Pilot update summary

For VL3/x users. Pilot version 0.29.14: every change you can see since version 0.29.13.

This update protects your presets, puts your six Vocal Lead Levels on one screen, and corrects what Pilot shows on your global screens. It also makes dialogs, reconnecting and the manual more dependable.

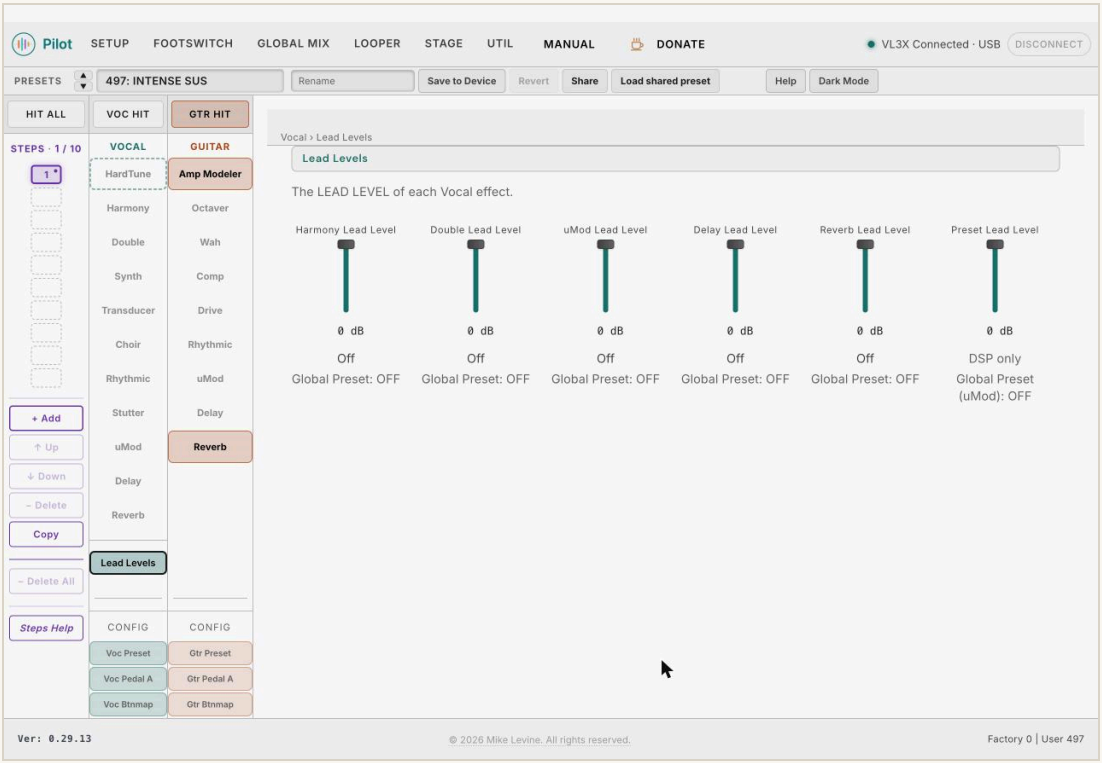
Three items need your attention. See *Vocal Delay*, *Old name, new name* and *The overwrite prompt* below.

Area	What you get
Vocal Lead Levels	One screen for all six, with the On/Off and Global Preset state under each fader
Vocal Delay	The Lead Level knob now changes Lead Level, and Lead to Delay has its own knob
Shared settings	Both Delay screens show the shared Tempo, and the Copy Wizard names what a copy also sets on the other side
Preset safety	Fewer ways to lose a preset, and a clear report when a command, a store or a read fails
Dialogs	Esc cancels every confirm dialog except Unsaved Changes, and a dialog cannot repeat an old action
Connection	A cleaner reconnect after a cable pull
Global screens	Footswitch and other global screens show the setting Pilot reads for each control
Manual and guides	Clearer links, updated tables, and the Lead Level guide is back

All six Vocal Lead Levels on one screen

All six Vocal Lead Levels sat in a Global Mix group called VOCAL LEAD SENDS (DSP ONLY), under names such as LEAD TO DELAY. Harmony and Double also showed theirs as a Dry Vocal slider, and uMod and Reverb as a Lead Level knob. Now all six are together on a new screen, **Vocal › Lead Levels**, with one fader each: Harmony, Double, uMod, Delay, Reverb and Preset Lead Level.

You can now balance these levels in one place. You see each level with the effect's On/Off state and its Global Preset state, so you can tell at a glance whether Save will store that level in this preset.



The new Lead Levels screen. Its pill is in the Vocal column, under Reverb and above CONFIG.

How to use it

1. In the Vocal column, click **Lead Levels**.
2. Drag a fader, or click its value and type a new one.
3. Read the two lines under the fader. The first shows if the effect is on. The second shows its Global Preset state.

The line reads	What it means
Global Preset: OFF	The effect's Global switch is off.
● Global Preset: ON · not saved with this preset	The Global switch is on, and Save does not store this level in the preset.
● Global Preset: ON · your change saves with this preset	The Global switch is on, but you changed this level, so Save stores your change in the preset.
--	Pilot has not read this value yet.

