GT1Man & GT1BassMan User Guide
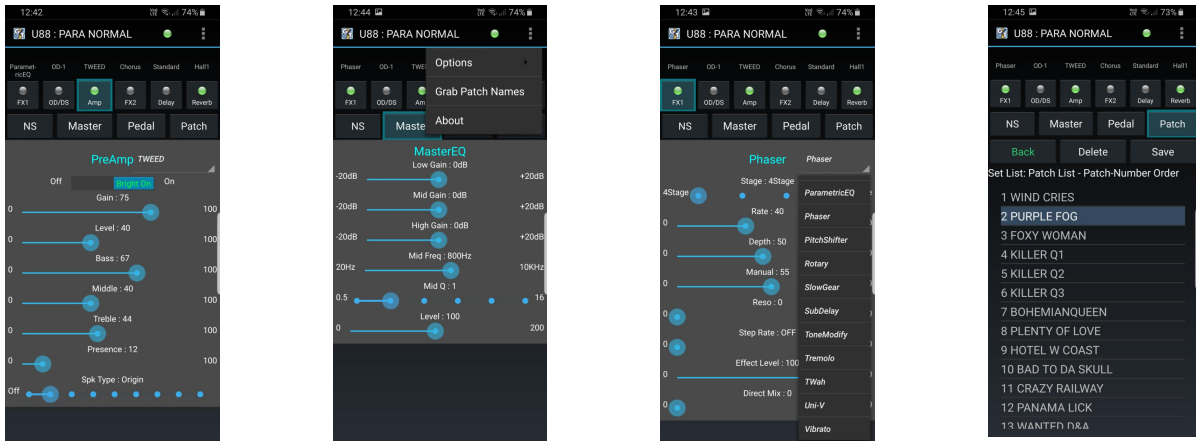
Introduction

Note : *It is recommended that you read the GT-1 / GT-1B Boss Tone Studio (BTS) documentation for a detailed description of all of the GT-1(B)'s effects and their parameters.*

This guide relates to both the **GT1Man** and **GT1BassMan** apps.
All references to GT-1 and GT1Man, equally apply to the GT-1B and GT1BassMan.

The Boss GT-1 Guitar Effects Processor (GT-1) is a highly configurable device, with tens if not hundreds of parameter settings. These settings enable you to create the specific sound you require, and to be able to turn various effects on and off individually.

The parameter settings are accessed and changed via a menu structure within the GT-1, using the knobs and buttons on the device. Unfortunately, making any significant change can involve quite a bit of knob 'twiddling' and button pressing on the GT-1. Fortunately, **GT1Man** makes managing your GT-1 a great deal easier. Creating, saving, loading and changing your sound settings can usually be make with one or two taps.

Connection - GT1Man connects to your GT-1 via an OTG adapter and a USB cable, and allows easy access to almost all of the GT-1's parameters. **GT1Man** synchronises with the GT-1's settings, and changes made within **GT1Man** (ie on your Android phone or tablet) are immediately sent to the GT-1. Similarly, any button presses, or knob turns, on the GT-1 are reflected within **GT1Man** on your phone screen.
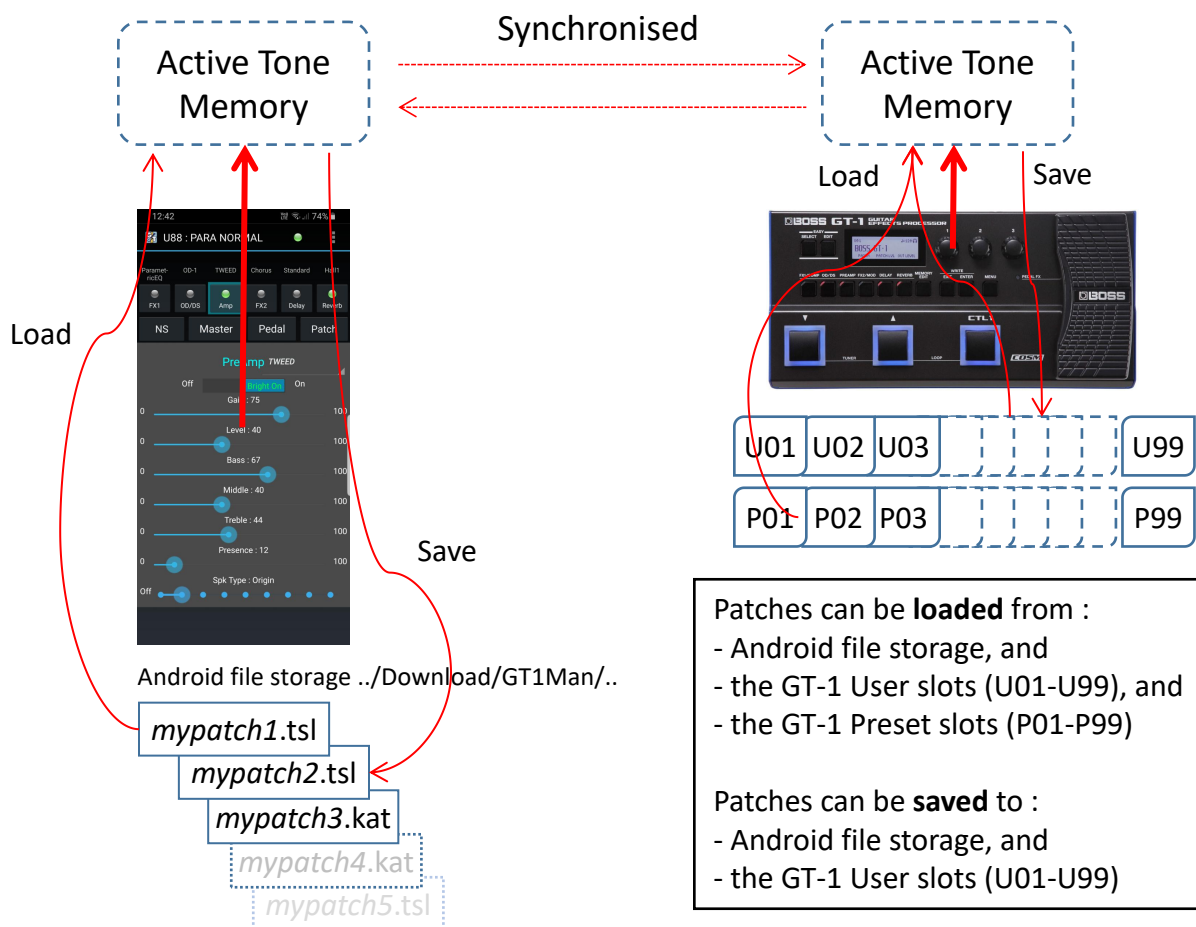
Phone / Tablet

