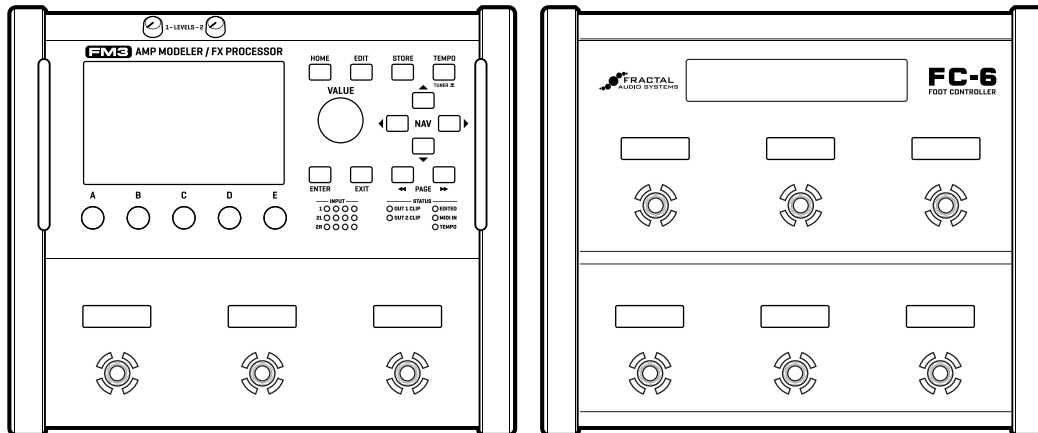




FM3 + FC6 = OMG9!



INTRODUCTION

“OMG9” (named after a tongue-in-cheek comment on our forum) is a set of custom layouts for the **Fractal Audio FM3** designed for use with a single **Fractal Audio FC-6 Controller**. As usual, a single XLR/FASLINK™ cable connects the two units, handling 2-way communication and powering the FC-6 without an AC adapter. External switches and expression pedals, such as the Fractal Audio EV-1 or EV-2, can be connected as usual.

Once the OMG9 layouts are loaded in the FM3, it remains “parked” on a special layout which changes functions on the FC-6. For example, when you tap the left switch of the FM3, the FC-6 changes to “Presets Mode”. When you tap the center FM3 switch, the FC-6 switches to “Scenes Mode”, and so on. OMG9 provides everything that most players need, but of course all of its settings can be changed or customized to suit your personal needs.

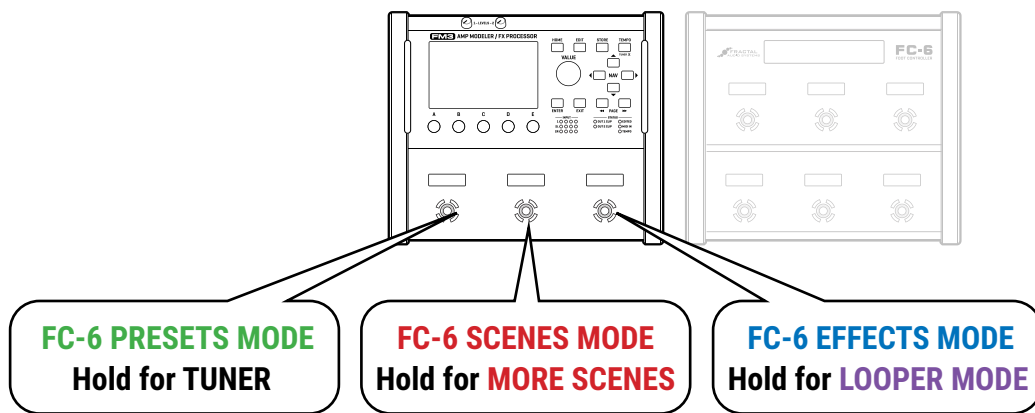
Despite all of its power, the OMG9 is remarkably simple to use. There are almost no “press and hold” functions, so there’s less to remember, and sound changes fire on the switch “downstroke” for tight musical timing. The use of color reduces the need to read. You can’t even enter several un-used layouts. In other words, this is a setup for those who live by the dictum, “Don’t make me think!”

The OMG9 settings can be installed via the **SETUP: FC Controllers: Reset** page.

