Axom Max

Hybrid Audio Processor

MELOFTY Axom Max User Manual V1.7.4 2026.8.31

Amplifier Modeler | Instrument Modeler | Synthesizer | Effects Processor | AI Tone Modeler

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1 Precautions

Please Read Before Use

Power

- Use only a power supply that has been approved by the relevant regulatory authorities and complies with local safety standards (such as UL, CSA, VDE, or CCC).
- Use only a power supply that meets the manufacturer's specified requirements.
- Disconnect the power supply when the unit is not in use or during thunderstorms.

Placement

To avoid deformation, discoloration, or other serious damage, do not expose this unit to the following conditions:

- Direct sunlight
- Near heat sources
- Dusty or unclean places
- Magnetic fields
- High temperature and humidity
- High humidity or moisture
- Strong vibrations or shocks

About Wireless Devices

- This device operates in the 2.4 GHz frequency band.
- Operating frequencies: 2412MHz-2472MHz.
- Maximum RF transmit power: 18.3 mW.
- Do not modify, replace, or alter the antenna, RF hardware, or any other components that may affect wireless performance or regulatory compliance.
- When using this device on aircraft, in medical facilities, or in other locations where the use of wireless devices is restricted, comply with the requirements of the relevant operators, institutions, and applicable local laws and regulations.
- Users with cardiac pacemakers or other implanted medical devices should follow the medical device manufacturer's recommendations regarding the use of wireless devices and safe separation distances.

Cleaning

Clean only with a soft, dry cloth. Do not use abrasive cleaners, alcohol, paint thinner, wax, solvents, detergents, or chemical agents.

Operation

- Do not apply excessive force to the switches or controls.
- Please do not let paper scraps, metal debris, or other items fall inside the unit.
- Do not drop or subject the unit to impact or excessive pressure.
- Do not modify the unit without authorization.
- For all repair concerns, please contact the MELOFTY customer service center.

2 Overview

1. 7-inch high-definition touchscreen with intuitive UI design for a straightforward and convenient user experience.
2. Equipped with the exclusive DeepSynth algorithm, allowing tone to break free from tradition.
3. Open new MFIM speaker capture technology for capturing real speaker/clipping effect devices.
4. Rich effect modules and types, with support for loading and using sampled data of speaker and clipping effects.
5. Supports loading third-party IR cabinet simulation sample files, with a maximum of 2048 points.
6. Multiple jacks meet user needs in different scenarios.
7. Configurable series/parallel effects loop, supports connecting external effects, and allows adjusting the position of send and return nodes in the effect chain.
8. Can act as a MIDI receive device controlled by external MIDI controller commands, or as a control device to control external MIDI equipment.
9. Built-in stereo phrase looper with a maximum record time of 3600s, including one-key reverse/half-speed playback.
10. Supports connection to dedicated computer editing software and mobile app, allowing editing, uploading, and downloading of presets and sample data.
11. Supports Bluetooth audio input for backing track playback.
12. Professional low-delay ASIO USB audio interface function, compatible with major DAW software, providing users with a convenient audio workstation solution.

3 Panel Description

Main Panel

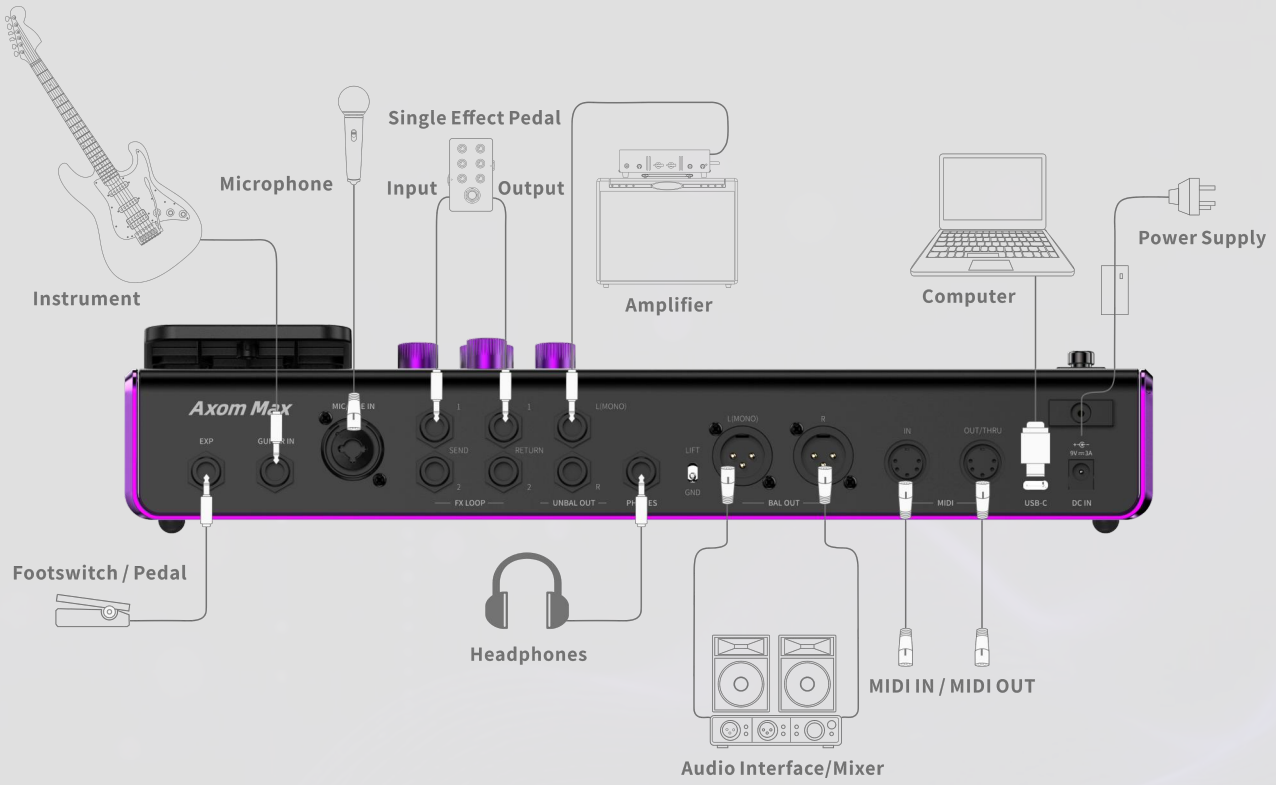
1. Power button: Long press for 1.5s to power on/off; short press to lock/unlock the screen after power-on.
2. 7" color touchscreen: Displays status and information for each interface.
3. VALUE encoder: Enables preset tone selection and parameter editing in different interfaces.
4. UNBAL OUT unbalanced output volume knob: Volume adjustment for the unbalanced output jack.
5. BAL OUT balanced output volume knob: Volume adjustment for the balanced output jack.
6. PHONES output volume knob: Volume adjustment for the headphone jack output.
7. HOME button: Press to return to the main interface, toggle between Stage View and Edit View.
8. SYSTEM button: Press to enter the system settings menu interface.
9. SAVE button: Press to perform a save operation.
10. EXP button: Press to enter the pedal settings interface.
11. FS 1: Short press for TAP TEMPO, long press to enter the Function interface/Exit to return to the main screen.
12. FS 2: Short press to switch up through preset tone banks, long press to enter the Looper recording loop function.
13. FS 6: Short press to switch down through preset tone banks, long press to enter the Tuner function.
14. FS 3/FS 4/FS 5/FS 7/FS 8/FS 9: In different footswitch modes, switch between preset/scene/stomp control.
15. Footswitch/pedal mini screen: Displays the current footswitch/pedal function.
16. Built-in expression pedal: Can be set as a volume, wah pedal, or expression pedal for other parameters.
17. S Ambient LED strip: LED ambient light strip with customizable lighting modes.

⚠ Note: Footswitch modes: Axom Max includes four footswitch modes for users to choose according to preference: RIG (preset mode), SUBPATCH (scene mode), STOMP (stomp mode), and HYBRID (hybrid mode). Refer to the Footswitch Mode Settings section of this manual for details.

Connections

1. EXP 3 jack: 1/4" external pedal jack, connects to an external expression pedal (use a 1/4" stereo audio cable).
2. GUITAR IN jack: 1/4" mono input jack, connect a guitar or bass instrument to this jack.
3. MIC/LINE IN jack: Combo input jack, connects a microphone or line-level input signal.
4. FX LOOP SEND 1/2 jack: 1/4" mono effects loop send jack, connects to the input jack of an external device.
5. FX LOOP RETURN 1/2 jack: 1/4" mono effects loop return jack, connects to the output jack of an external device.
6. UNBAL OUT output jack: 1/4" unbalanced output jack (L/R), connect this jack to the input jack of an amplifier, effects unit, or other audio device.
7. PHONES jack: 1/4" TRS headphone output jack.
8. GND/LIFT switch: XLR output ground lift switch. When low-frequency hum occurs on the XLR jack, try switching this switch to the other position to effectively resolve noise caused by ground loops.
9. BAL OUT output jack: XLR balanced output jack (L/R), connect an XLR cable to transmit balanced signals to monitors, audio interfaces, mixers, PA systems, and other devices.
10. MIDI jack: 5-pin MIDI jack, use a 5-pin MIDI cable to connect to a MIDI controller or controlled device.
11. USB-C port: Used to connect to a computer for using the companion computer editing software or USB digital audio interface functionality.
12. 9V power jack: Connect the included power adapter.
13. Cable clip: Used to prevent accidental disconnection of the power cord, which could cause power loss.

4 Connection Diagram



5 Quick Start

Power On

- Connect the device's inputs and outputs according to the connection scenarios described above.
- Rotate the volume knob on the panel to the minimum position.
- Connect the included power adapter and turn on the power switch.
- After powering on and entering the interface, adjust the volume to a level as needed.

Understanding the Main Interface

Axom Max includes two main interfaces: (Stage View) and (Edit View). Press the Home button on the panel to cycle between them.

Stage View:

This interface prominently displays the current preset number and name, allowing performers to easily monitor tone information during performances.

1. Preset number and name: Displays the current preset number and name. Click the left/right arrows to switch presets.
2. Scene number and name: Displays the scene number and name under the current preset.
3. Input signal level: Displays the current input signal level.
4. Output signal level: Displays the current output signal level.

Edit View:

This interface aggregates almost all function entries of Axom Max. Here, you can freely edit the effect chain; perform saves; access the preset list; configure global input/output; and open the tuner, BPM, looper, and other functions.

1. Preset number and name: Displays the current preset number and name. Click to expand the preset list.
2. Input level indicator: Displays the current input signal level. Tap to enter the global input settings screen.
3. Output level indicator: Displays the current output signal level. Tap to enter the global output settings screen.
4. SUBPATCH scene number: Displays the current preset SUBPATCH scene number.
5. STOMP footswitch icon: Tap to expand the STOMP footswitch editing screen.

6. Save icon: Tap to enter the preset save screen.
7. CPU usage: Displays the current CPU resource usage.
8. Effect chain area: Area for effect chain operations.
9. Tuner icon: Tap to enter the tuner function screen.
10. Loop recorder icon: Tap to enter the loop recorder function screen.
11. BPM setting: Displays the current BPM tempo. Tap to enter the BPM setting screen.
12. Link edit icon: Tap to enter link edit mode, allowing free editing of signal routing between A/B chains.
13. DeepSynth icon: Tap to enter the synthesizer quick preset function screen.
14. MFIM icon: Tap to enter the sampling function screen.
15. Cloud icon: Tap to enter the cloud download function screen.
16. System icon: Tap to enter the system settings screen.

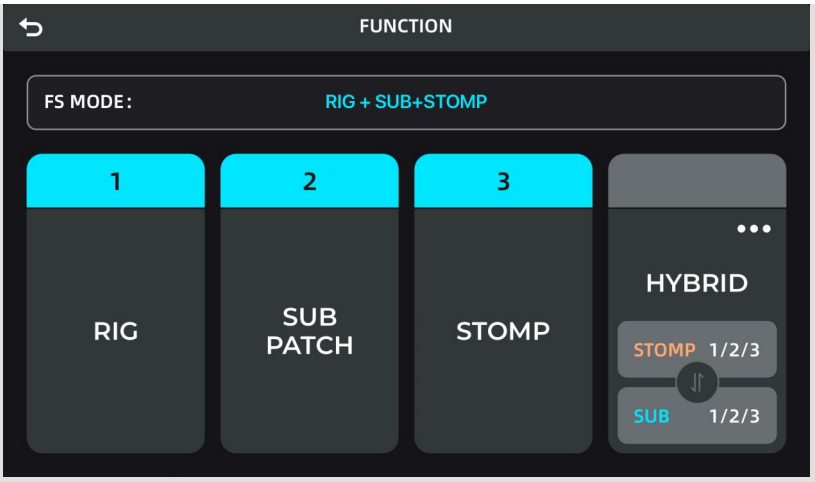
3. Preset Selection

After powering on, you can select a preset using the following methods:

1. On the Stage View, tap the left/right arrow icons to switch presets.
2. On the Stage View or Edit View, rotate the VALUE encoder to select a preset.
3. On the Edit View, tap the preset name to expand the preset list.
4. In the Stage View/Edit View, press footswitches FS 3/FS 4/FS 5/FS 7/FS 8/FS 9 to switch between presets within the current preset group. Press footswitches FS 2/FS 6 to switch up/down between preset groups and enter the preset group interface. Within the interface, press footswitches FS 3/FS 4/FS 5/FS 7/FS 8/FS 9 again to perform a cross-group preset switch.

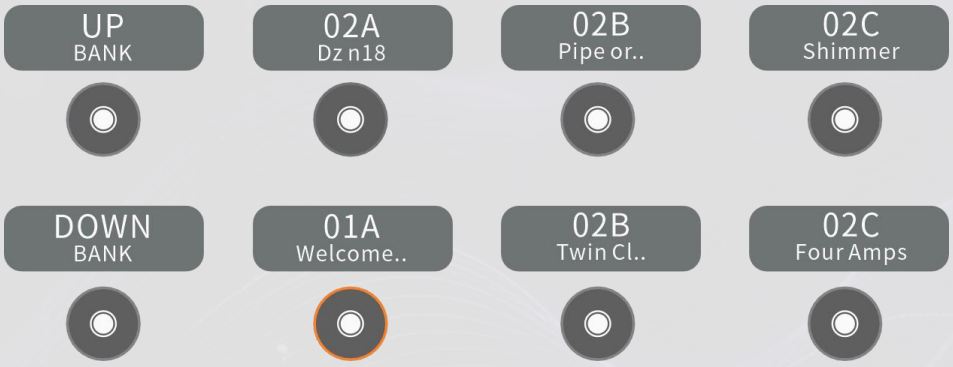
4. Footswitch Mode

1. Axom Max offers four footswitch modes: RIG, SUBPATCH, STOMP, and HYBRID. Users can select and arrange the modes they need according to their preferences.
2. In the main interface (including the Edit View and Stage View), press and hold footswitch FS 1 to enter the Function interface. Tap the screen icon or press footswitches FS 6/FS 7/FS 8/FS 9 to select a footswitch mode. After exiting the interface, press footswitches FS 2/FS 6 simultaneously to switch footswitch modes.



RIG:

In Preset Mode, footswitches FS 3/FS 4/FS 5/FS 7/FS 8/FS 9 display two preset groups simultaneously. The footswitch LED of the current preset lights up to indicate its active status. Press footswitches FS 2/FS 6 to enter the group switching interface and directly switch to the next/previous preset group, switching by two groups sequentially (e.g., 01-02 → 03-04).



SUBPATCH:

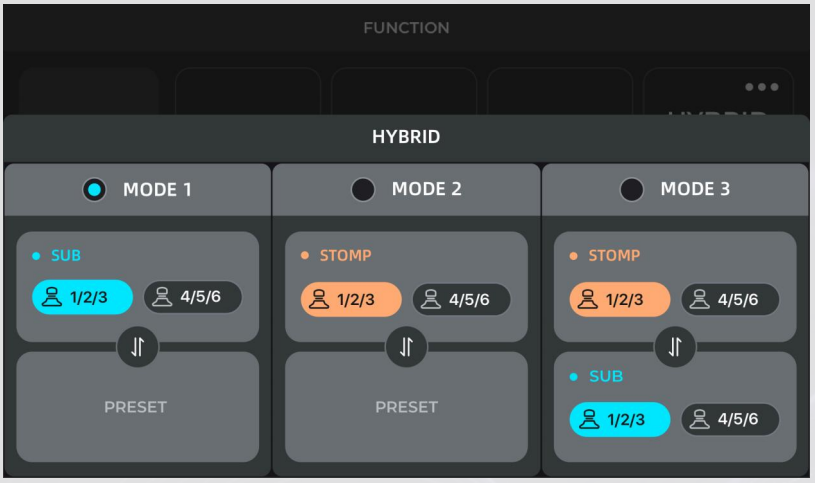
In Scene Mode, footswitches FS 3/FS 4/FS 5/FS 7/FS 8/FS 9 display all six scenes in the current preset. The footswitch LED of the current scene lights up to indicate its active status. Press footswitches FS 2/FS 6 to enter the group switching interface and preview the current group. Press again to switch by two groups sequentially (e.g., 01-02 → 03-04).

STOMPBOX:

In Stompbox Mode, footswitches FS 3/FS 4/FS 5/FS 7/FS 8/FS 9 display all six stompbox controls in the current preset. When a controlled module is enabled, the footswitch LED lights up to indicate its active status. Press footswitches FS 2/FS 6 to enter the group switching interface and preview the current group. Press again to switch by two groups sequentially (e.g., 01-02 → 03-04).