USB 'Printer' Cable

OTG Adapter

Boss GT-1

Overview
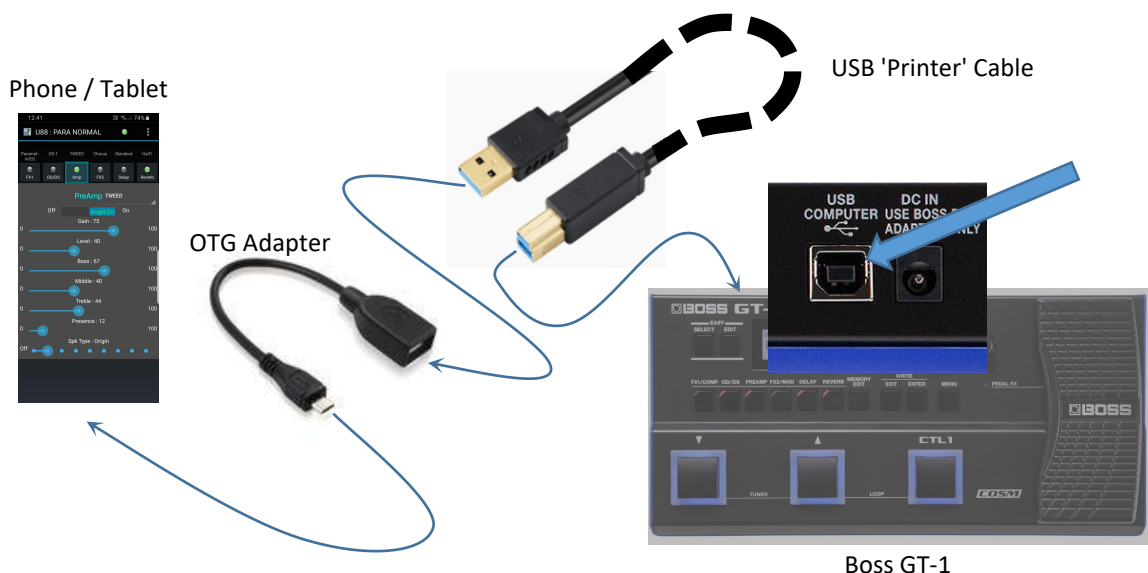
The GT-1 has 99 **user** definable slots (U1-U99) which can be used to load tones into the GT-1's active memory. This active tone memory (ATM) holds all of the current effect and device parameter settings used to create the unique sound associated with this preset. This collection of parameter settings is referred to as a **'patch'**. If changes are made, the patch parameters in the active tone memory (ATM) can be saved into any of the user slots (U01-U99).

Similarly, the GT-1 also has 99 **preset** slots (P1-P99) which can be used to load built-in sounds/tones into the GT-1's active memory. However, changes can **not** be **saved** back to the preset slots.

Changes can be made to the parameter settings in the ATM, by using the sliders etc within GT1Man, or the knobs on the GT-1. GT1Man and the GT-1 exchange messages every time you change a parameter on either. This way the two versions of the ATM are kept synchronised.


Patches can be **loaded** from :
- Android file storage, and
- the GT-1 User slots (U01-U99), and
- the GT-1 Preset slots (P01-P99)

Patches can be **saved** to :
- Android file storage, and
- the GT-1 User slots (U01-U99)

Important : *Any changes you make will not be preserved unless you save them to the GT-1, or to GT1Man or both.*

Within GT1Man, you can tell the GT-1 to save its current tone (the ATM) into one of its patch slots, and/or save the ATM to the android file storage.

