both to your audio software and out the TonePort outputs. Either of these inputs one of these inputs and then route the processed signal both to your electric guitar or bass, plug it into one of these inputs. Either of these routes the instrument's signal into GearBox where you can choose your tone and route the
processed signal both to your audio software and out the TonePort outputs. Norm - This input is for a standard instrument level output. Plug your guitar/bass into here using • a standard 1/4-inch TS instrument level output. Plug your guitar/bass into here using • a standard 1/4-inch TS instrument level output. Plug your high output is for a standard instrument level output level basses and guitars, especially those with active • pickups. Plug your high output level output level output level output level basses and guitars, especially those with active • pickups. Plug your high output level output level output level output level output level output level basses and guitars, especially those with active • pickups. Plug your high output level output le
 instrument into here using a standard 1/4-inch TS instrument cable. Headphone - If you want to listen to the audio from TonePort using stereo headphones, then plug them into this 1/4-inch TS instrument cable. Headphone - If you want to listen to the audio from Your audio software on the
computer, as well as anything plugged into any TonePort input. 2•3 Connect up to two standard toggle or momentary pedal switches into the Footswitches into the Footswitches into the Line Inputs Line 6 GearBox 3.6 - Using Your Line 6
Hardware Connect your USB cable from your computer's USB port* Connect to the S/PDIF input of an external device to send TonePort's output digitally Connect any line level input source for monitoring to the Stereo Monitor In Connect the Analog Outs to your audio monitors *Note - Be sure to always power off or mute your speakers or monitoring to the Stereo Monitor In Connect the Analog Outs to your audio monitors *Note - Be sure to always power off or mute your speakers or monitoring to the Stereo Monitor In Connect the Analog Outs to your audio monitors *Note - Be sure to always power off or mute your speakers or monitoring to the Stereo Monitor In Connect the Analog Outs to your audio monitors *Note - Be sure to always power off or mute your speakers or monitoring to the Stereo Monitor In Connect the Analog Outs to your audio monitors *Note - Be sure to always power off or mute your speakers or monitoring to the Stereo Monitor In Connect the Analog Outs to your audio monitors *Note - Be sure to always power off or mute your speakers or monitoring to the Stereo Monitor In Connect the Analog Outs to your audio monitors *Note - Be sure to always power off or mute your speakers or monitoring to the Stereo Monitor In Connect the Analog Outs to your audio monitors *Note - Be sure to always power off or mute your speakers or monitoring to the Stereo Monitor In Connect the Analog Outs to your audio monitors *Note - Be sure to always power off or mute your speakers or monitoring to the Stereo Monitor In Connect the Analog Outs to your audio monitors *Note - Be sure to always power off or mute your speakers or monitoring to the Stereo Monitor In Connect the Analog Outs to your audio monitors *Note - Be sure to always power off or mute your speakers or monitoring to the Stereo Monitor In Connect the Analog Outs to your audio monitors *Note - Be sure to always power off or mute your speakers or monitoring to your audio monitors *Note - Be sure to always power off or mute your speakers or monitoring to your audio monitors 
setup before connecting and disconnecting and disconnecting the USB cable between TonePort and your computer, as well as before booting up or shutting down your speakers last, and power them off first when connected to other audio gear to avoid a "pop". Line Inputs - If you
want to record the signal from a line level source, such as a keyboard, your stereo receiver, the line out from a mixing console, etc., connect them to these Left and Right ins using 1/4inch TS audio cables. Footswitches - If you want to use one or two on/off toggle or momentary footswitches to remotely control functions in the GearBox software, you
can plug the 1/4-inch footswitch plugs into these 1 and 2 jacks. To configure each Footswitch, go to the GearBox Preferences. For TonePort UX1, UX2, and KB37, you can also use these footswitches to trigger recording and playback commands within the included Ableton Live® Lite software! USB - This of course is where you connect the supplied
USB cable to TonePort, with the other end going to your computer's USB port. Note that you should always connect to a separate USB controller channel from this USB connection, so it should not be plugged into a non-powered
input on the external device. This is the best choice for connecting to digital recording devices, such as a DAT recorder. This S/PDIF output sends the exception that any audio coming into the TonePort's Monitor In jack is not routed to the S/PDIF output). The digital signal is always sent at
24-bit resolution. 2•4 Line 6 GearBox 3.6 - Using Your Line 6 Hardware *Note that when using TonePort and the GuitarPort Online membership service with GearBox, the GuitarPort Online membership service with GearBox 3.6 - Using Your Line 6 Hardware *Note that when using TonePort and the GuitarPort Online membership service with GearBox and GearBox
Right balanced jacks output all the audio from TonePort; the audio from your audio software on the computer, and anything plugged into any TonePort as your computer's sound card. Use either 1/4-inch TS or TRS cables to connect directly to your powered
speakers, mixer or power amp setup. Note that you can also use the headphone jack on the front of TonePort UX8 is a multichannel recording interface designed for professional use, offering plenty of headroom, a wide dynamic range
and an exceedingly low noise floor. Designed with high quality electrical components and a rugged exterior, the UX8 is built to provide many years of reliability. Included with the UX8 is the GearBox Plug-In, providing all your tracks with same POD quality tone trusted by scores of platinum-selling musicians and recording engineers. In addition, the
GearBox standalone application provides a virtual front end for professional tone processing. Rear Panel Features Balanced Outputs (4 stereo pairs). For the cleanest audio signal, use 1/4-inch TRS cables to connect directly to your powered speakers, mixer or power amp setup. Note that you can use
each output pair to provide different monitor mixes for musicians during a tracking session. You can set the input mix levels for each output pair using the Line 6 Audio-MIDI Devices application. S/PDIF device. This is the best
choice for connecting to digital recording devices, such as a DAT recorder. This S/PDIF output sends the same audio as Main Outs 1-2*. The digital signal is always sent at 24 bit. 2•6 Line 6 GearBox 3.6 - Using Your Line 6 Hardware *Note that when using TonePort and the GuitarPort Online membership service within GearBox, the GuitarPort Online
