

H9 CONTROL MANUAL

IMPORTANT CONCEPTS

Loading Presets From H9 Control and Preset 0.

When an H9 is connected to the app, clicking on a preset in either the Preset or Preset List screen causes the preset to load on the H9 at preset position 0; on the H9's display you will see the preset name appear as "0. Preset Name". What this means is that the preset has been loaded into a temporary storage area. Loading the preset has not overwritten any other preset, and the preset itself has not been saved to a particular preset position. Presets cannot be saved to position 0, because this is a temporary storage area always used by the app to audition changes. Presets can only be saved to position 1 - 99. If you would like to save a preset to the H9, you must explicitly do that using the Save button in the Presets screen or the "Save to Device" button in the Preset Lists screen.

Understanding the Different Preset Types: [F]actory, [U]ser, [S]tompbox, and [L]ist.

Presets can be stored in four different places, and the letter prefixed to the preset indicates where it came from and also whether it can be changed or overwritten.

- F stands for Factory Preset, and factory presets are bundled into the app bundle on OSX and iOS and are in the application directory on Windows. Factory Presets cannot be changed or deleted but only copied.
- U stands for User Preset, and user presets are saved under ~/Library/H9 Control/Presets on OSX and iOS and AppData/Roaming/H9 Control/Presets on Windows. User presets can be changed and deleted.
- S stands for Stompbox Preset, and S indicates that a preset came from and is stored on an H9. These can be changed or overwritten but not deleted.
- L stands for List Preset, and list presets are presets that are saved inside a list, which are saved under ~/Library/H9 Control/PresetLists on OSX and iOS and AppData/Roaming/H9 Control/PresetLists on Windows. List presets are local to a list, and any changes you make to a preset in a list do not affect the user or factory preset that the list preset came from. List presets can also be changed or overwritten but not deleted.

Using the app with an H9 versus using the app with a TimeFactor, ModFactor, PitchFactor, and/or Space

The app was originally designed to work with H9 stompboxes, but at the time of writing, Eventide had released updates to ModFactor, PitchFactor, and Space that allow them to work with the app and was in the process of developing an update for TimeFactor that would allow it to work with the app. The majority of the functionality of the app is available for all of these aforementioned devices, but below is a description of the differences in the available functionality:

- Only H9s can be connected to iOS devices via Bluetooth as only H9s have Bluetooth chips. Factor pedals can be connected to iOS devices, however, using Apple's USB Camera Adapter as described [here](#).

- Only H9s can be expanded with new algorithms purchased in the store; the Factor pedals do not have sufficient storage space for more algorithms.
- All of the aforementioned Eventide devices have different pedal settings options that reflect their different intended uses and capabilities.

CONNECTING TO DEVICES

CONNECTING TO IOS

The app is compatible with any iOS device capable of running iOS 5 or higher. You can connect from an iOS device to an H9 wirelessly via Bluetooth. And you can connect to a TimeFactor, ModFactor, PitchFactor, Space, or H9 with a USB cable connected to an iOS device through Apple's Camera Connection Kit.

Connecting to iOS via Bluetooth (H9 only)

The app can connect to an Eventide H9 via Bluetooth on iOS devices running iOS 5 or later. In order for the app to 'see' the H9, you first need to connect to the H9 from your iOS device's Bluetooth setting screen. To connect to an H9, please open the Settings app and click on the Bluetooth tab to see the Bluetooth settings (on some devices the Bluetooth settings tab is nested under General settings). Click on the serial number of your H9 to initiate the connection. (You can also give your device a name by editing the name in the device's system mode or by going into the Pedal settings section of H9 Control.) If you are connecting to the device for the first time, a dialog will pop up asking you to enter the device's PIN. By default the PIN is set to the last four digits of the device's serial number. You can change your device's PIN in the device's system mode.

There are several instructional videos that give a walk through of connecting an iOS device to an H9 via Bluetooth starting at instructional video 7 in the tutorial playlist. If you would like to watch some of the available tutorial videos, click [here](#).

On iOS devices you can connect to up three Bluetooth devices simultaneously, which means that you can connect to at most three H9s simultaneously (although the iPad Air sometimes allows fewer devices to be connected simultaneously). To connect to multiple devices, you simply select and connect to multiple devices in the iOS Bluetooth connection dialog, and when you start the app, it will recognize that multiple H9 devices are connected. The app will show you a popup that a device has connected for each and every connected device, and you will see the name or serial number of the connected device appear in the status bar at the top of the app.

If you have trouble initially pairing your iOS device with your H9, please do not be alarmed as connecting to a new device via Bluetooth particularly the first time can be finicky. Please note that connecting to an H9 via Bluetooth requires more power than running an H9 without Bluetooth, and if you do run into issues connecting via Bluetooth, it is helpful at least while trouble shooting to power your H9 with the power supply that came with your H9 as under powering an H9 with a non-Eventide power supply has been the source of Bluetooth connectivity problems for many users. Below are a list of issues that can occur while trying to connect to an H9 via Bluetooth from an iOS device with suggestions regarding what to do if such a problem arises.

Your H9 does not appear in the list of available Bluetooth devices on your iOS device

If your H9 does not appear in the list of available Bluetooth devices on your iOS device, verify that Bluetooth is enabled on your H9; a blue LED in the upper right hand corner of the H9's display will be lit up if Bluetooth is turned on. Next, you will want to turn the Bluetooth off and on again on the H9 to reset the state of the Bluetooth chip; pressing the three X, Y, and Z switches on the H9 simultaneously will turn Bluetooth off and pressing these three switches again simultaneously will turn it back on again. You will see the blue LED in the upper right hand corner of the H9's display turn off and on as you press the X, Y, and X switches simultaneously indicating whether Bluetooth is enabled. Finally, you will want to power down your iOS device completely to reset its state; you do so by long pressing the power button on the upper right hand corner of the device until it shows the shutdown dialog and then swiping the power down slider. After your iOS device powers down, press the power button on the upper right hand corner of the device to power your iOS device back up. Hopefully, now, you will see your H9 appear in the list of available Bluetooth devices on your iOS device.

If your iOS device still does not show your H9, however, an additional action that has proven helpful to users in the past has been to reset the settings of your iOS device. You do so by going into the Settings app of your iOS device, navigating into the General Settings category, selecting the Reset category, and using the "Reset all Settings" function inside the Reset category. Please note that doing this will cause you to lose any settings you have entered such as for example any passwords to WIFI routers.

If after trying all of the aforementioned recommendations your H9 does not appear in the list of available Bluetooth devices on your iOS device, please send an email to support@eventide.com with the serial number of your unit so that our support team can further assist you in trouble shooting the problem.

Your H9 appears in the list of available Bluetooth devices but you cannot pair with it

Normally, to pair with an H9 you simply select it in the list of available Bluetooth devices on your iOS device and type in the last four digits of its serial number as its Bluetooth password, and your iOS device is able to pair with the H9. Sometimes, however, pairing does not succeed on the first attempt, and you may see a message along the lines of "Connection Unsuccessful. Make sure H9-XXXXX is turned on and in range". If this occurs try selecting the device again to initiate the pairing process again. If after multiple attempts you still have not successfully paired with the H9, please follow the instructions given above for addressing the problem where as H9 does not appear in the list of available Bluetooth devices.

You can pair to your H9 but the app cannot connect to it

If you have successfully paired to your H9 but upon launching the app, the app cannot connect to the H9 or if the app reports that the H9 has disconnected from the iOS device, please send an email to support@eventide.com with the serial number of your unit so that our support team can further assist you in trouble shooting the problem.

