



SPICETONE® 6APPEAL™ Editor v2

Hexaphonic analogue overdrive/distortion with digital controls



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1 QUICK START

6Appeal Editor v2 is a Mac/Windows software to control 6Appeal from computer for sound design purposes. It also allows to export/import your presets and banks of your presets to/from computer for information storage and exchange with other users.

To compare with version 1 of the Editor, v2 has several new features: support for String Balance (needs firmware 1.2.0 or higher), Undo/Redo function and improved presets (re)arrange possibilities.

Quick Start summaries all the steps you need to work with Editor and we hope the use of Editor is enough intuitive for 6Appeal users. But we still recommend you to read the full document through - to get maximum value out of the Editor.

To use the Editor, please follow these steps:

1. Download the software (version 2) package from www.spicetone.com
2. Install the software on your computer
3. Make Midi connections between 6Appeal and your computer Midi Interface
4. Select the Midi interface from Editor Setup panel
5. Start Editing
6. Please remember that 6Appeal does hold presets in volatile memory during the editing process and you have to save the modified presets to non-volatile memory by "Save" command(s) before power off. You may also save the whole bank of presets with a single "Save Bank" command(s)

To work with Editor, the 6Appeal firmware has to be 1.1.0 or higher. If your version is still (original) 1.0.0, please update the firmware - the instructions for are in 6Appeal User Manual (and in the end of this manual). And again, if you want to have the String Balance functionality, you have to have firmware 1.2.0 or higher.

Finally, the general disclaimer about software: although we have verified the Editor very carefully, we are not able to guarantee no bugs there and take any responsibility of possible consequences of use of the Editor. Therefore, to keep yourself in the safe side, we recommend you from time to time make snapshots of your presets to computer to minimize risk of losing your valuable work.

We hope that 6Appeal Editor v2 is functional for Mac computers running OSX (macOS) version 10.11 (El Capitan) or higher and for Windows computers running 64-bit version of Windows 7, 10 or 11. Unfortunately, we do not have possibilities to verify the editor functionality on every version and subversion of the OS. If you have any problems to work with the Editor in your computer, please tell us about to spicetone@spicetone.com and we will consider possible workarounds.

2 EDITOR SOFTWARE INSTALLATION

2.1 6APPEAL FIRMWARE UPDATE

To work with Editor, 6Appeal firmware has to be 1.1.0 or higher. If you still have (original) 1.0.0 version in your box, please update.

How to check the firmware version and how to update is described in 6Appeal User Manual Chapter 12. We also copied the chapter to the end of the document you're reading now.

Please notice that the firmware update software runs only under Windows. In Mac computers you need some Windows emulation - we have checked that it runs perfectly well under Parallels. So far we have not had chance to check any other emulator.

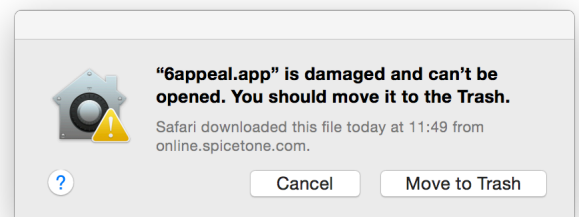
Finally, you need an USB to mini-USB cable for the update procedure.

2.2 INSTALLATION ON MAC COMPUTERS

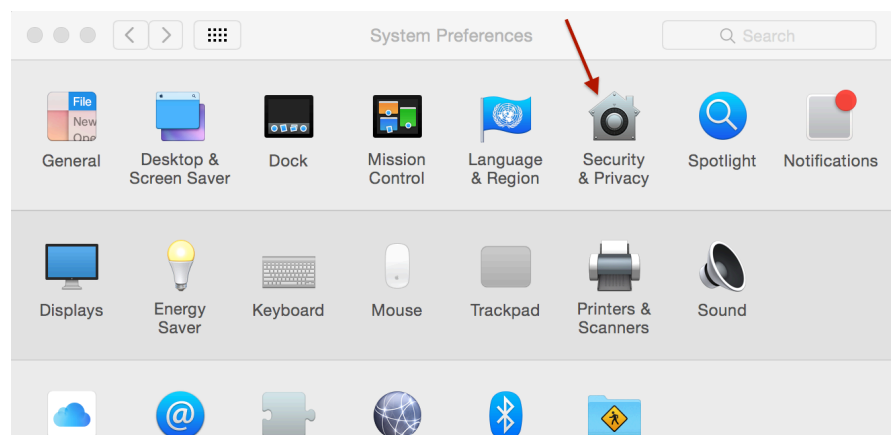
To install Editor software on Mac computer, please do the following:

1. Download compressed Mac version of Editor package (6appeal.app.zip) from our web www.spicetone.com
2. Unzip it by double-clicking on the file name in Finder. It unzips it as "6appeal.app" (depending on your web browser settings it may unzip the file already at download and then you may skip this step)
3. You may move this file where ever you like in your computer and open it by double-clicking on its name
 - a. You may also create an alias of the file and move it to where ever you like and open the Editor by double-clicking on alias
 - b. You may move/copy the file to Applications folder and open it using the F4 key as you open any other application

If you, when opening the Editor, get kind of message on the right, or some message telling you that it is not possible to open an app downloaded from Internet, your Mac computer is protected to open applications downloaded from Internet.



There is two ways to overcome the problem. The first way is to allow temporarily open downloaded applications. Please open your System preferences (Apple logo --> System Preferences) and select "Security & Privacy" (marked with red arrow in the right).



In the "Security & Privacy" panel select "General" tab and in the "Allow apps downloaded from" selection select "Anywhere" (a confirmation is asked for the selection).