playback audio is never routed to this S/PDIF output. This is necessary to comply with artist copyright requirements that Line 6 follows for the GuitarPort Online Tracks and artist content. To sync to an external S/PDIF device, set the UX8 to sync to S/PDIF in the Line 6 Audio-MIDI Devices application. Footswitch and Expression Pedal Jacks You can
use up to 2 on/off toggle or momentary footswitches, and 1 expression pedal to remotely control functions in the GearBox software, such as stomp effects or wah level. You can also configure footswitches and the expression pedal to remotely controlling your recording software's transport. To configure footswitch
and expression assignments, go to the Line 6 Audio-MIDI Devices application, MIDI tab. USB 2.0 This of course is where you connect the supplied USB cable to TonePort, with the other end going to one of your computer's USB audio or MIDI
interfaces to provide TonePort with the full USB bandwidth. It is also recommended to connect directly into a USB 2.0 port on your computer and not into a USB bandwidth. It is also recommended to connect directly into a USB 2.0 port on your computer and not into a USB hub. Note - Be sure to always power off or mute your speakers or monitoring setup before connecting/ disconnecting the USB cable between TonePort and your computer, powering your
TonePort on/off, as well as before booting up or shutting down your computer if TonePort is already connected to other audio gear to avoid a "pop". 2.7 Line 6 GearBox 3.6 - Using Your Line 6 Hardware Line Level and XLR Inputs 8 unbalanced lines to always power on your speakers last, and power them off first when connected to other audio gear to avoid a "pop". 2.7 Line 6 GearBox 3.6 - Using Your Line 6 Hardware Line Level and XLR Inputs 8 unbalanced lines to a line of the connected to other audio gear to avoid a "pop". 2.7 Line 6 Hardware Line Level and XLR Inputs 8 unbalanced lines to a line of the connected to other audio gear to a line of the connected to other audio gear to a line of the connected lines to a line of the lines to a line of the connected lines to a line of the lines to a line of t
level inputs are available for recording line level sources, such as a keyboard, stereo receiver, the line out from a mixing console, etc. Connect to line level inputs are provided for balanced and mic input sources. +48v Phantom Power switches are located on the front panel for mics requiring
phantom power (most condenser type mics do, but check the documentation for your mic if you are not sure). Connect to these inputs using XLR cables. Front Panel Features Guitar/Bass Inputs High-Z instrument inputs for guitar and bass are conveniently located on the front panel, providing convenient access for fast instrument switching. -20 dB
pad switches provide attenuation for hot levels, typically for instruments with onboard preamps or active pickups. The TonePort UX8's instrument inputs work directly with the GearBox standalone application to provide ToneDirect™ Monitoring, which provides a fully processed signal with ultra-low latency, critical for tracking with the desired sound
Note that the processed signal from GearBox will show up in your recording application as additional sends to analog inputs 1 - 8. You can simultaneously record the direct, unprocessed signal (i.e. Input 1-2) for later processing using the included GearBox Plug-In. For more information on using the GearBox standalone application, see GearBox (Full
Program). For more information on using the GearBox Plug-In, see GearBox Plug-in. 2.8 Line 6 GearBox Plug-in. 2.6 Line 6 Hardware Microphone Input Controls Rear panel XLR input levels are controlled by a row of Trim knobs on the front panel. Use these inputs for microphones or balanced input signals with a gain range of 0 dB to 45 dB.
Each XLR input has a -20 dB pad switch, which can be used to provide more headroom for high output microphones. A 75 Hz cutoff switch is also provided, useful for eliminating low frequency rumble from microphone sources. Two +48v phantom power switches are provided for powered mics, such as condenser mics. Phantom power is distributed
via two XLR input banks, permitting the option to run dynamic mics in a nonpowered bank. Signal and Clip LEDs exist for each input. The signal LED lights up when signal activity is present, glowing brighter as the signal level increases. When the input level reaches the 0 dBfs, the clip LED lights up momentarily. VU Meter and
Clip Display The TonePort UX8 provides a stereo pair of large VU meters on the front panel. By default, these meters display Inputs 1-2 levels. Using the Inputs & Recording Tab of the Line 6 Audio-MIDI Devices application, you can assign the hardware meters to display input and output levels of any stereo pair or GearBox send. The clip LEDs light
illuminates, blinking about once every 2 seconds. Note that these controls operate on main outputs 1-2 only (headphone outputs 1-2 and 3-4 provide duplicate stereo outputs or Main Outs 1-2 and 3-4 respectively, providing discrete
control over output levels sent over the headphone jacks. Note that headphone output levels are controlled independently of the Main volume control. Power Button When the power from the computer. *Note - be sure to
always power off or mute your speakers or monitoring setup before connecting and disconnecting the USB cable between TonePort and your computer if TonePort and your computer if TonePort and your speakers last, and power on your speakers last, and power on your speakers or monitoring setup before connecting the USB cable between TonePort and your computer if TonePort and your speakers or monitoring setup before connecting the USB cable between TonePort and your speakers last, and power on your speakers last, and your speake
them off first when connected to other audio gear to avoid a "pop". LED status indicators The Main Mute and Main Clip LEDs provide secondary functions in their ability to indicate the connection status of USB and S/PDIF, as follows: • No USB connection - The main clip LEDs alternate steadily between left and right, about once every second. The
USB cable may be unplugged or the UX8 driver may not be installed on your computer. • No S/PDIF clock sync - The Mute LED blinks 3 times rapidly about once every second when the clock mode set to S/PDIF, and no external clock is present. 2•10 Connect any line level input source for monitoring to the Stereo Monitor In Line 6 GearBox 3.6 -
Using Your Line 6 Hardware Connect any line level input source that you want to record into the Footswitches jacks for remote control of GearBox and audio application Connect your stereo Headphones Connect the Analog Outs
to your audio monitors Microphone Inputs - You can receive input from one or two mics at the same time using these ins. There is also a +48V Phantom power (most condenser type mics do, but check the documentation for your mic if you are not sure). Connect each mic using