Connecting to iOS via Apple's Camera Connection Kit (all devices)

After upgrading a TimeFactor, ModFactor, PitchFactor, or Space to an H9 Control compatible software release, you can control your Factor pedal with H9 Control running on an iOS device by connecting it to

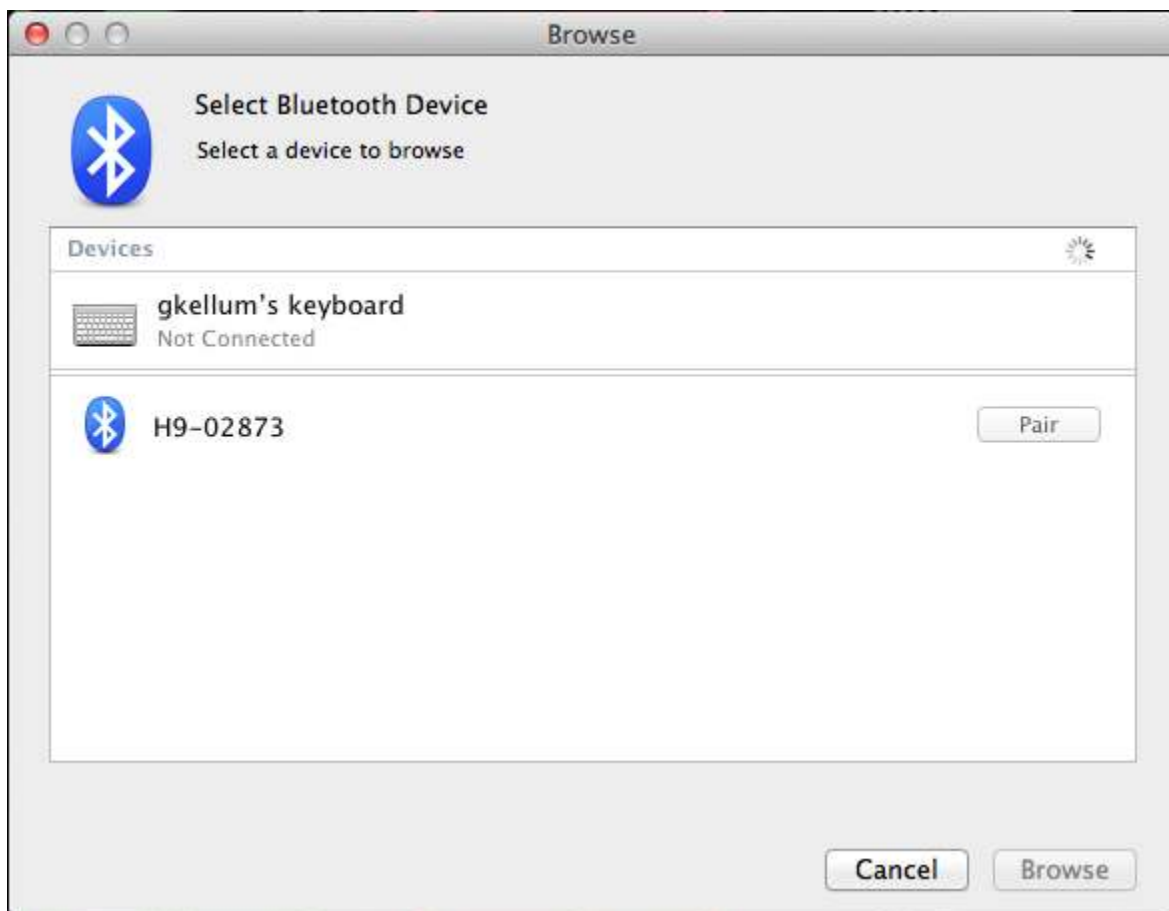
the iOS device using Apple's USB Camera Adapter. You simply plug Apple's USB Camera Adapter into your iOS device and connect your Factor pedal to the adapter with a USB cable. If you would like to connect multiple Factor pedals to your iOS device, you can connect a USB hub to Apple's USB Camera Adapter and connect multiple Factor pedals to your USB hub.

CONNECTING ON MAC OSX

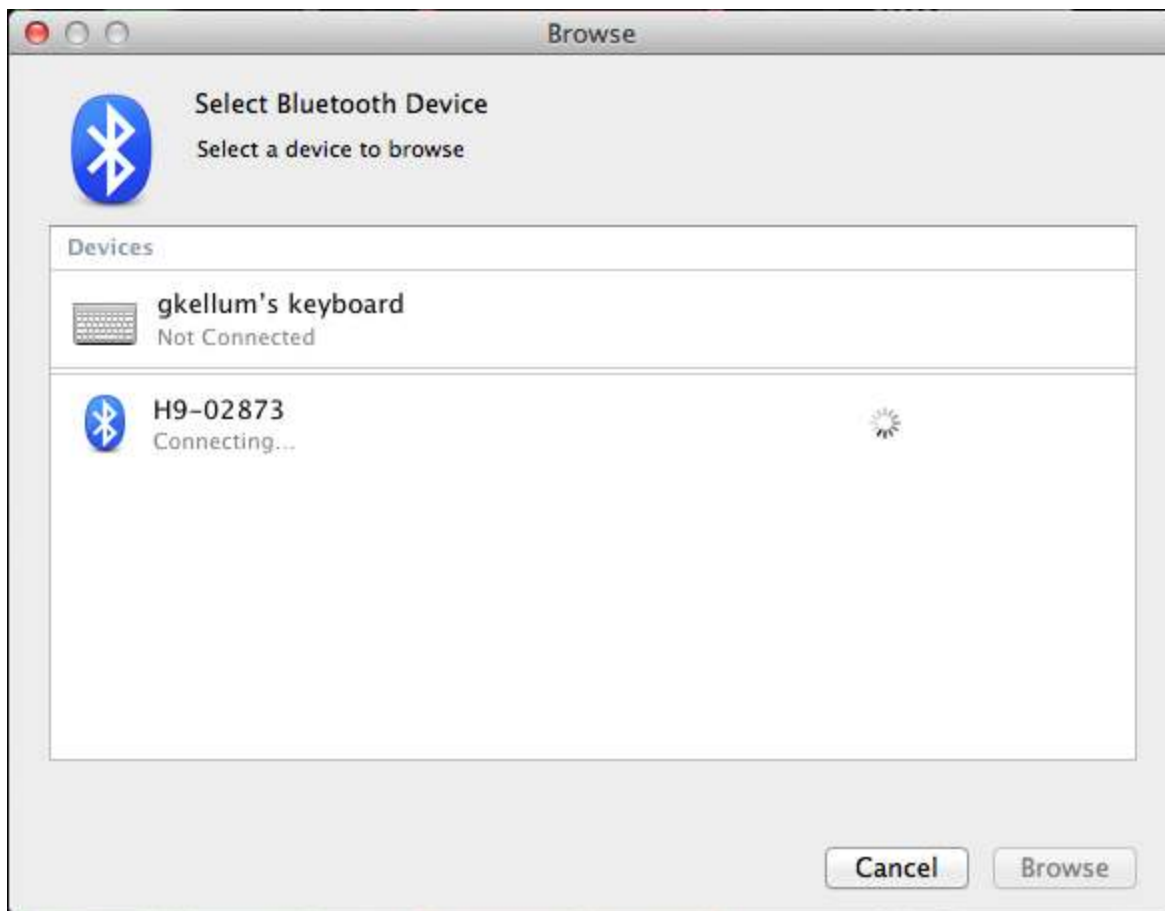
The app is compatible with any Mac computer running Mac OS 10.7 or higher. You can connect from a Mac to an H9 wirelessly via Bluetooth. And you can connect to a TimeFactor, ModFactor, PitchFactor, Space, or H9 with a USB cable or with MIDI cables connected to the device's MIDI ports.