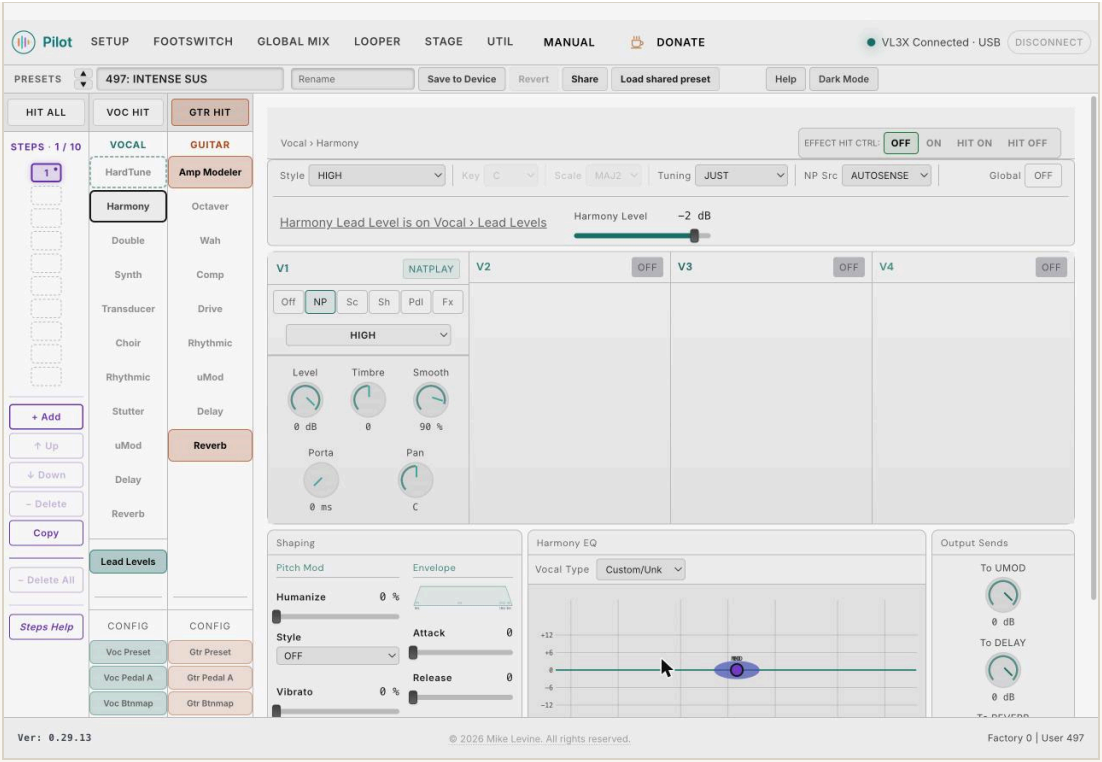
Pilot does not yet know whether the VL3/x plays the preset's Lead Level or the Global Preset's while the switch is on. The VL3/x manual says that a change to an effect with Global on changes the Global Preset. Whether that includes Lead Level is not yet tested.

Preset Lead Level shows **DSP only**, because no VL3/x screen shows it. Its second line reads **Global Preset (uMod)**, because Pilot saves it with uMod.

While the screen is open, a Lead Level or a Global Preset switch that you change at the VL3/x panel also changes on the screen.

Where the old controls went

Global Mix now has the link **Vocal Lead Levels are on Vocal › Lead Levels**. Harmony and Double each have a link where the Dry Vocal slider was. Click a link to go to the new screen. The uMod, Delay and Reverb screens keep their Lead Level knob. It is the same setting as the fader on Lead Levels, so a change in one place shows in the other.



Harmony: the link to Lead Levels stands where the Dry Vocal slider was.

Old name, new name

Old name on Global Mix	Name on Lead Levels
LEAD TO HARMONY, or Dry Vocal on Harmony	Harmony Lead Level
LEAD TO DOUBLE, or Dry Vocal on Double	Double Lead Level
LEAD TO uMOD	uMod Lead Level
LEAD TO DELAY	Delay Lead Level
LEAD TO REVERB	Reverb Lead Level
LEAD PRESET TRIM	Preset Lead Level

Take care. The old Global Mix LEAD TO DELAY is not the **Lead to Delay** knob on Vocal › Delay. The Lead to knobs on the uMod, Delay and Reverb screens are different settings. Use the table above to find a level you set on Global Mix.

The same names everywhere. Util › SysEx (Capture, Export and Reverse Lookup), the Pilot Comparator, Active Changes, the Copy Wizard and the help panel all use the Lead Level names. The VL3/x has no control called a Lead Send, so Pilot's screens no longer use that name for a Lead Level. The tips on the Lead Levels screen now say only what is known.

- Reverse Lookup lists where Pilot shows a Lead Level.
- The Comparator groups the six under Lead Levels.
- Copying a Vocal effect also copies its Lead Level, and Preset Lead Level goes with uMod.
- CHOIR LEAD LVL is now LEAD TO CHOIR in the manual, the glossary and the utilities. The knob on Vocal › Choir still reads LEAD LVL.
- The manual has a new Lead Levels section and new Harmony, Double and Vocal Delay images. Its table keeps the row name LEAD PRESET TRIM, and says that Pilot shows it as Preset Lead Level.

