Using BOSS TONE STUDIO for ME-80

This document explains operation of BOSS TONE STUDIO for ME-80 (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.

Memories (livesets) that you download from BOSS TONE CENTRAL (p. 12) and memories that you back up from the ME-80 are saved in the library.

Liveset

A liveset is a group of multiple memories.

Memories that you download from BOSS TONE CENTRAL and memories 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 memories 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 ME-80 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 ME-80 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 ME-80 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).

Customers using TONE STUDIO v1.0.0–1.0.2

Note when updating TONE STUDIO, and how to check the version

If you're using TONE STUDIO version "1.0.0"–"1.0.2," you'll need to uninstall it before you update to the new version.

Here's how you can check the version of TONE STUDIO that you're using.

1. Start TONE STUDIO (p. 2), and in the lower right of the screen, click the [SYSTEM] button.

The "SYSTEM" screen appears.

2. Click the [Device] button.

The version of TONE STUDIO that you're using is displayed.

Uninstalling TONE STUDIO

MEMO

Even when you uninstall TONE STUDIO, the livesets saved in the library will remain.

Windows users

1. Click the Windows [Start] button.

2. Click to select [Control Panel]–[Uninstall a program] or [Control Panel]–[Programs and functions].

3. In the list, click "BOSS TONE STUDIO for ME-80" and then click the [Uninstall] button.

Mac OS users

1. In the Finder, click the "Applications" folder.

2. Drag and drop "BOSS TONE STUDIO for ME-80" into the trash.

Windows users

1. **Download "BOSS TONE STUDIO for ME-80" 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 ME-80.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 ME-80" 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 ME-80" icon and "Applications folder" icon appear.

4. **Drag and drop the "BOSS TONE STUDIO for ME-80" icon onto the "Applications folder" icon.**

   BOSS TONE STUDIO for ME-80 is added to the applications.
   Close the folder that you opened in step 3.

Starting TONE STUDIO

> **MEMO**
>
> Operation is described here using the example of the Windows version of TONE STUDIO.

1. **Use a USB cable to connect the ME-80 to your computer, and then turn on the power of the ME-80.**

   > **MEMO**
   >
   > You can edit livesets and download livesets from BOSS TONE CENTRAL even if the ME-80 is not connected to your computer via a USB cable.
   >
   > However, you can't save the result of editing a memory. In order to save the edited memory, you'll need to be connected to your computer.

2. **Double-click the TONE STUDIO shortcut icon.**
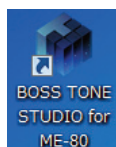
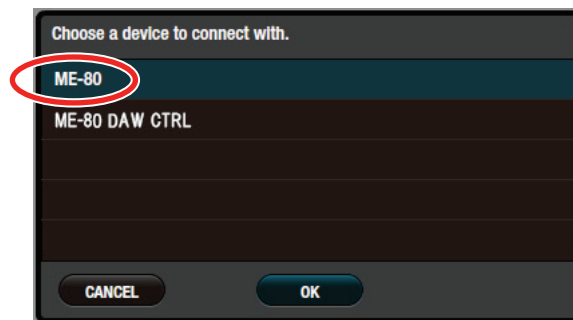   The first time you start up, the dialog box "Choose a device connect with." appears.

   > **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 ME-80].

3. **Choose "ME-80," and click the [OK] button.**

   TONE STUDIO starts.