HYBRID:

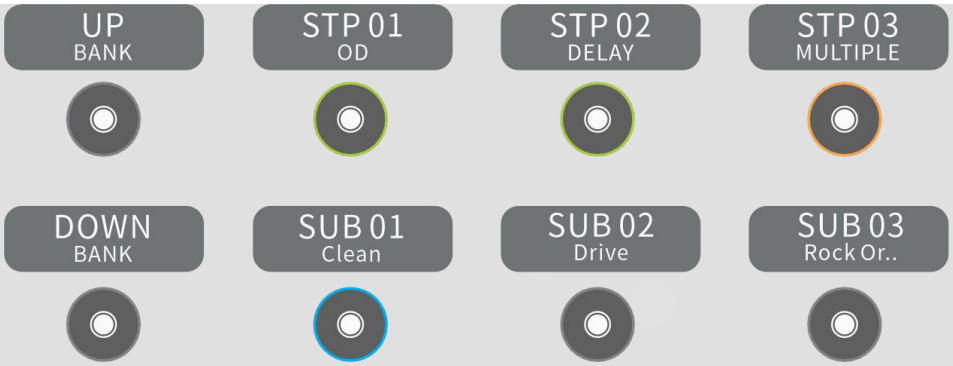
HYBRID Mode Selection: Tap the upper right corner of HYBRID mode to expand the mode selection interface. Tap MODE 1/2/3 to switch between hybrid modes. For SUB/STOMP, tap 123/456 to switch the footswitch number display.



MODE 1: SUB+PRESET;

MODE 2: STOMP+PRESET;

MODE 3: STOMP+SUB。



6 Function Operations

Preset Editing

Before starting editing, it is recommended to open an empty preset (file named Empty) for operation.

Preset Composition:

The Axom Max preset includes the following:

All effect models loaded in the current effect chain, the effect chain structure and order, input/output selection, module on/off status, parameter settings, scene settings, stompbox control settings, pedal parameter settings, BPM tempo value (when set to preset), preset name, and color label.

Loading Effects:

Tap an empty effect slot (showing a + sign) on the effect chain to jump to the effect module list. The left side shows the effect category list, and the right side shows the specific effect models.

⚠ Note: The Axom Max effect chain is divided into two chains, A and B, each with 9 effect loading slots. It uses a dynamic loading method and supports loading different effects from the same module repeatedly. The number and frequency of module loads are allocated by the system's background operations. Users can refer to the CPU usage in the upper right corner of the main interface to check the current resource margin. Modules that do not meet the loading conditions will be grayed out (unselectable) in the list.

Effect On/Off

Swipe up/down on the effect block icon on the touchscreen to toggle the block ON/OFF;

Effect Chain Editing

The dual effect chains of the Axom Max support various routing structures through signal routing settings to meet diverse usage needs. You can tap the CHAIN icon at the bottom of the main editing interface to enter the chain editing mode:

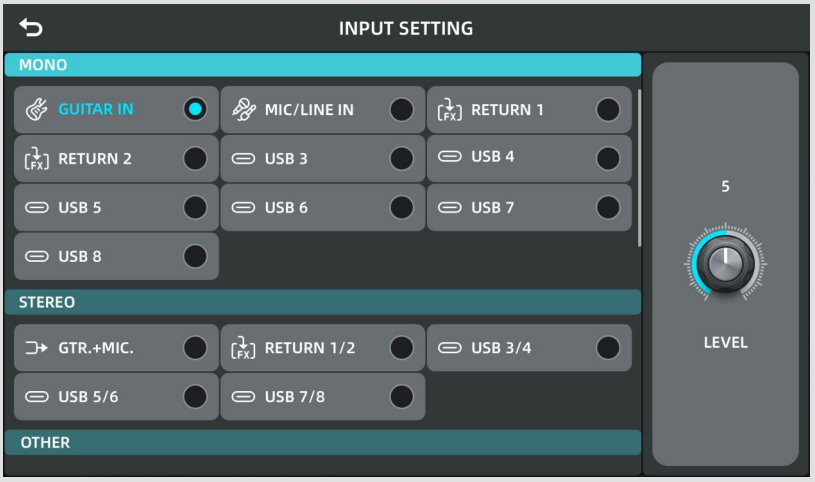
Quick Settings:

- Parallel: No connection between A/B effect chains, A chain input: Guitar In / output: Multi Out, B chain input: None / output: None
- Split→Merge: A chain input connects to B1 module, B9 module connects to A chain output, A chain input: Guitar In / output: Multi Out, B chain input: None / output: None
- A/B→Y: B9 module connects to A chain output, A chain input: Guitar In / output: Multi Out, B chain input: Guitar In / output: None
- Y→A/B: A chain input connects to B1 module, A chain input: Guitar In / output: Multi Out, B chain input: None / output: Multi Out
- Series: No connection between A/B effect chains, A chain input: Guitar In / output: To Chain B, B chain input: None / output: Multi Out

Manual Editing:

- Tap to select an effect block; the selected block and connectable blocks will light up, showing a dashed connection line;
- Tap a connectable block to complete the connection and automatically return to the block selection;
- Tap an empty area to cancel the connection and return to the block selection interface;
- Tap a selected block, then tap its connected block to delete the connection
- After editing, tap the back icon to exit the chain editing

Effect Chain I/O Settings



MONO:

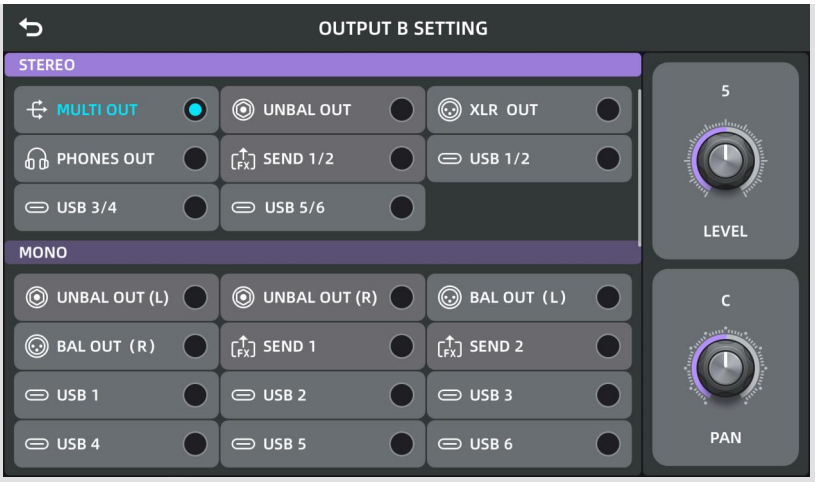
- GUITAR IN: GUITAR IN 1/4'' input jack
- MIC/LINE IN: COMBO input jack
- RETURN1: RETURN1 1/4'' input jack
- RETURN2: RETURN2 1/4'' input jack
- USB3: USB3 channel
- USB4: USB4 channel
- USB5: USB5 channel
- USB6: USB6 channel
- USB7: USB7 channel
- USB8: USB8 channel

STEREO:

- GTR+MIC.: GUITAR IN, MIC/LINE IN stereo input
- RETURN1/2: RETURN1, RETURN2 1/4" TS input jack
- USB3/4: USB3/4 channel
- USB5/6: USB5/6 channel
- USB7/8: USB7/8 channel

OTHER:

- NONE: No input



STEREO:

- MULTI OUT: UNBAL OUT, BAL OUT, PHONES OUT, USB1/2 multi-output
- UNBAL OUT: 1/4'' TS jack (L/R)
- BAL OUT: XLR jack (L/R)
- PHONES OUT: 1/4" TRS jack
- SEND1/2: SEND1, SEND2 1/4" TS jack
- USB1/2: USB1/2 channel
- USB3/4: USB3/4 channel
- USB5/6: USB5/6 channel

MONO:

- UNBAL OUT (L): 1/4" TS jack left channel
- UNBAL OUT (R): 1/4" TS jack right channel
- BAL OUT (L): XLR jack left channel
- BAL OUT (R): XLR jack right channel
- SEND1: SEND1 1/4" jack
- SEND2: SEND2 1/4" jack
- USB1: USB1 channel
- USB2: USB2 channel
- USB3: USB3 channel
- USB4: USB4 channel
- USB5: USB5 channel
- USB6: USB6 channel

OTHER:

- NONE: No Output
- TO CHAIN B: Route the output signal of Chain A to the input of Chain B

Move Effect

When adjusting an effect preset, the order in which the signal passes through the blocks will have different effects on the tone result. Therefore, moving the relative order of blocks in the effect chain is not only a matter of operational convenience, but also a common operation in tone adjustment.

On the touchscreen, tap and drag the effect icon left/right or up/down to move the target's position in the effect chain.

> ⚠ Note: If one of the A/B effect chains is full (no empty effect slots), you cannot move an effect block from the other chain into it.

Delete Effect

If you need to remove an effect during adjustment, simply press and hold the target block icon on the touchscreen until a delete symbol appears, then tap the delete symbol to remove the effect from the chain.

After deleting, tap the blank area of the effect chain to return to normal state (the delete icon disappears).

Parameter Editing

After loading, tap the block icon to enter the parameter editing interface. In this interface, you can adjust parameters in the following two ways.

Method 1: Tap the parameter knob on the touchscreen, then use a rotating gesture around the knob or an up/down gesture to adjust the parameter value.

Method 2: Tap to select the target parameter knob, then rotate the VALUE encoder to adjust the parameter value.

If the parameters exceed one page, swipe left/right or tap the page number to turn the page.

Change Effect Model/Type

To change a loaded effect block to another category/model, simply tap the effect name area in the upper left corner of the parameter editing interface. The interface will jump to the category/model list, where you can select the effect category and specific effect model you want to change to.

> ⚠ Note: Due to the large number of models for Inst.Sim, Synth, Amp, Cab, and Amp & Cab, the category list and model list entries are placed separately to optimize the user experience.

BPM Tempo Setting

Some effects of Axom Max, such as the DELAY and MOD, can be set to control time values and rates via BPM tempo to meet the needs of different song tempo.

Tap the BPM icon on the main editing interface to enter the tempo setting interface

There are four ways to set the tempo value.

Method 1

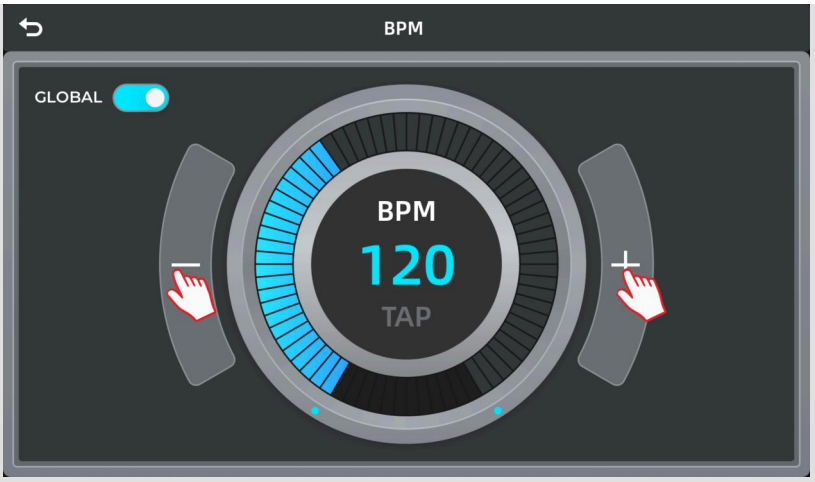
Tap the outer edge of the dial on the touchscreen and slide in an arc around the center to roughly adjust the tempo value.

Method 2

Tap the BPM value repeatedly on the touchscreen to set the tempo via tap tempo.

Method 3

Tap the -/+ icons on either side of the touchscreen to decrease/increase the BPM value one by one.



Method 4

On any screen, press the FS 1 footswitch repeatedly to set the tempo via tap tempo.

You can quickly adjust to the desired BPM tempo value using any one of the four methods above, or a combination of them.

The Global on/off on this screen sets the scope of the tempo. If it is set to 'Off', the tempo value only applies to the current preset; other presets can have different values. If it is set to 'On', the tempo value applies to all presets, and all other presets will have their tempo values unified to the currently displayed value.

Preset Save

After adjusting the tone settings, press the SAVE button on the panel or tap the save icon on the main editing screen to save.

Save path: Click PRESET LIST and POSITION to expand the preset folder and encoder list. The default is the current preset path; you can change the save path as needed.

The color block area allows you to set a color label for the preset. The color label set here will be associated with the following:

1. The color of the preset name on the main screen (including the editing main screen and the performance main screen).

2. The color of the preset footswitch LED.

3. The color display of the large color block on the preset group switching screen.

You can set specific presets to the same or a specific color, so you can quickly switch to the target tone during performance without much thought.

Enter the preset name using the keyboard area below, and click the preset number dropdown box to the left of the preset name to perform a Save As operation.

After completing the operation, tap 'SAVE' or press the SAVE button again to confirm saving. To cancel saving, tap the exit icon in the upper left corner or press the 'HOME' button.

SUBPATCH Editing

Each preset on the Axom Max contains 6 SUBPATCH. When the footswitch is in SUBPATCH mode or a hybrid mode that includes SUBPATCH scenes, you can change the on/off status of effect chain models and parameter states with one press, enabling significant tone changes.

Tap the SUBPATCH icon (e.g., S1, S2...) on the effect chain interface to open a selection box, then tap to switch SUBPATCH. Tap the edit icon on the right to change the corresponding SUBPATCH name.

In each SUBPATCH scene's effect chain, the module types and quantity are consistent. Adding or deleting a module in any SUBPATCH scene will synchronously add or delete it in other SUBPATCH within the same preset.

Between different SUBPATCH scenes, the module Bypass/Active status and module parameters are synchronized by default. Adjusting parameters in one SUBPATCH will sync them to other SUBPATCH within the same preset.

To disable this linkage, enter the module parameter settings and enable SUBPATCH control. Once enabled, you can independently edit different status parameters of the module in each SUBPATCH scene. When switching SUBPATCH, the module status and parameters of the corresponding scene will be loaded.

When saving a preset, the current SUBPATCH scene will be saved as the preset's main tone. The next time you switch to this preset, it will directly switch to the SUBPATCH scene that was active when you last saved.

STOMP BOX EDIT

In STOMP mode, you can temporarily change a module's on/off status using a footswitch. In this mode, you can assign a footswitch to control one or more modules.

Controlling a single module: The footswitch's small screen displays the name of the currently controlled module (e.g., AMP, CAB, DELAY...). The footswitch icon and footswitch LED light up green to indicate the current status.

Controlling multiple modules: The footswitch's small screen displays 'MULTIPLE'. The footswitch icon and footswitch LED light up orange to indicate the current status.

Entering the STOMP BOX EDIT

Tap the STOMP footswitch icon on the main editing interface to expand the STOMP footswitch selection list. You can then tap to enter the editing interface for STOMP mode (01~06).

Assigning Control:

Tap to select one or more controlled effect modules. After editing, you can use this footswitch to toggle the modules on/off.

Mode selection: Tap the LATCHING/MOMENTARY icon to select the control mode.

1. LATCHING (Toggle mode): Press the footswitch to keep the function on or off; press again to toggle the state. Suitable for standard effect on/off control.

2. MOMENTARY (Trigger mode): The function is only active while the footswitch is pressed; releasing it automatically returns to the original state. Suitable for temporary switching, expression control, or improvisation.

Canceling control:

1. Tap the delete icon in the upper right corner of the controlled effect module to remove its controlled status.
2. Tap the DELETE icon on the expanded STOMP footswitch selection interface to clear all controls assigned to that footswitch.

EXP SETTING

Axom Max has built-in pedals (EXP1/2) and an external pedal (EXP3). EXP2 requires a 1/4" stereo cable to connect an external expression pedal.

Tap EXP SETTING on the SYSTEM screen, or press the EXP button on the panel to enter the pedal settings interface to calibrate and configure parameters for the two pedals.

BUILT-IN MODE:

The built-in pedals of Axom Max can switch between two modes by pressing the toe switch.

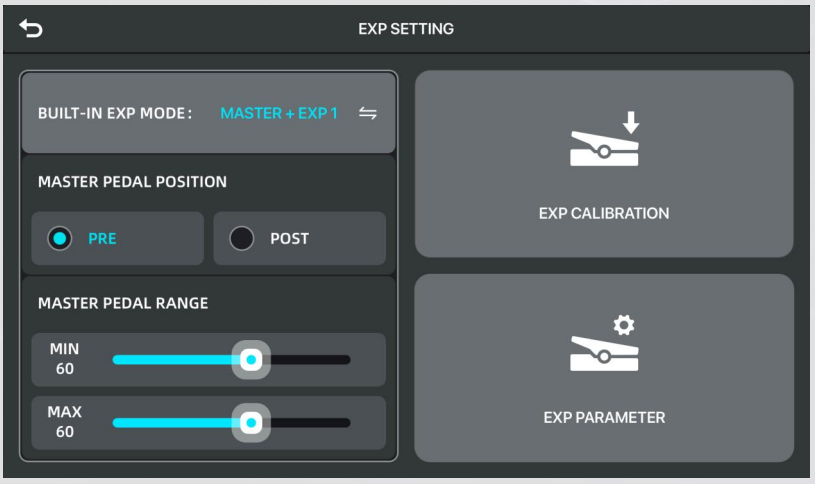
1. MASTER+EXP1: Master volume + parameter control mode
2. EXP1+EXP2: Dual parameter control mode

MASTER PEDAL POSITION:

When the built-in pedals of Axom Max are set to [MASTER+EXP1], you can set the master volume pedal position to [Pre] or [Post].

