

# Using BOSS TONE STUDIO for GT-1B

This document explains basic operation of BOSS TONE STUDIO for GT-1B (subsequently referred to as "TONE STUDIO").

## Getting Ready to Use TONE STUDIO

### Important terms in TONE STUDIO

#### Library

This is a storage area inside TONE STUDIO. Patches (livesets) that you download from BOSS TONE CENTRAL (p. 13) and patches that you back up from the GT-1B are saved in the library.

#### Liveset

A liveset is a group of multiple patches. Patches that you download from BOSS TONE CENTRAL and patches that you back up from TONE STUDIO are grouped as a liveset and saved in the library inside TONE STUDIO. You can also collect your favorite patches to create an original liveset.

## Installing the USB Driver

Before you use TONE STUDIO, the appropriate USB driver for the product you're using must be installed on your computer.

### 1. From the product support page, download the GT-1B Driver.

To obtain the latest USB driver, access the following URL, and download and install the appropriate driver for the product you're using.

**<http://www.boss.info/support/>**

### 2. Double-click the downloaded GT-1B Driver.

Installation begins. Proceed with the installation as directed by the installation screens. When the screen indicates "Installation has been completed," click the [Close] button. The GT-1B Driver has been installed on your computer.

## Installing TONE STUDIO

### MEMO

Before you install TONE STUDIO, the USB driver must be installed in your computer as described in "Installing the USB Driver" (p. 1).

### Windows users

1. Download "BOSS TONE STUDIO for GT-1B" from the product support page.
2. Double-click the downloaded file to decompress it.
3. Inside the folder created by decompressing the file, double-click "BOSS TONE STUDIO for GT-1B.exe."

Installation begins.

Proceed with installation as directed by the installation screens. When the screen indicates "Installation has been completed," click the [Close] button.

### Mac OS users

1. Download "BOSS TONE STUDIO for GT-1B" from the product support page.
2. Double-click the downloaded file to decompress it.
3. Double-click the decompressed file.  
A "BOSS TONE STUDIO for GT-1B" icon and "Applications folder" icon appear.
4. Drag and drop the "BOSS TONE STUDIO for GT-1B" icon onto the "Applications folder" icon.

BOSS TONE STUDIO for GT-1B is added to the applications. Close the folder that you opened in step 3.

## Starting TONE STUDIO

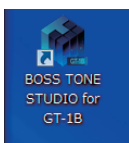
1. Use a USB cable to connect the GT-1B to your computer, and then turn on the power of the GT-1B.

### MEMO

You can edit livesets and download livesets from BOSS TONE CENTRAL even if the GT-1B is not connected to your computer via a USB cable.

However, you can't save the result of editing a patch. In order to save the edited patch, you'll need to be connected to your computer.

2. Double-click the TONE STUDIO shortcut icon.



The first time you start up, the dialog box "Choose a device connect with." appears.

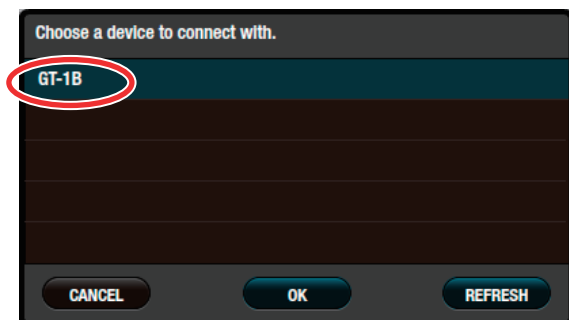
### MEMO

On the second and subsequent startups, the device is selected automatically. Proceed to step 4.

### Mac OS users

From the Finder, in the application folder, double-click [BOSS TONE STUDIO for GT-1B].

3. Choose "GT-1B," and click the [OK] button.



TONE STUDIO starts.

### MEMO

Since data will be loaded from the GT-1B, it may take some time until you can use TONE STUDIO.

## Editing a Patch

As an example, we'll explain how to edit the user patch "U01 SCOOP SLAP!"

1. In the upper left of TONE STUDIO screen, click the [EDITOR] button.



2. Click the patch that you want to edit. In this example, click "U01 SCOOP SLAP!"



- In the effect chain screen (the upper part of the screen), click the icon of the effect that you want to edit. In this example, click the [PrA] (Preamp) icon.

The icon of the effect you clicked is lit blue, and the effect settings are shown.



- Edit the effect.

**MEMO**

- If you want to change the type of preamp, click the [▼] button located at the right of the amp name.



- You can also change the placement of the various effect types in the effect chain screen. Drag and drop the effect that you want to move. (You can move it to the location shown in red.)



- If you want to edit another effect, repeat steps 3–4.

## Saving an Edited Effect to the GT-1B (WRITE)

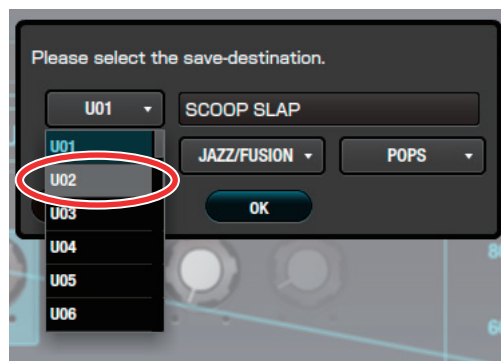
Here's how to save the edited effect to the GT-1B.

- In the upper right of the TONE STUDIO screen, click the [WRITE] button.



The "Please select the save-destination" dialog box appears.

- Select the save-destination user patch number. In this example, select "U02."



**NOTE**

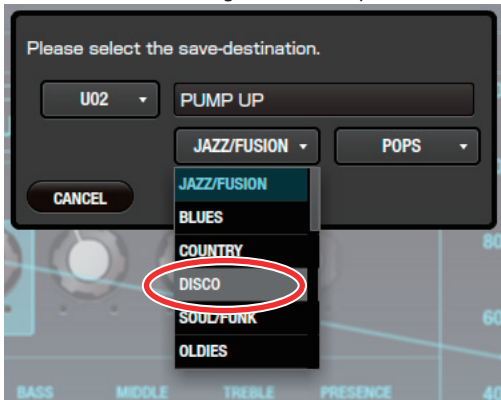
When you save, the user patch of the selected number is overwritten; the original settings cannot be recovered. Select a user patch that you don't mind overwriting.