*See the later section on **Patches** to learn more about patch saving and loading.*

GT1Man Controls - Overview
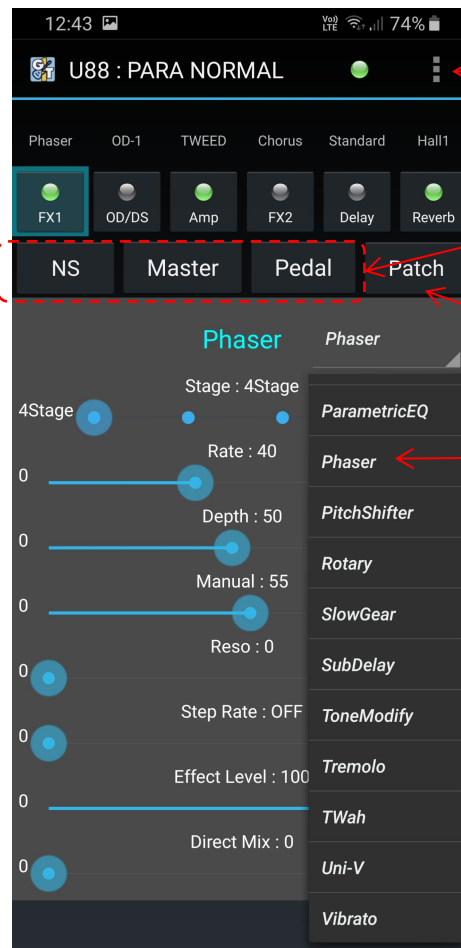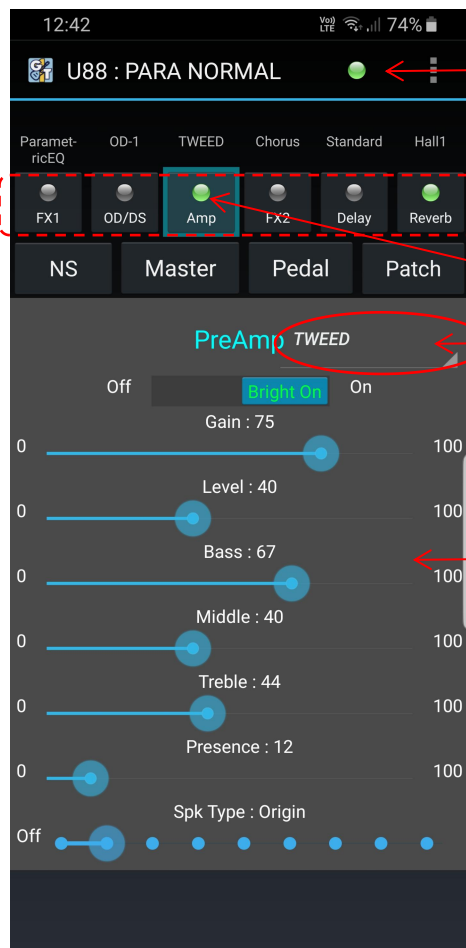
Notes:

1. **Status light** - Yellow/green when the app and GT-1 are connected OK, blue if not connected.

2. **Effect window selector** - these buttons select the app window which controls the respective effects or functions. The effect name above the button shows what effect is currently assigned.

3. **Effect status** - These 'LEDs' represent the physical LEDs on the GT-1. They show whether the effect is active or not (grey is OFF). *Long press* to turn the effect On/Off.

4. **Effect Type** - Most of the effect windows have an effect type selector. This text shows what effect type is currently selected.

5. **Effect Controls** (sliders & switches) - Each effect window contains a number of controls corresponding to those used in the GT-1 for the respective effect. The number and name of the controls shown will vary depending on the specific effect being viewed. For example the PreAmp will have different controls from the Delay / Reverb etc.

6. **Noise Suppression/Chain, Master, Pedal FX** - These buttons give access to the respective windows, and the controls shown on each match the controls used in the GT-1.

7. **Patch Button** - This opens the Patch window where you can load and save patches. (See later for more on Patches)

8. **Assign Effect Type** - You can quickly change the 'Type' of effect in use by using this drop down menu. The contents of the menu show all of the possible 'Types' (as per the GT-1) available for the effect being viewed, and the contents will be different for each effect (ie OD/DS, PreAmp, Delay, Reverb, FX1, FX2 will all have different menus) *(FX1 and FX2 have the same menu contents).*

9. **App Menu -** Use the App Menu to select various options, and to trigger the 'Patch Grab' (patch upload) function. See later for more details on these.