MASTER PEDAL RANGE:

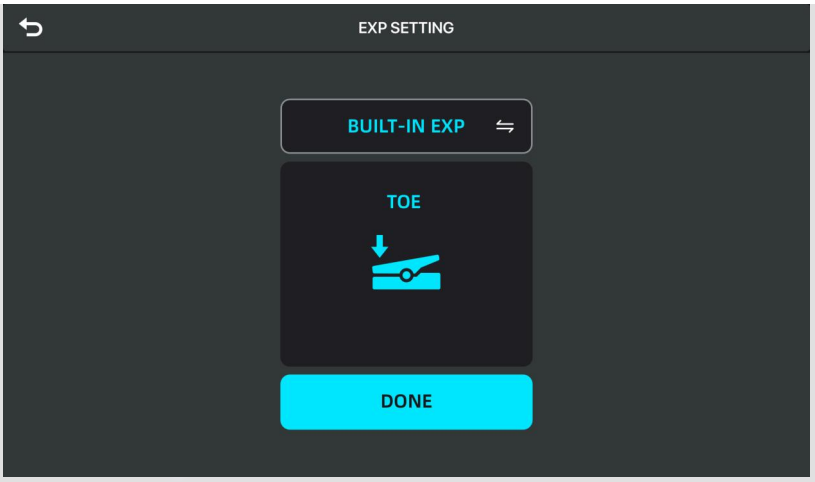
When the built-in pedals of Axom Max are set to [MASTER+EXP1], you can set the pedal's maximum/minimum volume range (0-100).



EXP CALIBRATION:

When using the pedal function for the first time, or if the pedal travel is abnormal or the pedal does not work, calibration is required.

Tap EXP CALIBRATION to enter the pedal calibration interface.

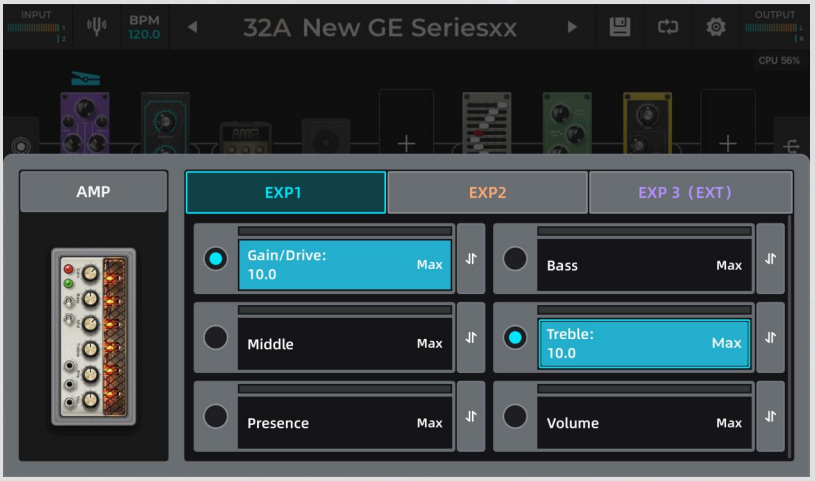


1. Tap the switch icon to toggle calibration between Built-In EXP (built-in pedal) and External EXP (external pedal).
2. Fully lift the pedal to the minimum position, then tap NEXT to proceed to the next step.
3. Fully press the pedal down to the maximum position, then tap DONE to confirm calibration is complete and jump to the EXP SETTING interface.
4. If calibration fails, it will automatically return to the first step; please recalibrate as prompted.

EXP CONTROLLER:

The expression pedal function of Axom Max covers almost all effect parameters.

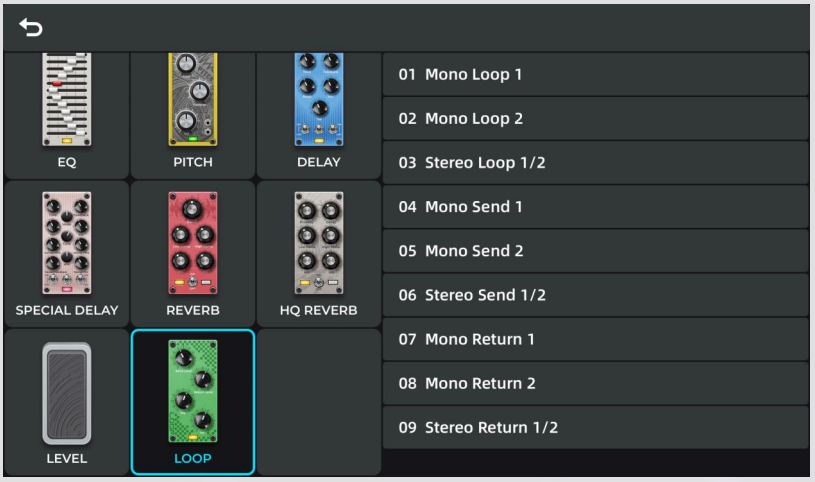
Tap EXP Controller to enter the pedal parameter settings interface, then tap an effect block to expand the parameter assignment list, where you can assign parameters to pedal control.



1. Tap EXP1/EXP2/EXP3(EXT) to switch parameter control between built-in 1/built-in 2/external pedal.
2. Tap to select a parameter; the blue/yellow/purple icon and parameter value indicate that the parameter is assigned to EXP1/EXP2/EXP3 control.
3. Tap the toggle icon on the right of the parameter value to switch between adjusting the minimum and maximum parameter range.
4. A pedal icon is displayed above the effect module to which the pedal is assigned.
5. To unassign: tap to deselect the parameter; tap the expand icon DELETE in the upper right corner to clear all controls at once.

FX Loop

The Axom Max is equipped with 2 sets of mono effect loops (SEND1/2, RETURN1/2), meaning the FX LOOP jacks support not only mono device connections but also external stereo devices.



Several common FX LOOP usage methods are listed below:

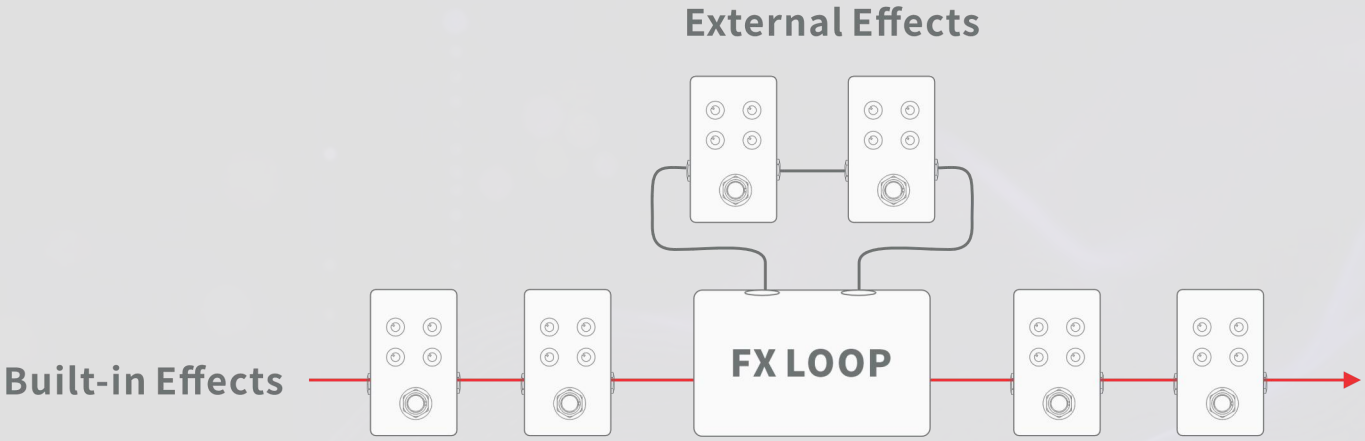
Connecting a Stompbox (Mono, Stereo):

Effect Loop Module Settings

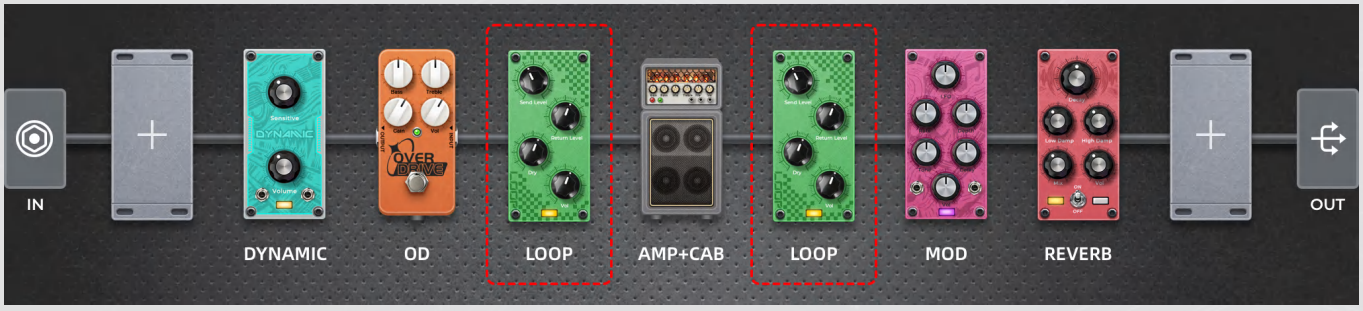
After connecting according to the device and usage requirements, you also need to load the effect loop module in the screen menu. There are two different setup methods based on the position of the send/return in the effect chain:

Same-node send/return (SEND and RETURN are at the same position in the effect chain)

Tap to add at the specified position in the effect chain, and add the subtype 'FX LOOP' in the pop-up effect list. This setup method is suitable for most scenarios where external effects are embedded into the built-in effect chain. The actual signal flow is illustrated below:

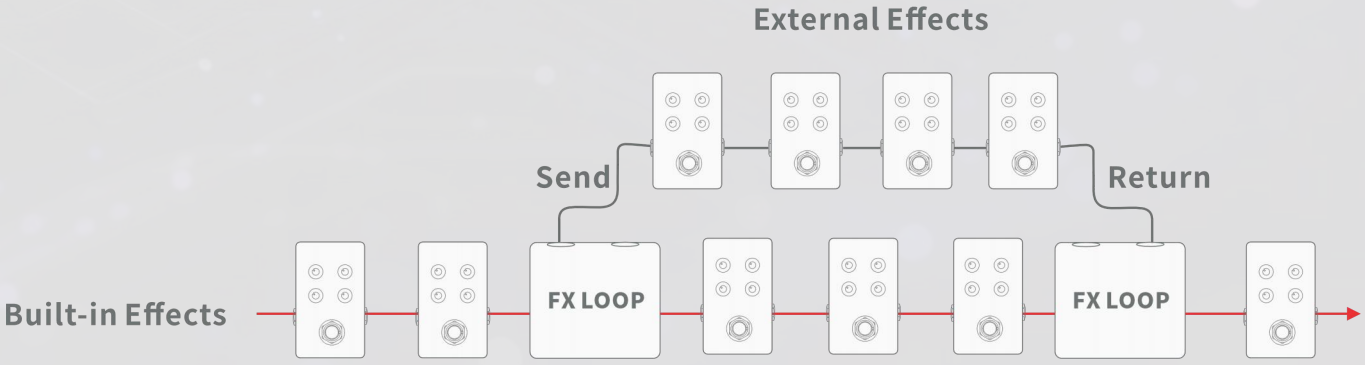


Cross-node send/return (SEND and RETURN are set at different positions in the effect chain)

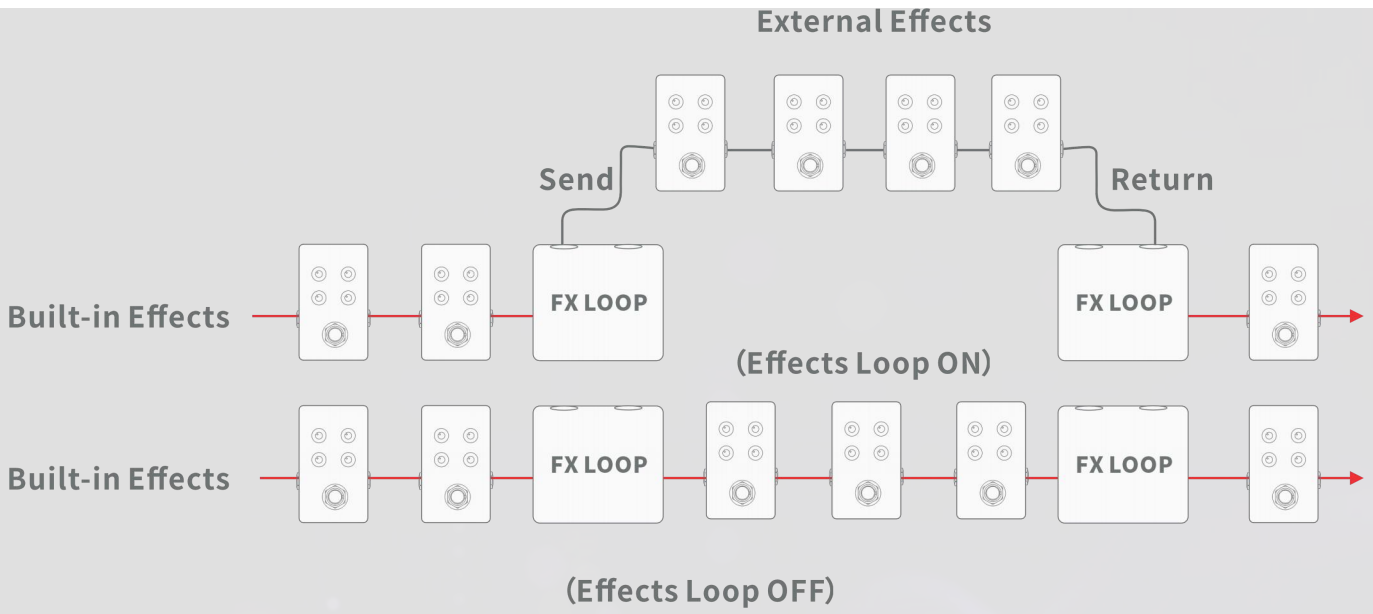


Add effects at the specified positions in the effect chain, and add the subtypes 'FX SEND' and 'FX RETURN' respectively in the pop-up effect list. This setup method is suitable for application scenarios where external effects are used in parallel or for A/B switching with some built-in effects. The actual signal flow is illustrated below:

Effect Loop Set to Parallel (The Dry Parameter Value of the FX SEND Module Is Not 0)

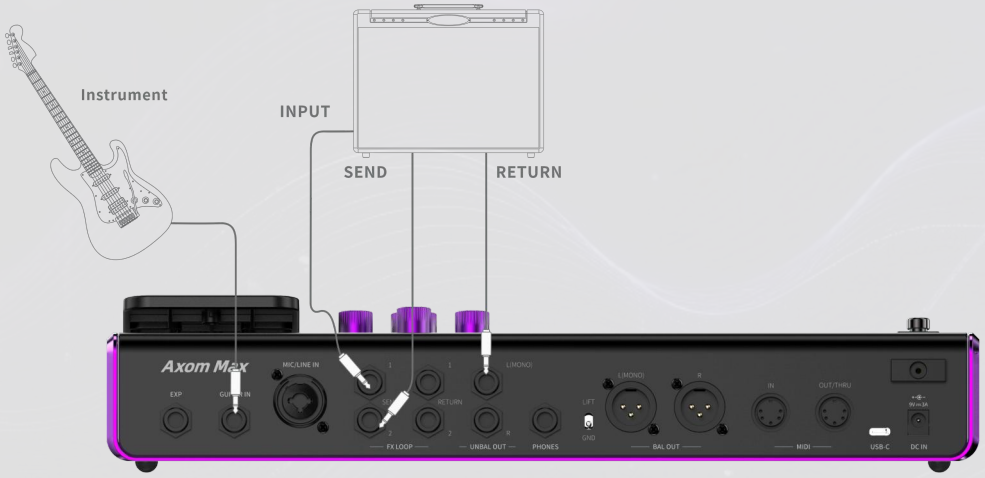


Effect loop set to series (the Dry parameter value of the FX SEND module is 0)



4-Cable Method

As the name suggests, the 4-Cable Method refers to a usage method where two devices with effect loops are connected to each other via four audio cables, allowing their signal chains to be embedded and interleaved to achieve a specific purpose.



Effect Loop Module Settings

Application Scenarios

Split the Axom Max effect chain into pre-effects and post-effects

When using with a real amplifier, some effects (e.g., compression, overdrive) are suitable for connecting to the amplifier's INPUT, while other effects (e.g., delay, reverb) are better suited for connecting between the preamp and power amp (the amplifier's FX LOOP).