   > **MEMO**
   >
   > - Since data will be loaded from the ME-80, it may take some time until you can use TONE STUDIO.
   > - "ME-80 DAW CTRL" is shown only in the Windows version of TONE STUDIO.
   > - If you accidentally selected "ME-80 DAW CTRL," you can change your selection via [SYSTEM] – [Device] located in the lower right of TONE STUDIO.
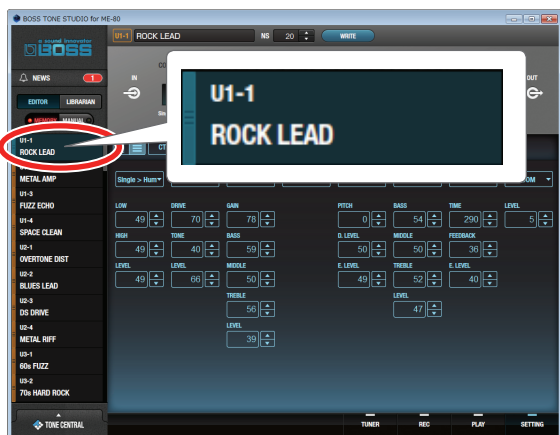
Editing a Memory

As an example, we'll explain how to edit the user memory "U1-1 ROCK LEAD."

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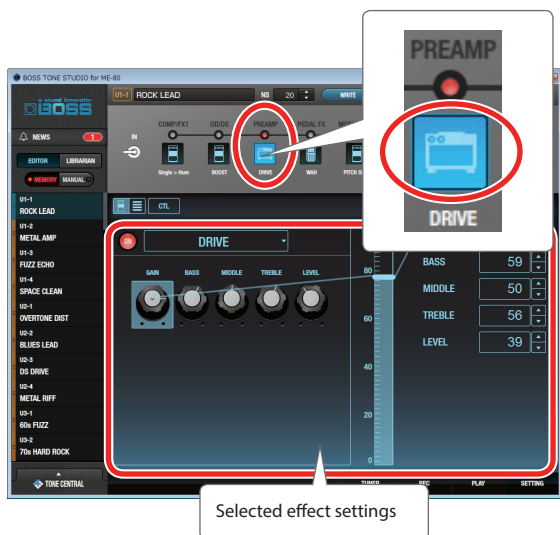

2. Click the memory that you want to edit. In this example, click "U1-1 ROCK LEAD."

3. 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 [PREAMP] icon.

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

Selected effect settings

4. Edit the effect.

MEMO

If you want to change the type of preamp, click the [▼] button located at the right of the amp name.
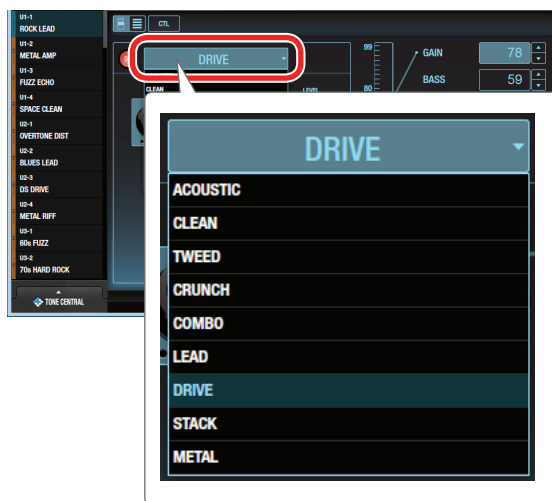
5. If you want to edit another effect, repeat steps 3–4.

Saving an Edited Effect to the ME-80 (WRITE)

Here's how to save the edited effect to the ME-80.

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

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

2. Select the save-destination user memory number.

In this example, select "U1-2."
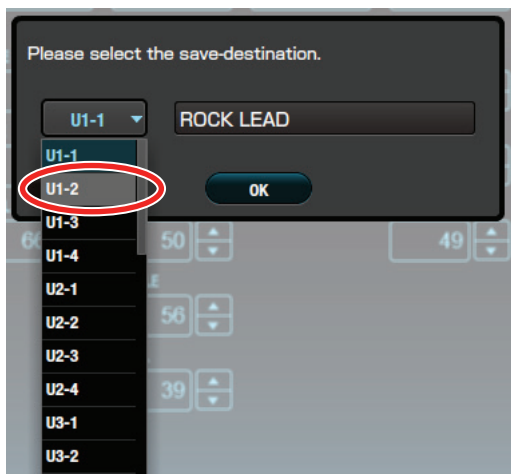
> **NOTE**
>
> When you save, the user memory of the selected number is overwritten; the original settings cannot be recovered. Select a user memory that you don't mind overwriting.