Connecting to Mac OS X via Bluetooth (H9 only)

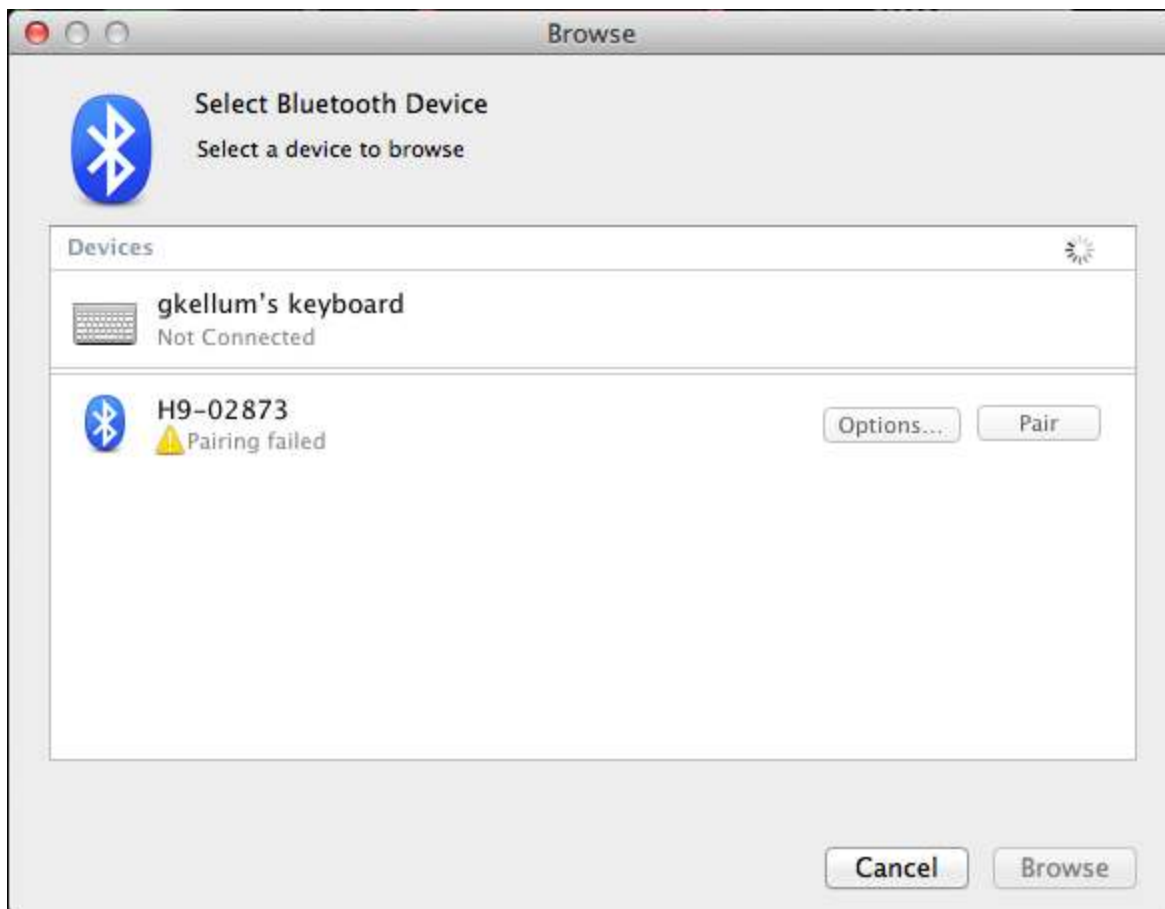
To connect to an H9 on Mac OS X via Bluetooth, go to the Devices menu in the Mac menu bar and select the "Connect via Bluetooth" option. A Bluetooth device browser will open showing all of the Bluetooth devices that your Mac can see. Your H9 will appear in the device list with its serial number as its name. When you are connecting to a device via Bluetooth for the first time, it will appear as shown in the image below with a button labeled "Pair" beside its name. Press the "Pair" button.



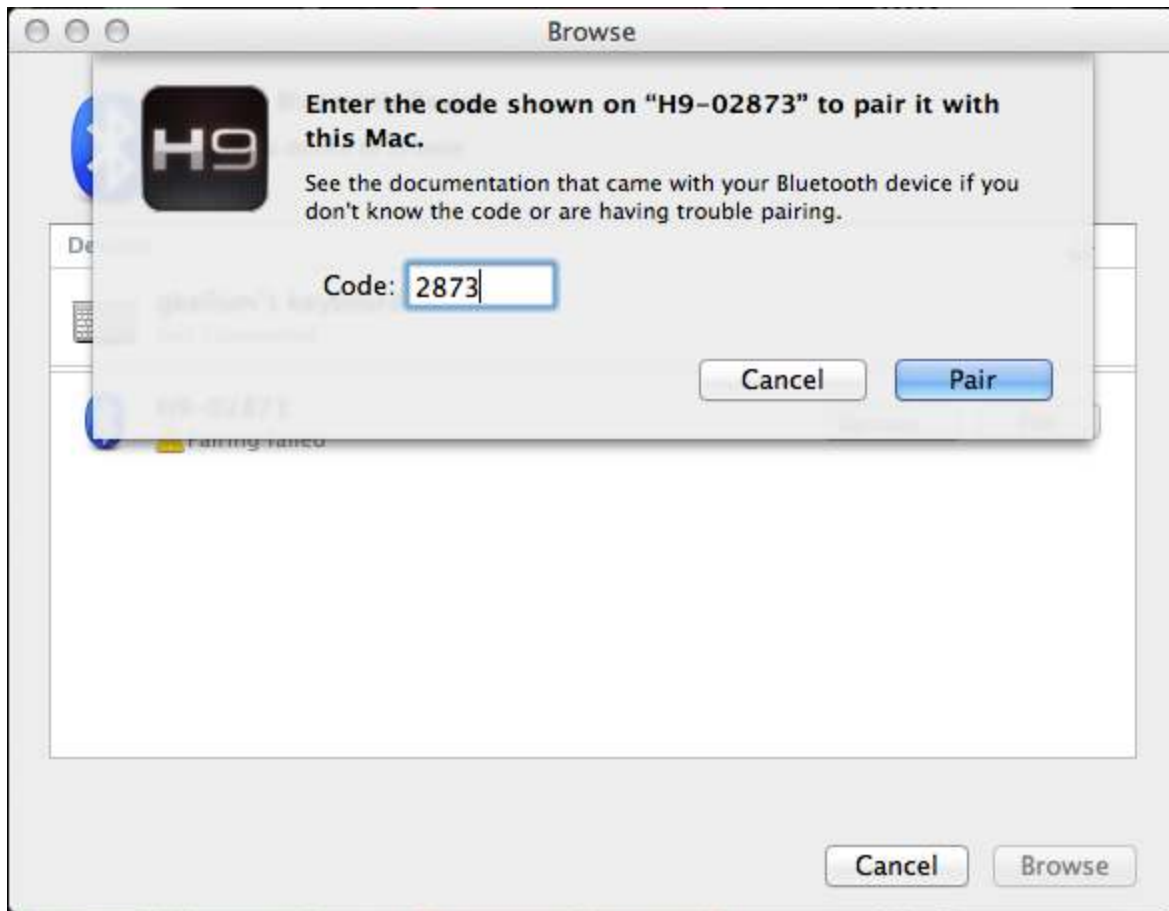
Your Mac will try to pair to the device, as shown below.