USING THE OMG9

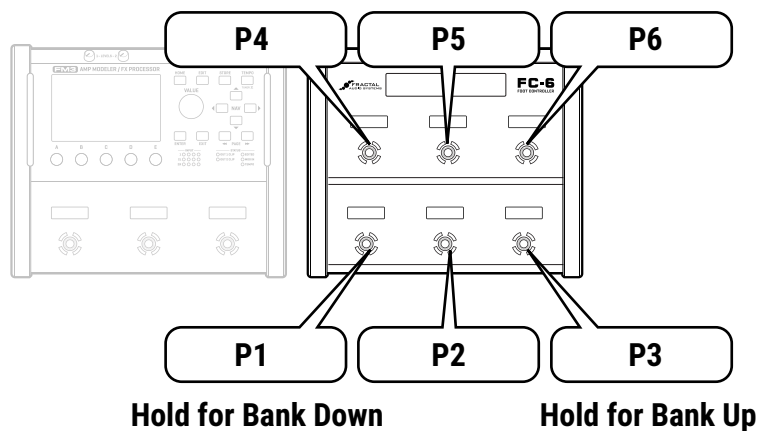
SWITCHES ON THE FM3

Except for the Tuner, FM3 footswitches change what the FC-6 does.



FC-6 in PRESETS MODE

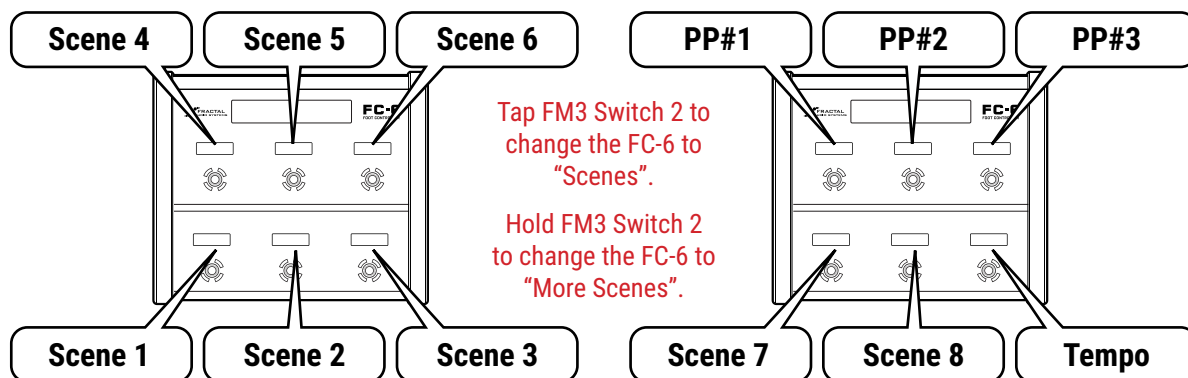
Presets Mode allows you to select presets and change preset banks.



FC-6 in SCENES MODE

FC-6: MORE SCENES

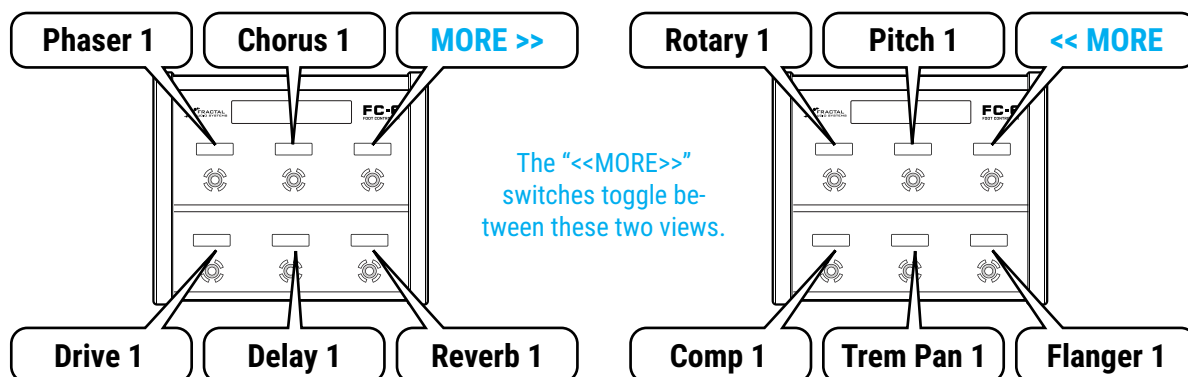
Scenes Mode is used to select Scenes. Extra switches contain Tempo and “Per-Preset” functions 1–3.



FC-6 in EFFECTS MODE

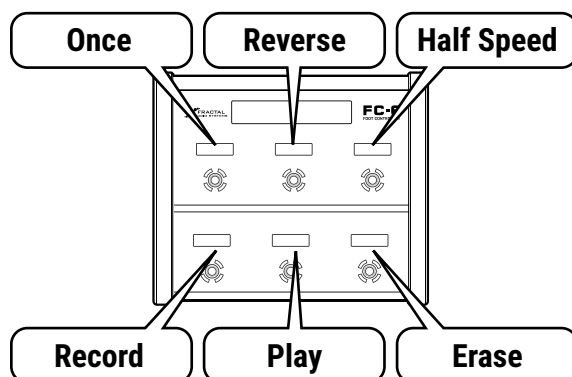
FC-6: MORE EFFECTS

Effects Mode is used to switch effects on or off. A “More” switch toggles between two views.



