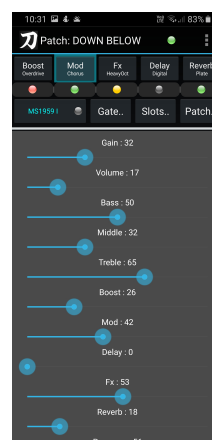
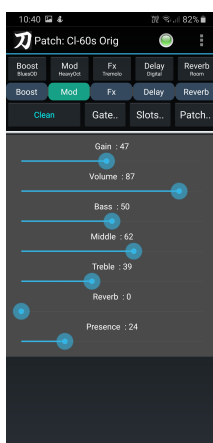
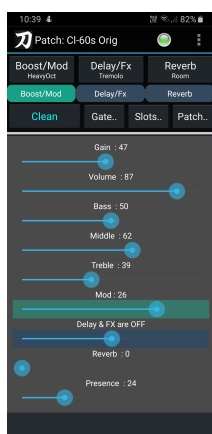


# KatanaMan QuickStart Guide

vers 5.0

**Note :** *It is recommended that you read the [Katana Boss Tone Studio \(BTS\) documentation](#) for a detailed description of all of the amp's effects and their parameters.*



## Introduction

There are two versions of the Boss Katana guitar amp - the original Series 1 (aka 'Classic'), and the Mark II (aka 'MkII'). To a large extent the amps operate in the same way. However, there are also some significant differences which are described below.

**KatanaMan Pro** works with both versions of amps, and automatically configures appropriately when the connection to the amp is established.

## Main Difference between amp versions

The main difference between the two amp versions relates to how the individual effects are controlled.

The **Series 1** amp uses a single control (knob) to turn on/off and vary the Boost and Mod effects. This means that you can only use **one** of either Boost or Mod at a time. When you select Boost, Mod is turned off and vice versa. This also applies to Delay and Fx. So of the **four** effects Boost, Mod, Delay, Fx - you can only have **two** active at any one time.

The **MkII** amp has separate controls for each effect. This means that you can have all four effects active at once, and can control and vary each effect individually.

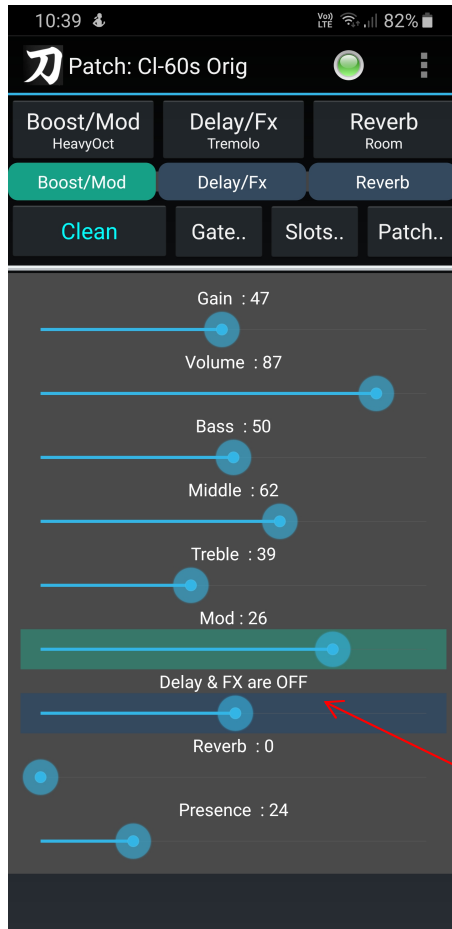
**KatanaMan Pro** reflects these two different mode of operation by changing the number and function of buttons presented.

When using a Series 1 amp, **KatanaMan Pro** offers an **Advanced Mode** (menu 'Options'|'Advanced Mode') which allows you to turn on/off and control each of the effects separately, similar to a MkII amp.

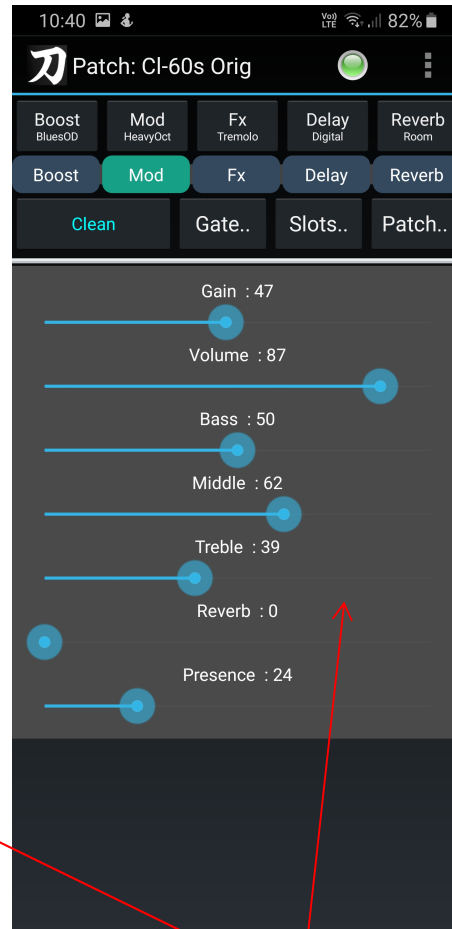
The MkII amp has several other features the the Series 1 amp doesn't - most of these are described later in this guide (eg amp Variation) where relevant.