- If you want to change the name of the user patch, click the user patch name field. A cursor appears, and you can use your computer keyboard to enter a user patch name.



**4. Select the category as necessary.**

You can choose two categories for each patch.



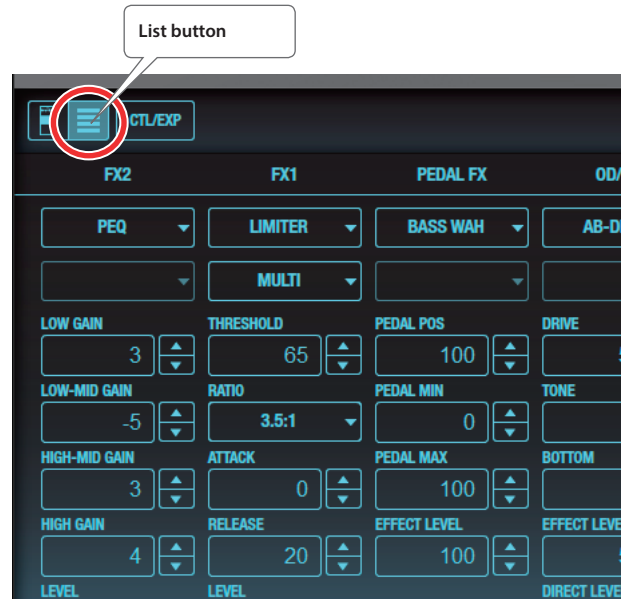
**5. Click the [OK] button.**

The settings of the new user patch are saved in TONE STUDIO's patch list and in the GT-1B.



## Listing the Effect Settings

You can click the list button to see the effect settings as a list. You can also edit the settings here.



## Editing the Controller Settings

You can assign various functions to the top panel [CTL1] switch, expression pedal (EXP1) as well as footswitches or an expression pedal connected to the rear panel CTL2, 3/EXP2 jack.

1. In the TONE STUDIO screen, click the [CTL/EXP] button.



The controller assignment screen appears.

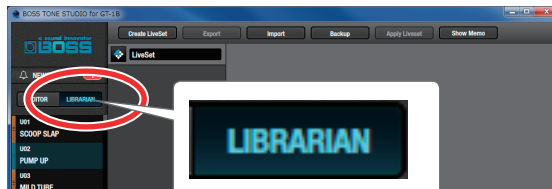
2. Assign the function.



## Saving All GT-1B User Patches to TONE STUDIO (Backup)

Here's how all of the GT-1B's user patches can be saved (backed up) to a TONE STUDIO library. All user patches are saved as a liveset.

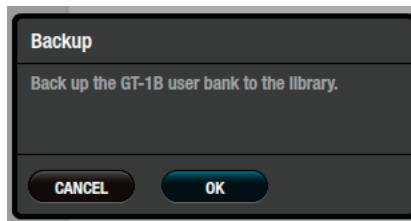
1. In TONE STUDIO screen, click the [LIBRARIAN] button.



2. At the top of the TONE STUDIO screen, click the [Backup] button.



The "Backup" dialog box appears.

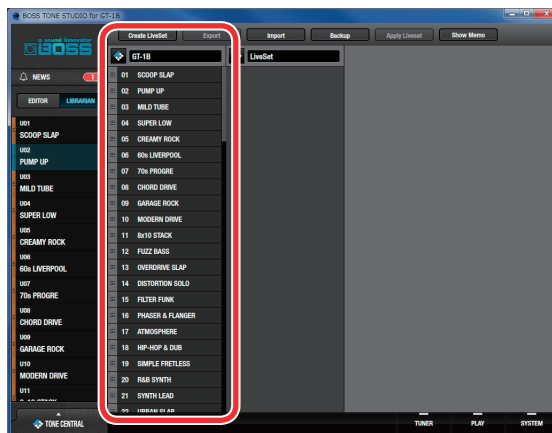


3. Click the [OK] button.

The message "Completed." appears.

4. Click the [OK] button.

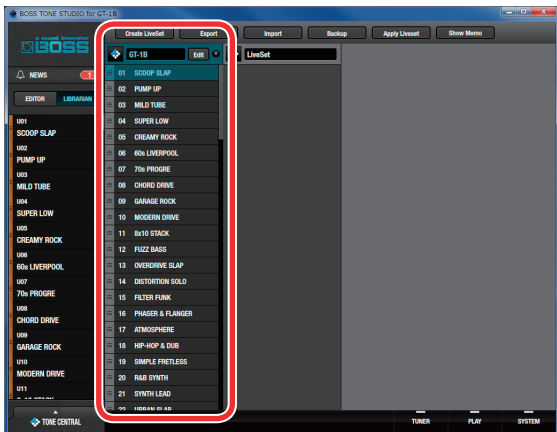
The user patches are saved as a liveset in TONE STUDIO's library.



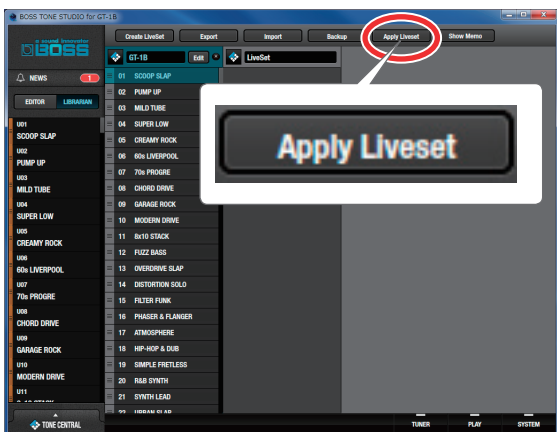
## Restoring Backed-Up Liveset to the GT-1B

Here's how a liveset that you saved as a backup can be restored to the GT-1B's user patch.