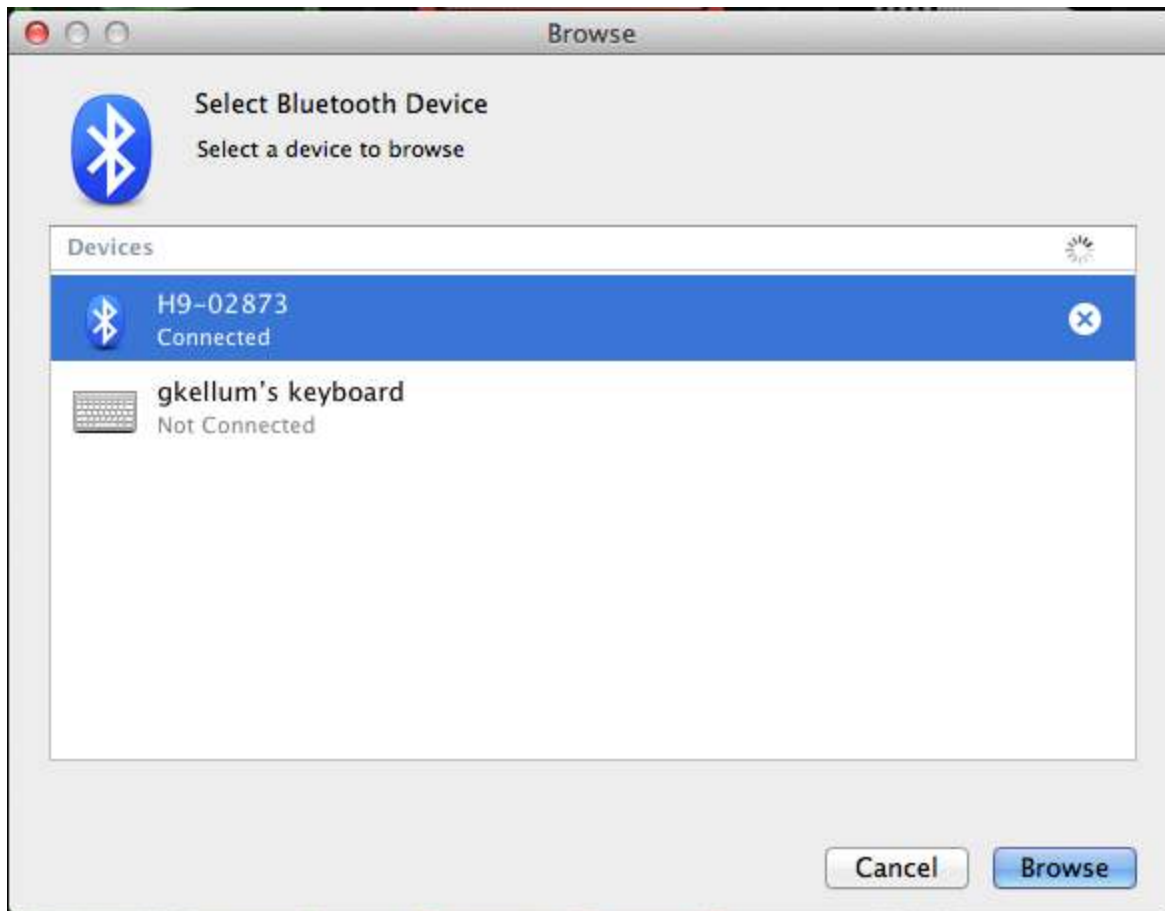
But because you have not yet entered the PIN information for the device, the pairing will fail.



Select the Options button that appears next to the device name and enter the PIN for the device. By default the PIN is the last four digits of your H9's serial number. You can change your H9's PIN in the device's system mode.



After entering the PIN, the pairing should succeed, and in the subsequent dialog, selecting the Browse button at the bottom of the dialog with your Eventide device selected will cause the device to be connected to the app.



After you connect to your H9 via Bluetooth, the blue connection LED that lights up when the H9 is connected via Bluetooth to an iOS device will not light up when it is connected to a Mac. This is due to some hardware design decisions that were made when the H9 was designed; that blue LED actually reflects whether the H9 has been "authenticated" by a special chip from Apple that is needed to allow it to connect to an iOS device, and as this chip is not used when connecting to a Mac, that blue LED does not light when an H9 is connected to a Mac.

If you have any difficulty connecting to an H9 via Bluetooth, try turning Bluetooth on your H9 off by pressing the X, Y, and Z switches simultaneously and then turning it back on again by pressing the X, Y, and Z switches again simultaneously. If the H9 is already paired to another device, you won't be able to pair with it from a Mac, and toggling the Bluetooth chip off and on again like this will force it to unpair from whatever it is paired to.

Connecting on Mac OS X via USB (all devices)

An H9 can be connected to a Mac with a micro USB cable, and a TimeFactor, ModFactor, PitchFactor, and Space can be connected to a Mac with a standard USB cable. After opening the app, the app should automatically find the connected devices.

If the app does not automatically find the connected devices, you will need to do some trouble shooting to determine whether the problem lies with your Eventide device, with your Mac, or with the cable connecting the two.

One sure fire method to narrow down the source of the problem is to try connecting to your Eventide device with a different cable on the same computer, and if that does not solve the problem, to try connecting to the Eventide device from a different computer.

If the same connectivity issues does not occur on multiple computers, that would suggest that the problem lies with your computer. In this case please try closing any digital audio workstation that you may have running on your computer and try disconnecting any other connected Audio MIDI devices from your computer as in rare cases other connected devices can cause driver level communication issues. Try connecting the Eventide device to a different USB port on your Mac, and if you are connecting through a USB hub, try connecting directly to a USB port on your Mac.

If the same connectivity issues occur on multiple computers, that would suggest that the problem lies with the Eventide device. In this case please make sure that you are powering your Eventide device with the power supply that came with your device as under powering a device with a non-Eventide power supply can cause connectivity issues. Also, please check whether the device is appearing as a MIDI device on your system. One way to do so is to open the Audio MIDI Setup application installed in the Applications directory under Utilities, open the MIDI window by selecting the Window menu in the Mac menu bar and select the "Show MIDI Window" menu option to check whether your device appears as a MIDI device in the device list. If the problem persists, please contact support@eventide.com for further help with the issue.

Connecting on Mac OS X via MIDI (all devices)

You can connect to a TimeFactor, ModFactor, PitchFactor, Space, or H9 with two MIDI cables connected to the device's MIDI ports. Unlike connecting via USB, the app will not find the connected devices automatically. To select the MIDI ports to use to connect to your Eventide device, go to the Devices menu in the Mac menu bar and select the "Connect via MIDI" option. A dialog will open which will allow you to select a MIDI in and MIDI out device to use to connect to your Eventide device from your system's list of available MIDI ports.