The following page (and the images above) shows the three different 'main' screens for the Series 1 amp normal mode, Series 1 amp Advanced Mode, and the MkII amp. The remainder of this guide uses screen shots from the MkII amp for simplicity and consistency.

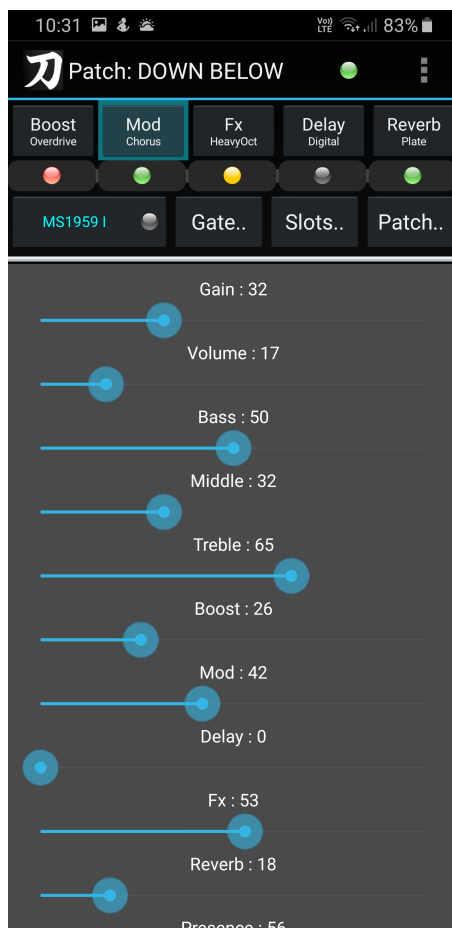
## Series 1 amp - normal mode



## Series 1 amp - 'Advanced Mode'



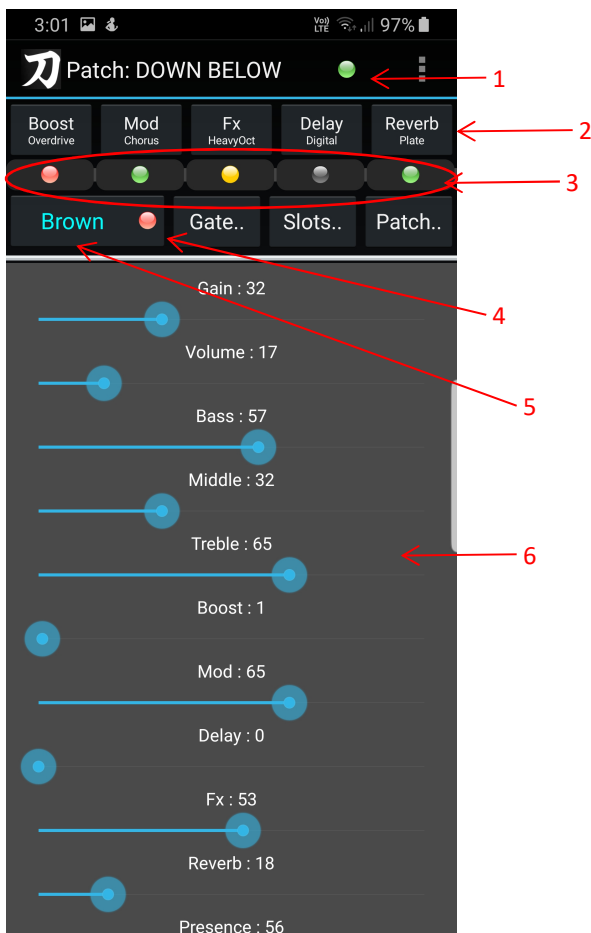
## MkII amp



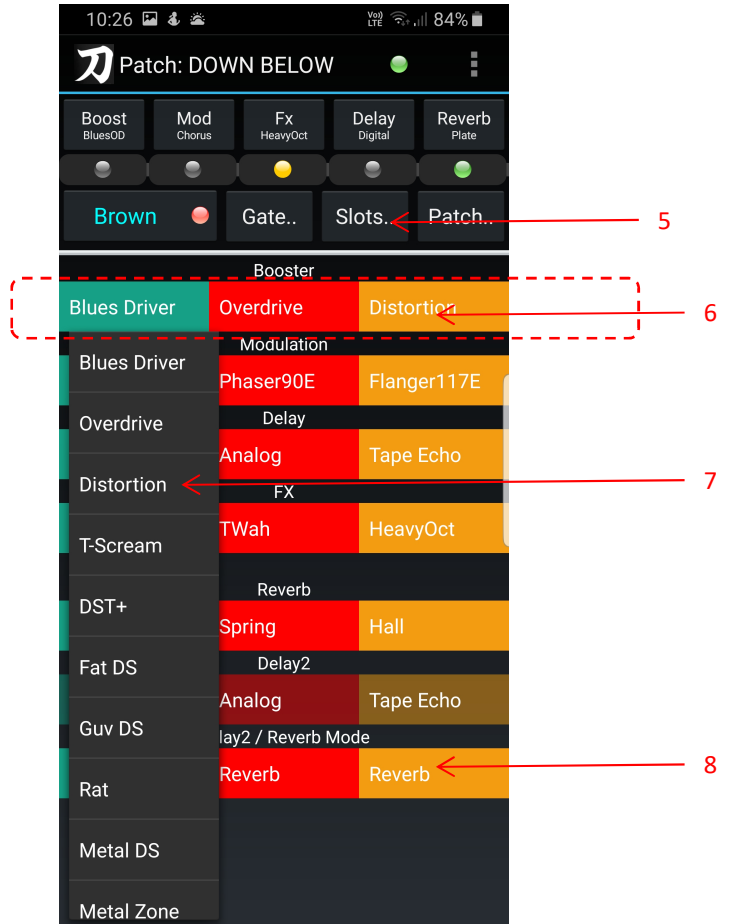
## Notes:

- When using 'Advanced Mode' :
1. The 'Boost/Mod' and 'Delay/Fx' controls are hidden. They are not relevant when in this mode.
  2. Using the physical amp knobs is not recommended. Doing so will conflict with the advanced settings that **KatanaMan Pro** has established.