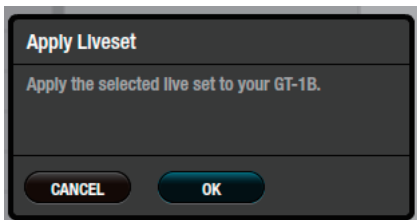
1. Click the liveset that you want to restore.



2. At the top of the TONE STUDIO screen, click the [Apply Liveset] button.



The "Apply Liveset" dialog box appears.



3. Click the [OK] button.

The selected liveset is written back into the GT-1B.

## Restoring a Patch to the GT-1B

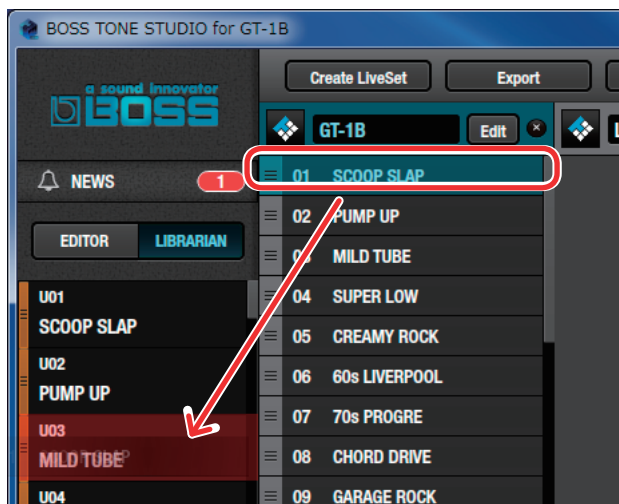
Here's how to select a patch from a liveset that you saved as a backup, and restore it back to the GT-1B.

1. Drag and drop the patch that you want to restore onto the desired user patch number of the GT-1B.

### NOTE

When you drop a patch, it overwrites the user patch of the selected number; the original settings cannot be recovered. Select a user patch that you don't mind overwriting.

In this example, drag and drop the patch "01 SCOOP SLAP" onto "U03 MILD TUBE."



On the GT-1B, select user patch "U03" and you'll be able to use the restored patch.

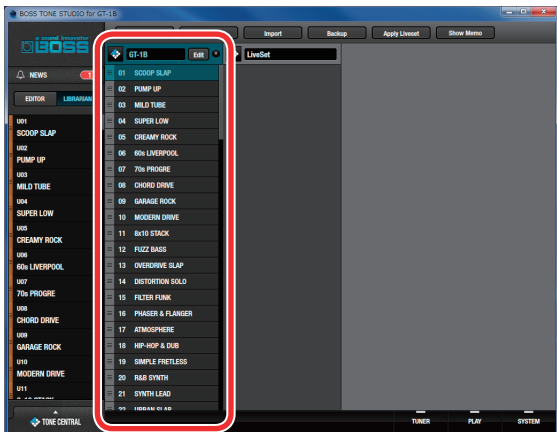
### MEMO

You can also select multiple patches as described in "Selecting multiple patches" (p. 9).

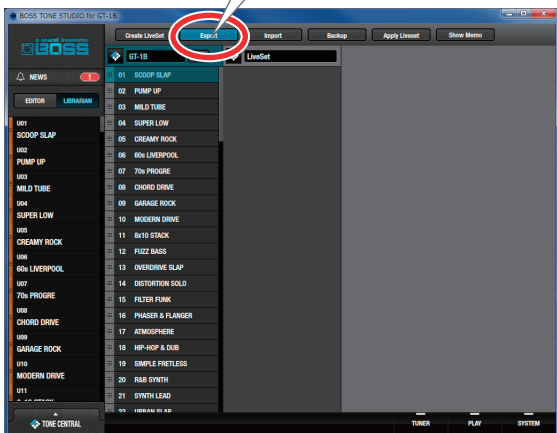
## Saving a Liveset to a Computer (Export)

A liveset that you backed up can be exported to your computer (Export).

1. Click the liveset that you want to export to your computer.



2. At the top of the TONE STUDIO screen, click the [Export] button.



The "Export" dialog box appears.

### MEMO

The file name will be the name of the liveset, but you can change this to a different file name if you like.

3. Enter a name and save-destination, and click the [Save] button.

The message "Completed." appears.

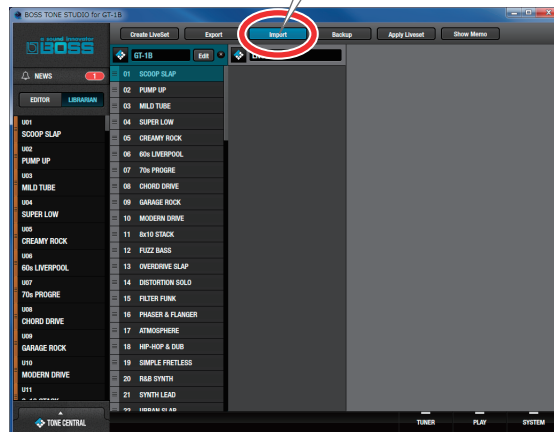
4. Click the [OK] button.

A liveset file (liveset-name.ts1) is created at the save-destination.

## Importing a Liveset from a Computer into a Library (Import)

A liveset that you exported to a computer can be imported into a TONE STUDIO library (Import).

1. At the top of the TONE STUDIO screen, click the [Import] button.



The "Import" dialog box appears.

### MEMO

The name of the liveset is automatically obtained from the file name. If the file name contains double-byte characters, they will not be reflected in the liveset name.

2. Select the liveset file (extension: .ts1) that you want to import into the library, and click the [Open] button.

The liveset is imported, and the message "Completed." appears.

3. Click the [OK] button.

The liveset is imported into the TONE STUDIO library.