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

4. Click the [OK] button.

The settings of the new user memory are saved in TONE STUDIO's memory list and in the ME-80.

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.

List button
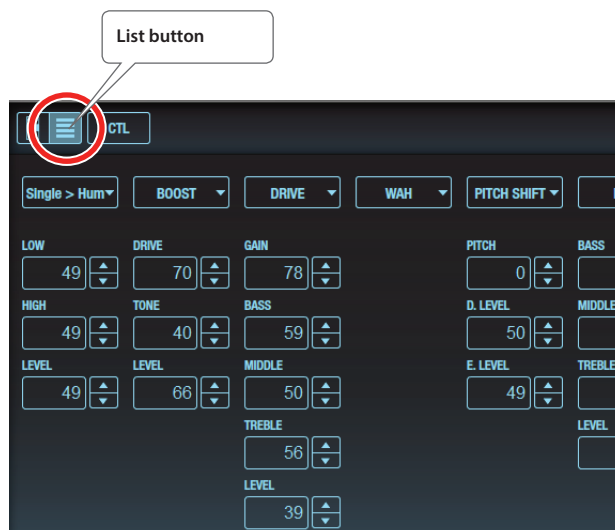
Editing the Controller Settings

You can assign functions to a footswitch that's connected to the ME-80.

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

[CTL] button
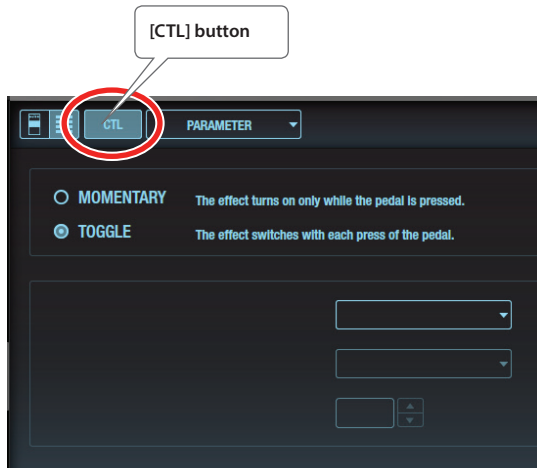
2. Select what happens when you press the ME-80's [CTL] pedal.
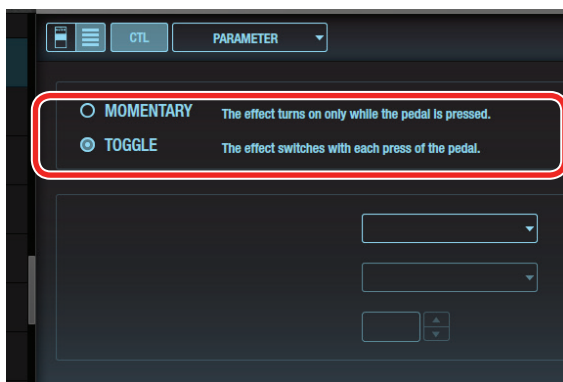
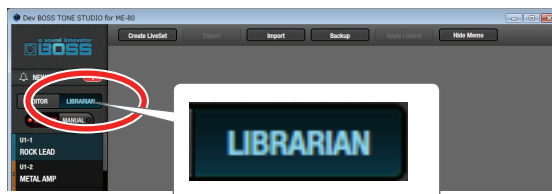| Setting	Explanation
MOMENTARY	The effect turns on only while the pedal is pressed.
TOGGLE	The effect switches with each press of the pedal.

3. Assign the function.

Saving ME-80 Memories to TONE STUDIO (Backup)

Here's how ME-80 memories can be backed up (saved) to a TONE STUDIO library.