## Main Amp Window



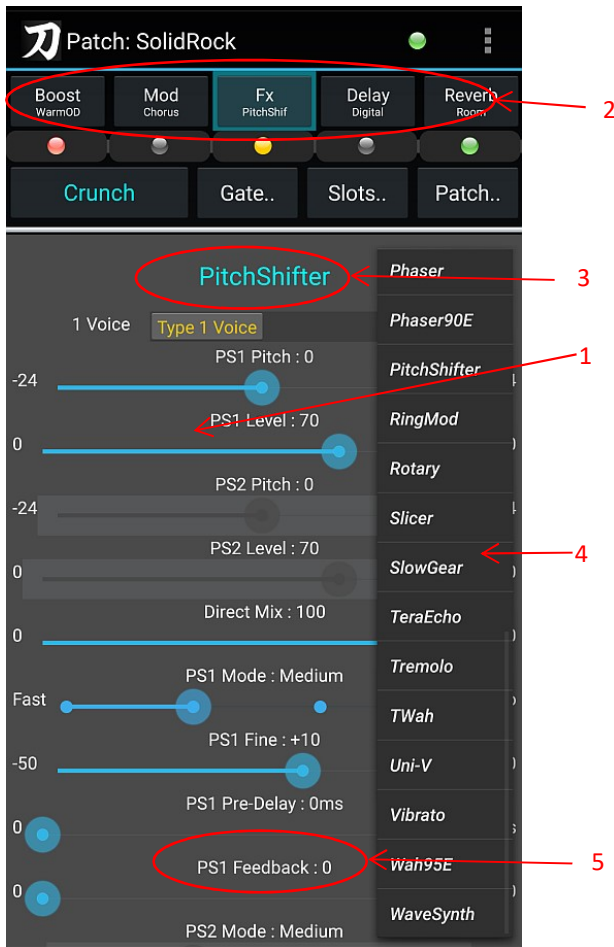
## Slot Manager Window



## Notes:

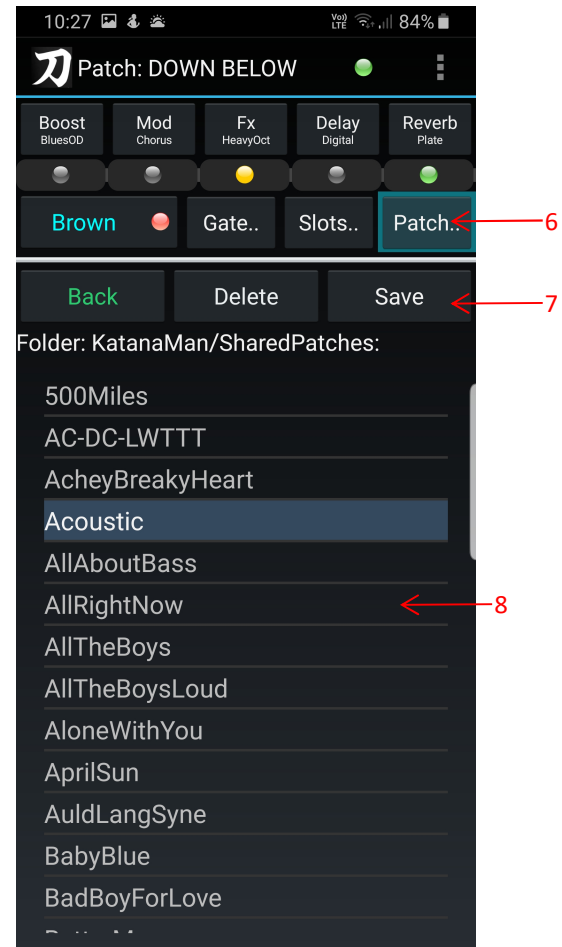
1. **Status light** - yellow/green when the app and amp are connected OK, blue if not connected.
2. **Window selector** - these buttons select the app window which controls the respective effects or functions. The sub title on the button shows what effect is currently assigned.
3. **Effect status** - these buttons represent the physical coloured buttons on the amp. They show whether the effect is active or not (grey is OFF), and what coloured slot is currently in use. **Short press** to step through colours, **Long press** to turn the effect On/Off.
4. Amp **Variation** led (MkII only) reflects the status of the led on the amp.
5. **Amp** button - use this to access the Amp & Chain selection screen. Also shows the name of the currently selected amp. **Long press** the 'Amp' button to see the additional pre-amp model selection screen (see later for more on this).