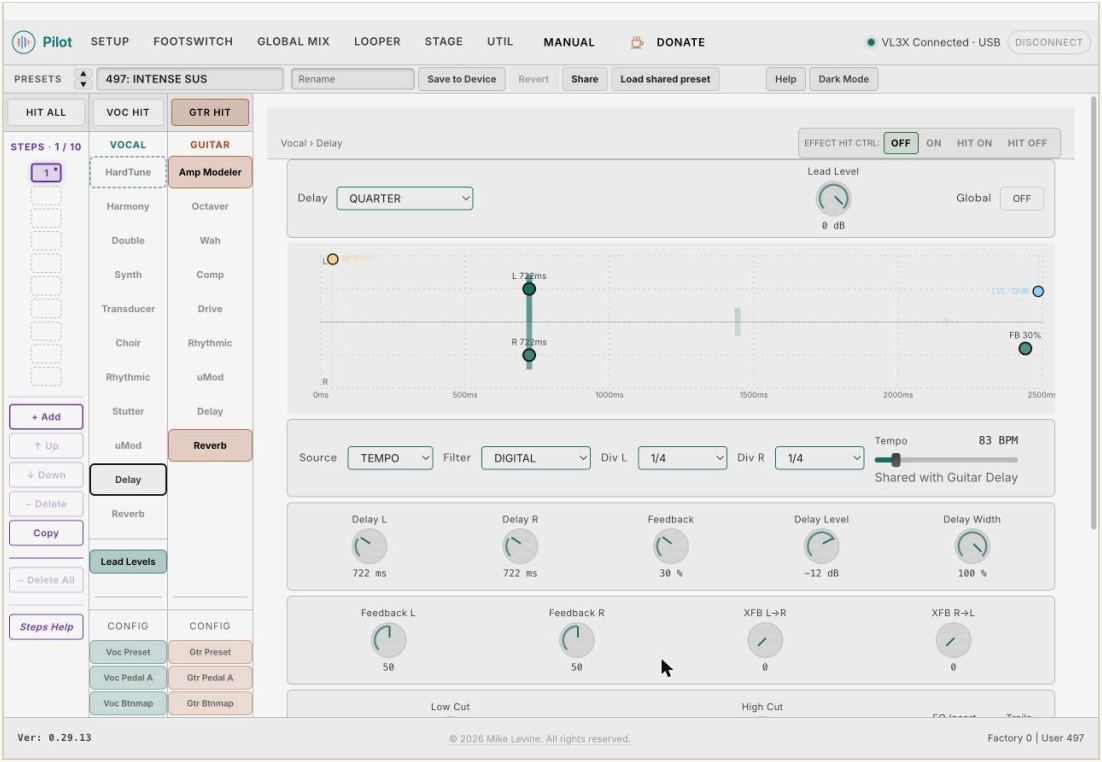
Vocal Delay: Lead Level and Lead to Delay

In earlier versions, the Vocal Delay knob labelled **Lead Level** changed a different setting, Lead to Delay. This is fixed. The knob now changes the Delay's own Lead Level, and **Lead to Delay** has its own knob at the start of the routing row.

The routing row now reads Lead to Delay, Harm to Delay, uMod to Delay, Choir to Delay. Choir to Delay moved to the end.

After this update, the Lead Level knob may show a different number. Your preset did not change: the knob now shows a different setting. The number the old knob showed is now on Lead to Delay.

Check this. If you turned the old Lead Level knob and saved a preset, the change went to Lead to Delay. If that preset's delay sounds wrong, open Vocal › Delay, set **Lead to Delay** by ear, set **Lead Level** to the level you meant, and click **Save to Device**.



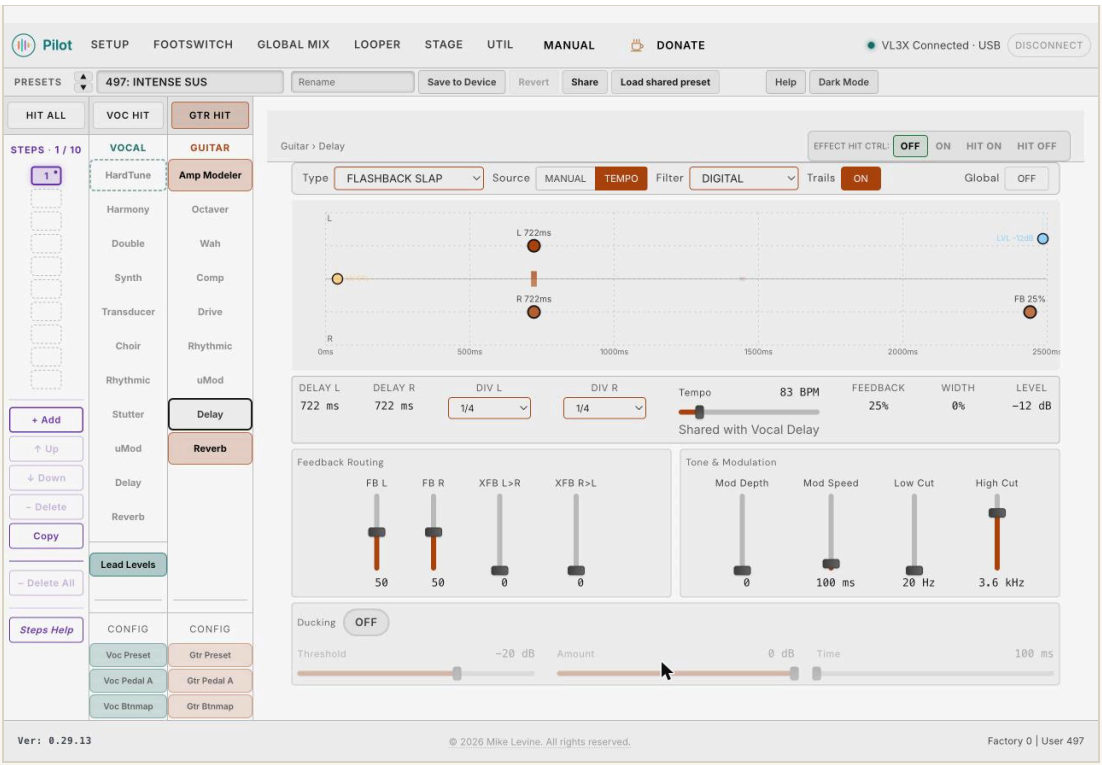
Vocal Delay. The Lead Level knob is at the top. The Tempo slider says "Shared with Guitar Delay".