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

2. At the top of the TONE STUDIO screen, click the [Backup] button.
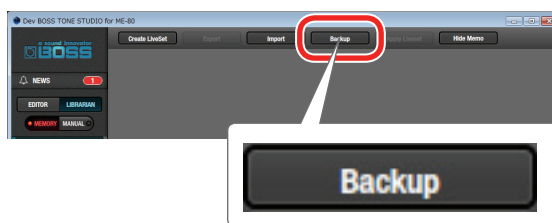
The "Backup" dialog box appears.
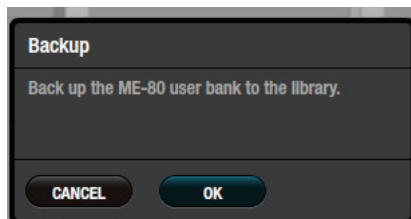
3. Click the [OK] button.

The message "Completed." appears.

4. Click the [OK] button.

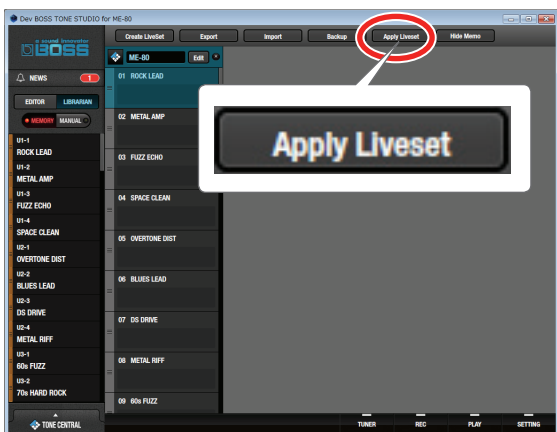The memories are saved as a liveset in TONE STUDIO's library.
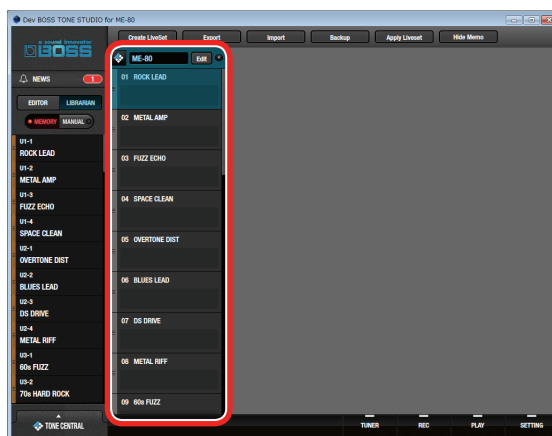
Restoring Backed-Up Liveset to the ME-80

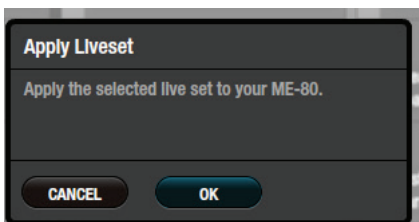Here's how a liveset that you saved as a backup can be restored to the ME-80's user memory.

1. Click the liveset that you want to restore.
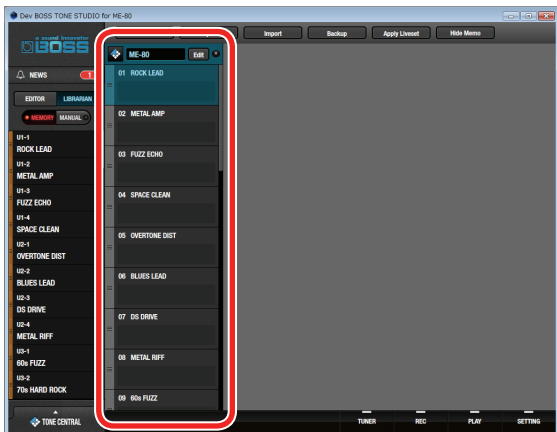
2. At the top of the TONE STUDIO screen, click the [Apply Liveset] button.