6. **Boost, Mod, Delay, Fx sliders** - these mimic the action of the respective knobs on the amp. (With the Series 1 amp (normal mode) they swap between the two effects that they control as they pass the mid-point (change colour too)).
7. **Slots button** - this shows the Slot Manager window.
8. **Slot Manager** - each effect (Boost, Mod, Delay, Fx, Reverb, Delay2) has three different slots associated with it, into which you can assign any of the device types for that effect. The three slots are coloured green, red, and yellow. You can change the slot assigned to each device by pressing the Effect Status (see 3) button (or the physical amp button).
7. **Assign Effect** - you can assign a different device type to each coloured slot by using the drop down list which appears when you tap on the desired slot.
8. **Delay2/Reverb Mode** - The amp allows you to use either one or two effects (Reverb and/or Delay2) on the Reverb knob. Select your desired mode on the last row of Slot Manager.

## Effect Control Window



## Patch Window

vers 5.0



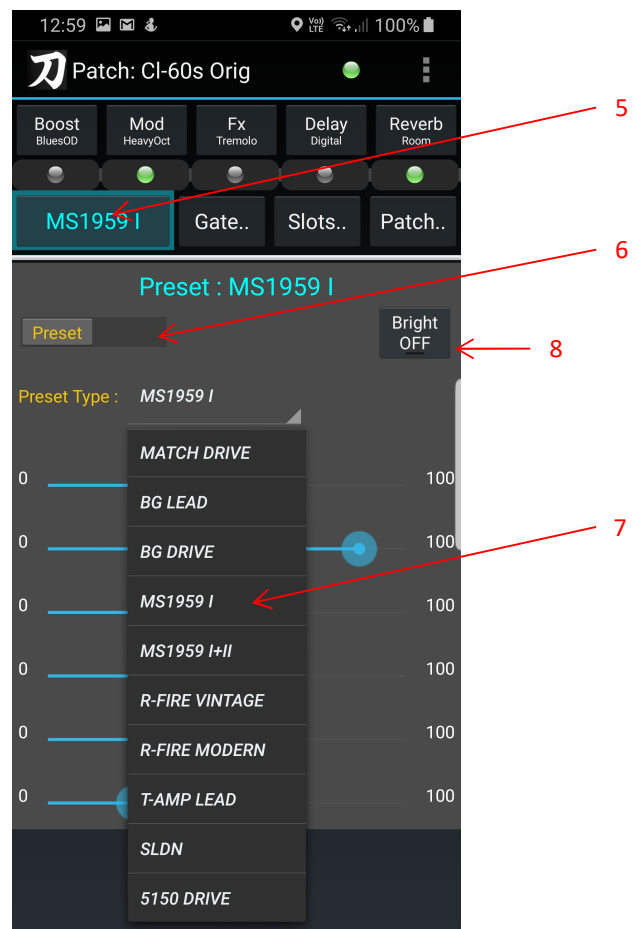
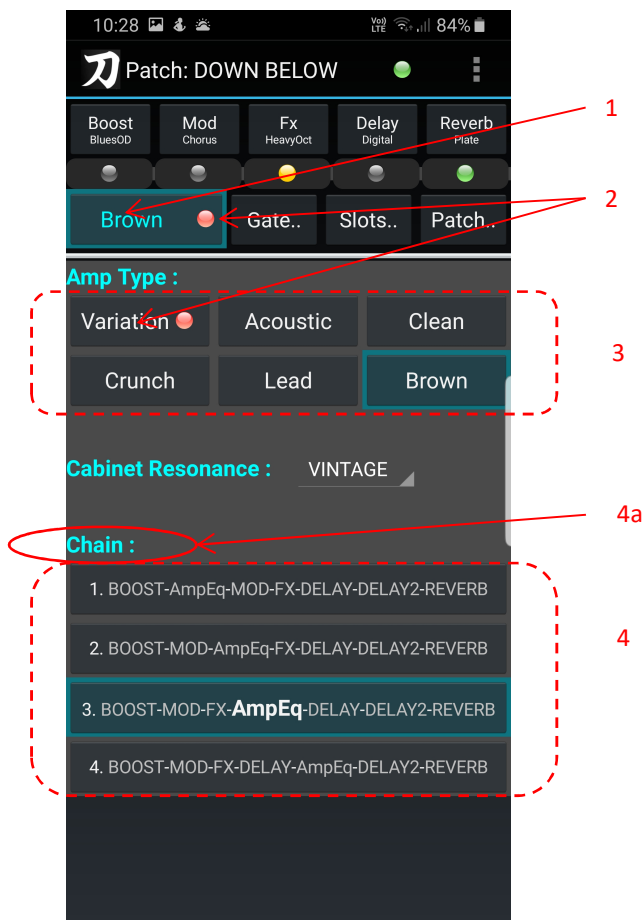
## Notes:

1. **Effect Control Window** - this window appears when you press on the window selector buttons ...
2. ... 'Boost', 'Mod', 'Delay', 'Fx', Reverb/Delay2'. The screen content varies according to the effect you have selected (see the BTS user manual for details on all of the Katana effects).
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). 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. **Choose Effect Type** - 'Drop down' menu allows you to select the type of effect to be used in this 'slot'. (See also the 'Slot Manager Window' above).
5. **Fine Tuning** - Long press on the parameter name/value to enable fine tuning (ie steps of +/-1) of the value. This is useful for parameters which are very sensitive to small changes eg dB settings in EQ effects, and delay times in mSecs.
6. **Patch Window** - the 'Patch' button shows the Patch Window. This window acts as a folder explorer (showing folders, or folder contents (files)), an ordered list viewer (showing lists of songs/patches), or a TSL Library viewer (showing the contents of a TSL library file).
7. **Patch Save** - when you create a sound / tone that you want to save and use again, the 'Patch' button will open the Patch Window. Press the save button to save your patch for future use.
8. **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 amp.

## Amp Type / Chain Window

## Pre-Amp Window

vers 5.0



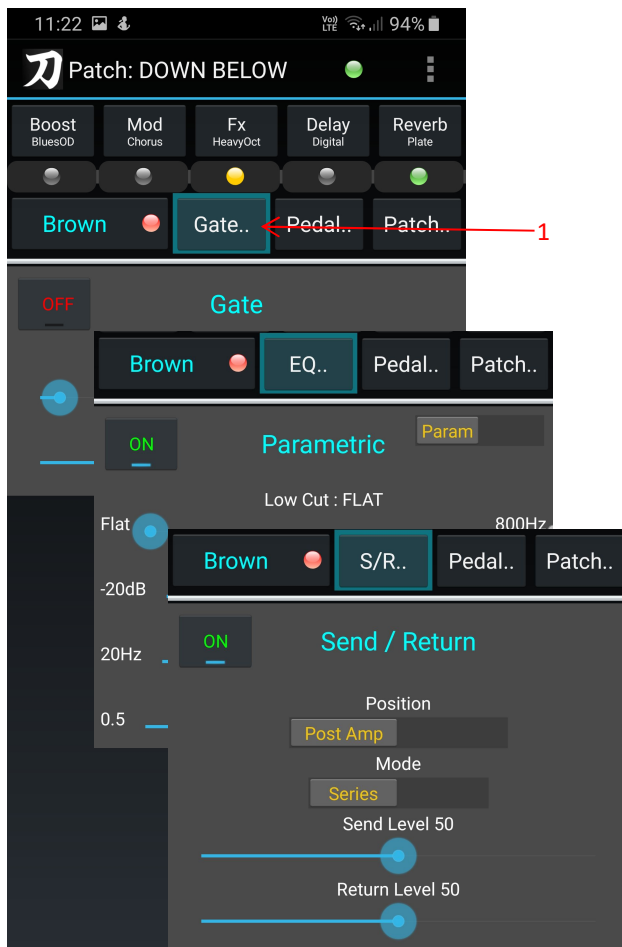
### Notes:

- 1. Amp Type / Chain Window** - tapping on the Amp button alternates between the main amp window and the Amp Type / Chain Window.
- 2. Amp Variation** (MkII only) - The MkII amp has a 'variation' for each amp type which effectively increases the number of amp model to 10. Use the **Variation** button to turn this On/Off.
- 3. Amp Type** - these buttons allow you to select which of the 5 standard Katana pre-amp models you want to use. These match the selections on the physical 'Amp Type' knob.
- 4. Chain Order** - the chain order specifies in which order the effects are organised with respect to each other and the amp. This order can change the way each effect affects the sound / tone. The Katana MkII amp supports four standard chain orders (three on Series 1) as detailed on this screen. Tap on the chain order preset you require to select it. **(4a)** For manual control of the Chain Order, long press the title. See later for details on this.)
- 5. Pre-Amp Window - Long press** the 'Amp' button to select the Pre-Amp Window. This allows you to use a much larger range of 'preset' pre-amp types other than the 5 standard ones.
- 6. Preset / Custom Pre-Amp** - (*Series 1 only, MkII does not support 'Custom' pre-amp type*) you can switch between using a 'preset' pre-amp type, or a 'custom' one. If you want more control over the pre-amp model, switch to 'Custom' to allow fine control over your pre-amp sound .
- 7. Pre-Amp Type Selection** - Use the drop down list to choose the pre-amp model you desire.
- 8. Bright** - Many, but not all, of the pre-amp models support a 'Bright' option which increases the overall 'brightness' of the tone. Use this button to turn Bright On & Off.