Effect Control Window

Patch Window
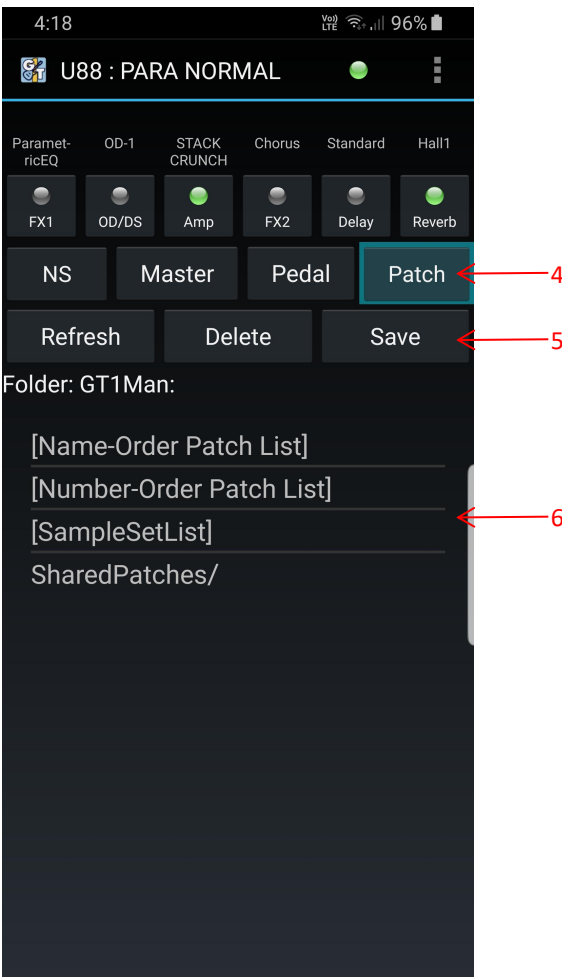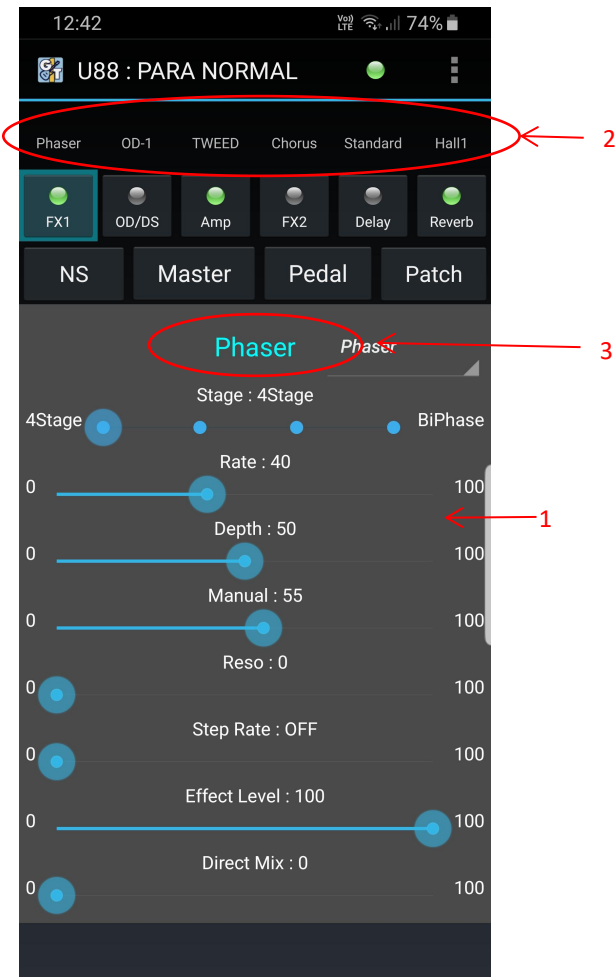
Notes:

1. **Effect Control Window** - This window appears when you press one of the window selector buttons ... 'FX1','ODDS','Amp','FX2','Delay','Reverb'. The screen content varies according to the effect you have selected (see the Boss BTS user manual for details on all of the GT-1 effects).

2. **Effect Type Header -** The heading above the effect button reflects the 'type' of effect currently assigned.

3. **Effect Name** - Most of the effects allow you to *Long press* the blue name text to reset the effect to useable, reasonable values (ie you will hear the effect, at a volume that is not too high). *Hint: If all of the values are set to zero when you open this window - try using this **Long press** to get started with the effect.*

4. **Patch Window** - The 'Patch'button shows the Patch Window.

5. **Patch Save** - When you create a sound / tone that you want to save and use again. Press the save button to save your patch for future use.

6. **Patch Load** - The Patch Window displays a list of all of your saved patches. Just 'tap' on a patch name to load that patch to the GT-1.
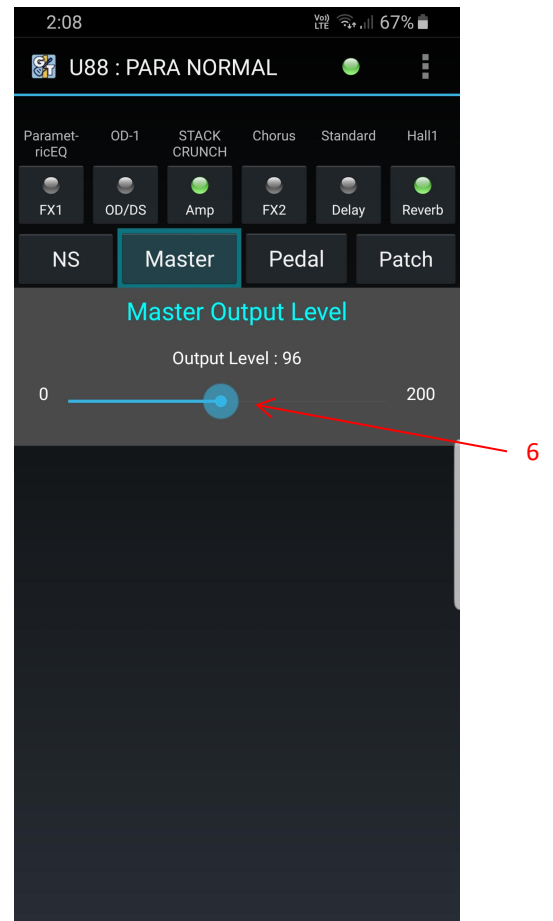
Master

Notes:

1. **Master Button** - Displays the GT-1 'Master Settings'. *Long press* this button to control the 'Master Output Level'.