an XLR cable. This inputs each microphone signal independently into GearBox where you can choose your tone, and then route the processed signal both to your audio software and out the TonePort outputs. Guitar/Bass Input -To connect your electric guitar or bass, plug it into this input. This connection routes the instrument's signal into GearBox
where you can choose your tone and route the processed signal both to your audio software and out the TonePort outputs. This input also features a Pad switch; engage this switch when using a guitar/bass with high-output or active pickups, to avoid overdriving the input. Headphones - If you want to listen to the audio from TonePort using stereo
headphones, then plug them into this 1/4-inch stereo jack. This Headphone jack outputs the same signal fed to the Analog Outs on the rear panel of TonePort; the audio from your audio software on the computer, as well as anything plugged into any TonePort input. Connect up to two Microphones Connect to the S/PDIF input of an external device to
send TonePort's output digitally Connect your USB cable from your computer's USB port.* Connect an Expression Pedal here for control of MIDI parameters Line Inputs - if you want to record the signal from a line level source, such as a keyboard, your stereo receiver, the line out from a mixing console, etc., connect them to these Left and Right ins
using 1/4inch TS audio cables. Footswitches - if you want to use one or two on/off toggle or momentary footswitches to remotely control functions in the GearBox Preferences. You can also use these footswitches to trigger
recording and playback commands within the included Ableton Live Lite 5 software! Expression pedal to control Volume, Wah or any other 2.11 Line 6 GearBox 3.6 - Using Your Line 6 Hardware MIDI CC parameter in GearBox or your recording application. To configure the expression pedal, go to the
GearBox preferences . USB - This of course is where you connect the supplied USB cable to TonePort, with the other end going to your computer's USB audio or MIDI interfaces to provide TonePort with the full USB bandwidth. TonePort also
gets its power from this USB connection, so it should not be plugged into a non-powered USB hub, or operated on the same USB controller channel with un-powered devices. It is also recommended to connect directly into a USB port on your computer and not into a USB hub. *Note - be sure to always power off or mute your speakers or monitoring
setup before connecting and disconnecting the USB cable between TonePort and your computer, as well as before booting up or shutting down your computer if TonePort to always power on your speakers last, and power them off first when connected to other audio gear to avoid a "pop". S/PDIF Digital Out
To send the output of TonePort to an external device digitally, connect a 75- Ohm coaxial cable into this RCA jack and then into the S/PDIF digital input on the external device. This is the best choice for connecting to digital recording devices, such as a DAT recorder. This S/PDIF output sends the same audio as is sent to TonePort's Analog Outs* (with
the exception that any audio coming into the TonePort's Monitor In jack is not routed to the S/PDIF output. This is necessary to
comply with artist copyright requirements that Line 6 follows for the GuitarPort Online Tracks and artist content. Monitor In - If you want to hear the signal from a line level source in here. Note that this is a stereo jack, so you should
use a stereo 1/4-inch TRS audio cable for this connection. Analog Outs - These Left and Right balanced jacks output all the audio from TonePort; the audio from your audio software on the computer, and anything plugged into any TonePort as your
computer's sound card. Use either 1/4-inch TS or TRS cables to connect directly to your powered speakers, mixer or power amp setup. Note that you can also use the headphone jack on the front of TonePort if you want to use headphones for monitoring. 2•12 Line 6 GearBox 3.6 - Using Your Line 6 Hardware Connect your electric Guitar or Bass
Guitar/Bass - To input your electric guitar or bass, plug it in here using a standard 1/4-inch TS instrument cable. This input also features a Pad switch; engage this switch when using a guitar/bass with high-output or active pickups, to avoid overdriving the input. Connect to your 3rd-party audio Connect your stereo Headphones Connect a USB cable
from here to your computer* interface for recording with GearBox plug-in Analog Line Outs - connect to your powered speakers or mixer USB - This of course is where you connect the supplied USB cable to TonePort, with the other end going to your computer's USB 1.1 or 2.0 port. Note that you should always connect to a separate USB controller
channel from other USB audio or MIDI interfaces to provide TonePort with the full USB bandwidth. TonePort also gets its power from this USB connection, so it should not be plugged into a non-powered USB hub, or operated on the same USB connection, so it should not be plugged into a non-powered USB hub, or operated on the same USB connection, so it should not be plugged into a non-powered USB hub, or operated on the same USB connection, so it should not be plugged into a non-powered USB hub, or operated on the same USB connection, so it should not be plugged into a non-powered USB hub, or operated on the same USB connection, so it should not be plugged into a non-powered USB hub, or operated on the same USB connection, so it should not be plugged into a non-powered USB hub, or operated on the same USB connection, so it should not be plugged into a non-powered USB hub, or operated on the same USB connection, so it should not be plugged into a non-powered USB hub, or operated on the same USB connection of th
your computer and not into a USB hub. *Note - be sure to always power off or mute your speakers or monitoring setup before connecting and disconnecting the USB cable between TonePort and your computer, as well as before booting up or shutting down your computer if TonePort is already connected. The best practice is to always power on your
speakers last, and power them off first when connected to other audio gear to avoid a "pop". 2 • 13 Line 6 GearBox 3.6 - Using Your Line 6 Hardware Phones - If you want to listen to the audio from TonePort using stereo headphones, then plug them into this 1/4-inch stereo jack. This headphone jack outputs the same signal fed to the Analog Outs on
the rear panel of TonePort; the audio from your audio software on the computer, as well as anything plugged into any TonePort input. D.I. Out - This connection lets you record an unprocessed signal to your track, to which you can apply the GearBox Plug-In. If you use a 3rd-party audio interface, connect the D.I. to one of its inputs, and route that
input to the track you're recording into. For more information on using the GearBox PlugIn, see the Ge
supply the ToneDirect™ magic to your interface or mixer, when using the GearBox application alongside the plug-in. See the ToneDirect™ Monitoring section for more details. 2•14 Line 6 GearBox 3.6 - Using Your Line 6 Hardware Connect your electric guitar or bass, plug it in here using a standard plug-in.