Settings that Guitar and Vocal share

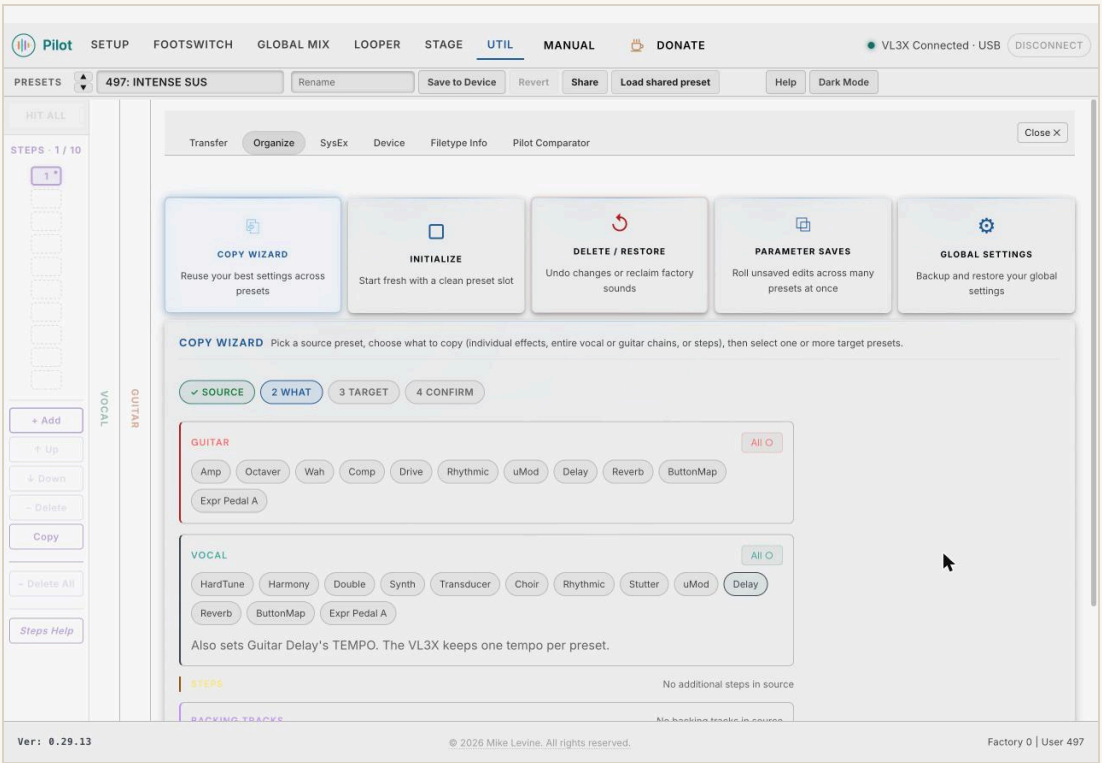
Guitar and Vocal share 11 settings. The VL3/x stores one value for each, so a change on one side is also a change on the other. These are the preset TEMPO, the six button modes, and the pedal's function, its two range limits and its Global switch. The editor screens and the Copy Wizard did not tell you this before, so a copy could change a setting that you did not tick.

The Delay screens and the Copy Wizard now show the link.

- **Guitar Delay now has a TEMPO control.** Both Delay screens name the link: **Shared with Vocal Delay** and **Shared with Guitar Delay**.
- **The Copy Wizard tells you.** The What step names what a ticked effect also sets on the other side. The Confirm step says it in plain words, for example: "Vocal Delay also sets the preset TEMPO, which Guitar Delay uses too."
- **The help explains it,** for both Delay Tempo controls and for the Copy Wizard.
- **Not on every screen yet.** The ButtonMap and pedal screens do not show the link. A change there also changes the other side.



Guitar Delay with its Tempo slider and the "Shared with Vocal Delay" label.



The Copy Wizard's What step. Tick Vocal Delay, and it says that this also sets Guitar Delay's TEMPO.

Your presets are safer

Most items below close a way that a preset could be lost, or a way that Pilot could say that something worked when it did not. You get more trust in what Pilot tells you. Where a change adds a message or a step, this section names it.