**Note:** Through this window KatanaMan Pro gives access to around 28 pre-amp models which are not accessible from the amp knobs or BTS. In summary, with respect to pre-amp selection you can either:

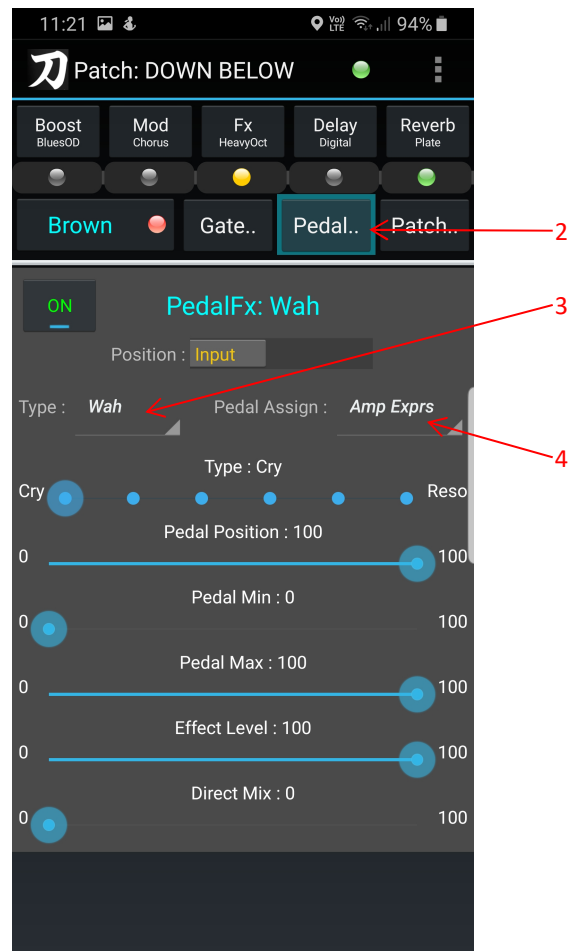
- use one of the 5 standard amp models (Acoustic, Clean, Crunch, Lead, Brown) (plus variations on MkII)
- use one of the 28 or so, non-standard preset pre-amp models
- choose to use a custom pre-amp which you can fine tune yourself (Series 1 only)

## Gate / EQ / SR



## Pedal Fx Window

vers 5.0



### Notes:

1. **Gate / Chain EQ / Send Return Window** - use this button to cycle between the Noise Gate (Suppression), chain EQ, and Send / Return control windows.
2. **Pedal Fx Window** - Use this button to toggle between the 'Slots' window and the 'Pedal Fx' window. (*Series 1 amps require firmware version 4 to use Pedal Fx*)
3. **PedalFx Type selection** - use this drop down to select between 'Wah', 'Bend' and 'Wah95E' effects types.
4. **Expression Pedal Assignment** - In order to use Pedal Fx you need to have a physical expression pedal connected to your amp. This can be connected to either the 'Exp Pedal' connection on the back of the amp, or the 'Volume' or 'Fx' (Exp) connection on the back of the Boss GA-FC foot switch. Use this drop down menu to tell **KatanaMan Pro** which connection to assign to the Pedal Fx effect.

### Katana EQ:

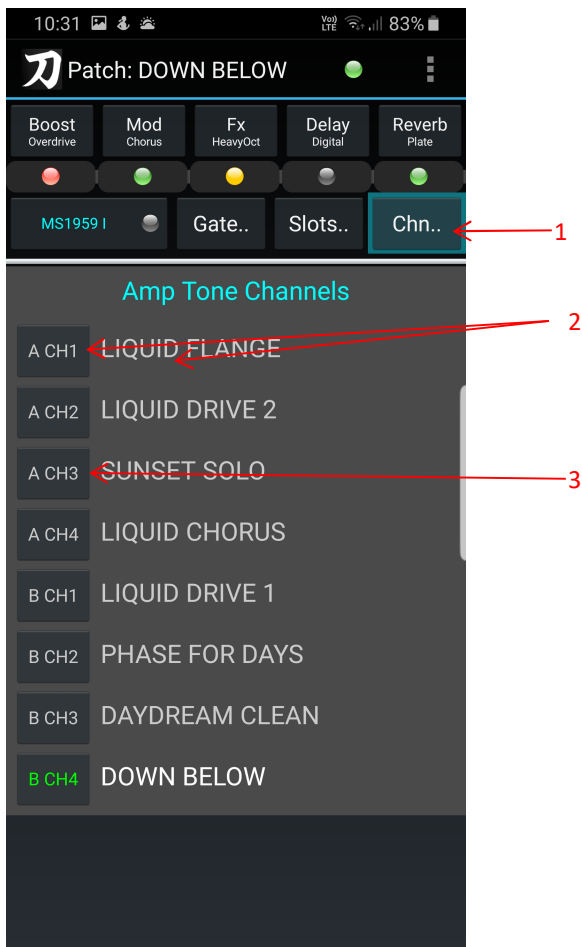
The Katana amp has three sets of equaliser effects - all of which can be active at the same time.