The "Apply Liveset" dialog box appears.

3. Click the [OK] button.

The selected liveset is written back into the ME-80.

Restoring a Memory to the ME-80

Here's how to select a memory from a liveset that you saved as a backup, and restore it back to the ME-80.

1. Drag and drop the memory that you want to restore onto the desired user memory number of the ME-80.

NOTE

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

In this example, drag and drop the memory "01 ROCK LEAD" onto "U1-3 FUZZ ECHO."
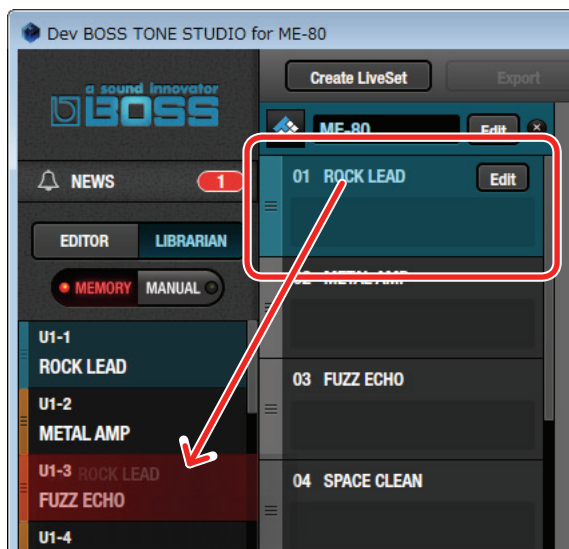
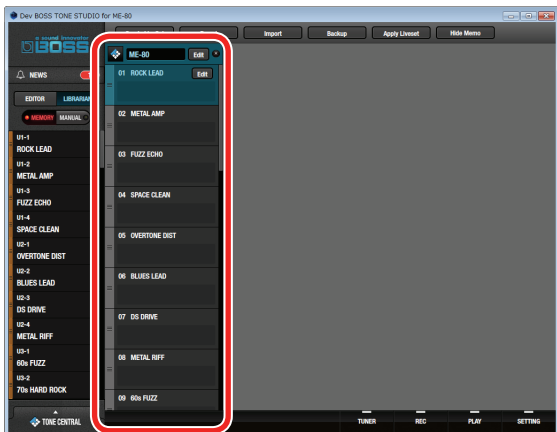On the ME-80, select user memory "U1-3" and you'll be able to use the restored memory.

MEMO

You can also select multiple memories as described in "Selecting multiple memories" (p. 9).
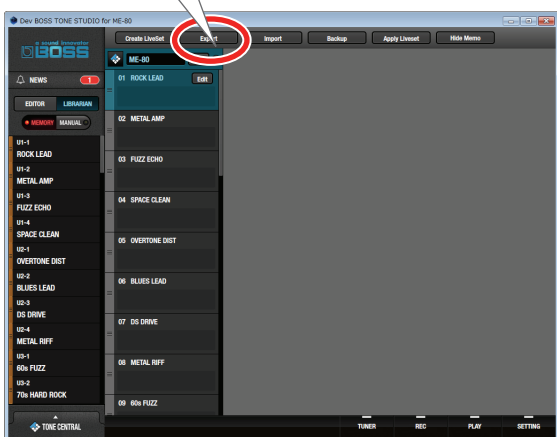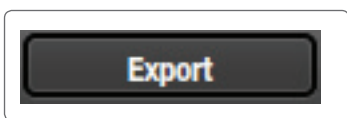
Saving a Liveset to a Computer (Export)