Importing onto the preset you have loaded

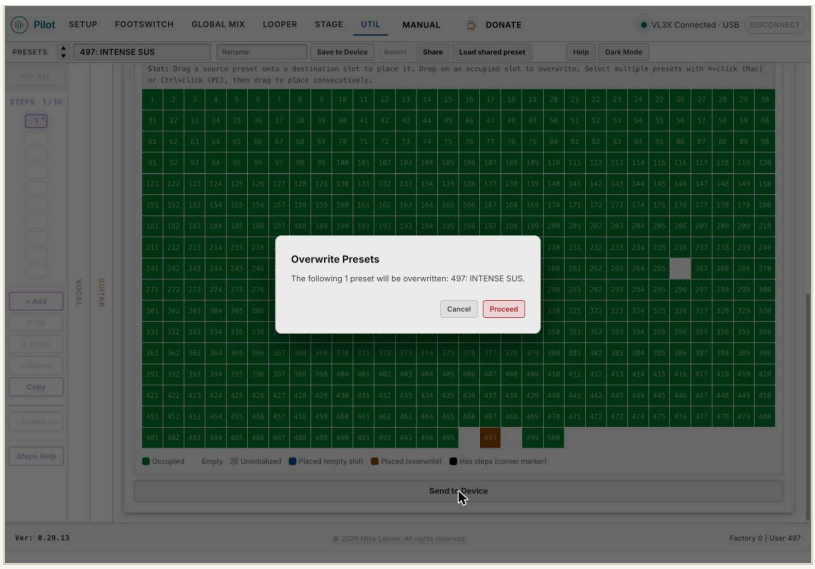
Before, if you imported a file into the slot that was loaded, the VL3/x stored the import, but Pilot kept showing the old preset. Save could then write the old preset over your import. Now, when the VL3/x confirms the import, Pilot reads the slot again, so the top bar and the editor show what the VL3/x holds. This also applies when you install a shared preset onto the loaded slot.

Unsaved edits on that preset are replaced by the import. Pilot does not ask first, so save them before you import onto the loaded slot.

A step move that is still waiting to save belongs to the preset you replaced. Pilot now drops it when an import of one file or many lands on the loaded slot, so it does not write over the import. A copy, a move or a restore onto the loaded slot drops it too.

The overwrite prompt

Before an import writes over a preset that Pilot's list shows by name, it names that preset. The prompt names up to 10 presets, then counts the rest. **Cancel** and Esc both stop the import, and nothing is written. Pilot does not ask for a slot named NEW PRESET or BLANK PRESET, or for a slot that its list shows as empty. **If you built a preset and kept one of those names, rename it first.** An import can replace it with no warning.



The prompt names the preset that the import will replace.

Save, Copy and Backup check before they call a slot empty

Save and the Copy Wizard now treat a slot as empty only after two refusals that Pilot can trust. Backup uses the same check for each slot in Pilot's preset list. A single stray answer can no longer make Save or the Copy Wizard treat a full slot as free. If Pilot cannot be sure, it stops and writes nothing:

> **Pilot could not confirm that slot N is empty, so it wrote nothing.**

A Backup lists such a slot as failed. If a preset scan is running, you see the message below, and the action continues when the scan ends:

> **Waiting for the preset list refresh to finish…**

Push Changes reads before it writes a blank

Push Changes used to take a slot missing from Pilot's list as empty, and it wrote a blank preset there first. It now reads the slot. If the slot holds a preset, Push Changes applies your changes to that preset and writes no blank. It writes a blank only when the VL3/x refuses the slot twice. If Pilot cannot confirm the slot, it writes nothing and reports that slot as failed.

Backups and exports say what is missing

Export Presets used to treat a failed read as an empty slot. It left that preset out of the file and still said Saved. It now names each slot it could not read, for example: **Could not read slot 6, so it is not in this file.**

Backup reads the slots in Pilot's preset list. If Pilot cannot confirm that its list is complete, the final message now says so, and tells you to reconnect and back up again.

Compare's Initialize reads before it writes

Initialize now reads a slot before it writes to it. If the slot holds a preset when you pick a side, Compare loads it and says **Slot N holds a preset. Pilot loaded it.** If the slot is really empty, Compare asks first, and Cancel has the focus:

> **Initialize slot 25? The VL3X reports no preset in slot 25. Initialize writes a blank preset to slot 25.**

Compare's Save and its scratch slot do not read first. They write to the slot you pick. A slot named BLANK PRESET or NEW PRESET now counts as a preset: Compare loads it, and Save writes over it.

Compare also no longer reports a save that it could not confirm. You may see:

- **Slot N is unverified: the VL3X did not confirm the save and did not answer a read-back.**
- **Slot N did not take the save: it reads back as "NAME" with N step(s).**
- **Slot N now holds a blank preset: the content write failed.** Save to that slot again.

A command Pilot cannot send no longer shows success

These commands could show success before, even if Pilot could not send them: restoring a factory preset, deleting a preset, restoring all factory presets, restoring a global setting, changing step, and Push Changes. Each now reports the failure. A success message means that Pilot sent the command. It does not check that the VL3/x carried it out.