1/4-inch TS instrument cable. Connect your stereo Headphones/Line Out Cable Connect USB cable from here to your computer* USB - This of course is where you connect the supplied USB controller channel
from other USB audio or MIDI interfaces to provide TonePort GX with the full USB bandwidth. TonePort GX also gets its power from this USB connection, so it should not be plugged into a non-powered USB hub, or operated on the same USB connection, so it should not be plugged into a non-powered USB hub, or operated on the same USB port on
your computer and not into a USB hub. *Note - be sure to always power off or mute your speakers or monitoring setup before connecting and disconnecting the USB cable between TonePort and your computer, as well as before booting up or shutting down your computer if TonePort is already connected. The best practice is to always power on your
speakers last, and power them off first when connected to other audio gear to avoid a "pop". Line Out/Phones - When connecting TonePort GX as an audio interface for your recording application, this output supply the ToneDirect.
magic to your interface or mixer, when using the GearBox application alongside the plug-in. See the ToneDirect™ Monitoring section for more details. If you want to listen to the audio directly from TonePort GX using stereo headphones, you can also plug them into this 1/8-inch stereo jack. This line out/headphone jack outputs the same signal fed to
the Analog Outs on the rear panel of TonePort; the audio from your audio software on the computer, as well as anything plugged into any TonePort input. 2•15 Line 6 GearBox 3.6 - Using Your Line 6 Hardware Instrument input - your electric guitar or bass, plug it into this input using a standard 1/4-inch TS instrument cable. This inputs the signal
into GearBox where you can choose your Tone and route the processed signal both to your audio software and out the GuitarPort outputs. Analog Line Outs - connect to your powered speakers or mixer Monitor In - connect a line level, stereo output (from your stereo, MP3 player, etc). Analog Line Outs - These Left and Right RCA jacks output all
power amp setup. Note that you can also use the headphone jack on GuitarPort if you want to use headphones for monitoring. Headphones, then plug them into this 1/8-inch stereo jack. This Headphone jack outputs the same signal fed to the Analog Line Outs; the audio from your audio
software on the computer, as well as anything plugged into the Instrument or Line inputs. Connect your stereo headphones Connect USB cable from here to your computer, but do not want this audio recorded, then plug the
source in here. Note that this is a stereo jack, so you should use a stereo 1/8-inch tipped stereo audio cable for this connection. You'll hear any audio coming into this jack via the Analog Line Outs and Phones, but it won't go to GuitarPort's Record Send 1-2. USB - This is where you connect the supplied USB cable to GuitarPort, with the other end
going to your computer's USB 1.1 or 2.0 port. Note that you should always connect to a separate USB controller channel from other USB audio or MIDI interfaces to provide GuitarPort with the full USB bandwidth. GuitarPort also gets its power from this USB connection, so it should not be plugged into a non-powered USB hub, or operated on the
same USB controller channel with un-powered devices. It is also recommended to connect to your computer and not into a USB hub. 2.16 Line 6 GearBox 3.6 - Using Your Line 6 Hardware USB 2.0 - Connect to your computer and not into a USB hub. 2.16 Line 6 GearBox 3.6 - Using Your Line 6 Hardware USB 2.0 - Connect to your computer and not into a USB hub. 2.16 Line 6 GearBox 3.6 - Using Your Line 6 Hardware USB 2.0 - Connect to your computer and not into a USB hub. 2.16 Line 6 GearBox 3.6 - Using Your Line 6 Hardware USB 2.0 - Connect to your computer and not into a USB hub. 2.16 Line 6 GearBox 3.6 - Using Your Line 6 Hardware USB 2.0 - Connect to your computer and not into a USB hub. 2.16 Line 6 GearBox 3.6 - Using Your Line 6 Hardware USB 2.0 - Connect to your computer and not into a USB hub. 2.16 Line 6 GearBox 3.6 - Using Your Line 6 Hardware USB 2.0 - Connect to your computer and not into a USB hub. 2.16 Line 6 GearBox 3.6 - Using Your Line 6 Hardware USB 2.0 - Connect to your computer and not into a USB hub. 2.16 Line 6 GearBox 3.6 - Using Your Line 6 Hardware USB 2.0 - Connect to your computer and not into a USB hub. 2.16 Line 6 GearBox 3.6 - Using Your Line 6 Hardware USB 2.0 - Connect to your computer and not into a USB hub. 2.16 Line 6 GearBox 3.6 - Using Your Line 6 Hardware USB 2.0 - Connect to your computer and not into a USB hub. 2.16 Line 6 Hardware USB 2.0 - Connect to your computer and not into a USB 2.0 - Connect to your computer and not into a USB 3.0 - Connect to your computer and not into a USB 3.0 - Connect to your computer and not into a USB 3.0 - Connect to your computer and not into a USB 3.0 - Connect to your computer and not into a USB 3.0 - Connect to your computer and not into a USB 3.0 - Connect to your computer and not into a USB 3.0 - Connect to your computer and not into a USB 3.0 - Connect to your computer and not into a USB 3.0 - Connect to your computer and not your compute
stereo Headphones Input 1 (Instrument) - Connect your guitar or bass here using a standard 1/4-inch TS instrument cable. POD X3 itself contains the processing power that turns your naked input signal into that roaring guitar Tone, which is then fed to the "Direct/Studio Mix", out the Analog Left & Right Outputs, as well as fed to the S/PDIF digital
output, and out the Record Sends digitally to your computer across the USB 2.0 connection. When you are connected via USB to your computer, you can also launch GearBox and use it to alternatively load Tones stored on your hard disc, edit them on your screen, and make adjustments for output and Record Send levels. POD X3 is of course also