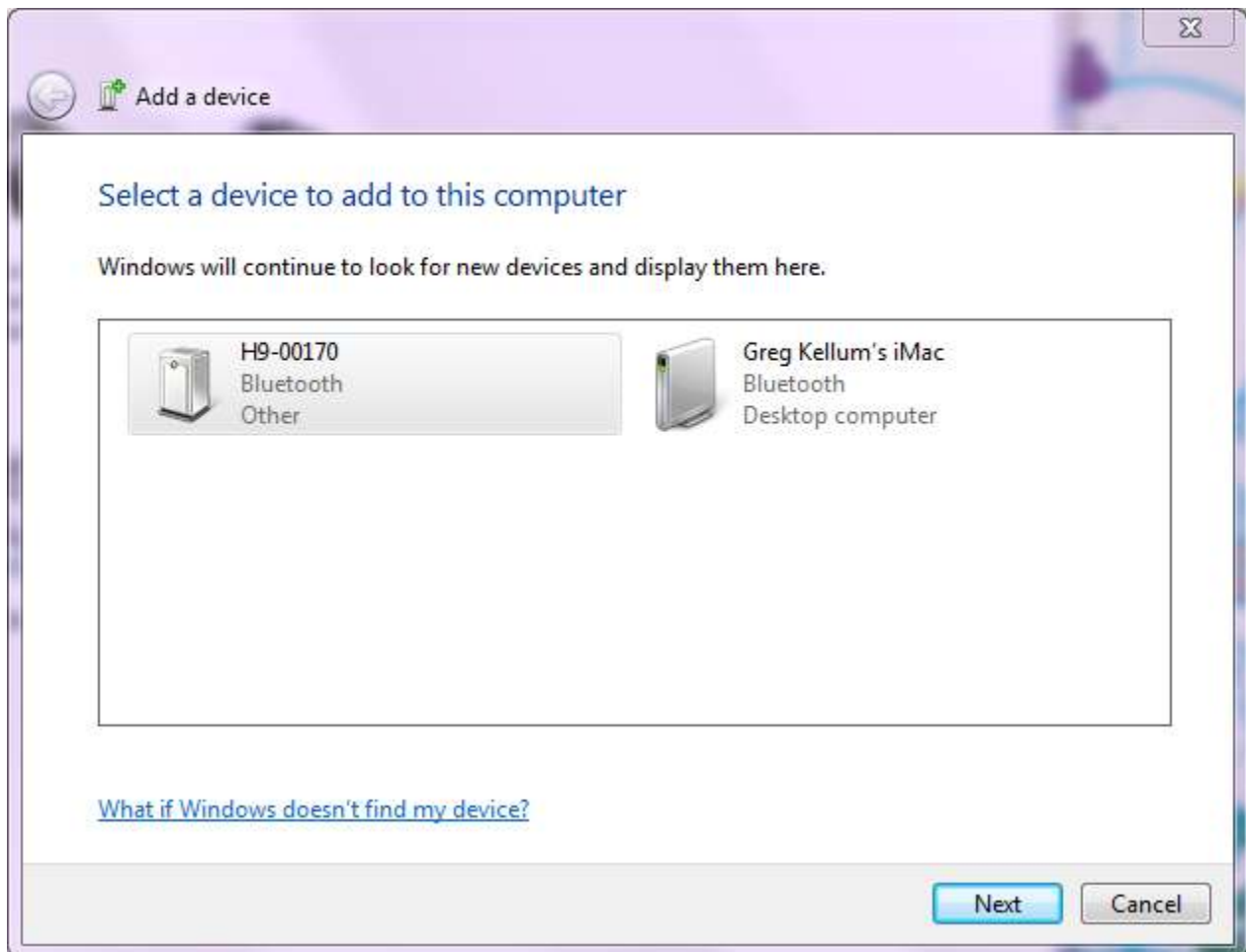
CONNECTING ON WINDOWS

The app is compatible with any Windows computer running Windows 7 or higher. You can connect from a Windows PC to an H9 wirelessly via Bluetooth. And you can connect to a TimeFactor, ModFactor, PitchFactor, Space, or H9 with a USB cable or with MIDI cables connected to the device's MIDI ports.

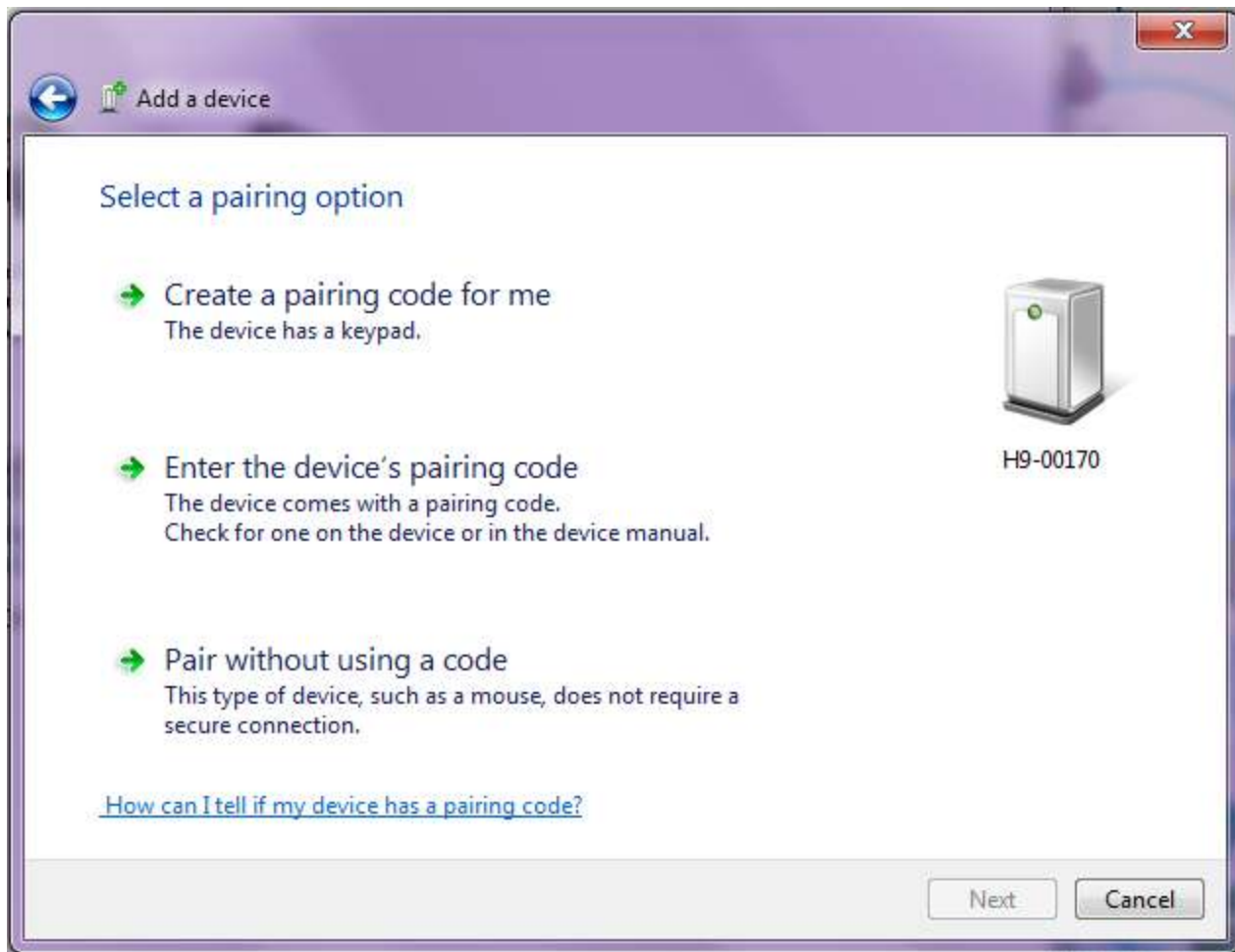
Connecting on Windows via Bluetooth (H9 only)

Before attempting to connect via Bluetooth on Windows to an H9, make sure your Windows PC has Bluetooth support. Many PCs do not come with Bluetooth, but Bluetooth dongles can be purchased for as little as \$20. If your PC does have Bluetooth support in order to connect to an H9, go to "Devices and