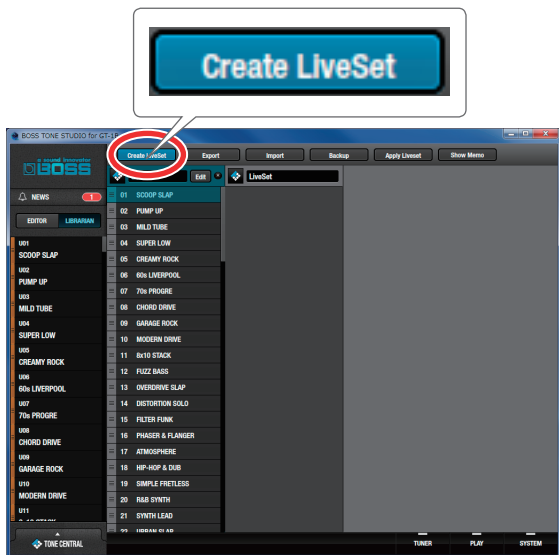
## Ways to use an exported liveset

- Use a USB flash drive to copy the liveset to a different computer.
- Sent the liveset via email to another GT-1B user.

## Creating an Original Liveset

You can collect your favorite patches to create an original liveset.

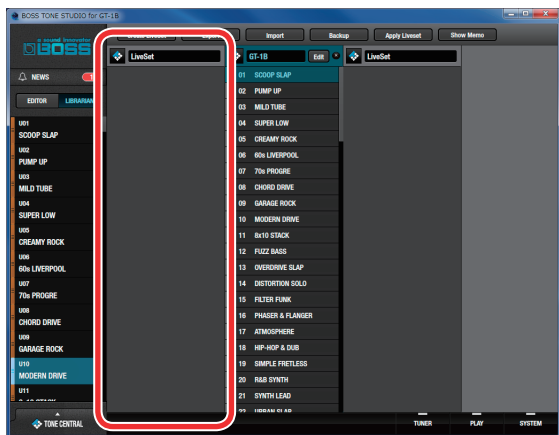
1. At the top of the TONE STUDIO screen, click the [Create LiveSet] button.



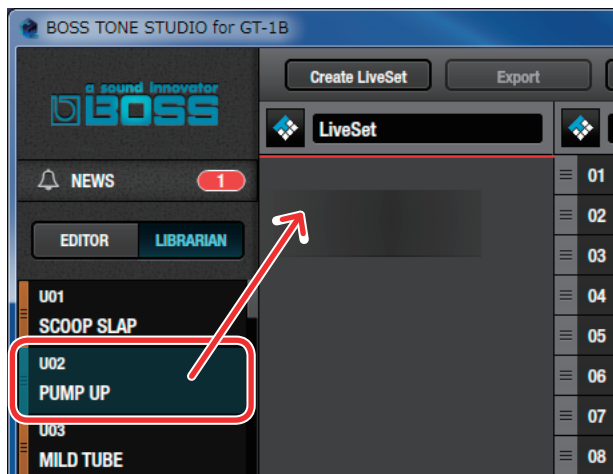
The message "Completed." appears.

2. Click the [OK] button.

An empty liveset containing no patches is created.



3. From the patch list at the left of the TONE STUDIO screen, drag and drop your favorite patches into the new liveset.



The selected patches are registered in the new liveset.

### MEMO

- A maximum of 400 patches can be registered in one liveset. If inserting patches would cause the liveset to exceed 400 patches, the patches that exceed 400 are not inserted (a message is displayed).
- Patches that are registered in another liveset can also be dragged and dropped into the new liveset.
- You can drag and drop the patches in the liveset to change their order.

## Copying Patches

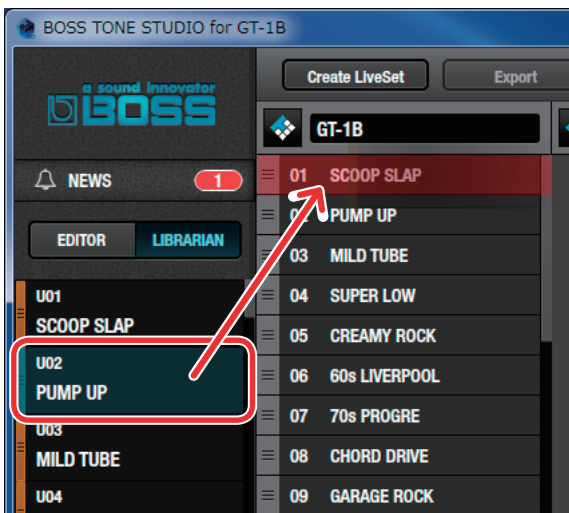
Here's how to copy a patch to another liveset or to a GT-1B patch.

1. Click the patch that you want to copy.

### MEMO

You can also select and copy multiple patches as described in "Selecting multiple patches" (p. 9).

2. Drag and drop the selected patches onto the desired copy-destination.

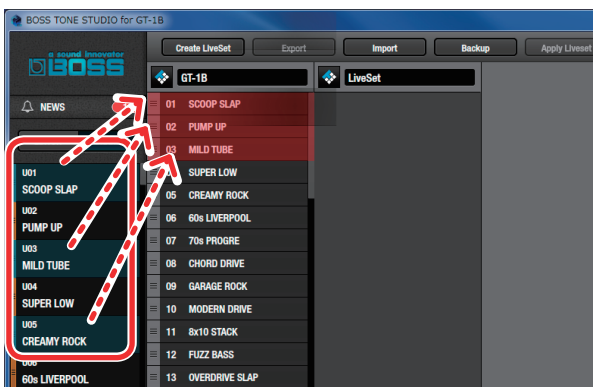


### NOTE

When you drop the patches, they are overwritten onto the patches of the selected red area, and the original settings cannot be recovered. Select patches that you don't mind overwriting.

### MEMO

- If you select non-consecutive patches and copy them, they are copied as successive patches.



- A maximum of 400 patches can be registered in one liveset. If inserting patches would cause the liveset to exceed 400 patches, the patches that exceed 400 are not inserted (a message is displayed).
- Patches that are registered in a liveset can be copied to your own liveset or to a new liveset. If you want to copy a patch to your own liveset, perform the following operation.

Computer used	Operation
Windows	While holding down your computer keyboard's [Ctrl] key, drag and drop the patch.
Mac OS	While holding down your computer keyboard's [option] key, drag and drop the patch.

## Selecting multiple patches

By using your computer's mouse and keyboard together, you can select multiple patches.