2. **EQ Controls -** These set the overall EQ of the GT1, and are separate from and in addition to the EQ parameters set in the FX ParametricEQ (if used).

3. **Beats Per Minute (BPM)** - Sets the master tempo to be used by various effects (eg Tremolo).

4. **Master Key** - Sets the master key to be used by certain effects (eg Harmonist - both FX1 & FX2 share the same master key).

5. **Patch Level** - This is the 'volume' level for the patch. Note: The default setting is in the centre (value of 100).

6. **Master Output Level** - This is the master volume level for the GT-1. It is independent from the patches, and is **not** saved in the patch files.
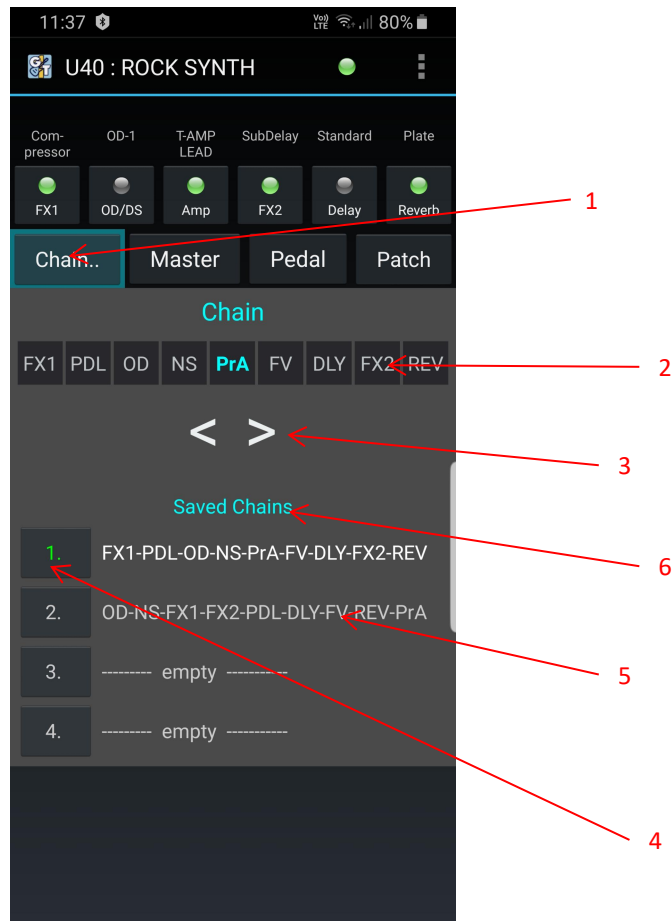
Chain Order

Notes:

1. **NS/Chain -** The Chain window shares the Noise Suppression (NS) button. Pressing this button will alternate between showing the NS configuration and the Chain details.

2. **Current Chain** - The chain order currently active in the GT-1 is shown in the 9 boxes across the screen.

3. **Changing Chain Order** - To change the order, first select a chain device to be moved by tapping on the appropriate box. The selected device is highlighted. Use the arrow buttons to move the selected device to the left or to the right. The GT-1 will be updated each time the arrow buttons are pressed.

4. **Saving a Chain Order** - For convenience, you can save your favourite chain order configuration on your phone/tablet for easy re-use. To save a chain order, 'long-press' the number associated with the desired 'save slot'. The current chain order will be saved to that slot, overwriting any existing save. *(Note: these favourite saved chain order configurations are only saved on your phone/tablet.)*

5. **Loading a Chain Order** - Simply 'tap' the desired chain order details to immediately load that chain order to the GT-1.

6. **Deleting Saved Chain Orders** - 'Long pressing' the heading 'Saved Chains' will delete **all** of the saved chain order details in **all** of the slots.
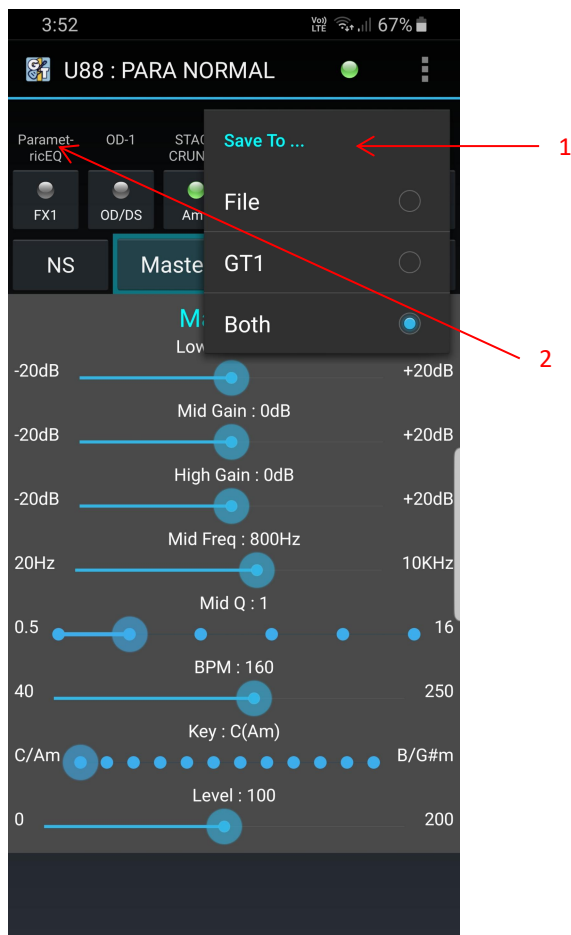
Menu Options:

1. 'Save To' - Use the 'Save To' option to specify where patches will be saved - either to just the GT-1, just to the phone/Tablet, or to both.

Note: if you have this set to 'Both', when saving you will be prompted twice - once to save to the GT-1, and agan to save to the phone/tablet. You can chose to accept or cancel either of these prompts.

2. LED Colour - You can change the colour of the status LEDs by using the 'LED Colour' option from the menu. (This is purely a cosmetic change and has no effect on functionality).

General Notes:

3. Show/Hide - You can create more room on your phone screen, by *long pressing* anywhere on the **GT1Man** header row at the very top of the screen. This will show/hide the bottom row of buttons (ie NS, Master, Pedal, Patch).

4. File & Folder Naming Conventions - All **GT1Man** files are created under the 'GT1Man' folder (usually in your 'Downloads' folder). You can use your favourite android file manager to create sub-folders within the GT1Man folder if you wish to group your patches, setlists etc in some way. The 'Patch' view uses the following conventions when displaying the contents of folders :

- folder names have a '/' at the end   *(eg myFolder/)*
- setlists are enclosed in [and]   *(eg [mySetList])*
- saved TSL format patches have '(TSL)' at the end   *(eg myTSLformatPatch (TSL)   )*
- patch 'stub' files (used to switch between GT-1 slots) have a '#' at the front *(eg #mySlot33Patch)*

Patches

Overview

The **'Patch'** button in GT1Man provides access to most of the patch loading and saving features.

GT-1 Patches - The GT-1 can save 99 user defined sounds / tones as a 'patch' - one in each slot (numbered 1 to 99). Each of these patches can also have their own name. *(The GT-1 comes with 99 factory configured patches by default. However, you can change / overwrite these any way you wish).*

GT1Man - Can **save** patches to your android phone or tablet's file storage. These can then be **loaded** into the GT-1 by simply tapping on the saved patch name. The number of patches that can be saved on your device is limited only by the available memory.

GT1Man can also tell the GT-1 to save the current patch to a specific one of its user patch slots.

GT1Man Patches - GT1Man can save patches in two different formats - the standard Boss Tone Studio Library (TSL) format, and a proprietary format (default).

The proprietary format saves just the parameters for the effects which are currently assigned and creates small files which load quickly.

The TSL format contains all of the parameters for all of the possible effects, whether they are assigned or not. The files are large, and loading takes a second or two. If you download patch files from the web, they will be in TSL format. (*Note: A TSL library file may contain one or more individual patch files).*

Saving Patches - When you save a patch you can choose to save it either to the phone/tablet or to the GT-1, or both. You can use the GT1Man menu option 'Save To ...' to specify to which device you want the app to save patches when you use the 'Save' button. If you set this option to 'Both', the app will first save the patch to the GT-1, and then to the phone/tablet.

When saving to the phone/tablet file storage, you can specify to save the patch in proprietary format or as a TSL file. **Note:** The patch will be saved in the current folder. Therefore, if you have created sub-folders (eg using your favourite android file manager) and you wish to save the patch into a specific folder, navigate into that folder before saving your patch.

Overview continued ...

Changing a Patch Name on the GT-1 - If you wish to just change a patch name, first set the GT-1 to the patch in question, and then select 'Save'. You will be given the option to type a new patch name. Change the name, and then proceed to save the patch back to the GT-1.

Save & Advance - When you save a patch to the GT-1, you can choose to '**Save & Advance**'. This saves the patch into the current GT-1 patch slot and the changes the GT-1 patch slot to the next number. This is useful if you are saving a number of individual patches to the GT-1 and want them to be saved in consecutive order. (For automatically saving multiple TSL patches, see "**Saving Multiple Patches to GT-1**")

Downloading and Importing Patch Files to GT1Man - Patch files can be downloaded from a number of patch sharing web sites, and from Boss' Tone Studio application (PC or Mac). In order for GT1Man to use the patch files they first need to be copied into the GT1Man folder on your android device. By default this is under the android 'Download' (ie '../Download/GT1Man/..'). Within GT1Man, the 'Patch' button shows all of the patch files loaded.

Note: Be sure that the patch files you copy to the GT1Man folder are TSL files (not compressed zip files), and are specifically made for the GT-1.

Selecting / Loading Patches

Selecting GT-1 Patches from a list - When first using **GT1Man**, and whenever the patches saved to the GT-1 have changed, you should run the '*Grab Patch Names*' function from the App Menu.