We can meet the above scenarios with the following settings, using the Axom Max's FX LOOP:

Connect the effects unit and amplifier as shown in the diagram above;

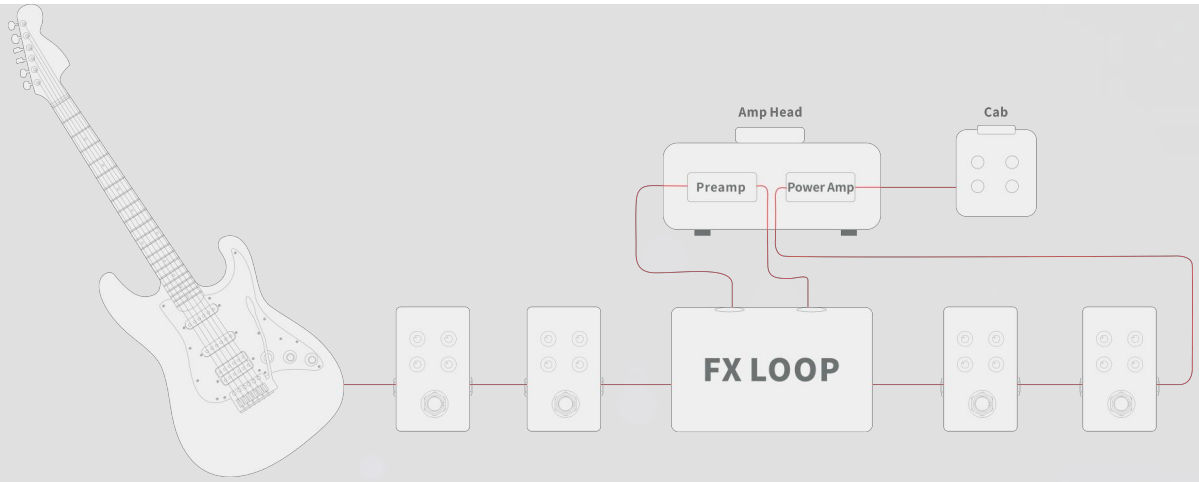
Add an FX LOOP block to the Axom Max effect chain;

Move the pre-effect modules (effects to be connected to the amplifier's INPUT) before the FX LOOP block;

Move the post-effect modules (effects to be connected to the amplifier's RETURN) after the FX LOOP block;

Set the FX LOOP block's type to 'Mono' and mode to 'Series'.

After the above settings, the actual effect chain is as shown in the diagram below



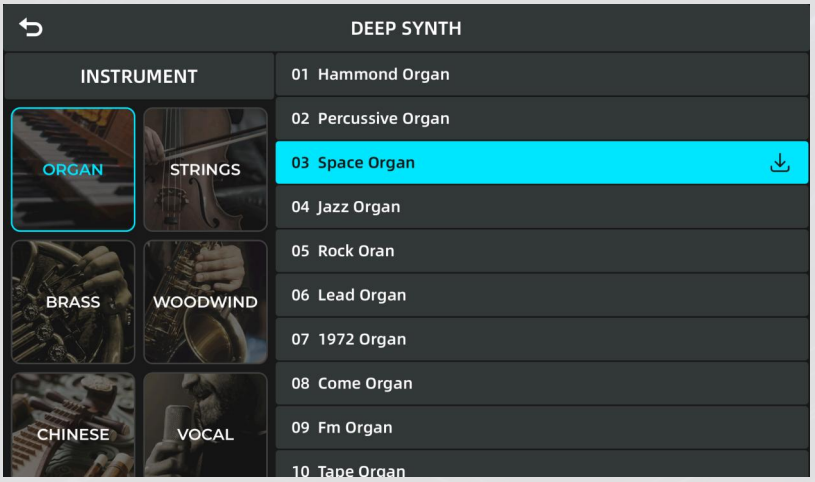
Expansion Input and Output Jacks

The FX LOOP jacks are essentially input and output jacks with user-definable positions: FX SEND is the output jack, and FX RETURN is the input jack.

When there is no need for external effects or a 4-cable method connection, the FX LOOP can be used as expansion input and output jacks.

DeepSynth Quick Presets

The DeepSynth Quick Presets are system-preset instrument simulation and synthesizer tone presets for quickly recalling classic tones and synth textures. Tap the DeepSynth icon on the main editing interface to enter the function interface.

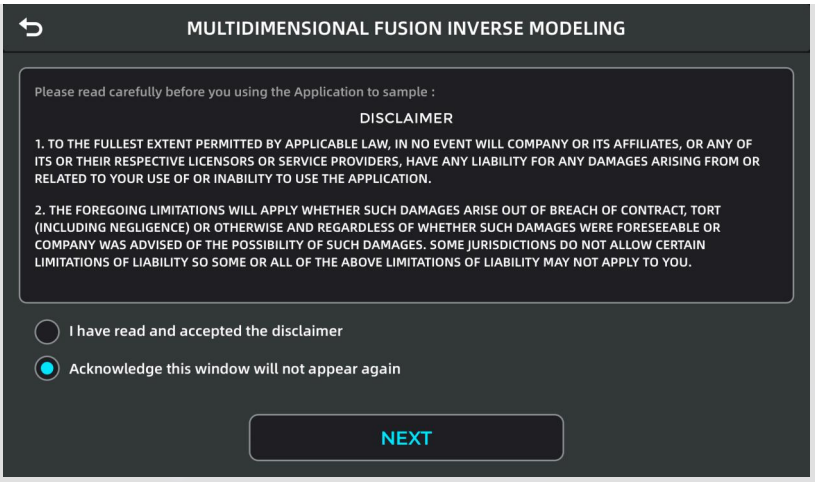


1. Preset browsing and auditioning: Select any preset in the preset list, and the device will temporarily output that tone for easy comparison, without affecting the current working preset.
2. Overwrite current preset: After selecting a desired tone, tap the download icon, and the system will completely overwrite the currently active user preset with this quick preset, replacing all relevant module parameters.
3. Subsequent editing: After overwriting, you can exit to the effect chain interface to make custom adjustments to the tone details, and the adjustments can be saved separately.

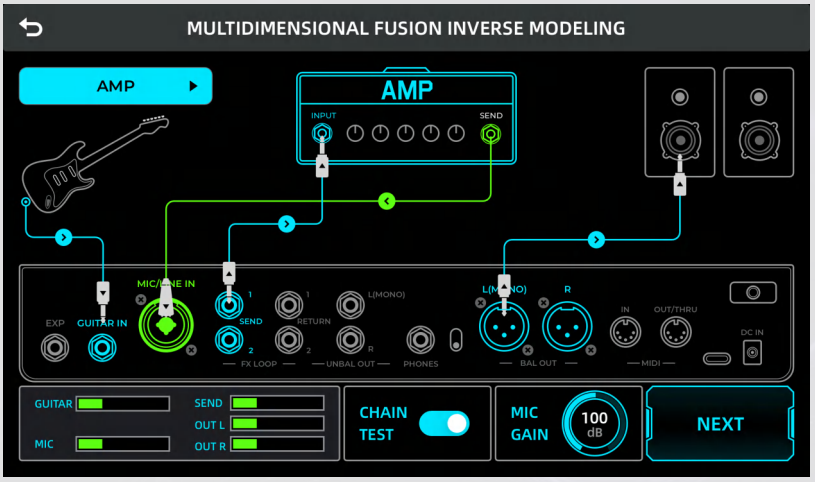
MFIM Tone Capture

Axom Max's sampling function lets you capture the sound of real hardware—including overdrive pedals, amp preamps, complete amp rigs, and speaker cabinets—and save them as digital models. Captured models can also be shared via the MELOFTY Cloud. This section explains the tone capture process on the device.

Tap the MFIM icon on the main screen to enter the capture interface. For first-time use, read the capture notice, select "I have read", and tap to proceed.



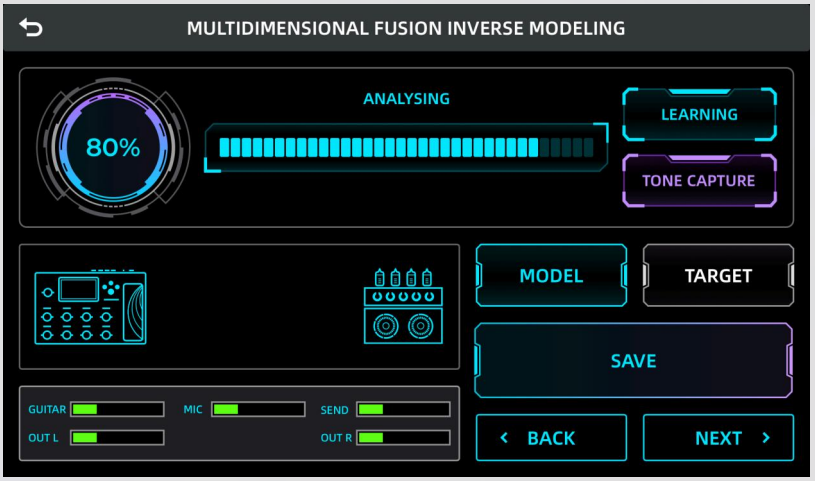
On the sample mode selection screen, select the type you want to capture. The device connection method will be shown with a diagram. The capture process for overdrive, preamp, and full amp is the same. The following uses full amp sampling as an example:



> ⚠ Note: During the capture of a full amp and cabinet, the device will playback the sample signal. Please take care of soundproofing and volume protection.

1. Select the full amp sample icon, connect the equipment as shown in the diagram, and tap "Next". (Capturing a full amp requires a microphone and XLR cables.)

2. After entering the Tone Capture page, you can monitor the target device in real time through the unbalanced outputs, balanced outputs, or headphone output. At this stage, you can verify the target tone and adjust the microphone preamp gain and microphone placement as needed. Once you are satisfied with the tone, select Start Capture to begin the capture process.



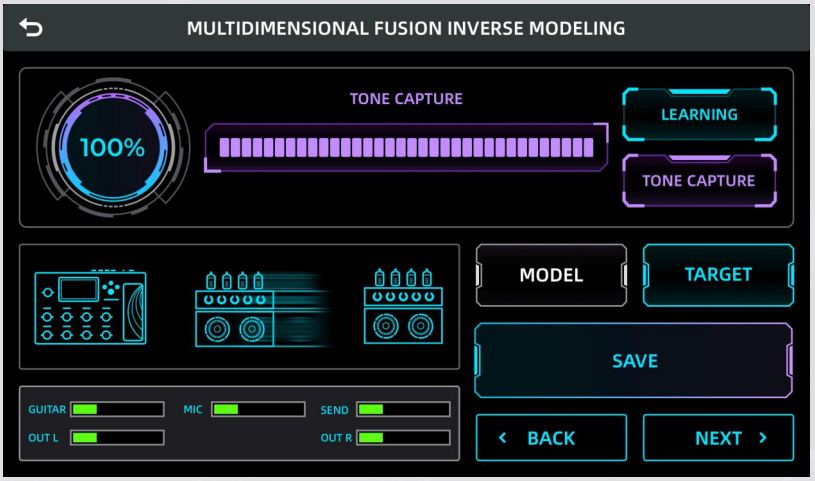
If the volume is too high or too low during sampling, adjust it on the capture target as needed.

1. Sampling is complete when the progress reaches 100%. After completion, you can tap the target tone and sample model to switch and compare. The spectrum area on the screen follows the switching of the target and model, displaying the spectrum status of the current tone in real time.

2. At this point, sampling is complete. If you want to further refine the result, you can adjust it using the following methods:

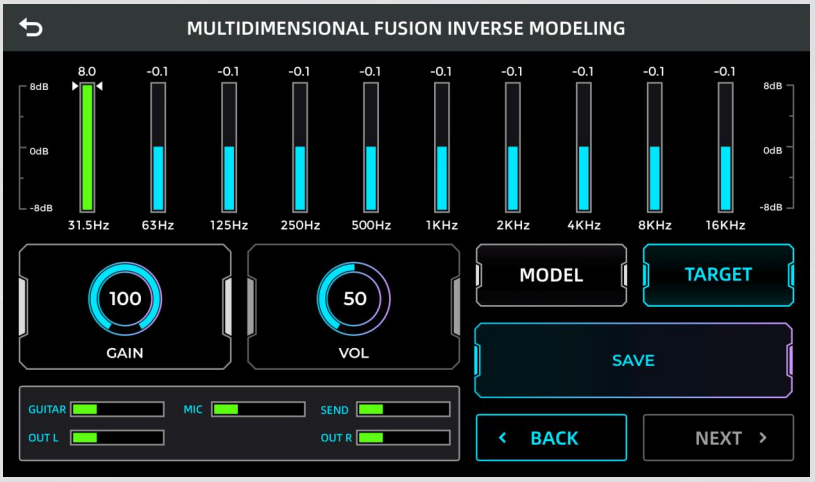
Tone Capture Fitting Correction

Tap "TONE CAPTURE" for fitting correction. During the progress, sweep from the open string to the highest fret on strings 6 to 1. The entire fitting process should cover as many frets on the fingerboard as possible. The tone correction is complete when it shows 100%.



Volume and Gain Fine-Tuning

If the sampling result needs adjustment in volume or gain, you can adjust it using the gain and model volume parameter knobs on the screen.



Manual EQ Adjustment

Tap "EQ" to manually adjust the band EQ. The screen has a 10-band EQ for adjustment.

Save Sampling Result

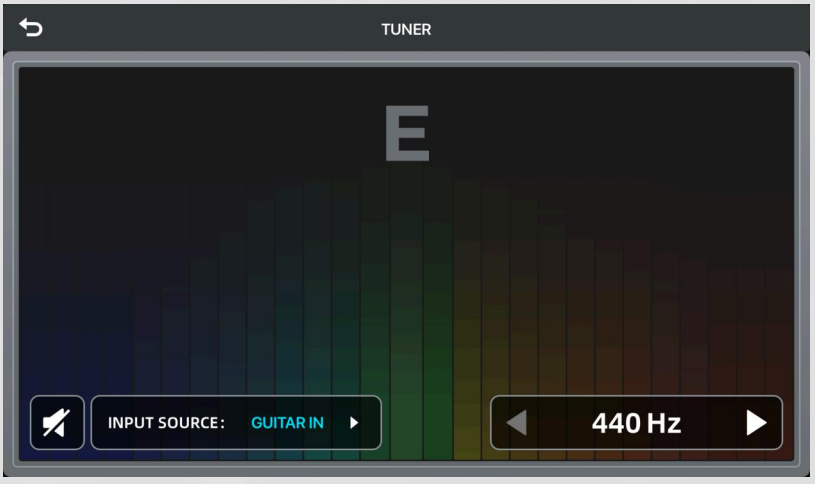
Tap the save button to save. The top left of the save screen shows the current file type. Tap the location selection box to choose a save location, enter a name using the keypad, and tap "Save".

TUNER

1. Enter the TUNER screen using either of the following methods:

1. Tap the tuning fork icon on the main screen to enter TUNER;
2. Long press footswitch FS 6 to enter TUNER

2. TUNER Interface



Tap the icon in the lower-left corner to switch between BYPASS tuning mode or MUTE tuning mode. Tap SOURCE to switch the input source to GUITAR IN, MIC/LINE IN, RETURN 1, or RETURN 2. Use the touch screen to select the standard pitch calibration, ranging from 430Hz to 450Hz, with a default of 440Hz.

3. Tuning

1. Pluck each open string of the guitar in sequence; the screen will display the current note name and pitch.
2. Adjust the knob on the guitar so that the pitch indicator on the screen points to the center position, indicating that the note is in tune.

4. Exiting Tuning

1. Tap the exit icon in the upper-left corner to exit the tuner.
2. Briefly press the FS 6 footswitch to exit the tuner.

LOOPER Phrase Looper

Entering LOOPER

Enter the improvisation station using either of the following two methods:

1. Tap the improvisation station icon at the bottom of the editing main screen to enter LOOPER.
2. Press and hold the FS 2 footswitch to enter LOOPER.

LOOPER Interface

Phrase Looper

- Short-press FS 6 to cycle through the Phrase Looper functions: Record → Play → Overdub;
- Short-press FS 7 to Stop Phrase Looper playback;
- When there are two or more recorded layers and the looper is playing, short-press FS 2 to perform Undo/Redo;

- Long-press FS 7 to Delete the recorded loop;
- Short-press FS 8 to toggle Reverse On/Off;
- Short-press FS 9 to toggle Half-Speed On/Off.

Phrase Looper Auto-Record Mode

Enable Auto Record and adjust the appropriate trigger threshold. Press FS 6 to enter the standby state. Once the playing signal reaches the trigger threshold, the Looper will automatically start recording.

When Auto Record is disabled, pressing FS 6 to Record starts recording immediately.