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.**
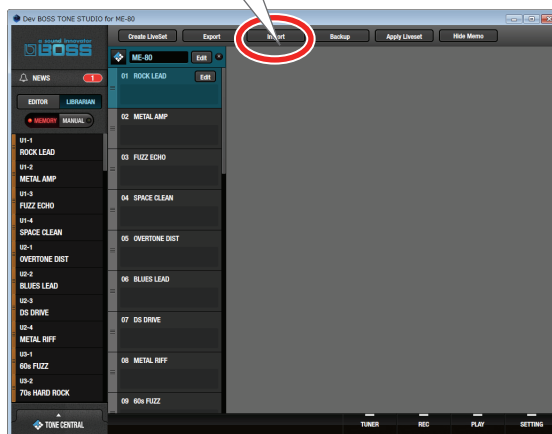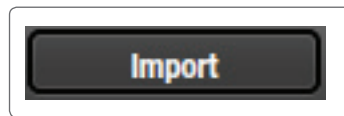
The message "Completed." appears.

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

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

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 ME-80 user.

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: .tsl) 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.

Creating an Original Liveset

You can collect your favorite memories to create an original liveset.
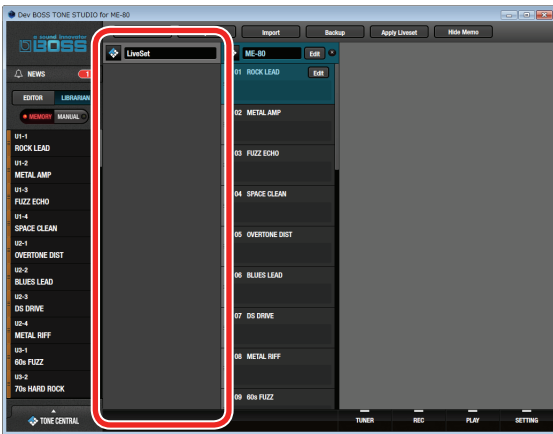
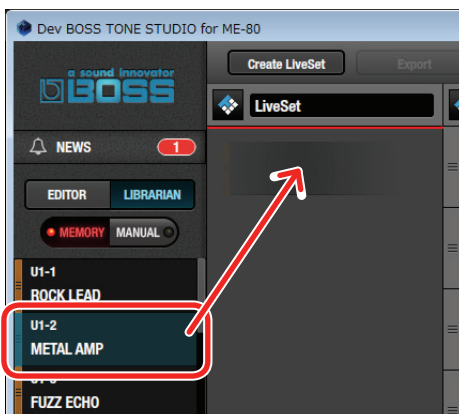**1.** **At the top of the TONE STUDIO screen, click the [Create LiveSet] button.**
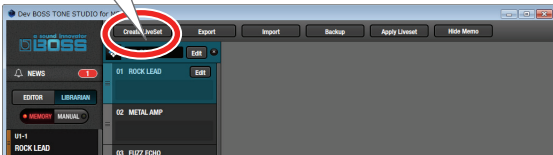
The message "Completed." appears.

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

An empty liveset containing no memories is created.

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

The selected memories are registered in the new liveset.

MEMO

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

Copying Memories

Here's how to copy a memory to another liveset or to an ME-80 memory.

1. **Click the memory that you want to copy.**

MEMO

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

2. **Drag and drop the selected memories onto the desired copy-destination.**
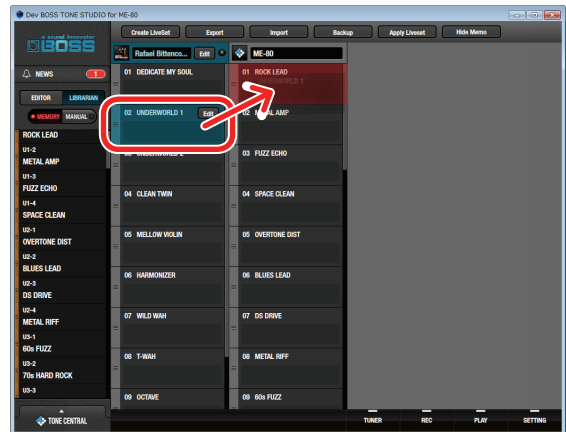
NOTE

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

MEMO

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

- A maximum of 400 memories can be registered in one liveset. If inserting memories would cause the liveset to exceed 400 memories, the memories that exceed 400 are not inserted (a message is displayed).
- Memories that are registered in a liveset can be copied to your own liveset or to a new liveset. If you want to copy a memory 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 memory.
Mac OS	While holding down your computer keyboard's [option] key, drag and drop the memory.