### Selecting a range of patches

Here's how to select a range of consecutive patches.

1. Click the first patch that you want to select.
2. While holding down your computer keyboard's [Shift] key, click the last patch that you want to select.

The first through last patches that you click are selected.

### Selecting patches individually

Here's how to select just the individual patches that you click.

1. While holding down your computer keyboard's [Ctrl] key, click a patch that you want to select.

The patch you click is selected. The selected patch is highlighted.

### Mac OS users

While holding down your computer keyboard's [command] key, click a patch that you want to select.

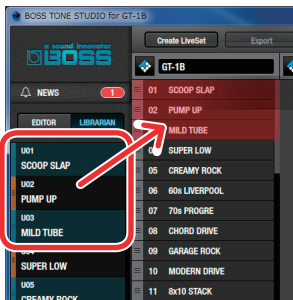
2. If you want to select other patches, repeat step 1.

If you hold down the [Ctrl] key and click a selected (highlighted) patch once again, the selection is cleared (that patch is no longer highlighted).

## The difference between operations when selecting and copying multiple patches

When you drag and drop the selected patches, the copy result will differ depending on your mouse operation.

### Drag and drop when a red area is shown at the copy-destination (overwrite copy)



The patches are copied to the area indicated by the red color.

### Drag and drop between copy-destination patches (insert)



The patches are inserted at the position of the red line. Subsequent patches are moved backward.

## Moving Patches

Here's how to move a patch to another liveset or to an GT-1B patch.

1. Click the patch that you want to move.

#### MEMO

You can also select and move multiple patches as described in "Selecting multiple patches" (p. 9).

2. While holding down your computer keyboard's [Alt] key, drag and drop the selected patch to the desired copy-destination.

#### Mac OS users

While holding down your computer keyboard's [command] key, drag and drop.

## Deleting Patches

Here's how to delete an unwanted patch.

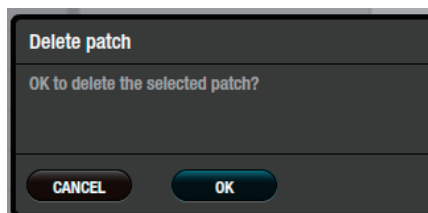
1. Click the patch that you want to delete.

#### MEMO

You can also select and delete multiple patches as described in "Selecting multiple patches" (p. 9).

2. Press your computer keyboard's [Delete] key.

The "Delete patch" message appears.



#### NOTE

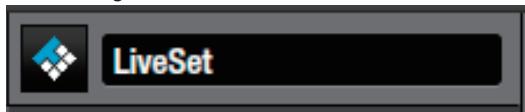
Deleted patches cannot be recovered. If you decide not to delete, click the [CANCEL] button.

3. Click the [OK] button.

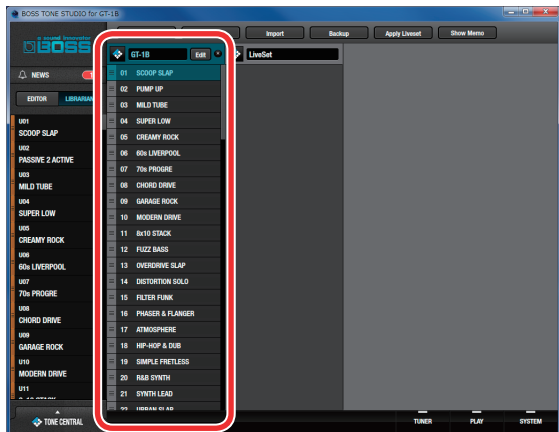
The selected patches are deleted.

## Editing a Liveset

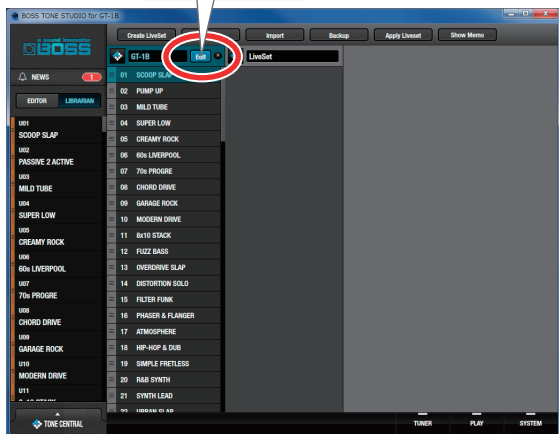
You can assign a name to a liveset, and label it with an icon.



1. Click the liveset that you want to edit.

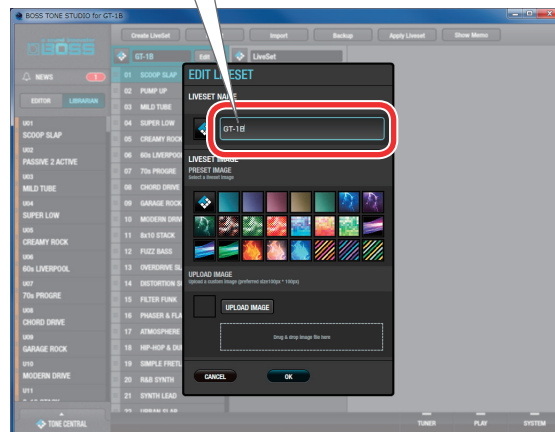
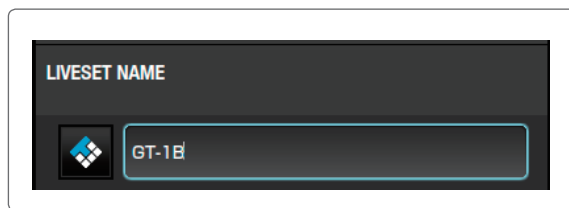