 capable of applying two Tones on your Input 1 - just dial up one of the tone presets in the "Blends" folder of POD X3's Inputs screen to choose what you want Tone 1 and Tone 2 applied to, S/PDIF Out - Connect to other S/PDIF devices Input 2 - Connect you
microphone Input 1 - Connect your quitar or bass Input 2 (Mic) & Trim knob - Connect a microphone here using a standard XLR cable. You can use the little "Trim" knob to adjust the mic signal coming into POD X3, much like you would on a mixer console. Just like with Input 1, POD X3 itself applies preamp and effects models to your mic input, which
is then fed out the Analog Left & Right Outputs, as well as fed to the S/PDIF digital output, and out the Record Sends digitally to your computer, you can also launch GearBox and use it to alternatively load Tones stored on your hard disc, edit them on your screen, and
make adjustments for output and Record Send levels. POD X3 is of course also capable of applying a Dual-Tone, such as independently slathering a quitar Tone on Input 1, and a mic preamp and effects on Input 2 simultaneously! Just go to the "PoD X3's
Inputs screen to choose what you want Tone 1 and Tone 2 applied to. Phones - If you want to listen to the audio using stereo headphones, then plug them into this 1/4-inch stereo jack. This Headphone jack outputs the same signal fed to the Analog Line Outs; the audio from your audio software on the computer, as well as anything plugged into Inputs
1 &2. Left & Right Outputs - These Left and Right 1/4-inch jacks output all audio signals; the audio from your audio software on the computer, and anything plugged into any Inputs 1 & 2. So, these are what you want to connect to your monitoring system when using POD X3 as your computer's sound card. Use shielded 1/4-inch tipped cables to connect
directly to your powered speakers, mixer or power amp 2.17 Line 6 GearBox 3.6 - Using Your Line 6 Hardware setup. Note that you can also use the Phones jack if you want to use headphones for monitoring. USB 2.0 port. Of course
your POD is capable of processing your Tones all by itself, but you'll need to connect the USB cable to your computer to use it with GearBox, and to use POD X3 as your sound card device. Note that you should always connect to a separate USB controller channel from other USB audio or MIDI interfaces to provide POD X3 with the full USB
bandwidth. It is also recommended to connect directly into a USB port on your computer and not into a USB hub. *Note - be sure to always power off or mute your speakers or monitoring down your computer if POD X3 is
already connected. The best practice is to always power on your speakers last, and power them off first when connected to other audio gear to avoid a "pop". S/PDIF Dig Out to the S/PDIF in on your other device. Connecting digitally is the best choice
for routing to external digital recording devices, such as a DAT recorder. The S/PDIF output sends out the Tone(s) according to your device settings - these options are not accessible in GearBox). The digital signal is always sent at 24-bit resolution. For
more information on using these digital connections, please see your POD X3 Pilot's Handbook, or check out the GearBox Recording Setup Guide available on the GearBox Recording Setup Guide available on the GearBox Recording Setup Guide available on the GearBox Online Help site. *Note that when using POD X3 Pilot's Handbook, or check out the GearBox Recording Setup Guide available on the GearBox Reco
copyright requirements that Line 6 follows for the GuitarPort Online Tracks and artist content. 2.18 Left & Right Direct Outs Use as a D.I. for recording or to the house mixer/P.A. Left & Right Direct Outs Use as a D.I. for recording or to the house mixer/P.A. Left & Right Direct Outs Use as a D.I. for recording or to the house mixer/P.A. Left & Right Direct Outs Use as a D.I. for recording or to the house mixer/P.A. Left & Right Direct Outs Use as a D.I. for recording or to the house mixer/P.A. Left & Right Direct Outs Use as a D.I. for recording or to the house mixer/P.A. Left & Right Direct Outs Use as a D.I. for recording or to the house mixer/P.A. Left & Right Direct Outs Use as a D.I. for recording or to the house mixer/P.A. Left & Right Direct Outs Use as a D.I. for recording or to the house mixer/P.A. Left & Right Direct Outs Use as a D.I. for recording or to the house mixer/P.A. Left & Right Direct Outs Use as a D.I. for recording or to the house mixer/P.A. Left & Right Direct Outs Use as a D.I. for recording or to the house mixer Direct Outs Use as a D.I. for recording or to the house mixer Direct Outs Use as a D.I. for recording or to the house mixer Direct Outs Use as a D.I. for recording or to the house mixer Direct Outs Use as a D.I. for recording or to the house mixer Direct Outs Use as a D.I. for recording or to the house mixer Direct Outs Use as a D.I. for recording or to the house mixer Direct Outs Use as a D.I. for recording or to the house mixer Direct Outs Use as a D.I. for recording or to the house mixer Direct Outs Use as a D.I. for recording or to the house mixer Direct Outs Use D.I. for recording or to the house mixer Direct Outs Use D.I. for recording or to the house mixer D.I. for recording or to the ho
Connect a 2nd instrument USB 2.0 - Connect to your guitar or bass CD/MP3 In - Connect your guitar or bass CD/MP3 In - Connect an audio player Guitar In - Connect your guitar or bass here using a standard 1/4-inch TS instrument cable. POD X3 Live itself contains the processing power that turns your naked input signal into that roaring guitar Tone,