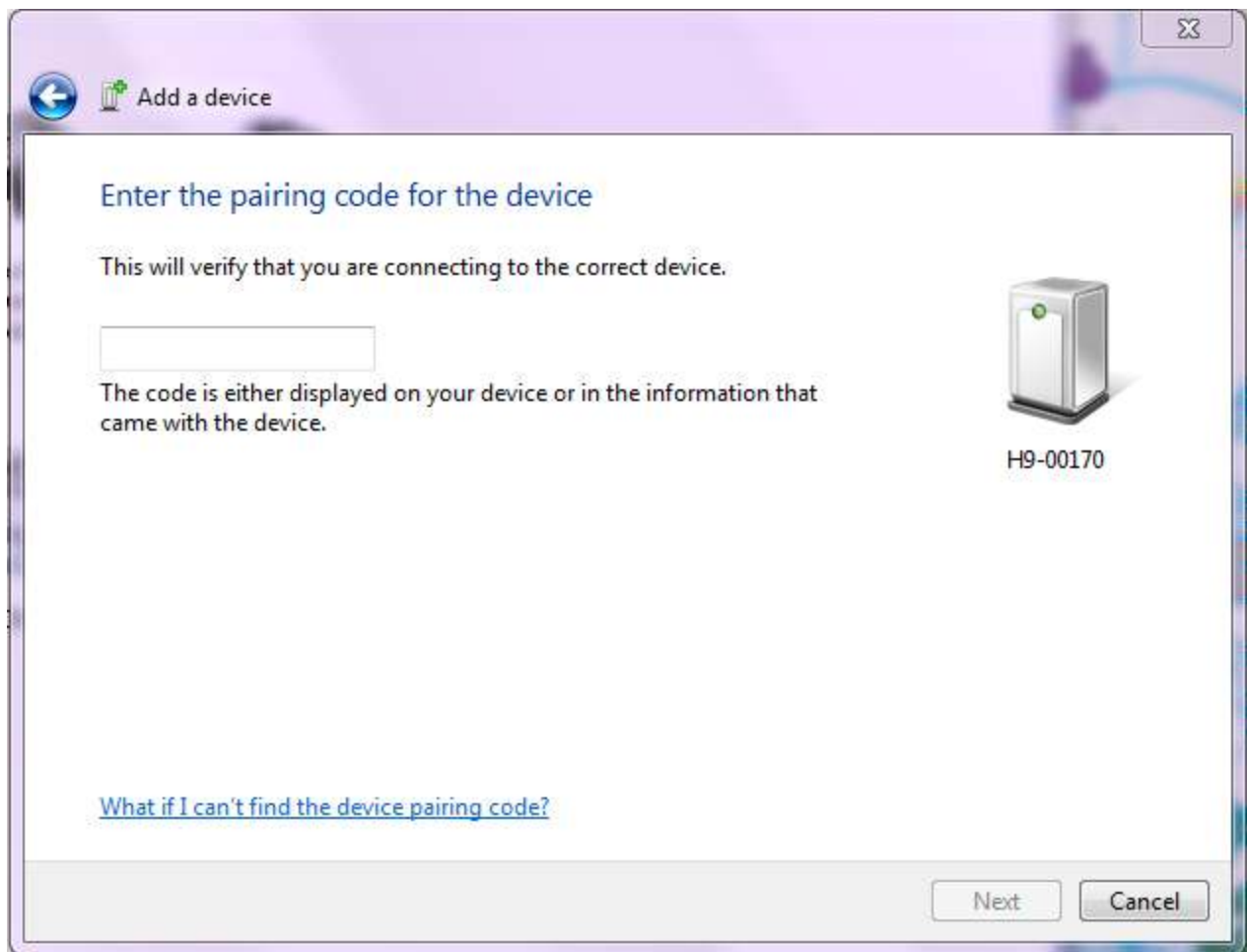
Printers" and select "Add a device". Your H9 will appear in the list of discovered Bluetooth devices with its serial number as its name.



After selecting your H9, Windows will prompt you to choose a pairing method. Choose the option, "Enter the device's pairing code".



Windows will prompt you for your device's pairing code. By default the PIN is the last four digits of your H9's serial number. You can change your H9's PIN in the device's system mode.



After successfully pairing to an H9, when you launch H9 Control, it should automatically find the Bluetooth connected H9. Furthermore, you should only need to add your H9 in the manner described above once.

After you connect to your H9 via Bluetooth, the blue connection LED that lights up when the H9 is connected via Bluetooth to an iOS device will not light up when it is connected to a Windows PC. This is due to some hardware design decisions that were made when the H9 was designed; that blue LED actually reflects whether the H9 has been "authenticated" by a special chip from Apple that is needed to allow it to connect to an iOS device, and as this chip is not used when connecting to a Windows PC, that blue LED does not light when an H9 is connected to a Windows PC.

Connecting on Windows via USB (all devices)

An H9 can be connected to a Windows PC with a micro USB cable, and a TimeFactor, ModFactor, PitchFactor, and Space can be connected with a standard USB cable. After opening the app, the app should automatically find the connected devices.

If the app does not automatically find the connected devices, you will need to do some trouble shooting to determine whether the problem lies with your Eventide device, with your Windows PC, or with the cable connecting the two.

One sure fire method to narrow down the source of the problem is to try connecting to your Eventide device with a different cable on the same computer, and if that does not solve the problem, to try connecting to the Eventide device from a different computer.

If the same connectivity issues does not occur on multiple computers, that would suggest that the problem lies with your computer. In this case please check whether your Eventide device has been recognized as a MIDI device by your computer in the Device Manager. In order to do so, go to the "Control Panel" and open up "Device Manager". This will be under "System" or directly visible depending on your Windows Version. Then, click on "Sound, video and game controllers" and you should see your pedal, listed either under its own name or as "USB Audio Device". If your Eventide device does not appear there or has the incorrect device type, try connecting the Eventide device to a different USB port on your Windows PC, and if you are connecting through a USB hub, try connecting directly to a USB port on your Windows PC. If your Eventide device does appear in the Device Manager with the correct type, please try closing any digital audio workstation that you may have running on your computer and try disconnecting any other connected Audio MIDI devices from your computer as in rare cases other connected devices can cause driver level communication issues. Also, sometimes just restarting your computer can help.

If the same connectivity issues occur on multiple computers, that would suggest that the problem lies with the Eventide device. In this case please make sure that you are powering your Eventide device with the power supply that came with your device as under powering a device with a non-Eventide power supply can cause connectivity issues. Also, please check whether your Eventide device has been recognized as a MIDI device by your computer in the Device Manager as explained in the preceding paragraph. If the problem persists, please contact support@eventide.com for further help with the issue.

Connecting on Windows via MIDI (all devices)

You can connect to a TimeFactor, ModFactor, PitchFactor, Space, or H9 with two MIDI cables connected to the device's MIDI ports. Unlike connecting via USB, the app will not find the connected devices automatically. To select the MIDI ports to use to connect to your Eventide device, when you launch H9 Control if it does not find any connected devices, it will pop up a "Device Not Found" dialog, which has a button labeled, "Manually select a device". If you select this option, then a subsequent dialog page will open which will allow you to select a MIDI in and MIDI out device to use to connect to your Eventide device from your system's list of available MIDI ports.

PRESETS SCREEN

PRESETS SCREEN VIDEOS

Starting around video 19, there are several instructional videos explaining various aspects of the preset screen functionality. If you would like to watch some of the available tutorial videos, click [here](#).

PROGRAMMING THE EXPRESSION PEDAL PATCH

The expression pedal patch is a mechanism that allows you to assign multiple parameters over user defined ranges to a single parameter that can be controlled with the expression pedal, with the ribbon controller in the app, with the big knob on the H9 after selecting the HotKnob switch, or via MIDI.

To start programming the expression pedal patch, press either of the two buttons surrounding the ribbon controller on the bottom of the preset control screen.

After pressing either of these buttons, turn the rotary knob for a parameter across the range you would like to be mapped to the expression pedal. You will see the light ring around the rotary knob light up to indicate the range over which it is mapped to the expression pedal.