This function reads all 99 patch slots on the GT-1 and creates a record of the patch slot number and the patch name (*Note: It does **not** save the actual tone parameter settings, just the patch name and slot number*).

Patch Window	Patch Grab in progress	Patch List
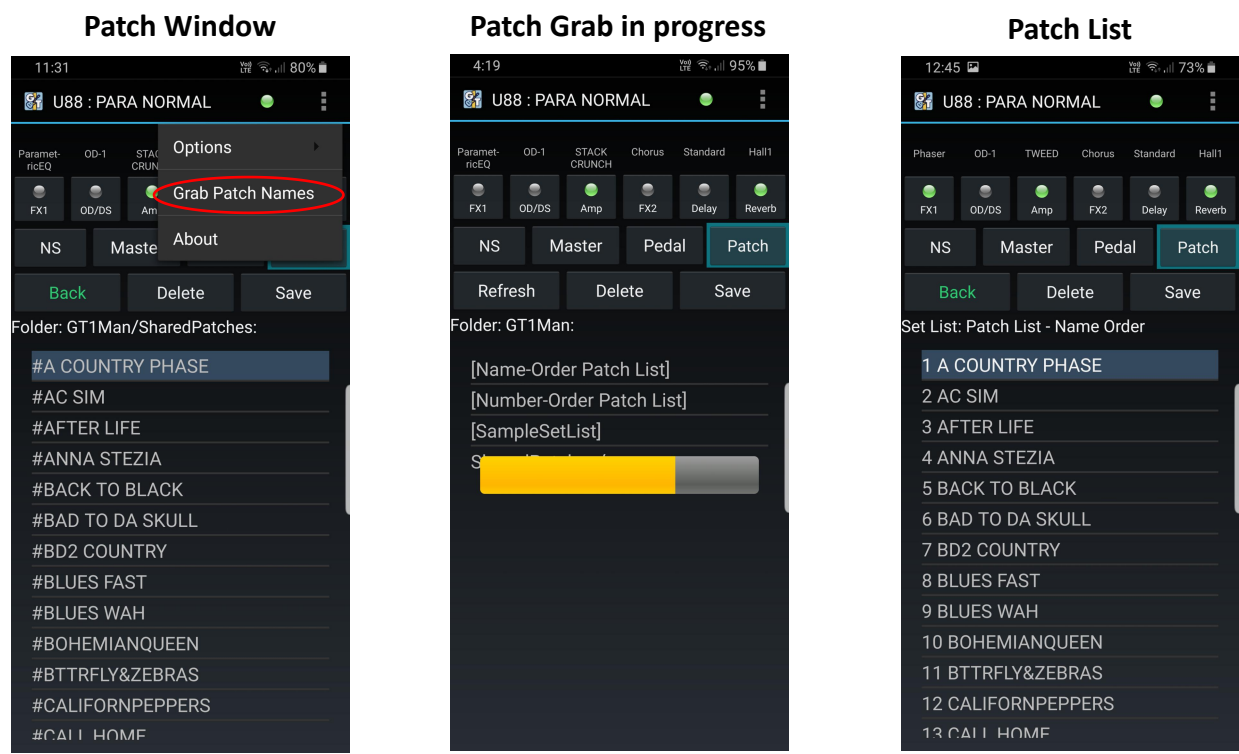
When all of the patch slots have been read, GT1Man creates two lists for you :

a) **Name-Order Patch List** - This is a list of all 99 patches sorted by **name**
b) **Number-Order Patch List** - This is a list, 1 to 99, sorted by **slot number**

You can use these lists by tapping on them, and then selecting and tapping on the patch you want to switch to. The GT-1 will almost instantly switch to that patch slot.

Selecting Patches from files - Any patch files stored on the android phone/tablet under the '..Download/GT1Man..' folder (or in any sub-folders) will be visible within GT1Man. By simply tapping on the patch file name the patch will be loaded to the GT-1.

Tapping on a TSL library file which contains more than one patch will show a list of all of the included patches. Again, simply tap on the patch name to load that patch to the GT-1.

Saving Patches

The 'Patch' button in GT1Man provides access to most of the patch loading and saving features. Patch saving is done using the 'Save' button.

When you press the 'Save' button you are able to save the current parameters from the Active Tone Memory (ATM) to either a file in the android storage of your device, or to one of the GT-1's user patch slots (U01-U99), or to both. You can use the GT1Man menu '**Options | Save To ...**' to specify which of these options you want to use by default.

If you have selected the option 'Both', when you press 'Save' you will be prompted for the details of the **GT-1 user patch slot** in which to save your patch, and then prompted again for details of the **android file** to be saved to. You can cancel either, or both, of the these prompts.

The choice of where you save your patches - android file storage, or GT-1 patch slots, or both - is entirely up to you and your specific requirements.

Tone Studio Library (TSL) files, which you may have stored on your android device, can contain one, or many, individual patches. When you have a TSL library open within GT1Man, and you have selected and loaded one of the included patches into the ATM, if you press 'Save', this single patch will be saved as described above. However, if you wish to save multiple patches from the TSL library directly into several of the GT-1' s user slots, you can do this by '**long pressing**' the **'Save'** button to access to the '**Save Multiple Patches**' feature. See below for more details on this.