2. Click the [EDIT] button located at the right of the liveset name.

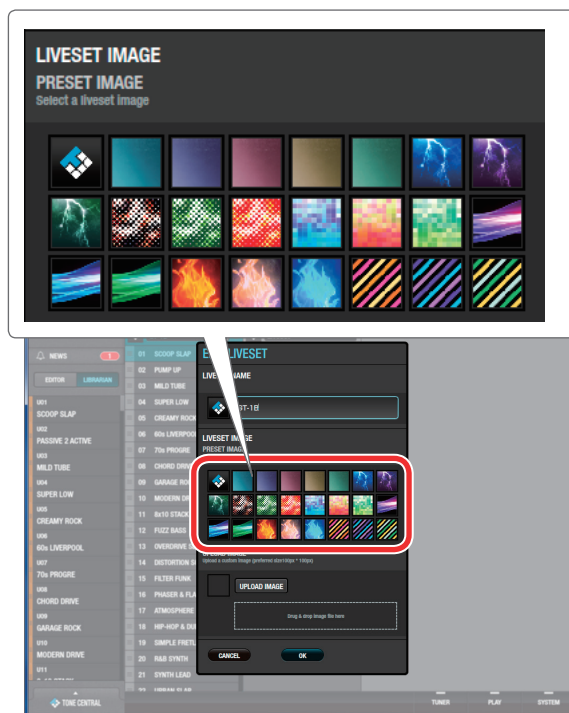


The "EDIT LIVESET" dialog box appears.

3. Click the liveset name, and use your computer keyboard to enter a liveset name.



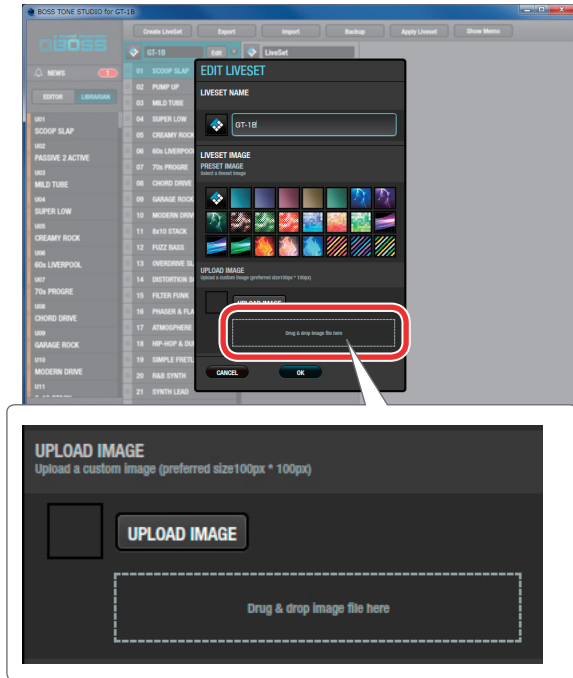
4. Choose an icon from PRESET IMAGE.



5. Click the [OK] button.

## Using an original image as an icon

You can provide an image of your own and assign it as the icon for a liveset.



Click the [UPLOAD IMAGE] button and select an image, or drag and drop the image file into the frame shown in the illustration.

### MEMO

The graphic used as the icon can be JPG format, GIF format, or PNG format. The recommended size of the graphic is 100 x 100 pixels, but it is automatically adjusted if the size is different.

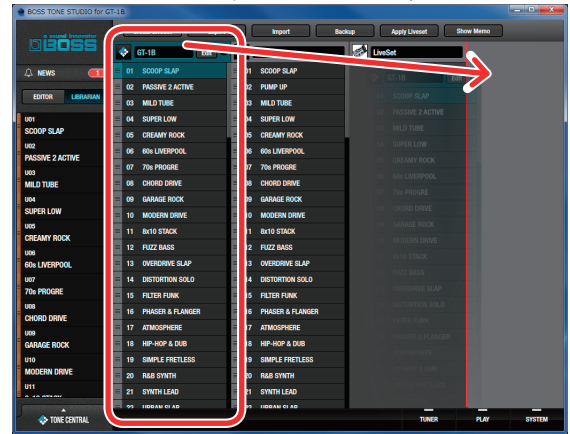


## Rearranging Livesets

Here's how to rearrange the livesets that are displayed.

1. Click the liveset that you want to rearrange.
2. Drag and drop the liveset name.

The liveset moves to the position indicated by the red line.



## Showing/Hiding a Liveset's Memo Information

You can turn on/off the display of the memo information held by each patch.

When memo information display is turned off, more patches can be shown in a single screen.

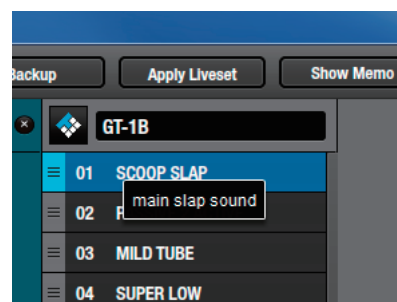
1. Click the [Show Memo] button to show the patch memo information.

Now if you click the [Hide Memo] button, the patch memo information is hidden.



### MEMO

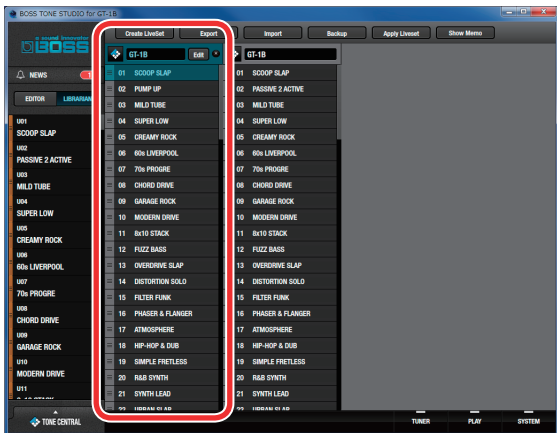
Even if memo display is OFF, the memo appears as a popup when you move the mouse cursor to the patch name.