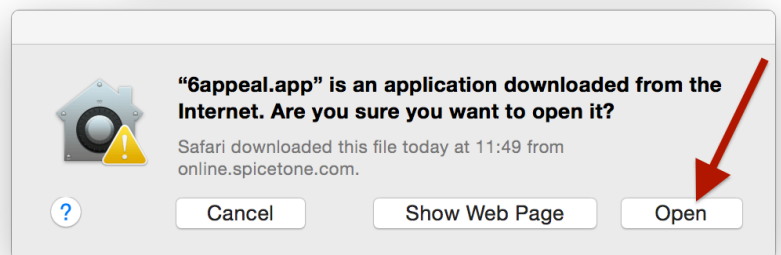
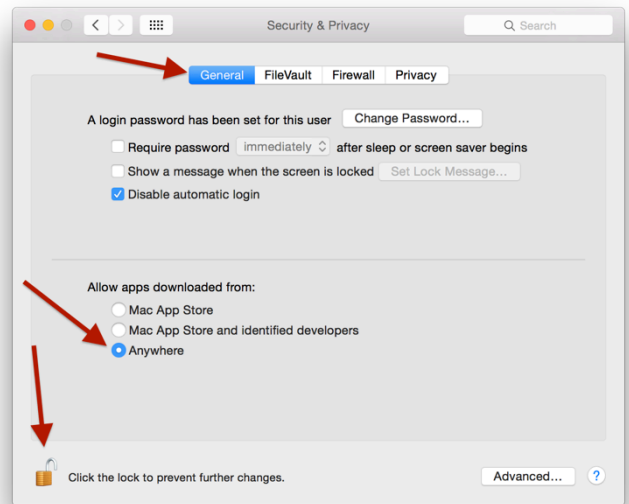
If the "General" panel is greyed out, then click in the lock symbol (lower left corner) to allow changes (you will be asked system password for).

Now open the Editor, which causes a message about Internet downloaded application. Click the "Open" button, which should open the 6Appeal Editor. Close the Editor and open it again - now it should open without the warning.

Finally, restore your security settings in the "Security & Privacy" panel and check, if the 6Appeal Editor now opens without problems.

In fact, the actual behaviour depends on version of your Mac Operating System (OS) and may be somewhat different to the behaviour described above. If you have any trouble with that, please google about your macOS version.

The second way to avoid the problem, is to download the application from Windows computer (still the Mac version of the app), copy it to your Mac computer, unzip it - then it should not be considered as a downloaded application and should run with no problems. You may use a Windows emulator in your Mac computer for. At least we have checked this working with Parallels.



2.3 INSTALLATION ON WINDOWS COMPUTERS

To install Editor software on Windows computer, please do the following:

1. Download compressed Windows version of Editor package (6appeal_win.zip) from our web www.spicetone.com
2. Unzip it by right clicking on the file name in explorer and selecting "Extract All". It unzips it as a folder "6appeal"
3. You may move this folder where ever you like in your computer, just keep all the components of the folder organized the same way
4. In the folder you find an application "6appeal.exe". Open the Editor by double-clicking on this name
 - a. You may create a shortcut of the file and move it to where ever you like and open the Editor by double-clicking on the shortcut

If the Editor does not open (reporting some system error), your computer most probably misses some Visual Studio components needed for the Editor. Please do the following:

1. Install Visual C++ Redistributable Packages for Visual Studio, corresponding to your operating system, from Microsoft webpage. For example 2015 version: <https://www.microsoft.com/en-us/download/details.aspx?id=48145>
Please note that for Windows 7 and 10, you should prefer [C++ Package from 2013](#) or older.
2. Then proceed to open the 6Appeal Editor again

If you run some antivirus software in your computer, depending on the settings, this software may not allow you to run applications downloaded from Internet. There are too many antivirus software packages and we are not able to give you exact rules for every piece of software. Just some general rules about.

If you see any message of type of "Virus neutralized" from your antivirus software after launching 6Appeal Editor and Editor not starting up, then try to switch automatic virus neutralization (temporarily) OFF. This may be in your antivirus settings also like "Ask before neutralizing virus", which you actually have to switch ON. If you then launch 6Appeal Editor again, answer your antivirus not to neutralize the software. Most probably you may later restore your antivirus settings as they typically learn the software you want to run.

We also recommend you, before launching the Editor first time, to check the download with your antivirus software - to be sure your antivirus does not see any problems with.

We hope you accept these inconveniences, as that is the life at Internet age...

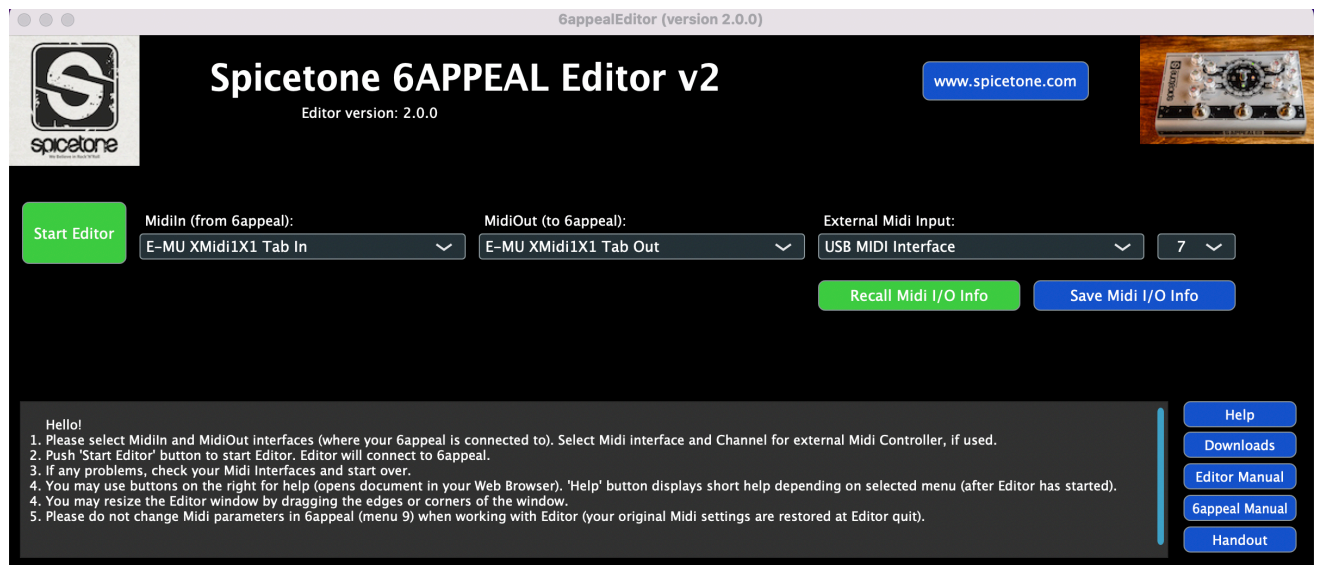
3 WORKING WITH 6APPEAL EDITOR V2

3.1 STARTING UP

Apply the Midi connections:

1. Connect a Midi cable from 6Appeal Midi Out to Midi In of your computer Midi interface
2. Connect a Midi cable from Midi Out of your computer interface to Midi In of 6Appeal
 - a. Please notice that both connections are needed for Editor to operate
 - b. If Editor will report Midi transfer problems, please check the cables: input of one device has to go to output of other device and vice versa

Start Editor.

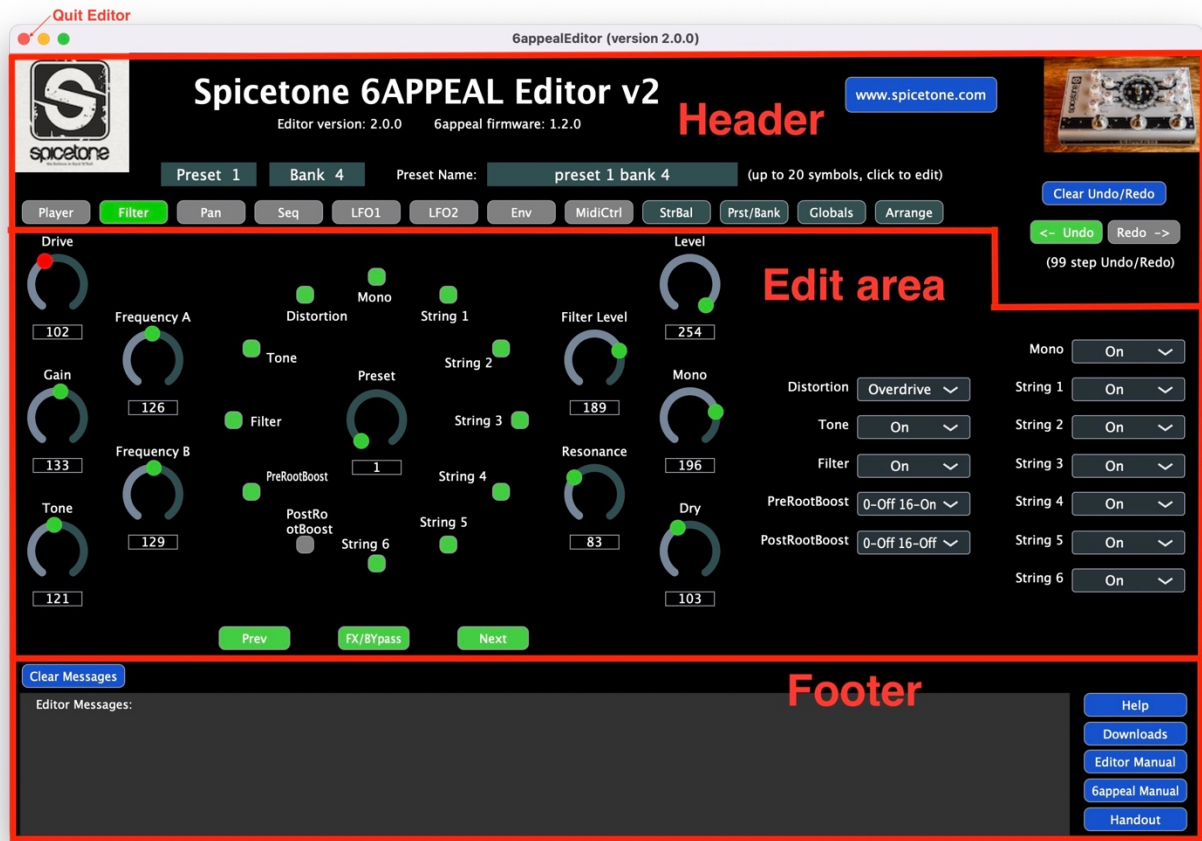


Select Midi Interface settings:

1. Select Midi input and output of your Midi Interface where 6Appeal is connected to
 - a. If there is no midi input or midi output available in the system, the **Editor Start** button turns red at startup. Please connect your midi interface and activate midi info update by pushing **Recall Midi I/O Info** button or by restarting Editor
2. You may have an External Midi Controller to control 6Appeal parameters. You may specify midi channel number for External controller or use "All" if messages from all channels should apply
 - a. If you are using the same Midi Input for 6Appeal and External Midi Controller, please do not use same midi channel number for both devices
3. You may save the existing midi setup by **Save Midi I/O Info** button
 - a. If Editor finds saved midi info at startup, it proposes these settings for following sessions
 - b. You may recall last saved midi settings at any point
4. Push the **Start Editor** button to start editing
 - a. You may resize the Editor window by dragging edges or corners of the window
 - b. Please do not change Midi settings in 6Appeal (menu 9) when working with Editor.

Editor may change your 6Appeal Midi settings (it needs Midi In and Out ON and MidiThru and MidiAll OFF). It will restore your original Midi settings when Editor is closed. If Editor is closed in some abnormal way (Force Quit, for instance), the original Midi setup is not going to be restored. If you change midi settings from Editor during editing session, the new settings are updated to 6Appeal at exit from Editor.

3.2 EDITOR LAYOUT



Editor screen consists of three areas:

Header – general information and Menu selection (active Menu is green), also Undo/Redo

Edit Area – actual area for 6Appeal parameters edit, depending on selected menu. The panels here are mainly organized in the way that left part imitates 6Appeal interface with pots and LEDs and in the right part there are pulldown menu selections in some more open spelled way. You may do your selections on either side, clicking on LEDs or selecting menu items, whichever way you prefer. You may change pots by selecting them by mouse and moving mouse up/down. Or you may enter pot value to the value box below pot.