Saving Multiple Patches to GT-1

Tone Studio Library (TSL) files, which you may have stored on your android device, can contain one, or many, individual patches. If you wish to save multiple patches from the TSL library directly into several of the GT-1' s user slots, you can do this as follows.

Open the TSL library file containing the multiple patches you wish save to the GT-1 user patch slots (U01-U99). You will notice that the 'Save' button is now marked with a '*' to indicated that you can now access to the 'Save Multiple Patches' feature by '**long pressing**' the 'Save' button.

Saving Multiple Patches
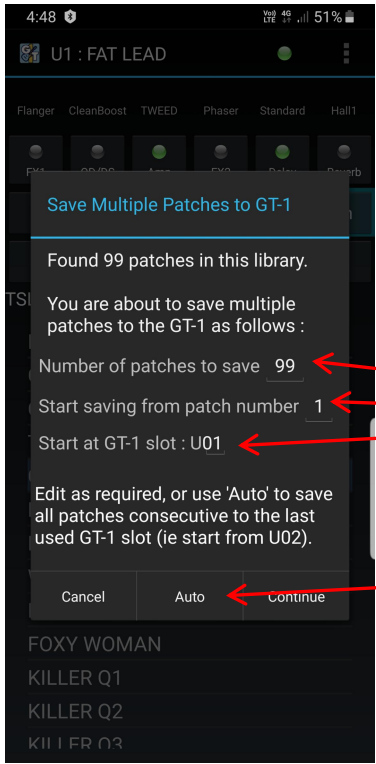
You can edit these values to match your requirements

Use the 'Auto' feature when you want to load patches from different TSL files into consecutive GT-1 slots

When you press 'Continue', the values you have supplied are validated to make sure they make sense (for example: you are not trying to save more patches than are in the file, or save to a GT-1 slot greater than U99 for example).

After you have saved a number of patches from a TSL library into the GT-1, you may wish to save more patches, from a different TSL library say, such that they are saved to slots which are consecutive to those just used. In this case you can use the 'Auto' button.

GT1Man remembers which GT-1 slot you last saved a patch to. When you use the 'Auto' button, GT1Man will save this set of patches into the next GT-1 slot, after the one last used, so that your saved patches run consecutively.

Example: Say your first save uses GT-1 patch slots U03-U09. The second save, using 'Auto', saves the next patches to U10 onwards.

This way, when loading many patches, you don't need to calculate where the last save finished, in order to start your new save at the correct slot (in order to make the patches consecutive).
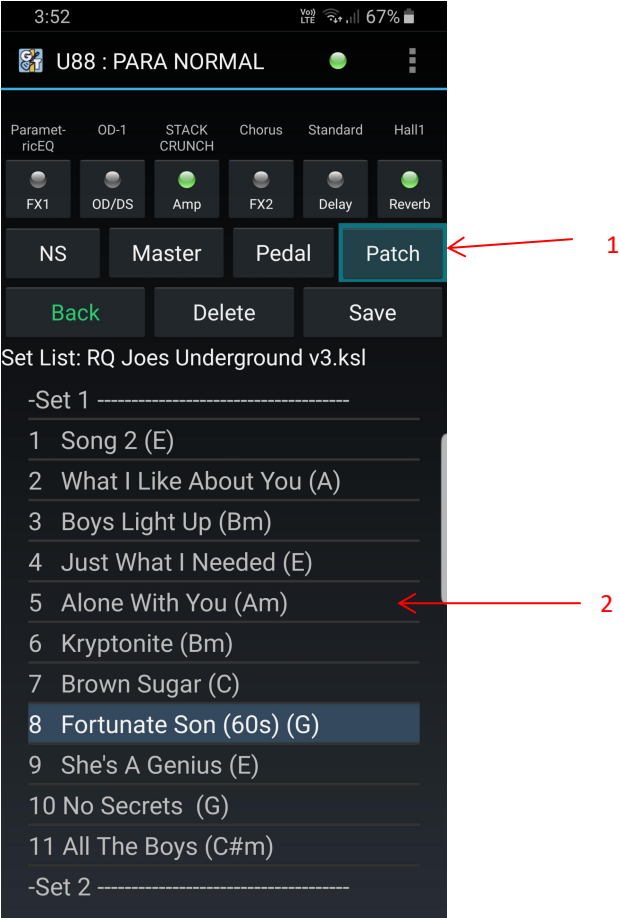
Set Lists

Notes:

1. **Patch Button** - Also gives access to any SetLists which have been created.

2. **Set Lists** - GT1Man supports a special file type which describes a set list (ie an ordered list of songs with their associated patch files). Performing musicians can create and use these Set Lists to easily step through a performance, song by song, and GT1Man will automatically load the correct patch for the song. Song description is 'free form' so it can contain any useful information you wish such as song title, key, tempo etc.

These SetList files can be created using a text editor, or more easily by using the EatonPlan **KatanaSets** tool. See the web site for more details on Set Lists and the **KatanaSets** tool.

Note: SetList files are displayed with brackets '[' and ']' around them to show that they are special files.

Note*: The two lists of GT-1 patches, 'Name-Order Patch List' and 'Number-Order Patch List' are in fact set lists which are automatically created when you perform a 'Grab Patch Names' function.*