- **The VL3X did not get the change to step N. Pilot shows step N; check the connection.** Reconnect, then pick the step again.
- **Restore stopped: Pilot could not send factory preset N to the VL3X. X of Y were sent.** Reconnect and run the restore again.
- **Preset N was not deleted: Pilot could not send the command to the VL3X.**
- **Factory preset N was not restored: Pilot could not send the command to the VL3X.**
- **N global settings were not sent to the VL3X.** The count in the final Restore message is lower.

- **Slot N: the store command was not sent to the VL3X.**
- **Slot N: the restore command was not sent to the VL3X.**

A store that the VL3/x does not confirm now counts as failed in three more places: the Copy Wizard, a shared-preset install, and the slot that Move Presets clears. Each used to report success. The Copy Wizard and Move Presets count that slot as failed, and a shared install offers to write it again.

The Copy Wizard warns about lost steps

All Steps with no effect gives a target the source's step count. If Pilot's preset list shows that the target has more steps, the Confirm step now names what goes, for example: "Target 120: MY SONG will lose steps 4 to 6 (6 steps become 3)." Before, the wizard warned only when steps grew.

An unknown backing track stays unknown

Pilot does not know if a preset has a backing track until it reads that preset. It used to treat "not known" as "none", and it now keeps the difference. The Copy Wizard reads the first blank-named target with an unknown track before it shows the Confirm step. Move Presets reads the backing track of the slot you click. In a Shift range it reads the end slot, not every slot, so a big range stays fast. In Move Presets, no track marker can mean that Pilot has not read that slot yet.

Mixed-up reads are caught

If a data chunk of a preset arrives twice with different data, the read now fails and does not use the second copy. A true repeat is ignored.

A preset scan waits for a save

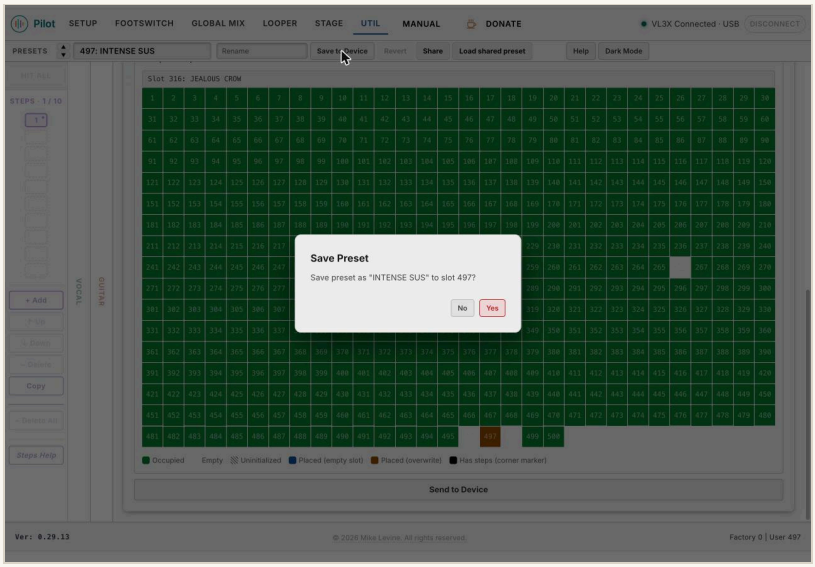
A preset scan no longer starts during a Save, an import, a Copy, a Move or a Push Changes. If a scan would start in that time, Pilot tells you:

Preset scan not started: a device write is in progress. Pilot scans when it ends.

You do not need to do anything: Pilot runs that scan when the write ends. **Print Preset List** on Util › Device does not wait. It stops and says **A device write is in progress. Print again when it ends.** If Pilot reads a preset or changes preset during a scan, it still shows Scan complete, but it does not trust that scan to say which slots are empty. Those slots show as **Not verified**, and the import prompt may say that a slot has not been verified.

Dialogs do what you expect

- **Esc cancels every confirm dialog,** including Save Preset, Delete All Steps, Step variance detected, Enable RoomSense? and the firmware update dialogs. While a firmware update runs, Esc on its Cancel dialog keeps the update going. Unsaved Changes still asks you to choose Save or Discard.
- **The focus returns** to the control that opened the dialog, so keyboard users keep their place.
- **A double click cannot confirm by accident.** The second click of a double click does not press a dialog button.
- **No old actions.** A later dialog can no longer run the action of an earlier one. One old case could turn on RoomSense Auto-Detect after you answered No. If you answered No and see it on, set it again in Setup.



The Save Preset dialog. Esc now acts as No, and nothing is saved.

A cleaner reconnect

- If you pull and replace the USB cable, an old connection check can no longer break the new connection.
- When the port changes, Pilot stops listening to the old port, so Pilot hears one port at a time.