Footer – area for Editor messages, help and manuals recall.

The actual functions are considered in the following sections. All illustrations in Manual are for MacOS version of Editor. The Windows version is working very similar, just with some Windows specific nuances. For instance, you may quit macOS Editor clicking the red button on top left or from program pulldown menu on computer screen top left area or by Command-Q. For Windows the quit button is on the top right, program menu on program screen top left and the command is Ctrl-Q.

3.3 HEADER – INFO, MENU SELECT, UNDO/REDO



In the header part of Editor window, below Editor name, there are listed Editor version and 6Appeal firmware version. The blue button on the upper right takes you to Spicetone website using your default Web Browser.

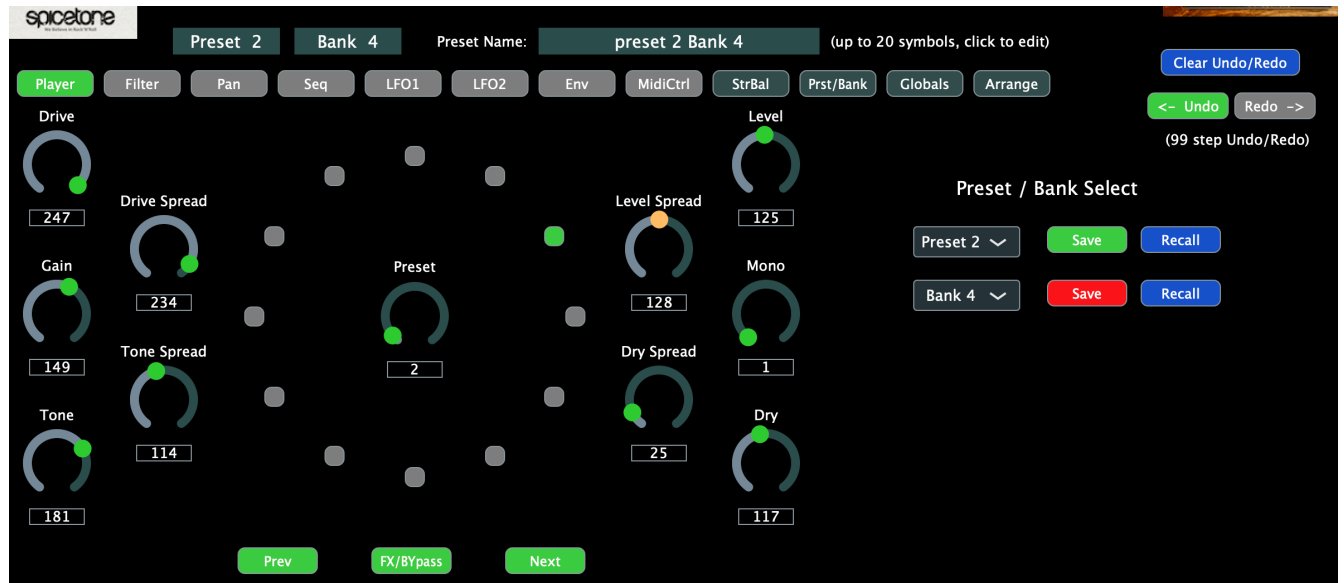
In the next row there are listed current Preset number, Bank number and Preset name. In the latter block you may also edit the name of the Preset. The name can be up to 20 symbols long and please use just basic ASCII alpha-numeric symbols.

Next row consists of 12 menu buttons to select parameter groups for edit. The active menu turns green. Eight leftmost menus (grey buttons) open respective 6Appeal menus for Preset parameters edit, the rest four buttons are for Global parameters edit.

In the right there are **Undo/Redo** buttons. These turn green if there is anything in Undo or Redo buffer. The buffer is 99 steps long. Only Preset related parameters are included, the Global parameters are not. Also Preset changes are included, which means you may step through different Presets without losing possibilities to take your edits back or forth. The same time every Bank change clears the buffer. By blue button **Clear Undo/Redo** you may clear the buffer yourself.

3.4 EDIT AREA – PARAMETERS EDIT

3.4.1 Player Mode



Editor starts into Player Mode, what is also 6Appeal's default state. Here you can adjust basic parameters (Drive, Gain, Tone, etc) and select Presets/Banks. To change parameters please point your pointer over respective pot, click and hold the pointer and move it up/down. You may also point and click the pot value box below pot and enter the pot value (0...255) from keyboard. The Editor works with 6Appeal in duplex communication. This means that all modifications on one side are reflected immediately to the other side.

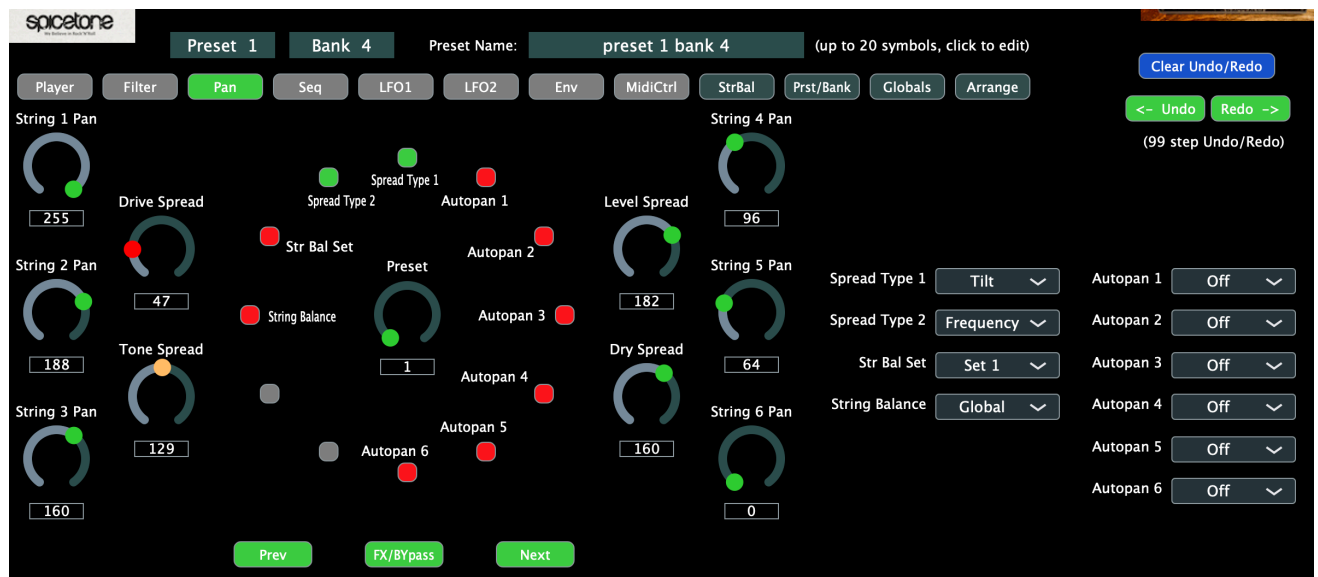
You may select Presets in Player tab by the following ways:

1. Moving Preset pot (like encoder) in the centre of LED clock
2. Entering Preset number (1...24) in the pot value box
3. Clicking on LEDs in the clock
4. Clicking Next or Prev buttons below LED clock
5. Selecting Preset from pulldown menu in the right part of the screen
6. By any possible way from 6Appeal
7. Sending respective Midi command from External Midi Controller

Midi interface is quite slow and selecting new Preset, when still reading previous one, may break the communication. If that happens, the situation is reported in the Editor Messages area (described later). In this case please wait a few seconds after Editor reads the actual Preset from 6Appeal and reports that in the Message area.

From the right area of the screen you may select both Presets and Banks, also Save and/or Recall them. Please remember that Preset parameters in the current Bank are stored in 6Appeal RAM as long as the device is powered on and no Bank change. This means that changes are remembered also when you change Presets. To save them to non-volatile memory you have to save them by Save command (clicking the respective **Save** button). Editor follows parameter changes in every Preset and indicates it with **Save** button colour: green means no changes and red means modified Preset. The same is true for Bank **Save** button – the red colour there indicates that there has been changes at least in one Preset. Please be careful with Bank change as it loads all Presets from new Bank and overwrites all current Presets (you lose your previous changes if not saved). The **Recall** button loads the respective Preset or Bank from non-volatile memory (overwriting the current Preset or all Presets in case of Bank recall).

3.4.2 Other Preset Menus

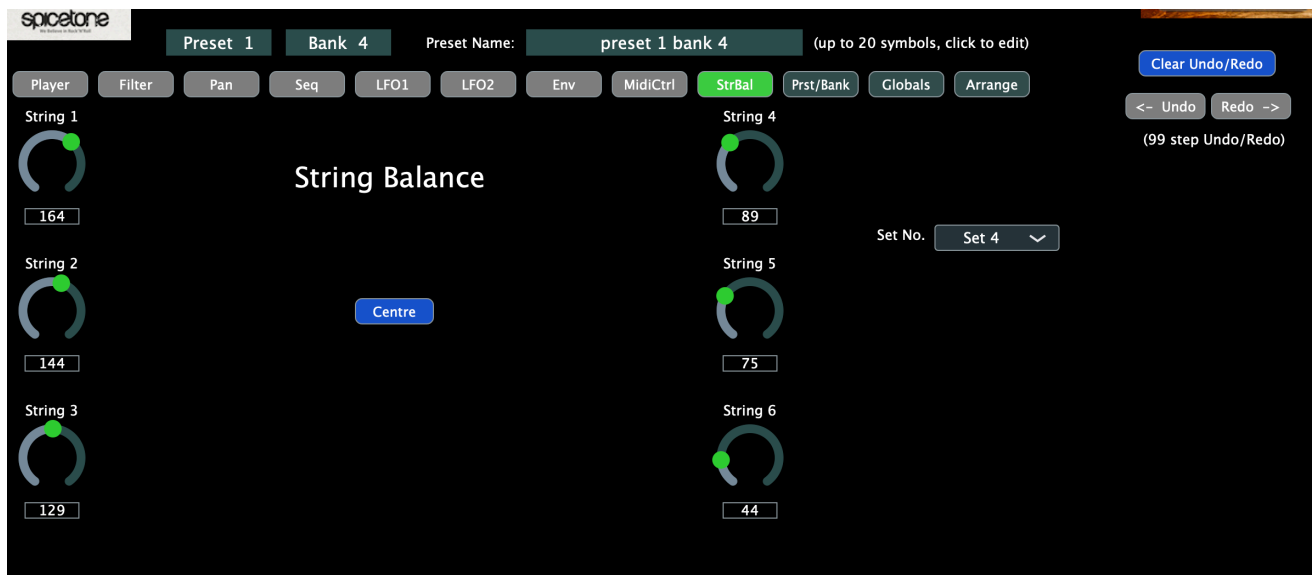


The other Preset panels (from Filter to Midi Control) are organized in the way that left part imitates 6Appeal interface with pots and LEDs and in the right part there are menu selections in some more open spelled way. You may do your selections on either side, clicking on LEDs or menu items, whichever way you prefer.

You may change also Presets here, whether by **Prev/Next** buttons or by Encoder in the centre of LED clock. The latter is a difference to 6Appeal behaviour as Encoder there is selecting active LED in the clock. This is not needed for Editor and we decided to keep a convenient way to change Presets instead. Please remember that changing Presets in the Bank does not lose modifications done in Preset as long as you do not power off 6Appeal or do not change Bank.

Obviously, all the pots and LEDs in Editor are labelled with correct parameter names – this is huge advantage to compare with editing in 6Appeal. In fact, using both Editor and 6Appeal together for sound design can make the whole process more intuitive (see section 3.6).