Some rotary knobs can not be mapped to the expression pedal. If one of the values of a knob would cause the algorithm to be controlled directly by an expression pedal for example, that rotary knob is not allowed to be mapped to the expression pedal. If a rotary knob cannot be mapped to the expression pedal, the light ring around it appears as greyed out.



When you are done programming your changes to the expression pedal patch, you can stop programming either by pressing the button to the side of the ribbon controller that is currently activated or by pressing anywhere in the ribbon controller area.

To erase a mapping and start over, you can double click on a rotary knob, and a popup will appear which will give you the option to remove the parameter from the expression pedal mapping. Alternatively, you can also press one of the buttons surrounding the ribbon controller and pull the end points of the range together so that it looks like no range is mapped to the expression pedal; that will cause that parameter to be removed from the expression pedal mapping.

Expression pedal mappings are saved with each preset, and the expression pedal patch can be controlled with an expression pedal, with the ribbon controller in the app, with the big knob on the H9 after selecting the HotKnob switch, or via MIDI.

PROGRAMMING THE HOTSWITCH FOR SPACE AND H9 ALGORITHMS

To start programming the HotSwitch patch on Space and H9 algorithms, long press the HotSwitch button until it starts flashing to indicate that it is in programming mode. Then, you can move the rotary knobs to the position you would like them to be in when the HotSwitch is activated.

When you are done programming your changes to the HotSwitch patch, you can stop programming by pressing the HotSwitch again.

To trigger the HotSwitch, you can press the HotSwitch in the app, attach an aux switch to the H9, or use MIDI.

FINE TUNING PARAMETER VALUES

On the H9 itself you can fine tune a parameter value in expert mode by pressing the big knob to switch to fine tune mode. In the app the rotary knobs do not have a fine tune mode, but you can click on any numeric parameter value and type in a value with the keyboard.



VIEW OPTIONS

The preset screen has a number of different view options that will affect what appears beside the algorithm interface and the size of the algorithm interface. To cycle through the various view options, press the view button that appears in the upper left hand corner of the preset screen. H9 Control will remember which view was selected and will reopen the preset screen with that view when you leave the screen and come back.



ASSIGNING PARAMETERS TO THE H9'S X, Y, AND Z SWITCHES

For every H9 preset it is possible to specify which parameter is assigned to the X, Y, and Z switches on the H9. To assign a particular parameter to one of the X, Y, or Z switches, double click on its rotary knob,

and a pop-up will appear over the knob which will allow you to assign that parameter to one of the switches.



RENAMING PRESETS

In H9 Control any user created preset can be easily renamed, i.e. user presets and list presets. (For more help on understanding the different types of presets, see the [Understanding the Preset Types](#) section.)

To rename a preset, double click on the button representing the preset to call up the preset renaming dialog, or click on the preset button to select it, click on the More button in the upper right hand corner of the app, and click on the "Rename preset" option.



MORE OPTIONS: COPYING, DELETING, EMAILING, AND EXPORTING PRESETS

In H9 Control if you click on a preset button to select it, clicking on the More button in the upper right hand corner of the app will give you additional options for things that can be done to a preset such as copying it, deleting it, emailing it (iOS only), exporting it (Mac OSX and Windows only), and randomizing its parameter values.



PRESET LISTS SCREEN

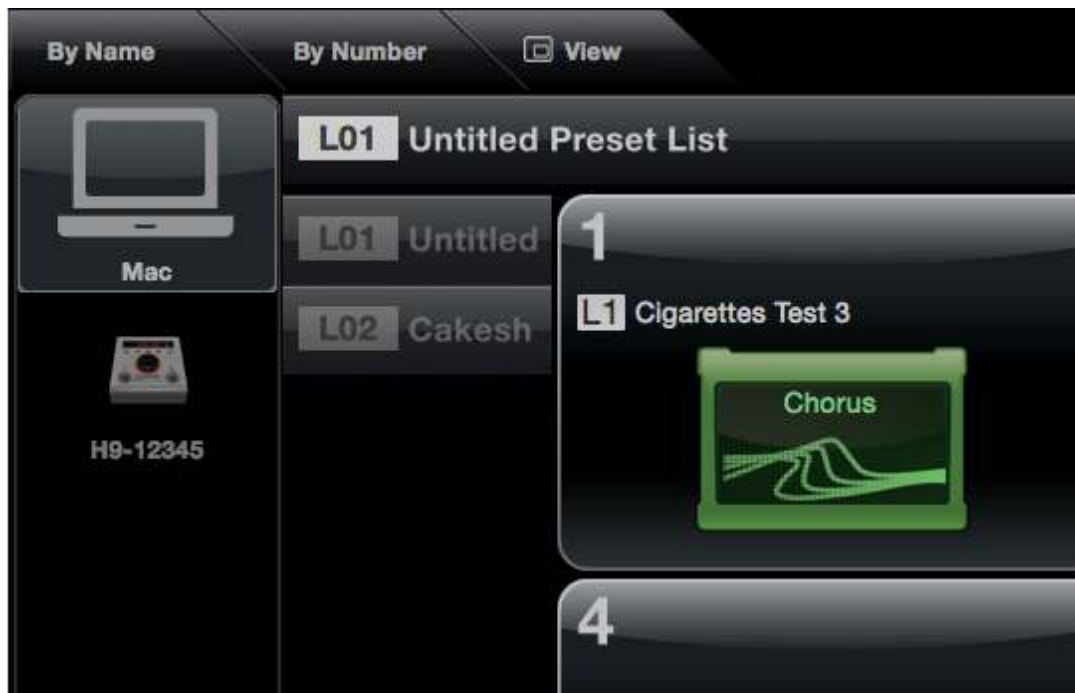
PRESET LIST SCREEN VIDEOS

Starting around video 26, there are several instructional videos explaining various aspects of the preset list screen functionality. If you would like to watch some of the available tutorial videos, click [here](#).

BASICS

In the preset lists screen you can edit the list of presets on a connected Eventide stompbox as well as lists of presets that you have saved on your computer or iOS device. And although most people use the preset list screen to organize the presets on their stompboxes before a performance, some people use the preset list screen as a performance interface itself. In this section we walk through how the preset list screen is laid out and present the full extent of the functionality it offers.

When you first enter the preset list screen, the column on the left hand side of the screen will show you the source of the preset list that you are viewing. The Mac icon selected in the image below indicates that you are looking at a preset list stored locally on the host computer. Next to Mac icon you see that there are two preset lists stored locally on this computer, and the selected preset list that is currently being viewed appears in the title bar above the preset list grid named "L01 Untitled Preset List".



If one or more stompboxes are connected, they will appear below the icon representing the host computer. If you click on the icon for a stompbox, the preset list screen will retrieve the list of presets that are saved on that stompbox and will display them in the preset list grid.

Please note that stompboxes only have a single list of presets. So, when you select a stompbox as the list source, the buttons representing the different preset lists disappear.



AUDITIONING, CONTROLLING, AND SAVING PRESETS IN A LIST

Regardless of whether you are looking at a preset list that is saved on your host computer or on a connected stompbox, when you click on a preset in a preset list, that preset will load onto the active stompbox. So, you can immediately start playing through that preset. When you click on a preset to select it, the selected preset is highlighted, and a small arrow appears in its upper right hand corner indicating that pressing the preset button again will reveal more content.

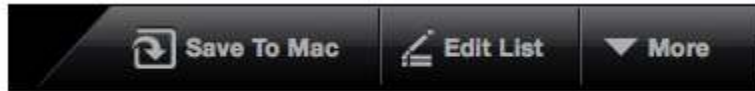


If you press the selected preset button, the preset controller screen will open up showing you the current preset values and allowing you to control the preset in real time.