1. **Global EQ** - This EQ is part of the Katana system settings. It is independent of patch, and is persistent across power cycles of the amp. Access it through KatanaMan Pro's 'System Settings' menu.
2. **Chain EQ** - This EQ sits as part of the effects chain and is separate from the Mod / Fx spots. It is saved as part of your patch.
3. **Effect EQ** - You can assign either Parametric or Graphic EQ devices to either/both of the Mod and Fx spots. These are saved with your patch the same as any other effect would be.

The Global EQ and Chain EQ can be selected to be either Parametric or Graphic.

# Amp Channels Window

vers 5.0



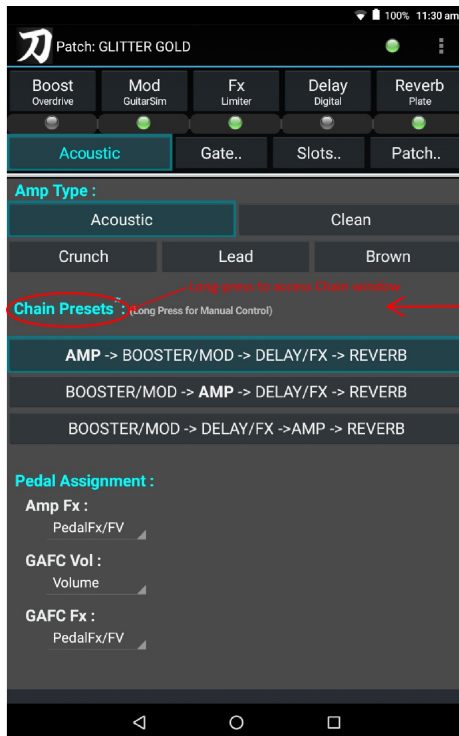
## Notes:

1. **Patch / Amp Tone Channel (Chn) Window** - use this button to cycle between the 'Patch' and 'Amp Tone Channels' (Chn) windows. The Amp Channels windows shows you the name of each of the patches currently stored in the amp's memory, and assigned to the 'Tone Setting' CH1 to CH4 buttons. (Long pressing the 'Panel' button on the amp toggles between 'banks' 'A' and 'B'.)
2. **Channel selection** - Tap the CHx button, or the patch name, to select that patch on the amp. You will see the lights on the amp CHx buttons change to match your selection.
3. **Saving tones** to an amp channel. Long press one of the CHx buttons to save the amp's current settings (patch/tone) to the respective amp channel.



# Chain Order Window

vers 5.0



## Notes:

1. **Amp Window** - Long-press on the 'Chain Presets' title to access the 'Chain Order Window'.

The '**Chain Order Window**' allows you to change the effect chain order beyond what is possible using the preset chain orders. **Note:** This feature is unique to KatanaMan and it is recommended that only those with a good understanding of the individual effects, and effect chain order, use this feature.

The effect abbreviations used are:

<b>BST</b> - Boost / OD/DS	<b>MOD</b> - Modulation/FX1	<b>AMP</b> - PreAmp	
<b>GTE</b> - Noise Gate	<b>FV</b> - Foot Volume	<b>EQ</b> - Chain EQ	<b>FX2</b> - FX2 effect
<b>SR</b> - Send/Return	<b>DLY</b> - Delay	<b>DY2</b> - Delay2	<b>REV</b> - Reverb

2. **Effect selection** - Tap the effect to be moved to select it.

3. **Moving effects** - Use the 'arrows' ('<' and '>') to move the effect within the chain order. **Note:** changes take immediate effect within the amp.

4a. **Save Chain Order** - Long-press on a save slot number to save the current chain order in order to easily re-use your favourite chains in the future.

4b. **Load Chain Order** - Tap on a saved chain to immediately load that chain order in the amp.