3.4.3 String Balance Menu



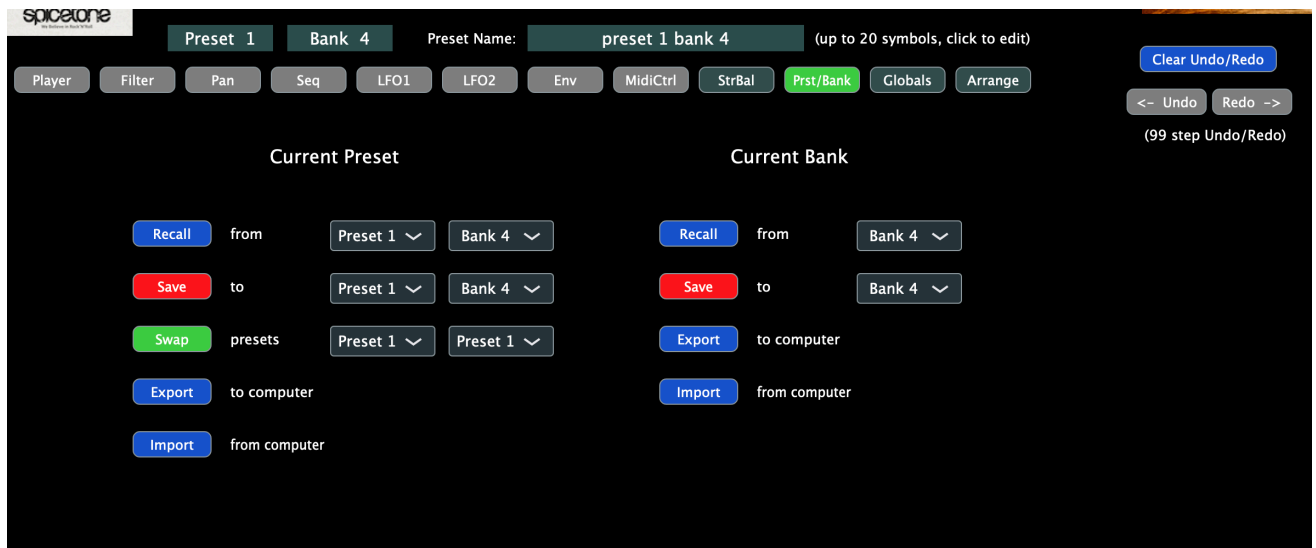
This is a new feature starting from 6Appeal firmware 1.2.0 and allows to adjust the Gain of every string separately. It is a global feature and there is 4 different String Balance Sets available – the main goal to have different adjustment for different instruments. You may select the active Set from pulldown Menu on the right. When changing the Sets, please remember that active set will be the Set what is selected here when leaving the Menu.

Please notice that the actual Gain adjustment is strongly nonlinear – it changes exponentially from minimum to maximum. This means that the gain change from minimum to mid value is relatively mild and from mid to maximum value the change is significantly stronger. It is especially sharp in close to the maximum value. The **Centre** knob in the middle takes all pots to centre.

It is also possible to use String Balance in creative way making some special sets. Therefore, there is possibility in particular Preset ignore the Global selection and use other Set instead. This can be done in “Pan” menu with parameters in LED clock 9 and 10 – see 6Appeal manual about.

Please remember that global parameter changes are not included to Undo/Redo and the respective knobs in these menus are always greyed out.

3.4.4 String Balance Menu

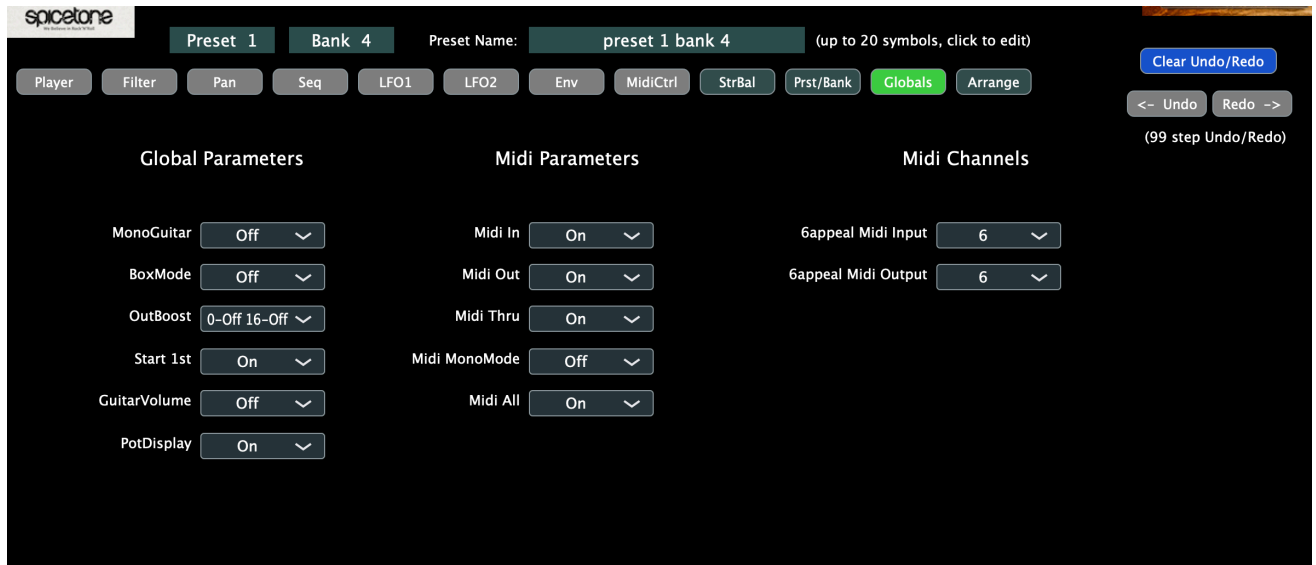


This is a dedicated menu for working with Presets and Banks. These can be saved and recalled, also exported to computer or imported from computer. You may also swap positions of two Presets in current Bank (see also Arrange Menu for more flexibility to organize Presets in Bank).