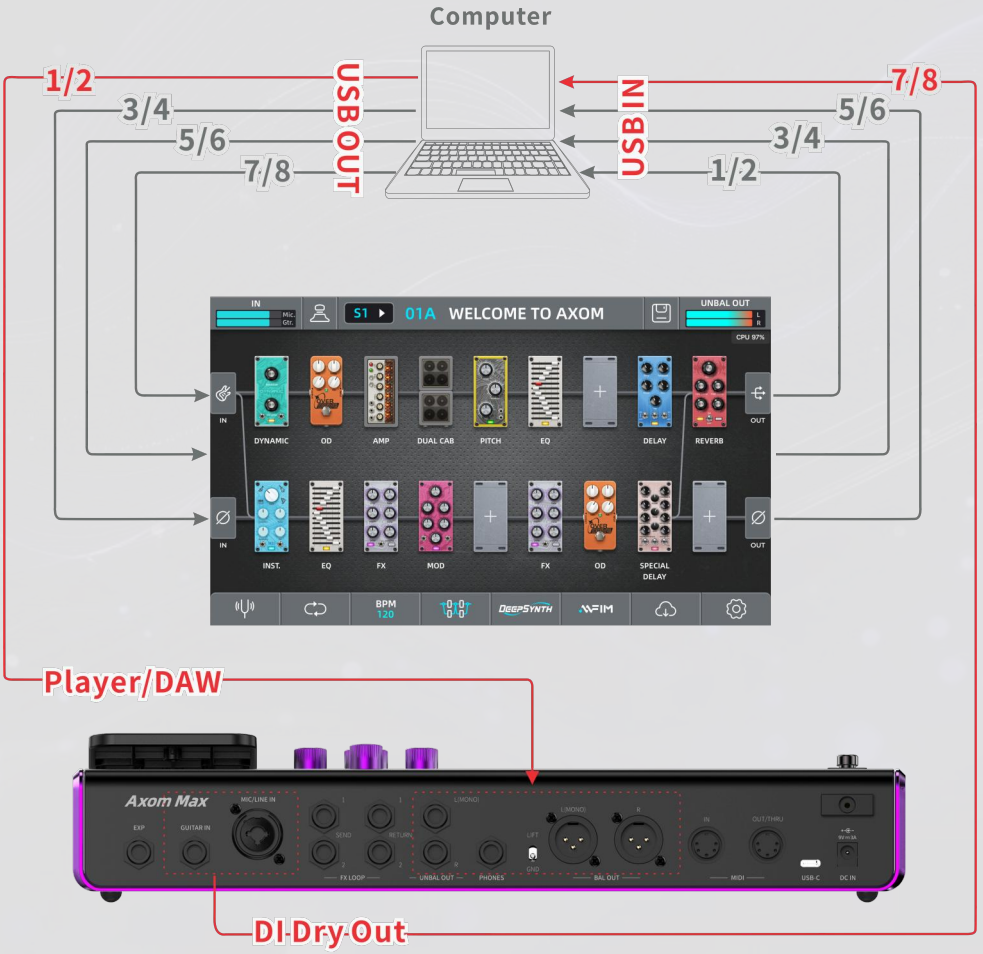
Preset and Scene Switching in Phrase Looper

The current preset number/name and scene number are displayed in the upper-right corner of the Phrase Looper interface. Long-press FS 1 to switch the functions of FS 8/FS 9 between Preset -/+ and Subpatch -/+.

After switching to the corresponding mode, short-press FS 8/FS 9 to quickly switch presets or scenes without exiting the Phrase Looper interface.

USB Audio and Audio Interface

Axom Max supports 24-bit, 44.1kHz~192kHz low-delay 8-in/8-out audio interface functionality, compatible with most DAW software on Windows and Mac systems. Windows users need to install the dedicated ASIO driver for low-delay recording/monitoring; please download the Windows ASIO sound card driver from the designated download area on the official website. Mac users do not need to install a sound card driver and can use it plug-and-play.



USB AUDIO Channels

Input Channels:

USB 1/2:

This channel cannot be selected as an effect chain input node; it is the default Playback channel, used to receive digital audio streams from the PC/Mac output, bypassing the effect chain signal processing.

USB 3/4, USB 5/6, USB 7/8: Can be set as Axom Max effect chain input nodes. Simultaneously set the DAW track output to the corresponding channel to route signals from the DAW that need to be processed by the Axom Max effect chain (e.g., Re-amp).

Output Channels:

USB 1/2, USB 3/4, USB 5/6: Can be set as Axom Max effect chain output nodes (Multi Out includes USB 1/2). Simultaneously set the DAW track input to the corresponding channel to receive signals processed by the Axom Max effect chain.

USB 7/8:This channel cannot be selected as an effect chain input node; it is the default dry signal output channel. It can output the dry signal from the A/B effect chain input nodes to DAW input channels USB 7 and USB 8 respectively.

AUDIO MIXER Interface

In the SYSTEM interface, tap the AUDIO MIXER icon to enter the AUDIO MIXER interface, where you can adjust the Bluetooth input volume and the signal levels of each USB channel.

Hardware Monitoring & Software Monitoring

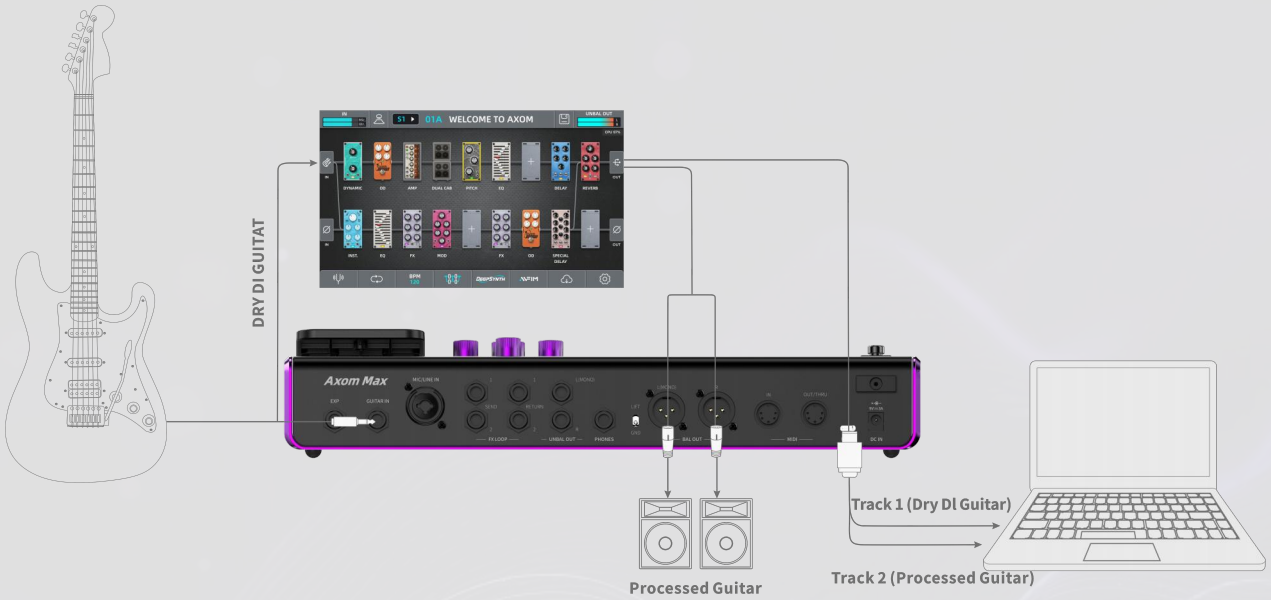
When the default "Multi Out" setting is used for the effect chain output node, the system enables hardware monitoring. This function allows you to always hear the real-time input signal, completely independent of the DAW software's monitoring settings. The advantage of hardware monitoring is that you can hear the real-time guitar or microphone input signal processed by the effect chain with virtually "zero delay" — because the monitoring signal does not need to be routed through the DAW software.

In some DAW recording scenarios, using the recording software's "input monitoring" or "software monitoring" function may be more ideal. This method routes the real-time input signal through the armed recording track, allowing you to monitor the input effect processed by all plugins inserted on the track. However, software monitoring has a drawback: because the signal must be routed through the software and back to the output, the real-time input signal will experience a slight delay, a phenomenon known as "delay (latency)."

When software monitoring is enabled in your DAW, you may not want to hear Axom Max's direct hardware monitoring signal at the same time. In this case, set the output block of the signal chain to USB Outputs 1/2, 3/4, or 5/6. These output options route the processed stereo signal to your DAW without sending it to the hardware outputs, preventing duplicate monitoring. Then, set the corresponding USB input pair on your DAW track to record the processed signal. Alternatively, you can select USB 7/8 as the DAW track input to record the dry DI signal.

Recording Scenarios

Wet/Dry Signal Recording (Monitor Wet, Record Dry)

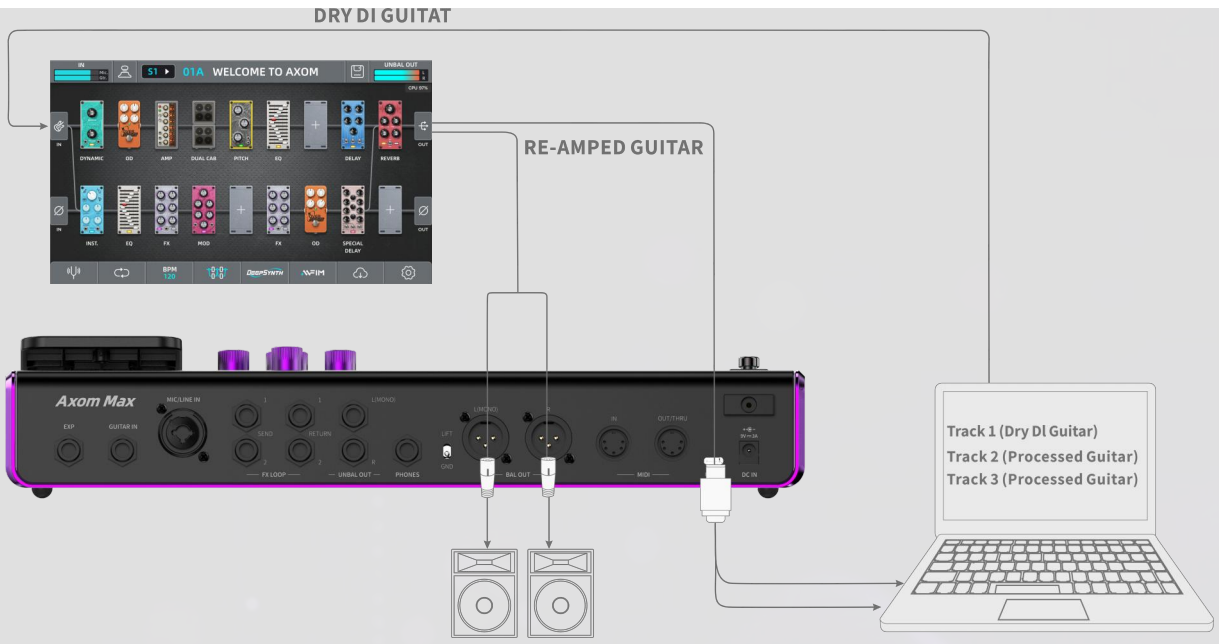


Connect the guitar to the GUITAR IN jack of the Axom Max, connect the output jack of the Axom Max to headphones or studio monitors, and use a USB cable to connect the Axom Max to the computer;

Open a tone preset in the Axom Max and ensure the effect chain output node is set to Multi Out

1. Open any recording software (DAW) and create two new tracks. Set the input of one track to USB 1/2 stereo input, and set the input of the other track to USB 7 or USB 8 mono input
2. Play vigorously and observe whether the DAW track level shows clipping distortion. If distortion occurs, reduce the corresponding USB channel volume in the Axom Max USB AUDIO [OUTPUT] interface
3. Set both tracks to be ready to record simultaneously
4. Click record and play. After recording, you will obtain a stereo-processed guitar audio track and a dry guitar audio track without any effects

Re-amp Recording



1. Prepare one or more dry audio tracks in the DAW in advance
2. Set the output of the dry audio track to any one of USB 3/4, USB 5/6, or USB 7/8
3. Set the Axom Max effect chain input node to the USB port corresponding to the DAW track output, and set the output node to Multi Out
4. Connect the output jack of the Axom Max to headphones or studio monitors
5. Set the dry audio track to loop playback, and adjust the effect parameters until satisfied
6. Stop the loop playback, create a new stereo track in the DAW, and set both input and output to USB 1/2
7. Click record, and after recording is complete, you will obtain the Re-amped audio with effects

Bluetooth Audio

1. The Axom Max supports Bluetooth connection for Bluetooth audio playback.
2. Find the Bluetooth option in the Axom Max system settings and ensure the Bluetooth module is enabled;
3. Find 'Axom Max Audio' in the Bluetooth list of your smartphone or tablet;
4. Tap to connect and you can playback music via the Axom Max Bluetooth input.

MIDI

The Axom Max is equipped with 2 standard 5-pin MIDI jacks and supports USB MIDI, functioning as both a receiving and sending device. Enter the SYSTEM screen and tap the MIDI SETTING icon to access the MIDI function settings.

MIDI Command Type Support List

MIDI Command	Send	Receive
Channel	1~ 16, 0mni	1~ 16, 0mni
Note Command (MIDI NOTE)	Not Supported	Supported

MIDI Command	Send	Receive
Program Change (PC)	Supported	Supported
Continuous Control (CC)	Supported	Supported
Sync command	Supports MIDI clock	Supports MIDI clock
Others	Not supported	Not supported

Set as Controlled Device

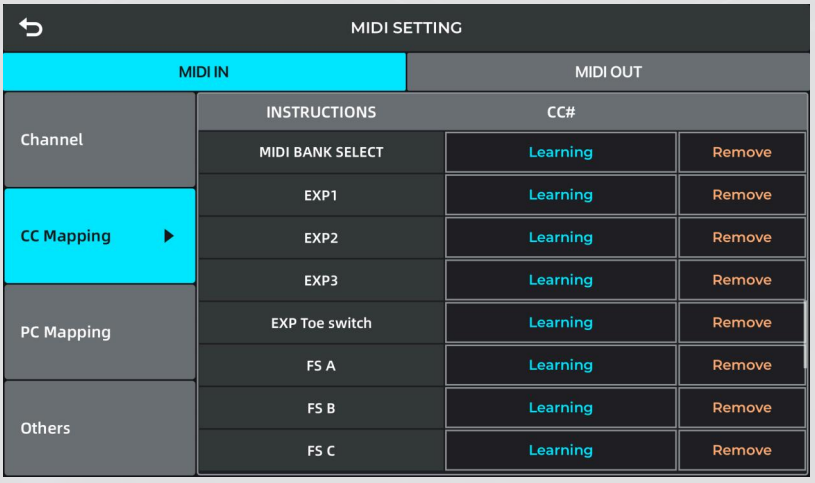
After entering MIDI SETTING, tap 'MIDI IN' to access the controlled information page, which includes the following:

MIDI Channel Setting:

On this page, select the MIDI command channel to which the Axom Max responds; the factory default is channel 1. Setting it to 'OMNI' means the Axom Max will ignore channel information and respond directly to commands. Simply put, regardless of the channel set on the sending device, the Axom Max will respond to the corresponding MIDI commands.

CC Mapping List (CC Learn):

In this list, you can learn the CC codes corresponding to functions; the factory default is empty, and users can set them according to their needs. After tapping Learning to start learning, use another device to send CC codes to the Axom Max. The list will display the received CC codes and respond to the corresponding functions based on those CC codes. If you need to relearn, tap Remove to delete the CC code and repeat the above steps.



The following is a list of functions of the CC response

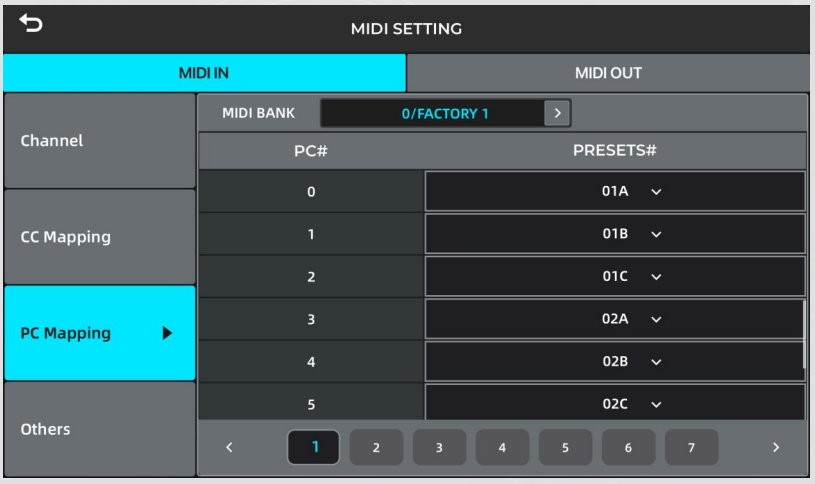
Function item	Value	Remarks
Empty	None	No function assigned
MIDI Bank Select	0,1,2,3	Corresponds to 4 groups in the PC list, each group can map 126 presets.
EXP1	0~127	Controls the parameter value change of the built-in pedal EXP1
EXP2	0~127	Controls the parameter value change of the built-in pedal EXP2
EXP3	0~127	Controls the parameter value change of an external pedal
EXP Toe Switch	0~127	Controls the built-in pedal mode switch, equivalent to a heavy press switch
FS 1	0~127	Simulates hardware footswitch 1 function
FS 2	0~127	Simulates hardware footswitch 2 function
FS 3	0~127	Simulates hardware footswitch 3 function
FS 4	0~127	Simulates hardware footswitch 4 function
FS 5	0~127	Simulates hardware footswitch 5 function
FS 6	0~127	Simulates hardware footswitch 6 function
FS 7	0~127	Simulates hardware footswitch 7 function
FS 8	0~127	Simulates hardware footswitch 8 function
FS 9	0~127	Simulates hardware footswitch 9 function
Tap Tempo	0~127	Continuously send this command to Axom Max, the interval is used as the time value for tap tempo.
BPM Global ON/OFF	0~127	Send this command to turn BPM follow global ON/OFF.
Looper Rec/Dub	0~127	Send this command to execute the loop phrase 'Record/Dub', equivalent to the Bank Down footswitch function in the Looper.
Looper Start/Stop	0~127	Send this command to start/stop loop phrase playback, equivalent to pressing footswitch A in Looper.
Looper Undo/Redo	0~127	Send this command to undo/redo loop phrase, equivalent to pressing the Bank Up footswitch in Looper.
Looper Reverse	0~127	Send this command to toggle Looper reverse playback.
Looper 1/2 Speed	0~127	Send this command to toggle looper half-speed playback.
Looper Auto Rec ON/OFF	0~127	Send this command to toggle looper auto-recording.
Looper Clear	0~127	Send this command to clear the loop phrase, equivalent to pressing and holding footswitch A in Looper.
Tuner Enter/Exit	0~127	Enter/exit the tuner interface.
Tuner Bypass/Mute	0~127	Send this command to toggle the tuner's bypass/mute tuning mode.
Guitar Input Level	0~127	Send this command to adjust the guitar input volume.
Mic/Line Input Level	0~127	Send this command to adjust the mic/line input volume.