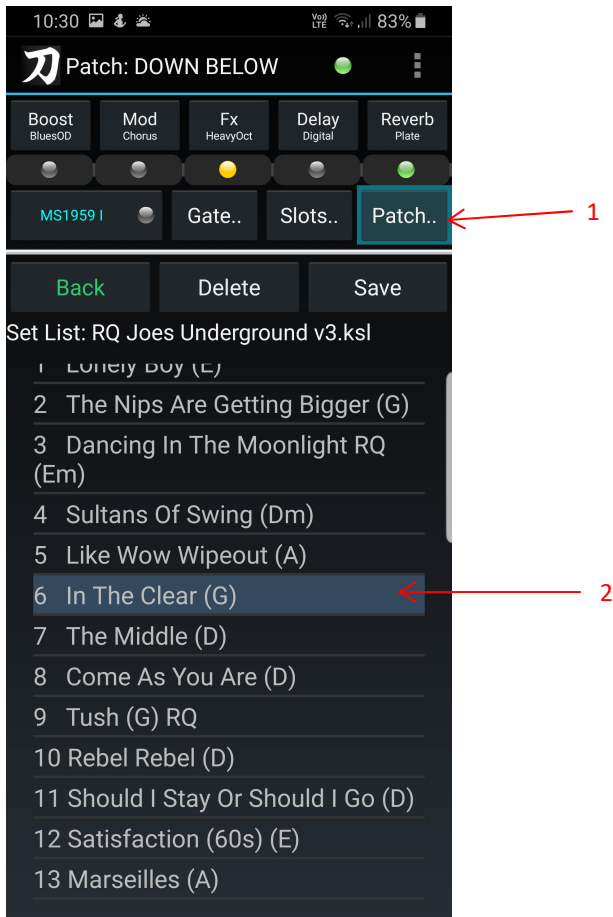
4c. **Clear Saved Chain Orders** - Long-press on the 'Saved Chains' title to clear all of the saved chain slots.

**Caveat:** With a **Series1** Katana amp, custom chain orders can be saved to amp channels, as TSL patches and as KatanaMan '.kat' patches. With a **MkII** amp, custom chain orders can only be saved to amp channels and '.kat' patches (**not** to TSL files - the MkII TSL format does not have provision to do this).

Additionally, for both amp versions, it is unlikely that Boss Tone Studio will recognise custom chain orders.

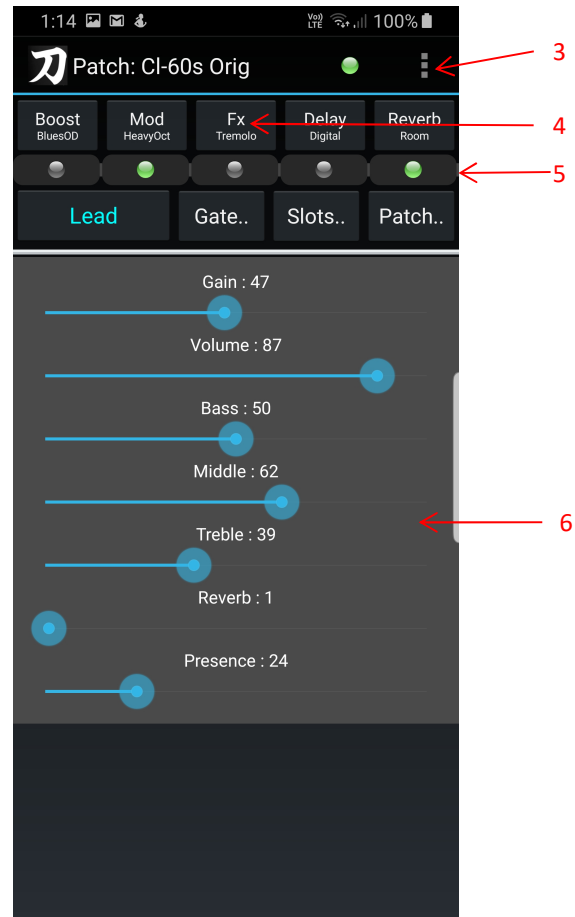


## Set Lists



## Advanced Mode (Series 1)

vers 5.0



### Notes:

1. **Patch Button** - Use the Patch window to use Set Lists.
2. **Set Lists** - KatanaMan 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 KatanaMan 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. See the web site for details on Set Lists and the **KatanaSets** tool.

### Series 1 amps only ...

3. **Advanced Mode** - use the menu to set KatanaMan into 'Advanced Mode'. In this mode rather than being constrained to use just one of the effects Boost or Mod, and just one of Delay or Fx at a time, you can now enable all of the effects at the same time. Note that the app controls change somewhat in 'Advanced Mode' as follows ....
4. **Separate Window Buttons** - Each effect now has its own window button.
5. **Separate Effect Status Buttons** - Each effect now has its own Effect Status button to select slot colour (**Short press**) and to turn the effect On/Off (**Long press**).
6. **Amp Sliders Removed** - the amp sliders for 'Boost/Mod' and 'Delay/FX' are removed since these are not effective when in 'Advanced Mode'. In this mode, levels for each of the effects Boost, Mod, Delay, Fx are now set from within that device's window.

Note: Patches that are saved whilst in 'Advanced Mode' will switch to 'Advanced Mode' when loaded. Those saved in normal mode will switch to normal mode when loaded.