FC-6: LOOPER MODE

Remember that the Looper Block needs to be present in your presets before it can be used.



LAYOUT DETAILS

FM3: Layout 8, OMG9: Left Switch

Tap the first FM3 switch to select **Preset Mode** on the FC-6, where six footswitches select six presets, and the bottom left and right switches have Bank Down and Up functions on press-and-hold.

Hold the left switch of the FM3 to enter the **Tuner**. Tap any switch to exit.

TAP: PRESETS	TAP: SCENES 1	TAP: EFFECTS
HOLD: Tuner	HOLD: SCENES 2	HOLD: LOOPER

FC-6: Layout 1: Presets

TAP: P4	TAP: P5	TAP: P6
HOLD: --	HOLD: --	HOLD: --
TAP: P1	TAP: P2	TAP: P3
HOLD: Bank -1	HOLD: --	HOLD: Bank +1

FM3: Layout 8, OMG9: Center Switch

Tap the FM3 center switch to enter **Scenes Mode** on the FC-6, where six switches select scenes 1–6. Hold the FM3 center switch for the “More Scenes” view on the FC-6, where you will find the remaining scenes 7 and 8, plus “bonus” functions: **Tap Tempo** and three **Per-Preset** placeholders.

TAP: PRESETS	TAP: SCENES V1	TAP: EFFECTS
HOLD: Tuner	HOLD: SCENES V2	HOLD: LOOPER

EXPERT TIP: This setup relies on a simple trick. The FM3 itself stays “parked” on only Layout 8. Aside from the tuner, none of the switches in layout 8 do anything on the FM3. You might imagine that they would therefore use the “Unassigned” function, but this would disable their custom colors, custom names, and the essential “Layout Links” used to switch the FC-6. Instead, the FM3 switches change the View in Layout 8 — the very layout they are contained in! This also allows the FM3 to use bright/dim LED rings to show the state of the FC-6.

FC-6: Layout 2: Scenes, View 1

TAP: Scene 4	TAP: Scene 5	TAP: Scene 6
HOLD: --	HOLD: --	HOLD: --
TAP: Scene 1	TAP: Scene 2	TAP: Scene 3
HOLD: --	HOLD: --	HOLD: --

FC-6: Layout 2: Scenes, View 2

TAP: PP#1	TAP: PP#2	TAP: PP#3
HOLD: --	HOLD: --	HOLD: --
TAP: Scene 7	TAP: Scene 8	TAP: Tap Tempo
HOLD: --	HOLD: --	HOLD: --

FM3: Layout 8, OMG9: Right Switch [Tap]

Tap the FM3 right switch to enter Effects Mode. Five switches on the FC6 are assigned to bypass/engage different effects. The “MORE” switch toggles out to a view containing five different effects (and back).

TAP: PRESETS	TAP: SCENES V1	TAP: EFFECTS
HOLD: Tuner	HOLD: SCENES V2	HOLD: LOOPER

NOTE: Almost all of the switches on the FC-6 in this setup have the HOLD functions UNASSIGNED. This allows their tap functions to fire on the switch “downstroke” for precise musical timing.

FC-6: Layout 3: Effects, View 1

TAP: Phaser 1, Byp	TAP: Chorus 1, Byp	TAP: MORE>> ▶ --
HOLD: --	HOLD: --	HOLD: --
TAP: Drive 1, Byp	TAP: Delay 1, Byp	TAP: Reverb 1, Byp
HOLD: --	HOLD: --	HOLD: --

FC-6 Layout 2: Scenes, View 2

TAP: Rotary 1, Byp	TAP: Pitch 1, Byp	TAP: << MORE ▶ --
HOLD: --	HOLD: --	HOLD: --
TAP: Comp 1, Byp	TAP: Trem 1, Byp	TAP: Flanger 1, Byp
HOLD: --	HOLD: --	HOLD: --

FM3: Layout 8, OMG9: Right Switch [Hold]

Hold the FM3 right switch to enter Looper Mode. Remember that the Looper block must be present in your presets in order for this layout to work.

TAP: PRESETS	TAP: SCENES 1	TAP: EFFECTS
HOLD: Tuner	HOLD: SCENES 2	HOLD: LOOPER

FC-6: Layout 5: Looper

TAP: Once	TAP: Reverse	TAP: Half-Speed
HOLD: --	HOLD: --	HOLD: --
TAP: Record	TAP: Play	TAP: Erase
HOLD: --	HOLD: --	HOLD: --

Layouts 4 and 7 are completely un-used in the OMG9 setup.