Function item	Value	Remarks
Guitar In Noise Gate ON/OFF	0~127	Send this command to toggle the guitar Input noise gate.
Mic/Line In Noise Gate ON/OFF	0~127	Send this command to toggle the mic/line Input noise gate.
Unbal Out Level	0~127	Send this command to adjust the unbalanced output volume.
Phones Out Level	0~127	Send this command to adjust the headphones output volume.
Bal Out Level	0~127	Send this command to adjust the balanced output volume.
Unbal Out Global EQ	0~127	Send this command to toggle the unbalanced out global EQ.
Phones Out Global EQ	0~127	Send this command to toggle the headphones output global EQ.
Bal Out Global EQ	0~127	Send this command to toggle the balanced output global EQ.
FS Mode：RIG	0~127	Switch footswitch mode to: RIG preset mode.
FS Mode：SUBPATCH	0~127	Switch footswitch mode to: SUBPATCH scene mode.
FS Mode：STOMP	0~127	Switch footswitch mode to: STOMP mode
FS Mode：HYBRID	0~127	Switch footswitch mode to: HYBRID mode
SUBPATCH 1	0~127	Send this command to switch to SUBPATCH scene 1.
SUBPATCH 2	0~127	Send this command to switch to SUBPATCH scene 2.
SUBPATCH 3	0~127	Send this command to switch to SUBPATCH scene 3.
SUBPATCH 4	0~127	Send this command to switch to SUBPATCH scene 4.
SUBPATCH 5	0~127	Send this command to switch to SUBPATCH scene 5.
SUBPATCH 6	0~127	Send this command to switch to SUBPATCH scene 6.
STOMP 1	0~127	Send this command to toggle STOMP 1 ON/OFF.
STOMP 2	0~127	Send this command to toggle STOMP 2 ON/OFF.
STOMP 3	0~127	Send this command to toggle STOMP 3 ON/OFF.
STOMP 4	0~127	Send this command to toggle STOMP 4 ON/OFF.
STOMP 5	0~127	Send this command to toggle STOMP 5 ON/OFF.
STOMP 6	0~127	Send this command to toggle STOMP 6 ON/OFF.
Block A1 ON/OFF	0~127	Send this command to toggle effect chain block A1 ON/OFF
Block A2 ON/OFF	0~127	Send this command to toggle effect chain block A2 ON/OFF
Block A3 ON/OFF	0~127	Send this command to toggle effect chain block A3 ON/OFF
Block A4 ON/OFF	0~127	Send this command to toggle effect chain block A4 ON/OFF
Block A5 ON/OFF	0~127	Send this command to toggle effect chain block A5 ON/OFF
Block A6 ON/OFF	0~127	Send this command to toggle effect chain block A6 ON/OFF

Function item	Value	Remarks
Block A7 ON/OFF	0~127	Send this command to toggle A effect chain block 7 ON/OFF.
Block A8 ON/OFF	0~127	Send this command to toggle A effect chain block 8 ON/OFF.
Block A9 ON/OFF	0~127	Send this command to toggle A effect chain block 9 ON/OFF.
Block B1 ON/OFF	0~127	Send this command to toggle B effect chain block 1 ON/OFF.
Block B2 ON/OFF	0~127	Send this command to toggle B effect chain block 2 ON/OFF.
Block B3 ON/OFF	0~127	Send this command to toggle B effect chain block 3 ON/OFF.
Block B4 ON/OFF	0~127	Send this command to toggle B effect chain block 4 ON/OFF.
Block B5 ON/OFF	0~127	Send this command to toggle B effect chain block 5 ON/OFF.
Block B6 ON/OFF	0~127	Send this command to toggle B effect chain block 6 ON/OFF.
Block B7 ON/OFF	0~127	Send this command to toggle B effect chain block 7 ON/OFF.
Block B8 ON/OFF	0~127	Send this command to toggle B effect chain block 8 ON/OFF.

PC Mapping List

This list corresponds to the preset numbers for the PC codes of four MIDI banks and supports user-defined changes. Tap MIDI BANK to select the MIDI bank and the corresponding preset list (BANK 0/FACTORY 1, BANK 1/FACTORY 2, BANK 2/USER 1, BANK 3/USER 2)



BANK 0/FACTORY 1:

MIDI Group	PC#	Preset Number
0	0	1A
0	1	1B
0	2	1C
0	3	2A
0	4	2B
0	5	2C
……	……	……

MIDI Group	PC#	Preset Number
0	125	42C

BANK 1/FACTORY 2:

MIDI Group	PC#	Preset Number
1	0	1A
1	1	1B
1	2	1C
1	3	2A
1	4	2B
1	5	2C
.....	.....	.....
1	125	42C

BANK 2/USER 1:

MIDI Group	PC#	Preset Number
2	0	1A
2	1	1B
2	2	1C
2	3	2A
2	4	2B
2	5	2C
.....	.....	.....
2	125	42C

BANK 3/USER 2:

MIDI Group	PC#	Preset Number
3	0	1A
3	1	1B
3	2	1C
3	3	2A
3	4	2B
3	5	2C

MIDI Group	PC#	Preset Number
.....	.....	.....
3	125	42C

Other Settings

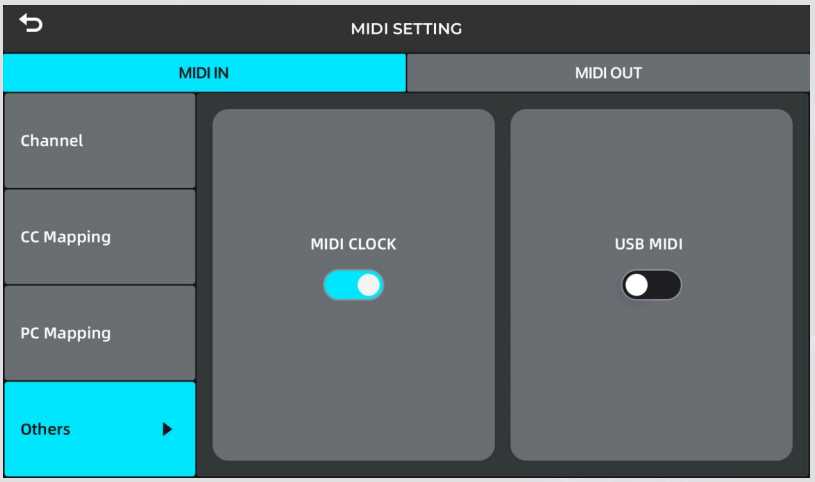
This page allows you to toggle the MIDI receive sync information switch and the USB MIDI switch.

MIDI Clock:

MWhen enabled, the tempo information on the main editing screen will sync with the MIDI clock information sent by an external device.

USB MIDI:

When enabled, MIDI commands can be received via the USB port.

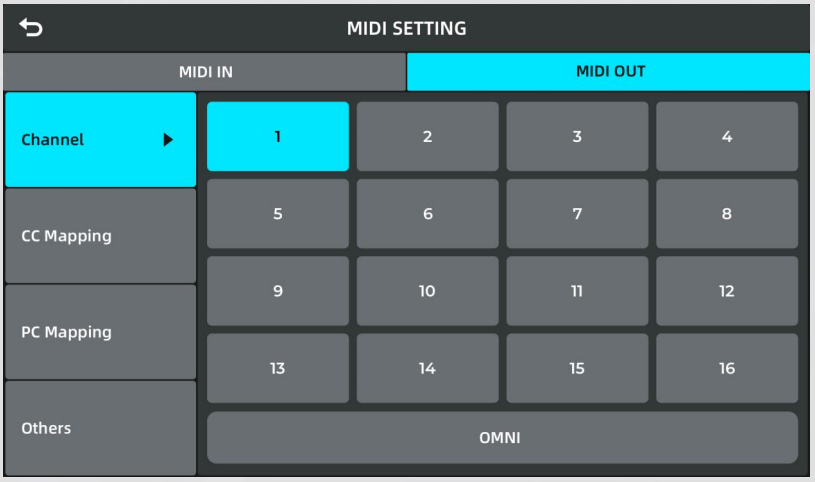


Set as Master Device

After entering MIDI SETTING, tap 'MIDI OUT' to access the control information page, which includes the following:

MIDI Channel Settings

On this page, select the MIDI command channel for Axom Max transmission. The default is channel 1. Setting it to 'OMNI' means Axom Max will transmit on all channels, ignoring the channel selected on the receiving device.

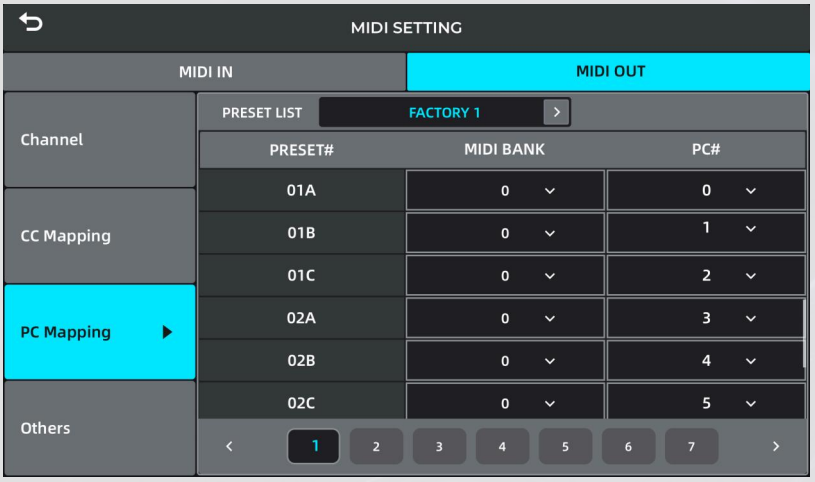


CC Mapping List

This list allows you to set the CC values that Axom Max sends simultaneously when using the CTRL footswitch and EXP pedal as the master controller.

PC Mapping List

This list shows the MIDI bank and PC codes sent for each preset on Axom Max, and supports user customization. Tap PRESETS LIST to switch between preset lists (FACTORY 1, FACTORY 2, USER 1, USER 2).



When switching to a preset, Axom Max sends a MIDI BANK SELECT (MIDI bank information) + PC command to the receiving device. Below is the default PC mapping list:

FACTORY 1:

Preset Number	MIDI Group	PC#
01A	0	0
01B	0	1
01C	0	2
02A	0	3
02B	0	4
.....	.....	.....
42C	0	125

FACTORY 2:

Preset Number	MIDI Group	PC#
01A	1	0

Preset Number	MIDI Group	PC#
01B	1	1
01C	1	2
02A	1	3
02B	1	4
.....	.....	.....
42C	1	125

USER 1:

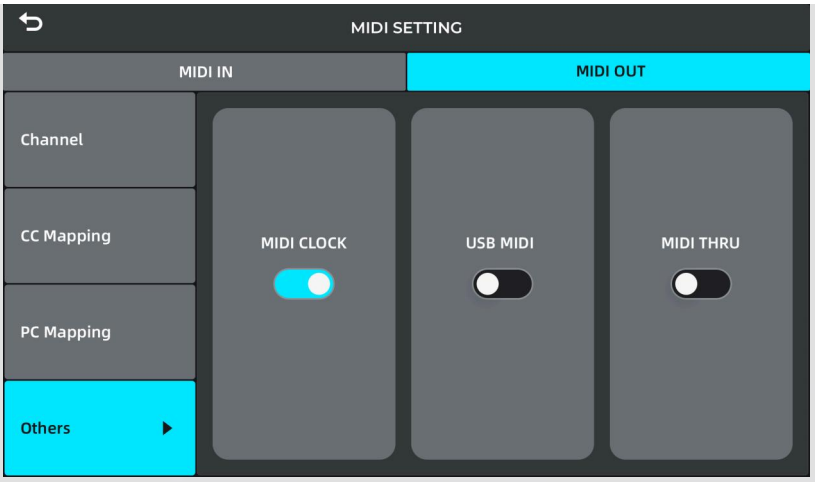
Preset Number	MIDI Group	PC#
01A	2	0
01B	2	1
01C	2	2
02A	2	3
02B	2	4
.....	.....	.....
42C	2	125

USER 2:

Preset Number	MIDI Group	PC#
01A	3	0
01B	3	1
01C	3	2
02A	3	3
02B	3	4
.....	.....	.....
42C	3	125

Other Settings

This page has the same content as the MIDI control section, allowing you to toggle MIDI sync transmission and USB MIDI on/off.



MIDI Clock: When enabled, Axom Max sends MIDI clock information based on its current BPM tempo.

USB MIDI:

When enabled, MIDI commands can be sent via the USB port.

MIDI THRU:

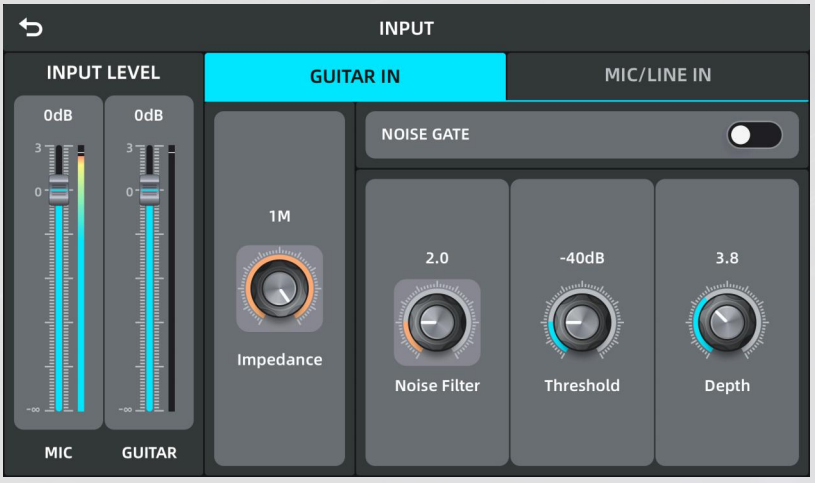
When enabled, the MIDI IN signal is duplicated and forwarded through the MIDI OUT jack.

Global Input/Output

Global Input

On the main editing screen, tap the 'Input Level' area in the upper left to enter the global input settings menu. Tap GUITAR IN or MIC/LINE IN to switch between guitar input and mic/line input adjustments.

In the global input settings, you can adjust the input volume to match different input levels for overall preset compatibility. Global noise reduction allows you to set noise reduction based on different environments, eliminating the need to adjust each preset individually.



IMPEDANCE:

The guitar input jack has a built-in impedance circuit that affects tone and feel by matching different impedance values. Lower values typically result in high-frequency roll-off, reduced gain, and a 'softer' overall tone; higher values provide a full frequency response, more gain, and a 'tighter' tone.

48V Phantom Power Switch: When using a condenser microphone as the input source, turn on the 48V phantom power to power it.

GAIN (Preamp Gain): Adjusts the gain value of the microphone preamplifier.

> ⚠ Note: Global input level adjustment cannot prevent input distortion caused by excessively large input signals.

Global Output

On this page, you can set the volume ratio and global EQ for different output jacks individually, including unbalanced output, balanced output, and headphone output. Tap UNBAL, BAL, or PHONES to switch between the adjustment interfaces for different jacks.

Output Gain: Slide the fader on the touchscreen or rotate the volume knob.

Left/Right Channel Sync: Below each group of faders, there is a left/right channel sync switch. When the icon is lit, the volume of the left and right channels in that group is adjusted synchronously. When the icon is off, the left and right channel volumes can be set independently.

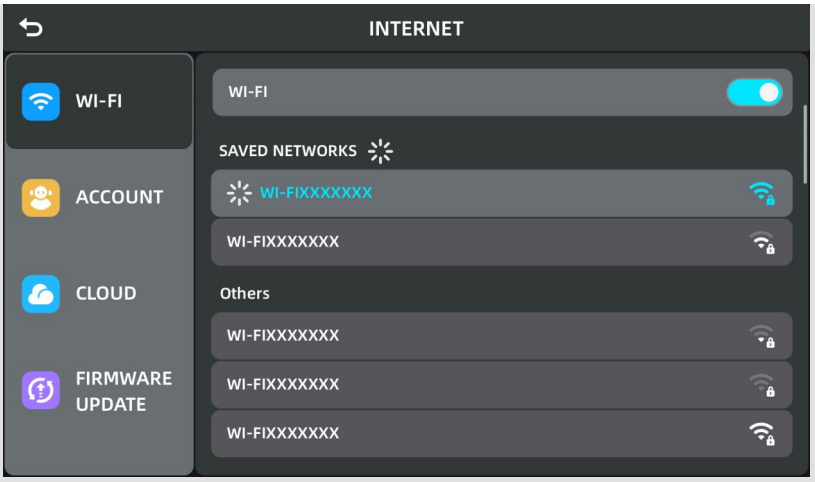
Global EQ: Tap UNBAL EQ/BAL EQ/PHONES EQ to enable the global EQ for the corresponding output jack.