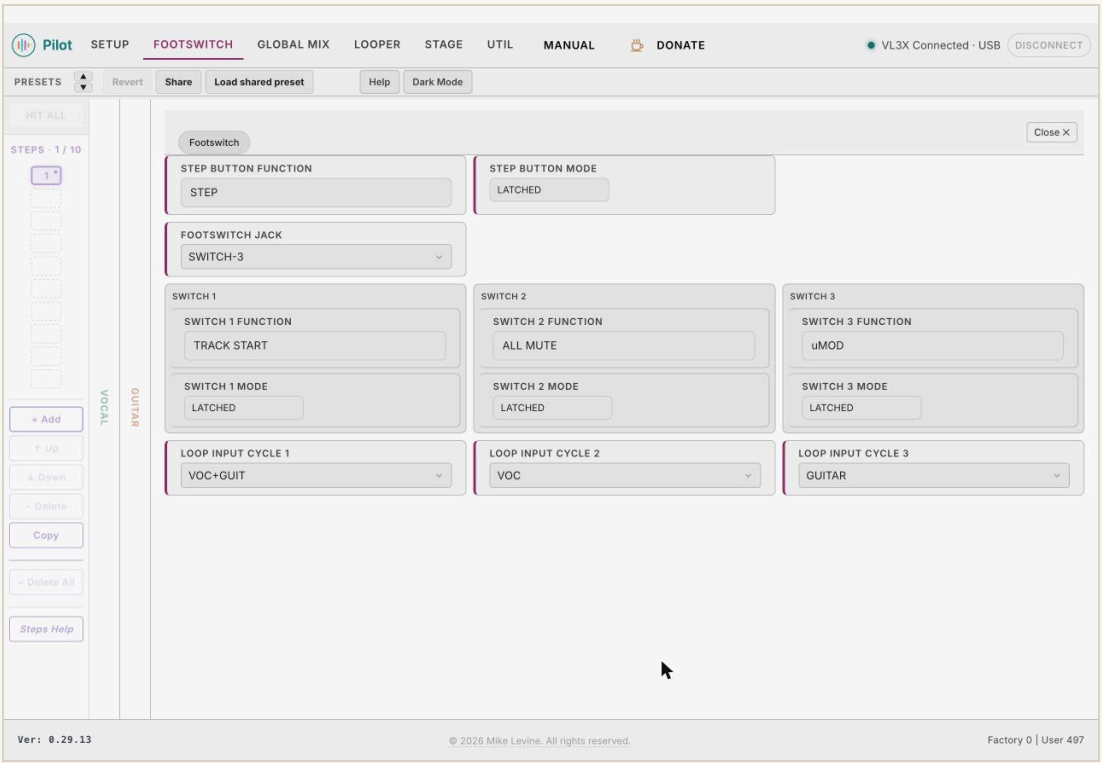
- The header says **Connected · USB** until Pilot knows your model. Before, a VL3X could read "VoiceLive 3 · USB" for a moment during a reconnect.

Global screens show the right values

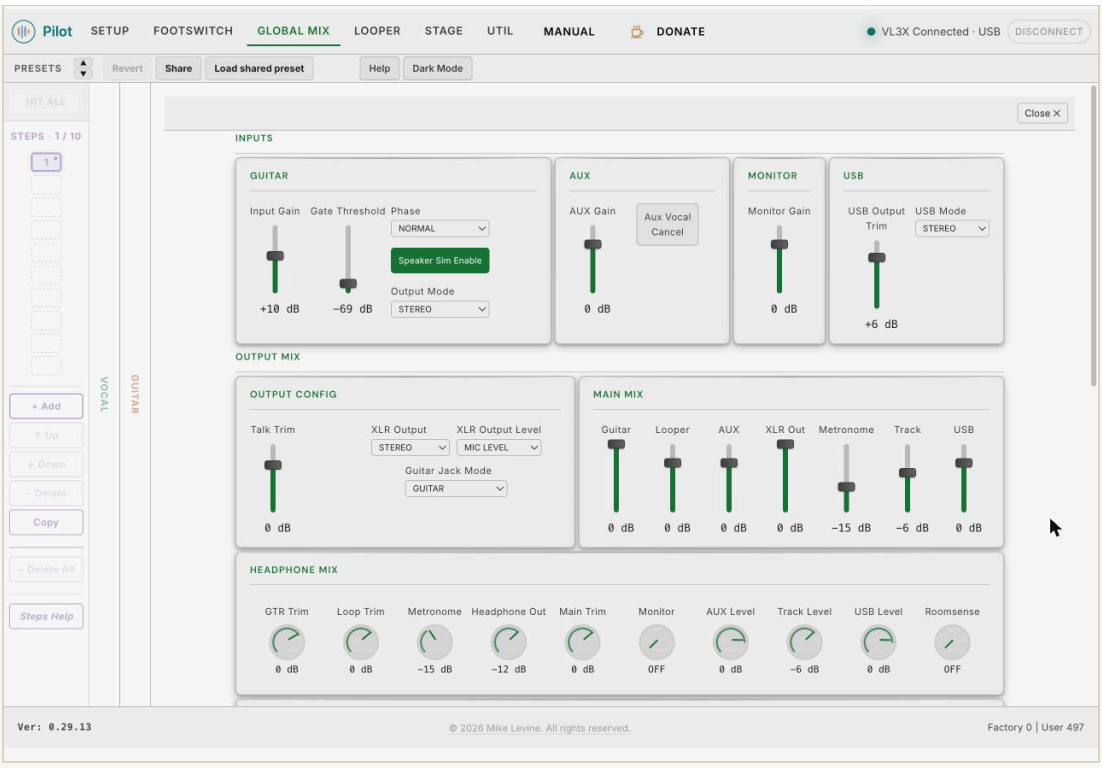
Global screens could show values from the preset in place of the global setting. On Footswitch, for example, SWITCH 2 FUNCTION could show the number 60 when the real setting was ALL MUTE. This is fixed. Pilot now finds each global setting by its own identity, and the global screens no longer ask the VL3/x for preset values.