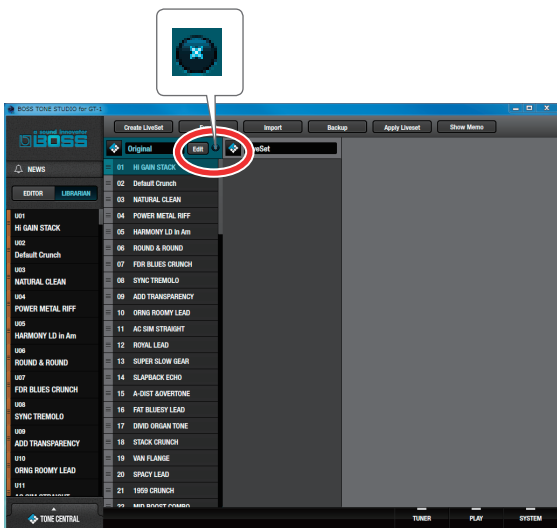
## Deleting a Liveset

Here's how to delete a liveset that you no longer need.

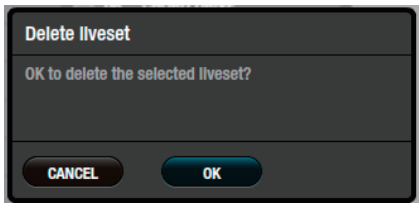
1. Click the liveset that you want to delete.



2. Click the [X] button.



The "Delete liveset" message appears.



### NOTE

The deleted liveset cannot be recovered. If you decide to cancel without deleting, click the [CANCEL] button.

3. Click the [OK] button.

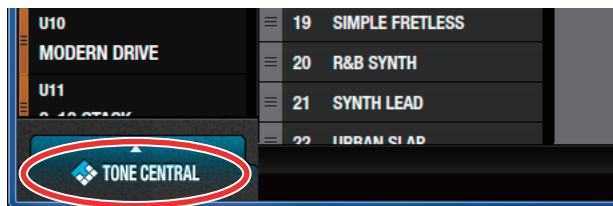
The selected liveset is deleted.

## Using the BOSS TONE CENTRAL Library

### Downloading Livesets from BOSS TONE CENTRAL

Livesets that have been published on BOSS TONE CENTRAL can be downloaded and used on the GT-1B.

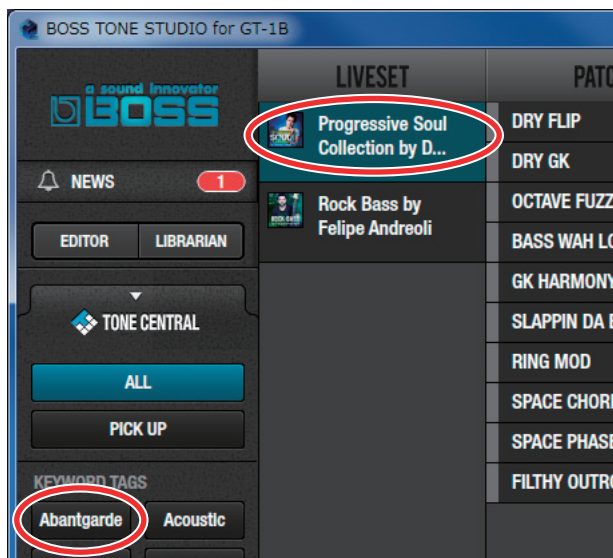
1. In the lower left of the TONE STUDIO screen, click the [TONE CENTRAL] button.



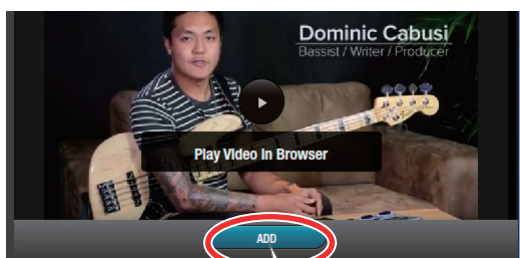
The patches published on BOSS TONE CENTRAL are listed together with explanations of the patches.

2. In KEYWORD TAGS, select a genre; then in LIVESET, select the liveset that you want to download.

In this example, select "Progressive Soul Collection by Dominic Cabusi."



3. At the bottom of the screen, click the [ADD] button.

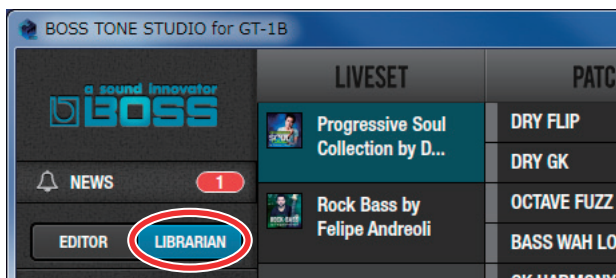


The liveset is downloaded, and the message “Completed.” appears.

**MEMO**

Downloads from BOSS TONE STUDIO are done in units of livesets. You can't download individual patches, nor add individual patches to the library.

4. Click the [LIBRARIAN] button again.



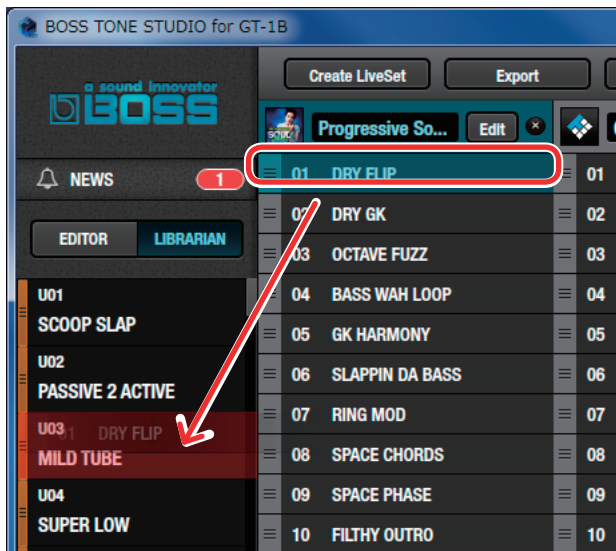
The liveset you downloaded appears.

5. Drag and drop patches from the downloaded liveset into the desired user patch numbers of the GT-1B.

**NOTE**

When you drop a patch, it overwrites the user patch of the selected number; the original settings cannot be recovered. Select a user patch that you don't mind overwriting.

In this example, drag and drop the patch “01 DRY FLIP” onto “U03 MILD TUBE.”