Network Settings

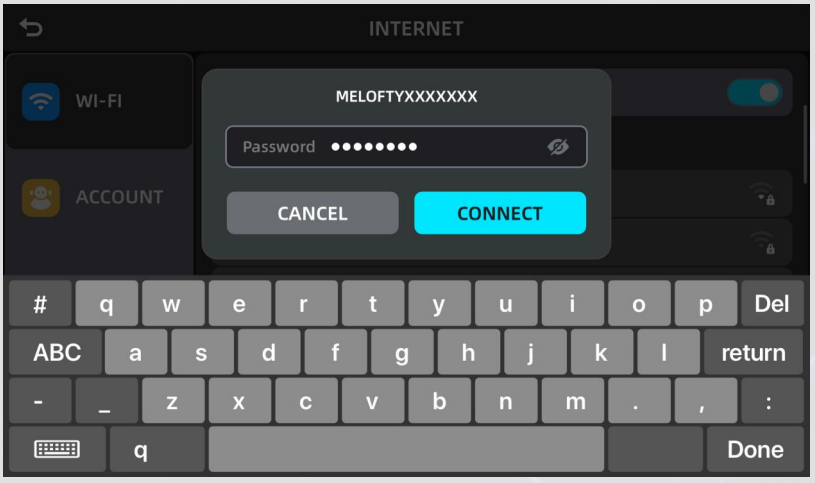
Tap the Network Settings icon on the Global Setting screen to enter the network settings interface.

Wi-Fi Connection:

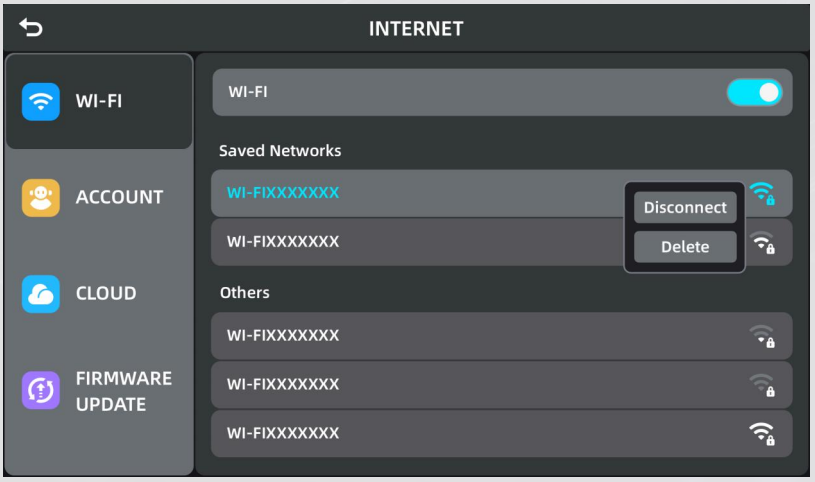
1. Tap the Wi-Fi switch to start searching for available networks nearby.



2 Tap the network name, enter the password in the pop-up field, then tap Connect.



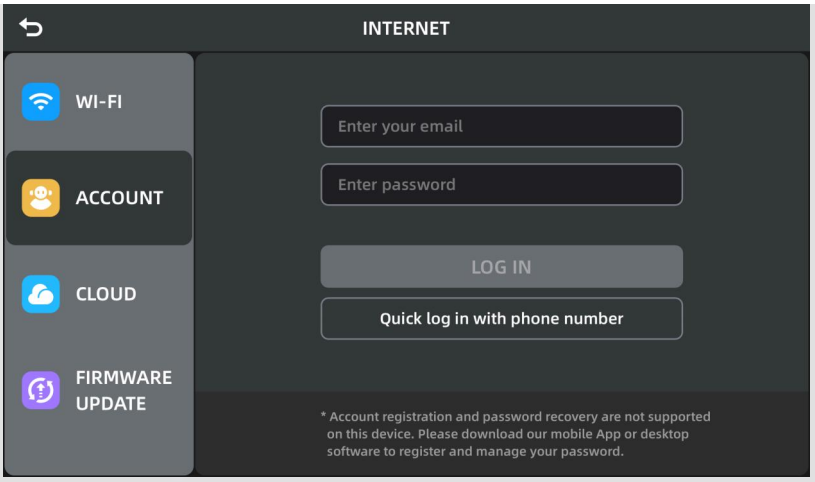
3 Tap a saved network to bring up options, then tap to disconnect or delete the network.



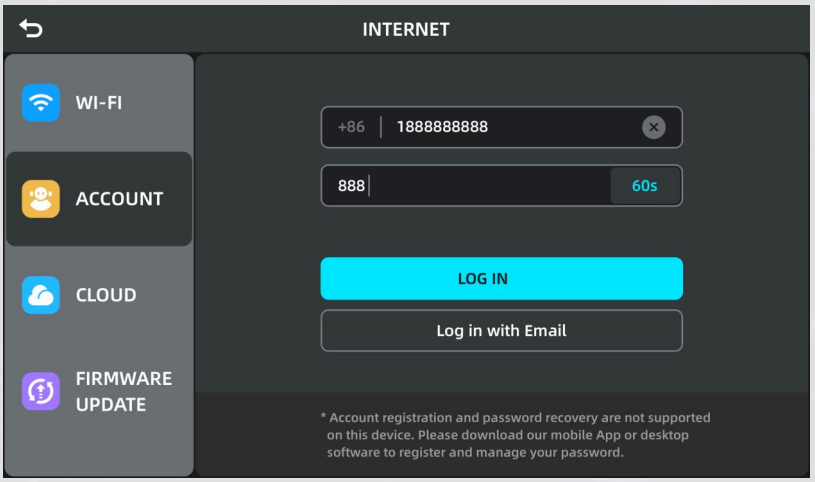
Account Login:

Tap the Account icon to enter the account login screen, where you can choose to log in with an account and password or via quick phone login.

1 Enter your account and password, then tap LOGIN to log in. If you don't have a MELOFTY account, tap Register to create one.



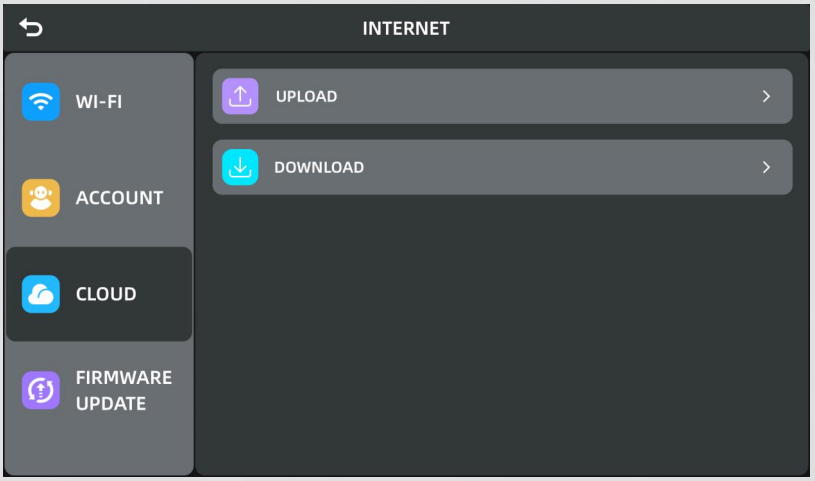
2 Tap Quick Phone Login, enter your +86 phone number, tap Send to get a verification code, enter the code, then tap LOGIN to log in.



Tone Cloud:

Tap the Cloud icon to enter the Tone Cloud interface, where you can upload or download Axom tone files, including preset files, clipping pedal samples, amp head samples, full amp samples, and cabinet samples.

1 Cloud Interface: Tap Upload or Download to enter the corresponding interface.

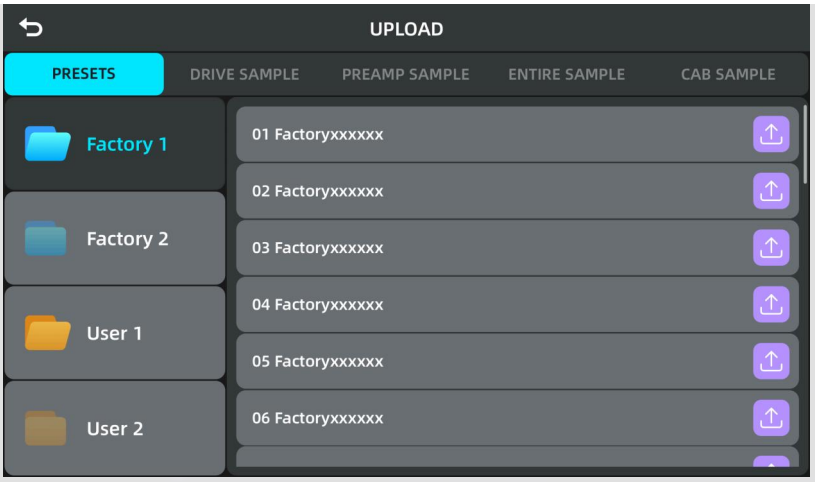


2 Upload Interface:

Tap the horizontal tab above to switch tone file categories.

Tap the vertical tab below to select a preset folder.

Tap the upload icon to upload local tone files to the cloud.



3 Download screen:

Tap the tab to switch tone file categories.

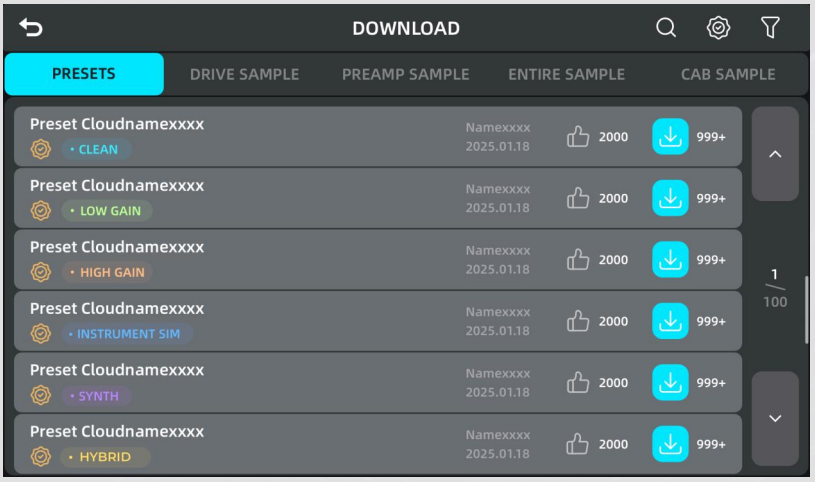
Tap the up/down icon to turn pages.

Tap the search icon to search cloud tones by keyword.

Tap the featured icon to filter official featured tones.

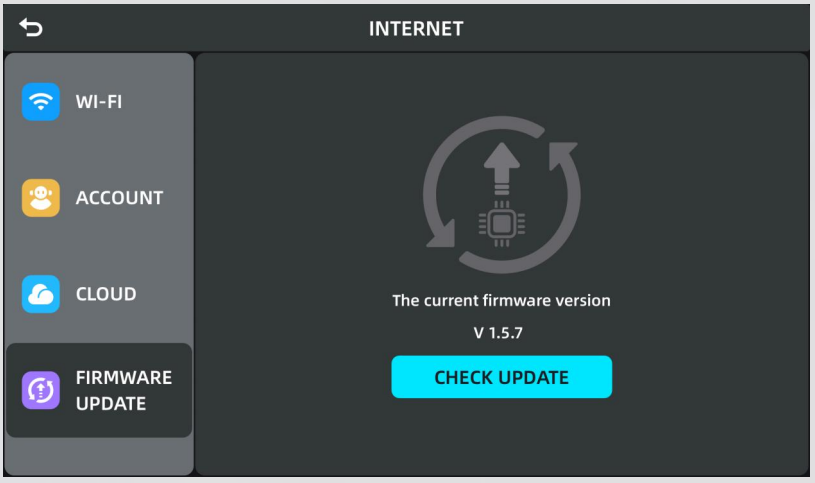
Tap the filter icon to expand filter conditions.

Tap the download icon to download tone files to the device.

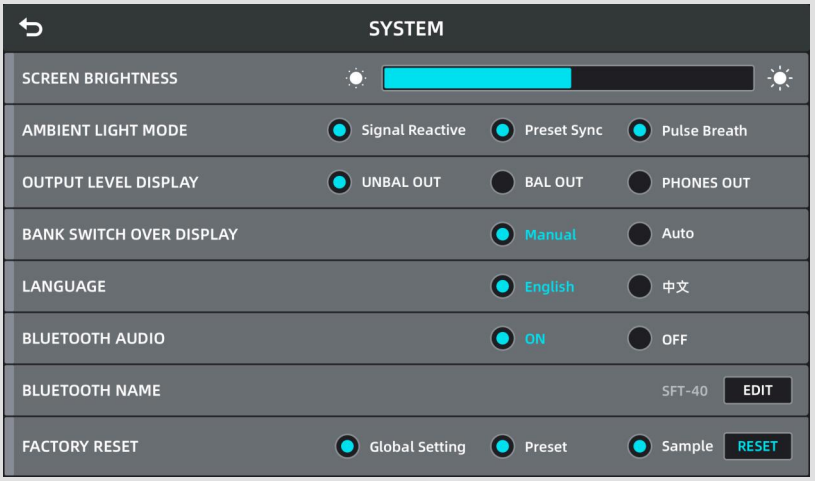


Firmware update:

Tap the Firmware Update icon to enter the firmware update screen, which displays the current firmware version. Tap Check Update to check for available firmware updates.



System Settings



SCREEN BRIGHTNESS:

Adjust the device screen brightness.

AMBIENT LIGHT MODE:

Select ambient light mode (Preset Sync, Pulse Breath, Signal Reactive).

OUTPUT LEVEL DISPLAY:

Output level display (UNBAL line output, BAL OUT balanced output, PHONES OUT headphone output).

GESTURE:

Set the touch-screen gesture for parameter-setting knob to [Vertical] or[Rotate].

BANK SWITCH OVER DISPLAY:

After switching banks,

Manual---press and hold the Function footswitch to manually exit the bank switch screen.

Auto---Automatically exit the bank switch screen after switching presets.

LANGUAGE:

Select language: English/Chinese.

BLUETOOTH AUDIO:

Enable/disable Bluetooth audio connection.

BLUETOOTH NAME:

Edit Bluetooth name (Bluetooth control/audio)

FACTORY RESET:

Factory reset, you can select the options to reset---Preset, Global Setting, Sample, click RESET to pop up a confirmation prompt, click confirm to perform the factory reset.

7 Axom Controller software & MELOFTY APP

Axom Controller software

Axom Controller is the companion computer software for the Axom series, featuring data management (firmware updates, preset upload/download, MFIM sample/IR import, backup/restore, phrase recording audio import/export, etc.) and editing functions.

1. Software Download

Log in to the MELOFTY official website (www.meloftyaudio.com) download section, find the "Axom Max" download page, download and install the installation program according to your operating system (Windows or Mac).

2. System Requirements

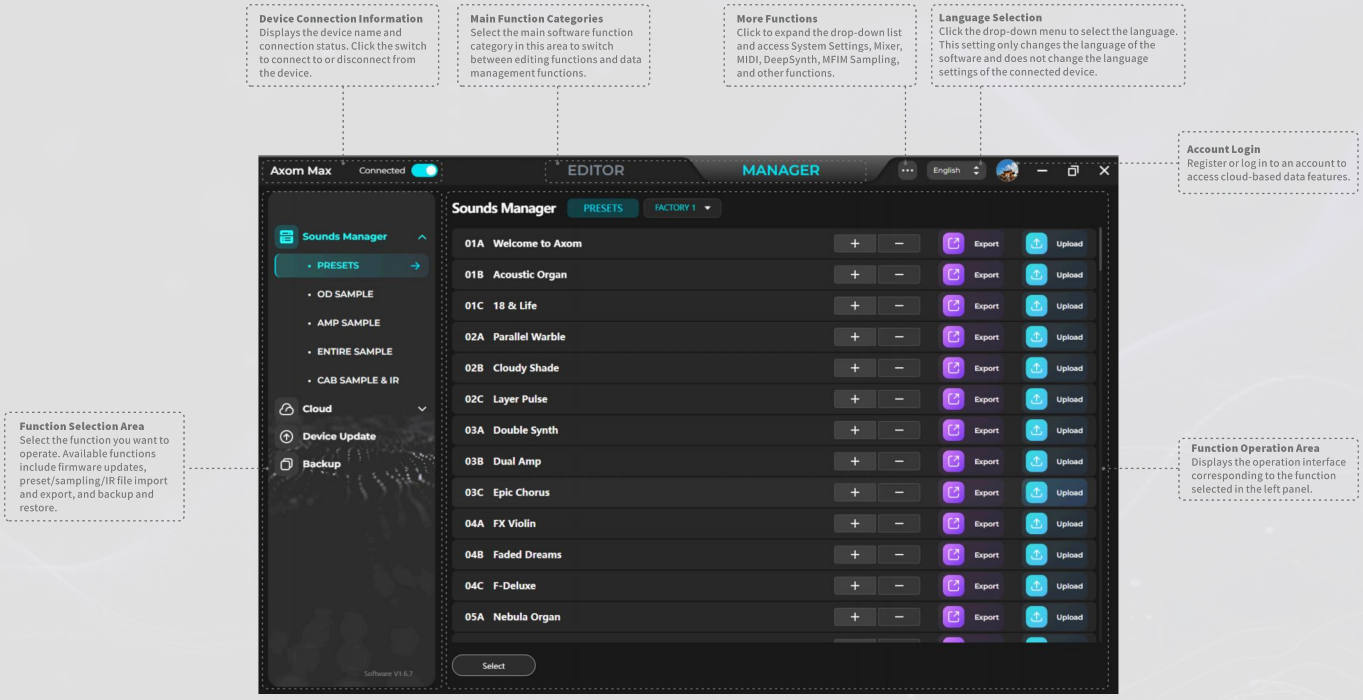
Windows - Windows 10 or later;

Mac OS - 10.11 or later.