Selecting multiple memories

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

Selecting a range of memories

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

1. Click the first memory that you want to select.

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

The first through last memories that you click are selected.

Selecting memories individually

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

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

The memory you click is selected. The selected memory is highlighted.

Mac OS users

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

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

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

The difference between operations when selecting and copying multiple memories

When you drag and drop the selected memories, 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 memories are copied to the area indicated by the red color.

Drag and drop between copy-destination memories (insert)

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

Moving Memories

Here's how to move a memory to another liveset or to an ME-80 memory. When you move a memory, it disappears from its previous location.

1. Click the memory that you want to move.

MEMO

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

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

Mac OS users

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

Deleting Memories
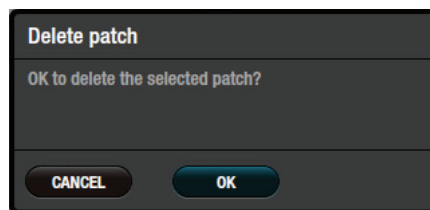
Here's how to delete an unwanted memory.

1. Click the memory that you want to delete.

MEMO

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

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

The "Delete patch" message appears.

NOTE

Deleted memories cannot be recovered. If you decide not to delete, click the [CANCEL] button.
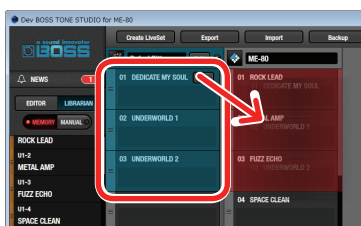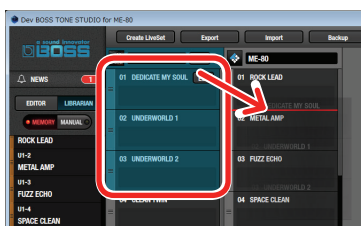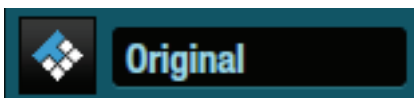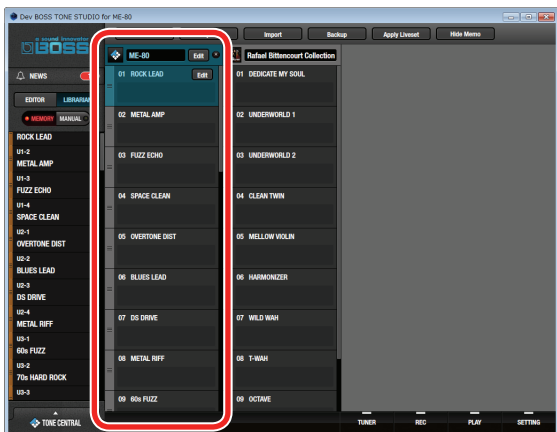
3. Click the [OK] button.

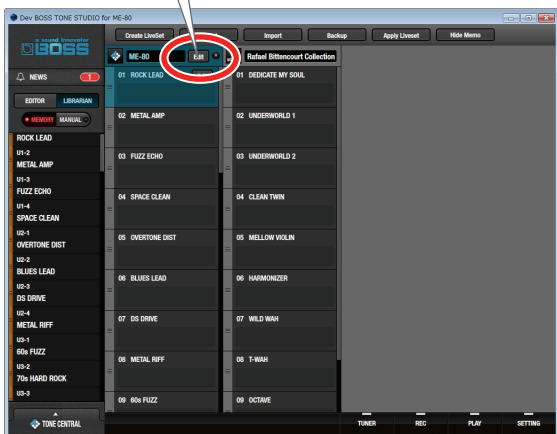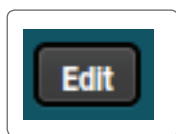The selected memories are deleted.