Select user patch “U03” on the GT-1B to use the newly added patch.

## Using the Audio Player

You can use the audio player built into TONE STUDIO to listen to audio data.

You can prepare audio backing data for your song, and mix it with the sound of the GT-1B and enjoy performing along with it.

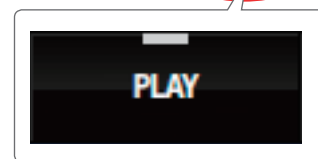
## Playing Back Audio Data

Audio data that can be played back from TONE STUDIO must be in the following format.

- Sampling Frequency: 44.1 kHz
- Bit depth: 16-bit (linear)
- Number of channels: 2 channels (stereo)
- Format: WAV

## Loading and playing audio data

1. On your computer, prepare the audio data that you want to play back.
2. In the lower right of the TONE STUDIO screen, click the [PLAY] button.



3. Click the [IMPORT] button.



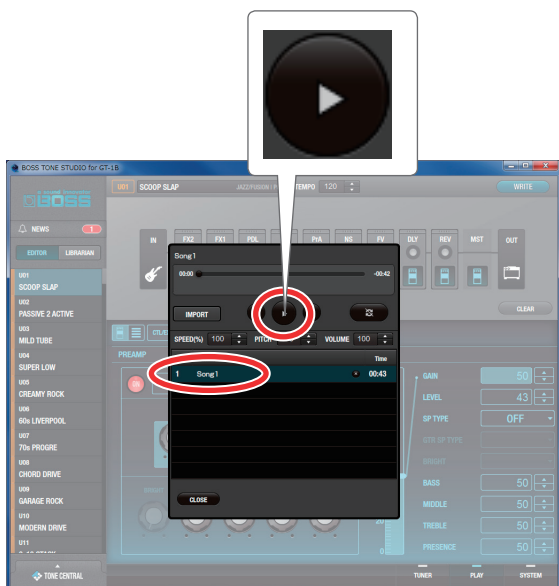
The "Select File" dialog box appears.

4. Select the audio file that you want to play back, and click the [Open] button.

The audio file is loaded into the audio player, and appears in the list.

5. From the list, select the audio file that you want to load, and click the [▶] button.

The audio file plays.



## Looping the audio data




1. Prepare the audio file that you want to play back, as described in steps 1–4 of "Loading and playing audio data" (p. 14).

2. Click the loop button.

Now you can select the loop method.

3. Click the loop icon to select the loop method.



Loop icon	Method of the loop
	Not looped (play to the end and stop).
	The selected song is looped (the selected song plays repeatedly).
	Continue playing the songs in the list (when the last song in the list has finished playing, return to the first song and continue playback).

4. Click the loop button once again.

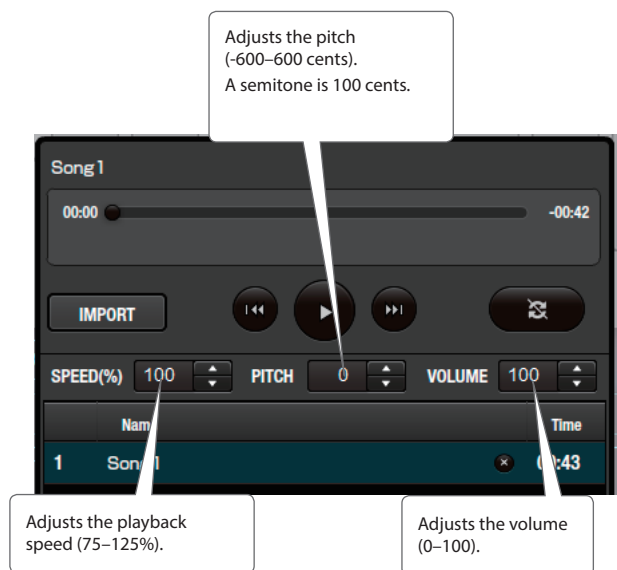
You return to the previous display.

### MEMO

The selected loop method remains effective even when you return to the previous display.

## Changing the playback speed or pitch

You can change the playback speed of the audio data or adjust its pitch.



### MEMO

You can make the settings using the [▼] [▲] buttons or by entering a numeric value from the computer keyboard.

## Selecting the Device Controlled by TONE STUDIO

Here's how to select the device controlled by TONE STUDIO.

1. In the lower right of the TONE STUDIO screen, click the [SYSTEM] button.

The "SYSTEM" screen appears.



2. Click the [Device] button.

The "Device" screen appears.

3. In the list of displayed devices, click [GT-1B].

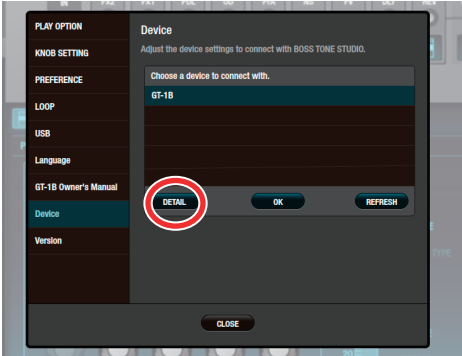


4. Click the [OK] button.

## Making detailed device settings

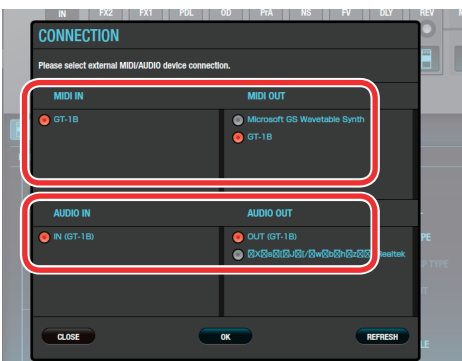
You can make detailed settings such as the input/output destinations for MIDI data and audio signals.

1. After performing steps 1–3 of “Selecting the Device Controlled by TONE STUDIO” (p. 16), click the [DETAIL] button.



The “CONNECTION” screen appears.

2. Make settings for MIDI input/output and audio signal input/output.



### MEMO

Select the same type for MIDI IN and MIDI OUT. Connection is not possible if you select different settings.