3. Connect Software

After the program is installed, use the included USB cable to connect the Axom Max to your computer, click the editing software icon to open the interface. Click the connection switch at the top left to establish communication between the software and the device.

Data Management Function Description



1. Firmware Update

1. Download the software with the new firmware, install it on your computer and connect;
2. Find 'Device Update' in the function selection area on the left;
3. Click 'Update' in the function operation area, the device will automatically enter the update state;
4. The update is successful after the update progress is completed.

> ⚠ Note: Do not disconnect the USB connection and power supply during the update to avoid unknown issues.

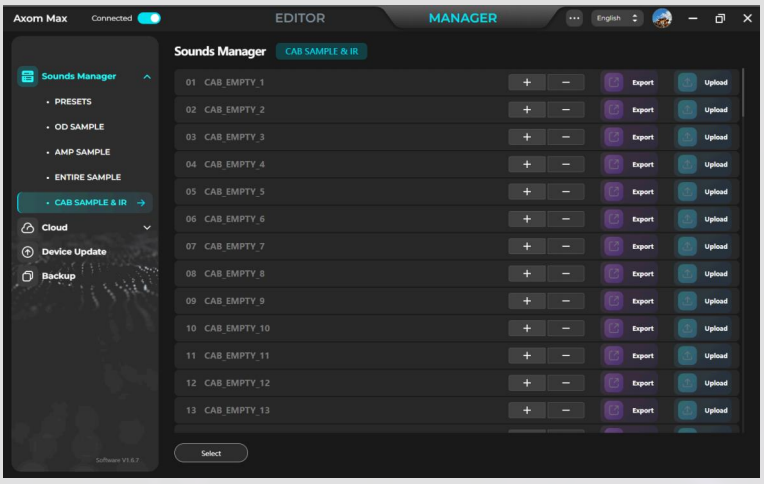
2. Third-party IR Import

The IR file is a cabinet simulation model based on impulse response technology. The standard IR file format is '.wav'. The loading steps are as follows:

1. Obtain the IR file from a third-party source and save it to your computer;
2. In the left function selection area of the AXOM CONTROLLER software, click 'Cab Sample & IR';

3. In the list within the function operation area, find the desired loading position and click the '+' icon to load the file;

4. Locate the downloaded file in the specified file path and click OK to import.



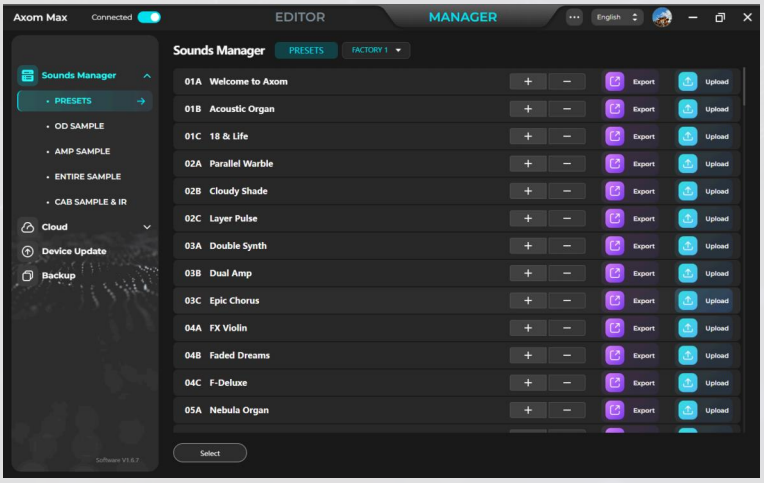
3. NAM Files Import

Axom Max supports loading NAM (Neural Amp Modeler) files. NAM is a free and open-source technology that uses artificial intelligence to create digital models of musical equipment, including guitar amplifiers, bass amplifiers, stompbox effects, amplifier preamps, external devices, and complete signal chains. The standard NAM file format is ".nam". To load a NAM file:

- Obtain a NAM file from a third-party source and save it to your computer;
- In the function selection area on the left side of the AXOM CONTROLLER software, click "NAM";
- In the list within the function area, find the desired slot and click the "+" button to load a file;
- Browse to the location where the downloaded file is saved, select the file, and click "OK" to import it.

Local Data Management

Click “Sounds Manager” in the function selection area on the left. The Preset and Sample lists displayed below will correspond to the respective lists stored on your device.



1. In this menu, you can load, delete, upload, and export files stored on your device;

2. Click the “+” icon to import a file from your computer to the device;

3. Click the “–” icon to delete the file stored in the selected slot;

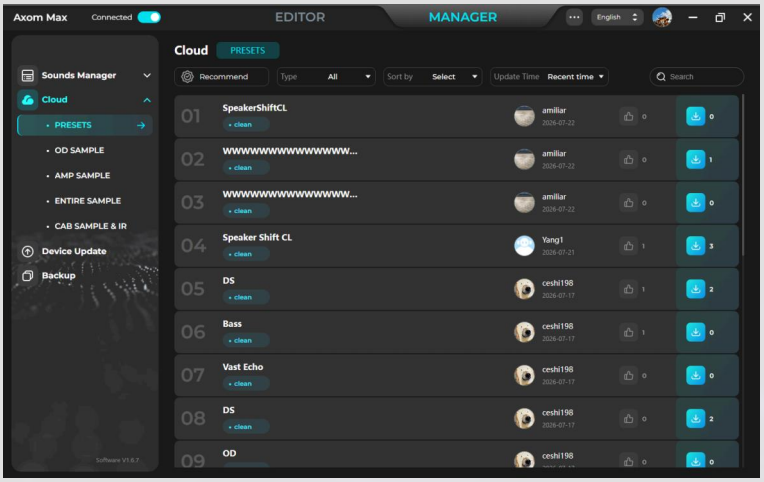
4. Click the “Upload” icon to upload the file to the cloud;

5. Click the “Explore” icon to export the file from the device to your computer.

Cloud Data Download

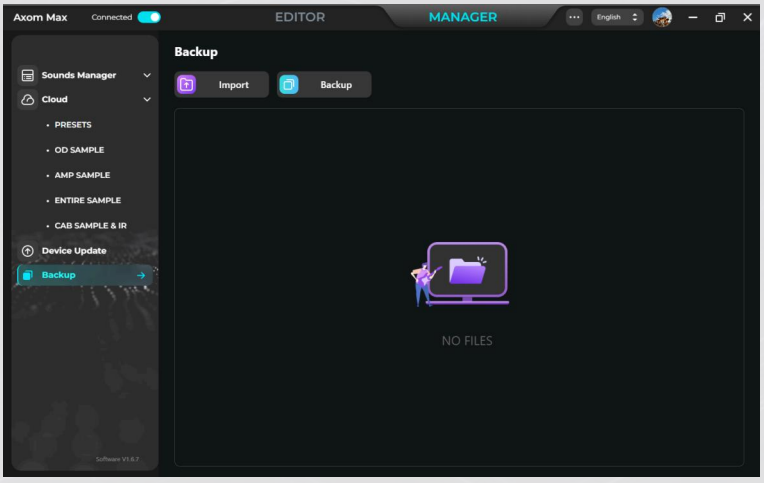
The Axom Max client software supports cloud data connectivity, allowing direct data download on the client. Before using the cloud data feature, please register and log in to your account.

Tap 'CL0UD-Cloud' in the function area, then select and download files from the corresponding sample list to your device for use.



4. Backup

The backup function allows you to back up or restore the entire device data, including all presets, loaded Sample data, global settings, and looper recordings. This feature can be used for different performance venues, usage periods, and user data scenarios.



The operation steps are as follows:

1. In the software, click 'Backup' on the left function selection area;
2. Click the backup icon and wait for it to complete. You will then see the backup record in the function operation area. The backup steps are now complete;
3. To restore data, find the desired record and click 'Restore'.

Parameter Editing Function Description

Preset Settings

In the preset list area, you can switch presets. Additionally, you can drag a preset to change its position by inserting it.

Right-click on a preset to open an action menu, where you can rename, delete, copy/paste, and import/export presets. Exported preset files will be saved to a specified folder. Click the folder icon in the preset list to open the default preset folder.

To import a preset file, you can right-click and select the import function, or drag the preset file onto a preset in the preset list. After confirming the import, the preset file will be imported to the device.

Preset Editing

The effect chain area displays the module on/off status and module combination status of the current preset. Clicking a module will show its current parameter status in the parameter adjustment area. Click the plus icon in the effect chain to open the effect model list, where you can select the desired effect model.

Select a model, then long-press and drag it to move it within the effect chain. You can place the desired model anywhere as needed.

After changing the preset name, color, or parameters, you will be prompted to save the current preset when switching presets.

Effect Chain Editing

Similar to the device effect chain editing described earlier, you can click the CHAIN icon for quick settings to change the effect chain configuration.

Pedal Parameter Settings

Tap the pedal icon to enter pedal parameter editing mode. The parameter adjustment area will display the assignable pedal control parameters for this model. Tap to select EXP1/EXP2, check the parameter, and adjust the min/max values to assign the parameter to pedal control.

BPM Setting

In the function settings area, you can set the BPM. Additionally, a Tap Tempo function is provided; click the Tap icon with the left mouse button to set the tempo. When the tap tempo of the Delay model and the rate of some Mod models are set to beat-sync, they will follow the current preset's BPM setting.

Input/Output Settings

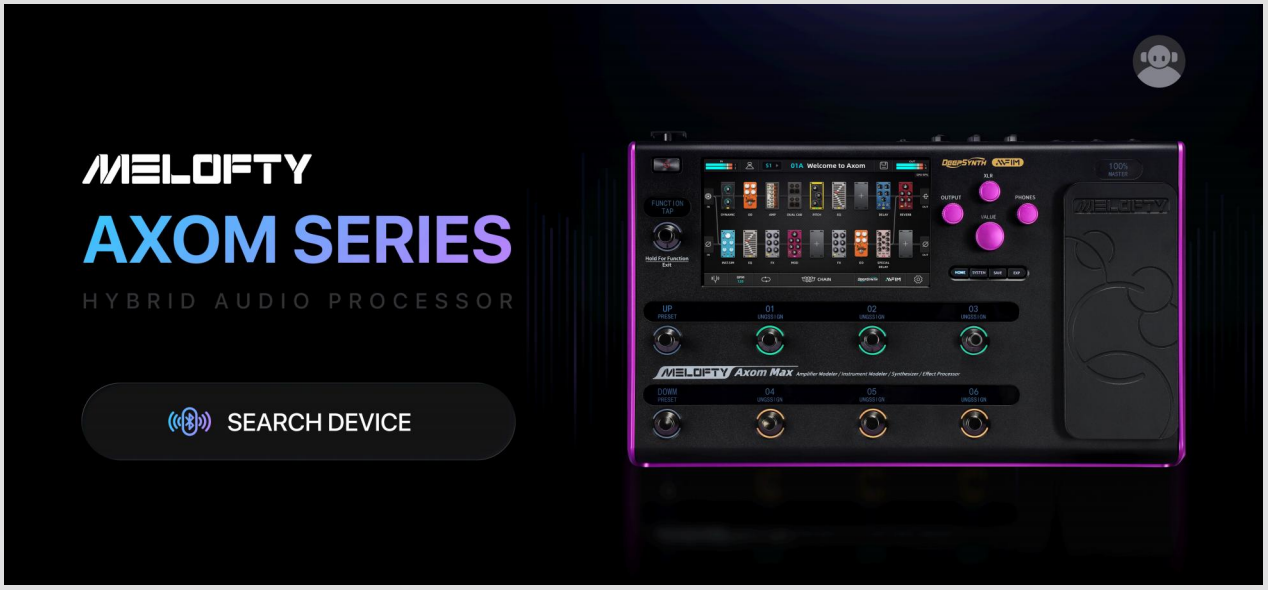
Tap the input or output level bar in the input/output settings area to open the input/output settings screen. On the input settings screen, you can adjust the GUITAR IN input impedance, MIC/LINE input mode, input level, and the global noise gate switch and parameters. On the output settings screen, you can set the level of each output channel, toggle the global EQ on/off, and adjust EQ parameters.

Global Settings

Tap the system settings icon to open the global settings screen. On this screen, you can configure global settings such as screen brightness, preferences, tail spill, USB Audio settings, and reset.

MELOFTY APP

The MELOFTY APP is a mobile data management application for the Smart Integrated Series. Via Bluetooth connection, you can edit presets anytime on your phone, and upload/download a vast number of presets and sample data from the cloud.



Software Download

iOS users: go to the App Store, search for 'MELOFTY' and download. Android users: go to your local app store (Google Play, etc.) or visit the MELOFTY official website download section to download.

System Requirements

iOS 11 or later;

Android 5.0 or later.

Connection & Login

1. Ensure Bluetooth is enabled on your smartphone;
2. Open the app, tap 'Search Device', then tap the device name in the list to connect;
3. Log in or register an account. If you already have a MELOFTY account, no need to register again.

8 Technical Specifications

Technical Specifications

	Item	Description
Effects	Number of Modules	19
	Total Number of Effect Models	880+
	Preset Tone Slots	504
	Impulse Response	
	Supported Formats	.WAV
	Sample Rate	48 kHz

Technical Specifications		
	Sample Depth	32bit
	Sample Points	Up to 2048 Sample Points
Input	**GUITAR IN**	
	Jack Type	1 x 1/4" unbalanced mono input jack
	Input Impedance	1Meg Ohm
	Maximum Input Level	10dBu
	MIC/LINE IN	
	Jack Type	1 x combo XLR input jack
	Input Impedance	2.4K0hm
	Maximum Input Level	10dBu
	Mic Preamp Gain	60dB
	RETURN	
	Jack type	2 x 1/4" unbalanced input jacks (L/R)
	Input impedance	1Meg Ohm
	Maximum input level	10dBu
	Audio analog-to-digital converter	
	Sample rate	48 kHz
	Sample depth	32bit
	Dynamic range	117 dB
	Frequency response	20Hz~20KHz， +0 / -1 dB
Output	**OUTPUT**	
	Jack type	2 x 1/4" unbalanced output jacks
	Output impedance	600 Ohm
	Maximum output level	18dBu
	XLR OUT	
	Jack type	2 x balanced XLR output jacks
	Output impedance	600 Ohm
	Maximum output level	18dBu
	SEND	
	Jack type	2 x 1/4" unbalanced output jacks (L/R)

Technical Specifications		
	Output impedance	510 Ohm
	Maximum output level	18dBu
	PHONES headphone output jack	
	Jack type	1 x 1/4" unbalanced stereo output jack
	Output impedance	6 Ohm
	Maximum output level	18dBu
	Audio D/A converter	
	Dynamic range	117dB
	Frequency response	20Hz~20KHz， +0 / -1 dB
Others	Signal-to-noise ratio	117dB
	MIDI	
	MIDI IN	1 x 5-pin female jack
	MIDI OUT（Thru）	1 x 5-pin female jack
	USB port	
	Jack type	TYPE-C jack
	USB AUDIO	USB2.0, 8-in / 8-out, 48 kHz / 24-bit
	EXP	
	Jack type	1 x 1/4" TRS external pedal jack (for 10-100K TRS expression pedal)
General	Power supply	DC 9V, 3A, Center Negative
	Dimensions	381mm x 230mm x 73mm
	Weight	3.45KG
	Accessories	Power adapter, USB cable, quick guide

Common Issues

Cannot Power On

1. Ensure the original adapter is connected;
2. Press and hold the power button for more than 2 seconds.

No Sound After Powering On

1. Ensure the 'UNBAL', 'BAL', and 'PHONES' volume knobs on the panel are turned to an appropriate position;
2. Tap the 'Input Level' area at the top left of the editing main interface to confirm the input gain fader is in the correct position;

3. Tap the 'Output Level' area at the top right of the editing main interface to confirm each output gain fader is in the correct position;
4. Check that the 'Volume' at the output end of the effect chain in the editing main interface is set to an appropriate level;
5. Check if the pedal is in volume mode (the pedal's small screen shows 'MASTER'), and move the pedal away from the minimum position;
6. Check that the 'USB INPUT' and 'USB OUTPUT' gain faders in the 'AUDIO MIXER' are in the correct positions.

Excessive Background Noise

1. Use a connection cable with good shielding performance;
2. Change the usage environment and time period to eliminate power environment interference;
3. Try moving away from computer cases, motors, fans, and other electrical appliances to eliminate electromagnetic interference.