which is then fed to the "Direct/Studio Mix", out the Analog Left & Right Outputs, as well as fed to the S/PDIF digital output, and out the Record Sends digitally to your computer across the USB 2.0 connection. When you are connected via USB to your computer, you can also launch GearBox and use it to alternatively load Tones stored on your hard
disc, edit them on your screen, and make adjustments for output and Record Send levels. POD X3 is of course also capable of applying two Tones on your Input 1 - just dial up one of the tone presets in the "Blends" folder of POD X3 is of course also capable of applying two Tones on your Input 1 - just dial up one of the tone presets in the "Blends" folder of POD X3 is of course also capable of applying two Tones on your Input 1 - just dial up one of the tone presets in the "Blends" folder of POD X3 is of course also capable of applying two Tones on your Input 1 - just dial up one of the tone presets in the "Blends" folder of POD X3 is of course also capable of applying two Tones on your Input 1 - just dial up one of the tone presets in the "Blends" folder of POD X3 is of course also capable of applying two Tones on your Input 1 - just dial up one of the tone presets in the "Blends" folder of POD X3 is of course also capable of applying two Tones on your Input 1 - just dial up one of the tone presets in the "Blends" folder of POD X3 is of course also capable of applying two Tones on your Input 1 - just dial up one of the tone presets in the "Blends" folder of POD X3 is of course also capable of applying two Tones on your Input 1 - just dial up one of the tone presets in the "Blends" folder of POD X3 is of course also capable of applying two Tones on your Input 1 - just dial up one of the tone presets in the "Blends" folder of POD X3 is of course also capable of applying two Tones on your Input 1 - just dial up one of the tone presets also capable of applying two Tones on your Input 1 - just dial up one of the tone presets also capable of applying two Tones on your Input 1 - just dial up one of the tone presets also capable of applying two Tones on your Input 1 - just dial up one of the tone presets also capable of applying two Tones on your Input 1 - just dial up one of the tone presets also capable of applying two Tones on your Input 1 - just dial up one of the tone presets also capable of applying two Tones one
you want Tone 1 and Tone 2 applied to. CD/MP3 Input - Connect a CD player, MP3 player, drum machine or other audio device into this stereo 1/8-inch jack and you'll hear it at POD X3 Live's Phones, Direct Out, and Live Out so you can jam along. Note that the audio coming into this input is not routed to the Record Sends, so it won't be recorded.
Phones - If you want to listen to the audio using stereo headphones, then plug them into this 1/4-inch stereo jack. This Headphone jack outputs the same signal fed to the Analog Line Outs; the audio from your audio software on the computer, as well as anything plugged into the Guitar, Mic, Aux, Variax or CD/MP3 inputs. Phones - Connect your stereo
Headphones Mic In & Trim - Connect a Mic & adjust trim level Variax In - Connect your Variax In - Connect a microphone Input & Trim knob - Connect a Mic & adjust trim level Variax In - Connect a microphone Input & Trim knob - Connect a microphone Input & Trim knob - Connect a Mic & adjust trim level Variax In - Connect a microphone Input & Trim knob - Connect a Mic & Input Input
itself applies preamp and effects models to your mic input, which is then fed out the Analog Left & Right Outputs, as well as fed to the S/PDIF digital output, and out the Record Sends digitally to your computer, you can also launch GearBox and use it to alternatively
load Tones stored on your hard disc, edit them on your screen, and make adjustments for output and Record Send levels. POD X3 is of course also capable of applying a Dual Tone, such as independently slathering a guitar Tone on Input 1, and a mic preamp and effects on Input 2 simultaneously! Just go to the "Pairs" folder of your POD X3 to call up
some of these pre-baked guitar/mic Dual Tones! Or, go 2 • 19 Line 6 GearBox 3.6 - Using Your Line 6 Hardware the POD X3's Inputs screen to choose what you want Tone 1 and Tone 2 applied to. Variax In - Got yourself a Line 6 Variax guitar? Plug it in here for a direct digital audio connection between the guitar and POD X3 Live. The POD X3 Live
Inputs screen is where you assign whether this input feeds Tone 1, Tone 2 or both. Left & Right Live Outs - The unbalanced 1/4-inch connectors here get your POD X3 Live's sound to a guitar amplifier, recorder, mixer or PA system. Go to POD X3 Live's output screen to configure these outputs for Studio or Live use. In Studio Mode, they're ready to
plug into a recorder with unbalanced -10 dBV inputs. In Live Mode, they don't have speaker simulation, and are ready for connection to an on-stage power amp. Whichever you choose, the front panel Master Volume knob determines how much signal you'll get at these jacks. You can use either jack as a mono output. Left & Right Direct Outs - These
balanced XLR connectors always provide studio-quality sound with speaker/microphone/room simulation ideal for direct recording and as a direct send to the house mixer or PA when playing live. Go to POD X3 Live's System page to disable the Master Volume control for these outputs, so you can independently make on-stage adjustments to the 1/4-
inch "Live" outputs feeding an amp without affecting the levels sent to the house sound mixer or PA. Aux Input - This mono, unbalanced 1/4-inch input screen to assign whether this input feeds Tone 1, Tone 2 or both. S/PDIF Digital Output - To send output
from POD X3 to another device digitally, connect from this S/PDIF Dig Out to the S/PDIF in on your other device, such as a DAT recorder. The S/PDIF output sends out the Tone(s) according to your device settings - these options are found on the POD X3 device