ASSIGNING NEW PRESETS TO A LIST

There are two ways to assign new presets to a preset list. The most efficient way is to click on the "Edit List" button that appears in the toolbar at the top of the preset list screen to enter the Edit List screen.



In the Edit List screen you can click on a preset to select it and click on it again to drag and drop it into a particular position in the preset list. The finger icon that appears on a selected preset indicates that it can be dragged into the desired preset position.



The second, slower way of assigning new presets to a preset list is to click on a preset button in the preset list grid to select it.



Then, click the preset button again to open up the preset controller screen



You can select a different preset in this screen to assign to the active preset position by simply pressing the button for another preset, and you can save your preset assignment by clicking the save button in the toolbar above the preset control interface.

MOVING PRESETS AROUND IN A LIST

It often times happens that you might want to reorder the presets in a preset list. There are functions for copying a preset and pasting it to a new location in the list or swapping it with a preset in another location, for inserting a new preset into a list and shifting everything to the right of that preset forward by one, as well as for deleting a preset from a list and shifting everything to right of that preset back by one.

To copy and paste a preset, do the following:

1. Select the preset you would like to copy in the preset list grid.
2. Click on the More button in the toolbar in the upper right hand corner of the app and select "Copy preset".
3. Select the preset position you would like to paste to in the preset list grid.
4. If there is no preset already assigned to that position, a popup will appear asking you if you would like to paste your copied preset to that position. If a preset is already assigned to that position, go to the More menu and select "Paste preset".
5. A popup will appear asking you to confirm that you would like to paste the copied preset to the new position. Click "Ok" to confirm, and your copied preset will be pasted to the new position.



Similarly to swap presets, do the following:

1. Select the first preset you would like to swap in the preset list grid.
2. Click on the More button in the toolbar in the upper right hand corner of the app and select "Copy preset".
3. Select the second preset you would like to swap in the preset list grid.
4. Go to the More menu and select "Swap presets".
5. A popup will appear asking you to confirm that you would like to swap the two presets. Click "Ok" to confirm, and your presets will be moved to their new positions.

To insert a preset, say for example at preset position 5, you select preset 5 in the preset list grid, go to the More menu, and select "Insert Preset". This will cause the preset at position 5 to be shifted to position 6, the preset at position 6 to be shifted to position 7, and so on. If a preset is assigned to the last preset position in the preset list, then that preset will be dropped from the list.

To delete a preset, say for example preset position 5, you select preset 5 in the preset list grid, go to the More menu, and select "Delete Preset". This will cause the preset at position 5 to be removed and the preset at position 6 to be moved to position 5. The preset at position 7 will be shifted to position 6 and so on until the entire list above preset position 5 has been shifted down by one preset.

SAVING A PRESET LIST TO A STOMPBOX

To save a preset list to a stompbox, you click on the preset list source representing your computer or iOS device to view all of your local lists. You select the list you would like to save to your stompbox (in the image below the preset list, "Cakeshop Show", is selected). Then, you click on the "Save to Pedal" button in the toolbar to save the selected list to your connected stompbox (on iPhone or iPod Touch devices it will instead say "To Pedal"). If multiple devices are connect, clicking this button will cause a pop-up to appear asking you to select a particular Eventide device to save the preset list to.



SAVING A PRESET LIST FROM A STOMPBOX TO YOUR COMPUTER OR IOS DEVICE

To save a preset list from a stompbox to your computer or iOS device, you click on the preset list source representing your stompbox to view its preset list (in the image below the icon for the stompbox H9-12345 is selected). Then, you click on the "Save to Mac" button in the toolbar to save the selected list to your computer or iOS device. (The button might be labelled "Save to PC", "Save to iPad", "Save to iPod", or "Save to Phone" depending on the host computer the app is running on.)



RENAMING PRESET LISTS

In H9 Control preset lists can be easily renamed. To rename a preset list, either double click on the button representing the preset list to call up the renaming dialog, or click on the preset list button to select it, click on the More button in the upper right hand corner of the app, and click on the "Rename preset list" option.

In H9 Control preset lists can be easily renamed. To rename a preset list, click on the preset list button to select it, click on the More button in the upper right hand corner of the app, and select the "Rename preset list" option.



STORE

STORE SCREEN VIDEOS

Video 30 is an instructional video explaining various aspects of the store screen functionality. If you would like to watch the tutorial video, click [here](#).

BASICS

In the Store screen, you can research, try, and buy new algorithms for your H9. (Algorithm purchasing is only supported for the H9 and not for TimeFactor, ModFactor, PitchFactor, or Space.)

Algorithms are grouped by the product in which they were introduced. The TimeFactor algorithms are primarily delay based algorithms. The ModFactor algorithms are primarily modulation algorithms. The

PitchFactor algorithms are primarily pitch based algorithms. The Space algorithms are primarily reverb based algorithms, and the H9 algorithms vary in nature.

Every algorithm in the store has a short summary describing its functionality.

Clicking the Info button in the upper right hand corner of the app provides a fuller description of the algorithm's functionality as well as the individual functions of the rotary knobs in the algorithm.

Pressing the Listen button will allow you to listen to various audio demos of the algorithm.

Pressing the Try button will allow you to demo the algorithm yourself on your H9. Trials last for five minutes, and you can try the same algorithm once per day.

After starting a trial, you will want to go the Presets screen to actually control the algorithm from the app. The interface in the store is only for seeing which controls the algorithm offers, and it cannot be used to actually remote control the algorithm from the app in demo mode.

PURCHASING ALGORITHMS

You buy an algorithm on iOS devices using Apple's iTunes in app purchasing payment processing and on Macs and Windows by using Amazon's payment processing. Amazon payment processing supports credit card payments in the U.S. and Europe; purchasing algorithms outside of these regions is currently not supported in the Mac OSX and Windows builds of the app.

When you buy an algorithm, that algorithm is installed on all of the H9s registered to your account if they are currently connected to the app, and up to five H9 devices can be registered to a single Eventide account. If you later need to install the algorithm on an H9 you own that was not connected to the app at the time of purchase, you can do so using the Restore Purchases function available under Settings.

Regardless of what platform you make your purchase on, you will be able to see and be able to use your algorithm from the app on all of your iOS devices and Mac OSX and Windows computers.

You can also make purchases from multiple different devices; it will not cause any problems for example to buy one algorithm on an iPad and another algorithm on Windows.

Algorithm purchases are not transferrable to another user; if you sell your H9, your algorithm purchases cannot be transferred to the new owner.

MISCELLANEOUS

SWITCHING BETWEEN MULTIPLE EVENTIDE DEVICES

If you have multiple Eventide devices connected to the app, you will see the name or serial number of the connected devices appear in the status bar at the top of the app. Only one device can be the active device at any given time, and the active device will have a spinning syncing icon appear next to its name. Certain actions you undertake in the app will only effect the active device; for example if you click on a preset to select it, this will cause the preset to be loaded onto the active device.

To make a certain device the active device, you can click on the device's name in the status bar; you will see the spinning syncing icon now appear in front of that device's name indicating that it is now the active device.

In certain screens, a list of connected devices also appears as a sidebar; clicking on a certain device in the sidebar will make that device the active device.

Please note that the device sidebars have sort options that allow you to choose between sorting the connected devices by name or by number, i.e. serial number. If you have your Eventide devices in a certain order on your pedal board and would like them to appear in that order in the app's device list and status bar, you can assign them alphabetically ordered names like H9-A and H9-B, and if you are sorting by name, H9-A will always appear before H9-B. You can assign a device a name in Pedal Settings by clicking on the Pedal button in the bottom right hand corner of the app and setting the name in the Device Name screen. You can also double click on the device name in the sidebar to bring up a device renaming dialog.