When exporting to or importing from the computer you select the folder to work and file name by your Operating System folder/file selection menus. Please use this possibility to backup you Presets and/or interchange Presets with other users.

The export and import of Banks take some time because all Presets are read from or written to 6Appeal over quite slow Midi Interface – please allow time for. The progress is shown in Editor Messages window.

3.4.5 Globals Menu

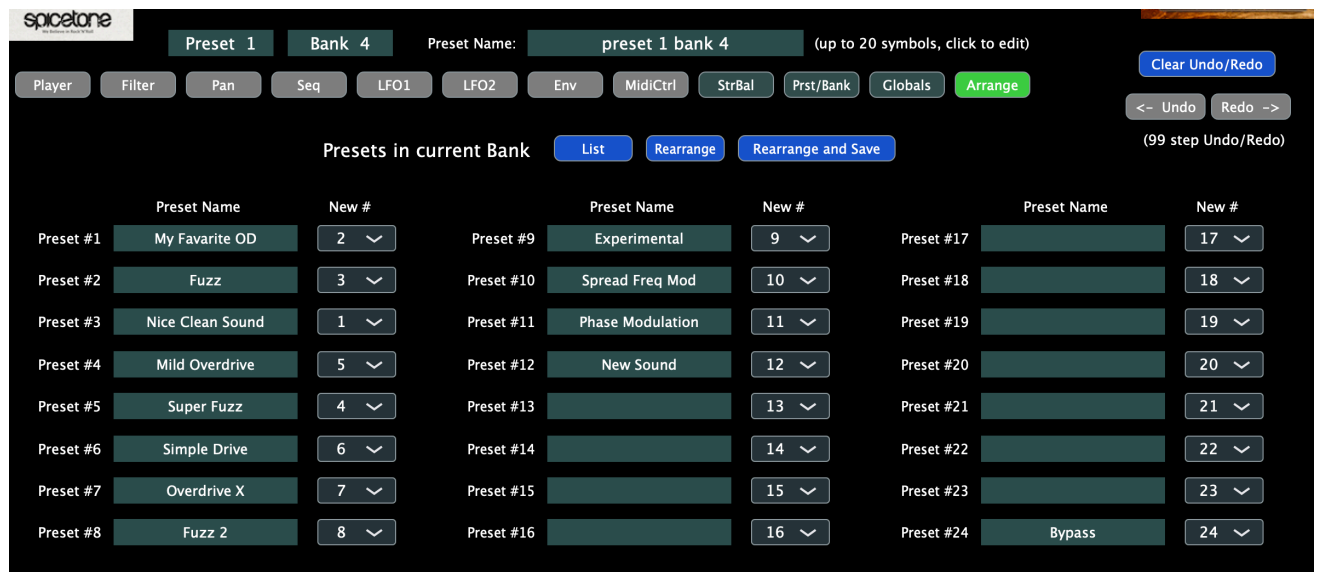


This is a dedicated menu to change Global Parameters in 6Appeal, which are selected by respective pulldown menus. Please remember that Global Parameters are not included to Undo/Redo.

Some of Midi Parameters are not immediately updated to 6Appeal, because Editor needs specific Midi state to work with 6Appeal (Midi In and Out ON, MidiThru and MidiAll OFF). The original or modified state of these parameters are updated to 6Appeal at Editor close. Please notice that if Editor closes abnormally (for instance, by Force Quit) this update process is not performed.

Please do not change Midi parameters from 6Appeal when working with Editor: this may break the duplex character of the process or even break up the editing process completely.

3.4.6 Presets Arrange Menu



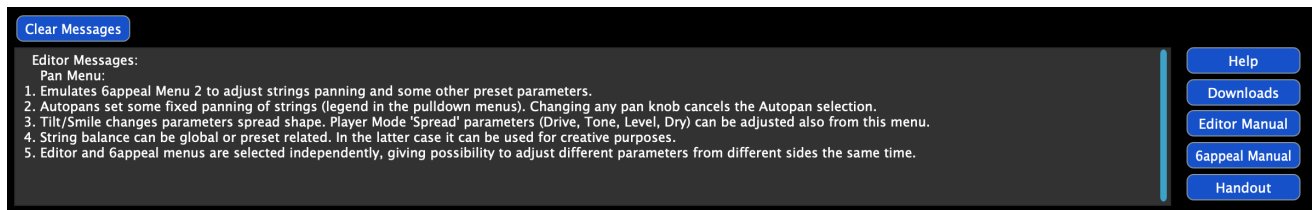
This is a dedicated menu to organize your Presets in Bank. At first, to get current Presets listed, please press the **List** button (it takes some time to read all Presets from 6Appeal).

Next you may name or rename Presets and select from the right column (New #) new position for every Preset in current Bank. The actual rearrangement is done by clicking **Rearrange** or **Rearrange and Save** button. After you may list the Presets again and continue with arrangement. Just, do not forget to save your new arrangement at some point, not to lose your valuable work.

And please remember that it is always useful to export your Presets from 6Appeal to computer for backup purposes before any significant changes.

It is also important to understand that during editing process the Preset parameters in fact are stored in 6Appeal. If 6Appeal has power off during editing, the changes are going to be lost (if they have not been saved to non-volatile memory before power off). Editor itself does not store parameters. Please always save your Presets before completion of editing.

3.5 FOOTER – EDITOR MESSAGES AND HELP



In the lower part of the screen is Editor Messages window. In particular case above, there is listed “Pan Menu” Help, which can be done by clicking **Help** knob on the right. The Help is for current active Menu.

Editor uses this window also for listing any problems or give progress information for long operations. You can scroll the window by scroll ribbon on the right. You may clear the window clicking **Clear Messages** button.

The **Downloads** button on the right takes you to Spicetone website Downloads area (in your default Web Browser). Three buttons below it open respective Manuals, again, in your default Web Browser.