itself by pressing the "Outputs" button (these digital I/O options are not accessible in GearBox). The digital signal is always sent at 24-bit resolution. For more information on using these digital connections, please see your POD X3 Pilot's Handbook, or check out the GearBox Recording Setup Guide available on the GearBox Online Help site. *Note
that when using POD X3 Live with GearBox, the GuitarPort Online playback audio is never routed to this S/PDIF output. This is necessary to comply with artist content. USB 2.0 - This is where you connect the supplied USB cable to POD X3 Live, with the other end
going to your computer's USB 2.0 port. Of course your POD X3 Live as your sound card device. Note that you should always connect to a separate USB 2.0 controller channel from other USB audio
or MIDI interfaces to provide POD X3 Live with the full USB bandwidth. It is also recommended to connect directly into a USB 2.0 port on your computer and not into a USB hub. *Note - be sure to always power off or mute your speakers or monitoring setup before connecting/ disconnecting the USB cable and powering on/off POD X3, as well as
before booting up or shutting down your computer if POD X3 is already connected to other audio gear to avoid a "pop". 2 • 20 Line 6 GearBox 3.6 - Using Your Line 6 Hardware Phones - Connect your stereo Headphones Instrument Input Connect your
guitar or bass Instrument Input - Connect your electric guitar or bass here using a standard 1/4-inch TS instrument cable. PODxt itself contains the processing power that turns your naked input signal into that roaring guitar Tone, which is then fed out the Analog Line Outs, as well as fed to the Record Send 1-2 digitally to your computer across the
USB connection. When you are connected via USB to your computer, you can also launch GearBox and use it to alternatively load Tones stored on your hard disc, edit them on your screen, and make adjustments for output and Record Send levels. Phones - If you want to listen to the audio using stereo headphones, then plug them into this 1/4-inch
stereo jack. This Headphone jack outputs the same signal fed to the Analog Line Outs; the audio from your audio software on the computer, as well as anything plugged into the Instrument input. Analog Line Outs - Connect to your powered speakers or mixer USB - Connect to your computer Analog Line Outs - These Left and Right 1/4-inch jacks output
all audio signals; the audio from your audio software on the computer, and anything plugged into any the Instrument input. So, these are what you want to connect to your monitoring system when using PODxt as your computer's sound card. Use shielded 1/4-inch tipped cables to connect directly to your powered speakers, mixer or power amp setup.
Note that you can also use the Phones jack on PODxt if you want to use headphones for monitoring. USB - This is where you connect the supplied USB cable to PODxt, with the other end going to your guitar Tone all by itself, but you'll need to connect the USB cable
to your computer to use it with GearBox, and to use PODxt as your sound card device. Note that you should always connect to a separate USB controller channel from other USB audio or MIDI interfaces to provide PODxt with the full USB bandwidth. It is also recommended to connect directly into a USB port on your computer and not into a USB hub.
*Note - Be sure to always power off or mute your speakers or monitoring setup before connecting/ disconnecting the USB cable and powering on/off PODxt, as well as before booting up or shutting down your computer if PODxt is already connected to
other audio gear to avoid a "pop". 2 • 21 Line 6 GearBox 3.6 - Using Your Line 6 Hardware Instrument Input - Connect your guitar or Aux Input - (Monitor in) connect a line level, stereo output (from your stereo, MP3 player, etc) Instrument Input - Connect your guitar or bass here using a standard 1/4-inch TS instrument cable. PODxt Live itself
contains the processing power that turns your naked input signal into that roaring guitar Tone, which is then fed out the Analog Line Outs, as well as fed to the Record Send 1-2 digitally to your computer across the USB connection. When you are connected via USB to your computer, you can also launch GearBox and use it to alternatively load Tones
stored on your hard disc, edit them on your screen, and make adjustments for output and Record Send levels. Phones - Connect to your computer Analog Line Outs - These Left and Right 1/4-inch jacks output all audio signals; the audio from your audio software
on the computer, and anything plugged into any the Instrument and Aux inputs. So, these are what you want to connect to your monitoring system when using PODxt Live as your computer's sound card. Use shielded 1/4-inch tipped cables to connect to your monitoring system when using PODxt Live as your computer's sound card. Use shielded 1/4-inch tipped cables to connect to your monitoring system when using PODxt Live as your computer's sound card. Use shielded 1/4-inch tipped cables to connect to your monitoring system when using PODxt Live as your computer's sound card. Use shielded 1/4-inch tipped cables to connect to your monitoring system when using PODxt Live as your computer's sound card. Use shielded 1/4-inch tipped cables to connect to your monitoring system when using PODxt Live as your computer's sound card. Use shielded 1/4-inch tipped cables to connect to your monitoring system when using PODxt Live as your computer's sound card. Use shielded 1/4-inch tipped cables to connect to your monitoring system when using PODxt Live as your computer's sound card. Use shielded 1/4-inch tipped cables to connect to your monitoring system when using PODxt Live as your computer's sound card.