On a connected VL3/x, these screens now show the value Pilot reads for each global setting. Setup › MIDI still lists the settings that you change only at the panel, and two Looper settings stay on the VL3/x. HEADPHONE OUT also now has its full range: OFF, then -60 to +12 dB.

On these screens, Pilot does not follow effect on/off presses at the VL3/x. The Guitar and Vocal columns catch up when you go back to a Guitar or Vocal screen. On the Looper Preset screen, a change to Auto-Load Slot at the panel may not show until Pilot reads the preset again.



Footswitch shows the functions and modes by name.



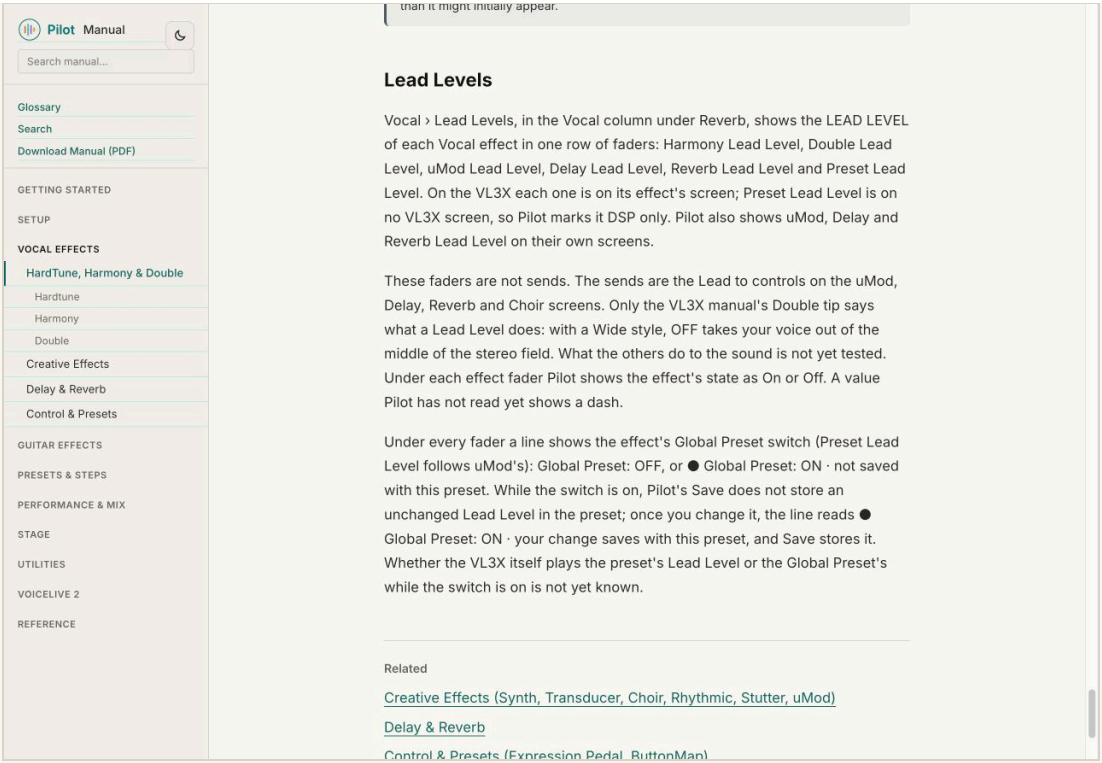
Global Mix, with Headphone Out in the Headphone Mix group.

Manual and guides

The Lead Level guide is back at vl3x.info/lead-level-routing.html. Its title is now VL3/x LEAD LEVEL. It no longer calls a Lead Level a send, and dotted lines show which effect each level belongs to. Its old "lowest Lead Level wins" rule is gone, because that rule was never tested on a VL3/x. Its footer no longer names the Reverse Engineering Project, and its preview image is new.



The new image for the Lead Level guide.



The manual's new Lead Levels section, on the Vocal Effects page.

- **The Vocal Signal Path guide is updated.** Its Lead Sends box is now Lead To, and Lead Level is no longer a step in the voice branch.
- **The DSP page is updated.** Its group is now Vocal Lead Levels.
- **Links are easy to find.** In light mode they are darker, and content links have an underline in both themes, so you do not rely on colour alone.
- **Printing is better.** Link underlines are solid in the PDF, and all styled pages now use the print style.
- **Smaller fixes.** The sort arrow in parameter tables is easier to see. The Firmware Update page menu now opens and closes correctly, with Esc. The DSP badges on Performance Mix are styled.
- **This summary is on the Resources page,** in the Advanced section.
- **Style updates reach you.** The manual's style and script files now carry a key taken from their content, so your browser loads the new file when one changes.

Small fixes you may notice

- **Unsaved: N** opens the Active Changes list again. It is now a button, so Tab and Enter reach it too.
- The keyboard focus ring now uses the correct colour in both themes. In light mode it was too faint on light surfaces. In dark mode it is now purple, not orange.
- The links to Lead Levels are larger targets, with a clear focus ring.
- The old pilot.html page's browser tab now reads **Pilot has moved**.