3.6 SOME HINTS TO WORK WITH EDITOR

It is obviously much simpler to select menu items from Editor than it is to perform the same in 6Appeal menus. But, we have found that adjusting sound by pots in 6Appeal is often more tactile than doing it by mouse in computer screen, especially when having guitar in your hands. Please remember that being in Menus in 6Appeal, the Prev/Next knobs in 6Appeal browse through menus, the FX/Esc knob switches back to Player Mode and, being in Player Mode, you may get into the menus by short clicking the Encoder knob.

Often you may want to adjust two menus the same time. For instance, when adjusting some modulation it is useful to have access to main parameters the same time. In this case you may find useful to work in the way that being in one menu in Editor and in some other menu in 6Appeal the same time.

And please think about possibility to use some External Midi Controller to make your workflow more tactile. Even having control over some main distortion and filter parameters from Controller may make your sound creation process much smoother.

Enjoy working with the Editor!

4 SOFTWARE UPDATE (EXCERPT FROM THE USER MANUAL)

4.1 HOW TO CHECK SOFTWARE VERSION

To checking the software version of your 6Appeal, you have to read colour codes in Menu 10 Clock Position 12.

SWVERSION Menu 10 Clock 12: Submenu 10.12 of software version
SUBMENU 10.12 Global.SWVer (X.Y.Z.) X=Clock 1...3, Y=Clock 4...8, Z=Clock 9...12 On (R/Y/G) / Off (D)

	Clock1	Clock2	Clock3	Clock4	Clock5	Clock6	Clock7	Clock8	Clock9	Clock10	Clock11	Clock12
	X2	X1	X0	Y4	Y3	Y2	Y1	Y0	Z3	Z2	Z1	Z0
1.0.0	0	0	1	0	0	0	0	0	0	0	0	0
1.2.3	0	0	1	0	0	0	1	0	0	0	1	1
4.5.6	1	0	0	0	0	1	0	1	0	1	1	0
7.31.15 - Max	1	1	1	1	1	1	1	1	1	1	1	1

0 - LED is OFF

1 - LED is On

Another way to explain it:

	Clock1	Clock2	Clock3	Clock4	Clock5	Clock6	Clock7	Clock8	Clock9	Clock10	Clock11	Clock12
	X2	X1	X0	Y4	Y3	Y2	Y1	Y0	Z3	Z2	Z1	Z0
1.0.0												
1.2.3												
4.5.6												
7.31.15 - Max												

There's a binary code reference table on the next page.

5-bit binary code table

DEC	BIN4...BIN0	X	Y	Z
0	00000			
1	00001			
2	00010			
3	00011			
4	00100			
5	00101			
6	00110			
7	00111			
8	01000			
9	01001			
10	01010			
11	01011			
12	01100			
13	01101			
14	01110			
15	01111			
16	10000			
17	10001			
18	10010			
19	10011			
20	10100			
21	10101			
22	10110			
23	10111			
24	11000			
25	11001			
26	11010			
27	11011			
28	11100			
29	11101			
30	11110			
31	11111			

4.2 HOW TO UPDATE

Occasionally Spicetone offers software updates that boost your pedal's capabilities or smooth the experience. Please note that software updates are not mandatory.

As the updater software is provided by third party (Texas Instruments) and performed by you, Spicetone cannot guarantee that everything goes well. If something goes bad, drop an email to support@spicetone.com, and we will try to find a solution.

First of all, never plug your 6 Appeal effect device off during software update. Ensure a good electrical connection. Loss of power can brick your pedal.

This being said, actual process should not be too hard to follow, if you have done similar with other devices. You even do not lose your presets, unless the update is stated to change to user interface in great scale. For software update you need a USB cable (mini USB to USB2 or USB3 or anything similar you have on your computer).

Currently firmware update is limited to be performed on Windows operating systems only.

Firmware Update Guide:

1. Go to www.spicetone.com and find the update package for your device. Download it and unpack. The unpacked directory contains `dfuprog.exe` performing the update. You will also find *bin* and *bat* files specific to firmware version.
2. Connect 6Appeal to you computer with USB cable.
3. Bring the device into DFU (Device Firmware Update) mode:
 - a. Disconnect dc supply cable from 6Appeal.
 - b. While pressing PREV, ENC, NEXT simultaneously, connect dc supply cable to 6Appeal. Do not confuse with PREV, FX, NEXT! Correct is left and right footswitch + encoder.
 - c. LEDs flash and become dark.
 - d. If correct driver installed, your computer should automatically detect "TivaWare Device Firmware Upgrade" shown in Device Manager of Windows Control Panel. If your computer does not find 6Appeal (device driver installation failed), please follow Driver Installation Guide below.
4. Double-click `prog_x.y.z.bat`, normally you would choose the latest version.
5. Security Warning dialog box may appear, click Run to continue.
6. Terminal window opens, showing the progress.
7. If programmed successfully, 6Appeal restarts.
8. You can close terminal window by pressing any key. You are done!

Follow Driver Installation Guide when running device firmware update first time or when Windows Control Panel Device Manager shows unrecognised device "Stellaris Device Firmware Update" under section "Other devices" after running step #3.b above:

1. Download the device driver package from www.spicetone.com
2. Bring the device into DFU mode.
3. Open Device Manager of Windows Control Panel. Right mouse click on device "Stellaris Device Firmware Update" and select "Update Driver Software".
4. Browse for downloaded and unpacked directory "`dfuprog_driver_win`" and check "Include subfolders".
5. Click "Install" when prompted to install device software.
6. "TivaWare Device Firmware Upgrade" should appear in Device Manager.
7. Repeat Firmware Update Guide steps #3-8.

After the update we suggest to enter Menu 10 (short click ENC, browse to Pot 10 blinking) and reload defaults by holding ENC + FX/ESC longer than 2 seconds. Also, some updates might add or change menus, like how many slots are used and what are the values – in that case you either have to toggle corresponding slots with ENC once or load initial preset. We will notify if it's needed. We will notify it in the release notes if it is needed.

If driver installation fails or `prog.bat` fails to program the device please email us support@spicetone.com.