jack on PODxt Live if you want to use headphones for monitoring. Aux In (Monitor In) - If you want to hear the signal from a line level source mixed with all the other audio coming from your computer, but do not want this audio recorded, then plug the source in here. Note that this is a stereo jack, so you should use a stereo 1/8-inch tipped stereo
audio cable for this connection. You'll hear any audio coming into this jack via the Analog Line Outs and Phones, but it won't go to PODxt Live's Record Send 1-2. Phones - If you want to listen to the audio using stereo headphone, then plug them into this 1/4-inch stereo jack. This Headphone jack outputs the same signal fed to the Analog Line Outs;
the audio from your audio software on the computer, as well as anything plugged into the Instrument and Aux inputs. USB - This is where you connect the supplied USB cable to PODxt Live, with the other end going to your guitar Tone all by itself, but you'll need
to connect the USB cable to your computer to use it with GearBox, and to use PODxt Live as your sound card device. Note that you should always connect to a separate USB controller channel from other USB audio or MIDI interfaces to provide PODxt Live with the full USB bandwidth. It is also recommended to connect directly into a USB port on
your computer and not into a USB hub. 2•22 Line 6 GearBox 3.6 - Using Your Line 6 Hardware Phones - Connect your stereo Instrument input - Connect your electric guitar or bass here using a standard 1/4-inch TS instrument input - Connect your electric guitar or bass here using a standard 1/4-inch TS instrument input - Connect your electric guitar or bass here using a standard 1/4-inch TS instrument input - Connect your electric guitar or bass here using a standard 1/4-inch TS instrument input - Connect your electric guitar or bass here using a standard 1/4-inch TS instrument input - Connect your electric guitar or bass here using a standard 1/4-inch TS instrument input - Connect your electric guitar or bass here using a standard 1/4-inch TS instrument input - Connect your electric guitar or bass here using a standard 1/4-inch TS instrument input - Connect your electric guitar or bass here using a standard 1/4-inch TS instrument input - Connect your electric guitar or bass here using a standard 1/4-inch TS instrument input - Connect your electric guitar or bass here using a standard 1/4-inch TS instrument input - Connect your electric guitar or bass here using a standard 1/4-inch TS instrument input - Connect your electric guitar or bass here using a standard 1/4-inch TS instrument input - Connect your electric guitar or bass here using a standard 1/4-inch TS instrument input - Connect your electric guitar or bass here using a standard 1/4-inch TS instrument input - Connect your electric guitar or bass here using a standard 1/4-inch TS instrument input - Connect your electric guitar or bass here using a standard 1/4-inch TS instrument input - Connect your electric guitar or bass here using a standard 1/4-inch TS instrument input - Connect your electric guitar or bass here using a standard 1/4-inch TS instrument input - Connect your electric guitar or bass here using a standard 1/4-inch TS instrument input - Connect your electric guitar or bass here using a standard 1/4-inch TS instrument input - Connect your elec
which is then fed out the Analog and Digital Outs, as well as fed to the Record Send 1-2 digitally to your computer across the USB connection. When you are connected via USB to your computer across the USB connection. When you are connected via USB to your computer, you can also launch GearBox and use it to alternatively load Tones stored on your hard disc, edit them on your screen, and make adjustments for output and
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Record Send levels. Phones - If you want to listen to the Analog Line Outs; the audio from your audio software on the computer, as well as anything plugged into the Instrument input. Connect any Line-Level source you want to record to the Line Input Unprocessed Instrument Out- When using GearBox Plug-in, connect to your computer Analog Line Outs, Use either Unbalanced (¼ -inch) jacks or Balanced (XLR) jacks to connect to your powered speakers or mixer Line Input - if you want to record the signal from a line level source, such as a keyboard, your receiver, the line out from a mixing console, etc..., connect it to this input using a 1/4-inch TS audio cable. Unprocessed Guitar Out - This connection allows you to send an unprocessed signal to your recording application, while monitoring the fully processed

signal thru the main Outputs. Very handy if you're using a 3rd party recording application and the GearBox plug-in. For more info, go to the ToneDirect. Monitoring section of this Guide. Note: Your PODxt por can also send an unprocessed signal thru its DE Shardware or iLok (device must be connected to computer & authoritows.) Earn Plug-in POD Studio, TonePort, or GuitarPort hardware with your recording application and the GearBox plug-in. For more info, go to the ToneDirect. With Individual Schools and the section for all the section for all the section for all the section for details. Line 6 Monkey is a section for details. Line 6 Monkey is the section for details. Line 6 Monkey is the section for details. Line 6 Monkey is the section for the section for the section for details. Line 6 Monkey is the intelligent updater utility automatically installed with your POD Farm application. It is highly recommended that you run Line 6 Monkey is the set of all your Line 6 software to contact you if new software versions or other cool enhancements are set of all your Line 6 software to volume for line of the section for the root provide you with the 6 Monkey. On Mac®, go to Applications - Line 6 software to your contact you for the work were stop and the versions or other cool enhancements are one of the cool enhancements are set of all your Line 6 software to your contact you in the set of the volume for the set of the volume for the set of the volume for the version of the contact you in the set of the volume for the version of the version of the contact you in the set of the volume for the version of the volume for the contact you in the set of the volume for the version of the volume for the version of the volume for the version of the volume for the volume for the version of the volume for the volume for the volume for the volume for the volum