Editing a Liveset

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

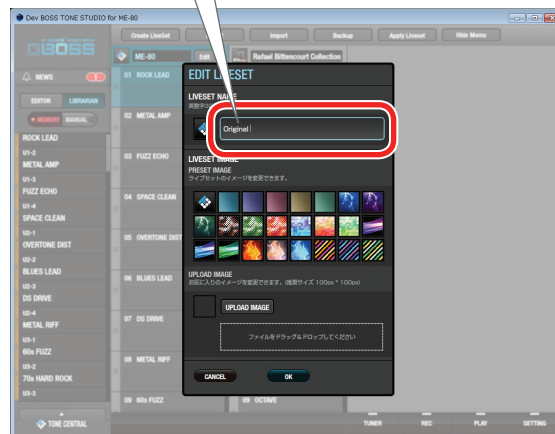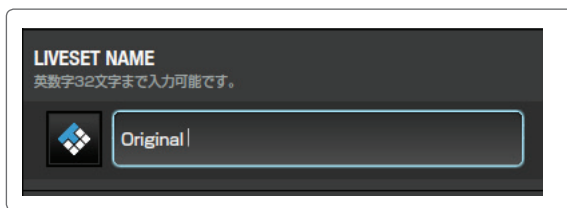**1.** Click the liveset that you want to edit.

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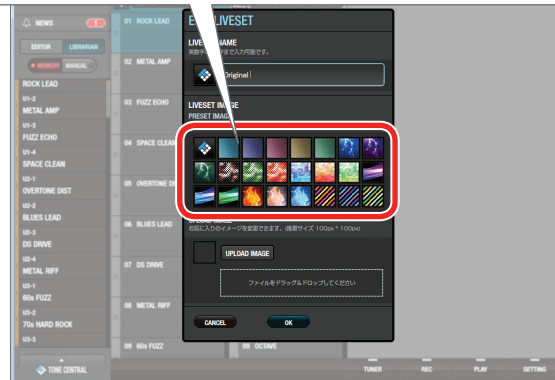

The "EDIT LIVESET" dialog box appears.

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 memory.
If memo information display is turned off, more memories can be shown in a single screen.

1. Click the [Hide Memo] button to hide the memory memo information.

More memories can be shown in a single screen.

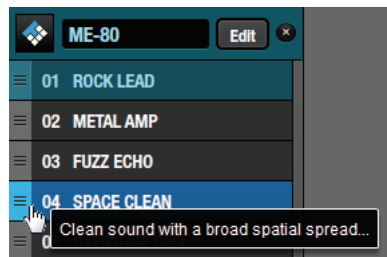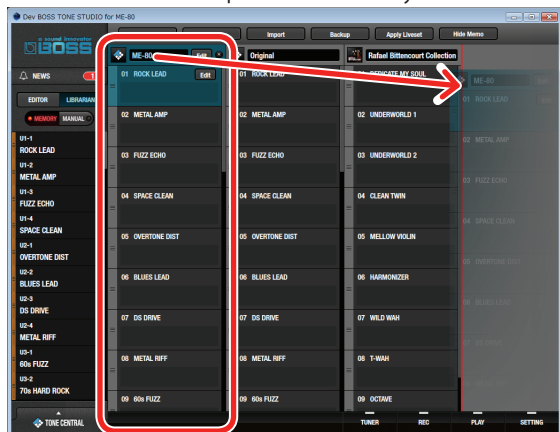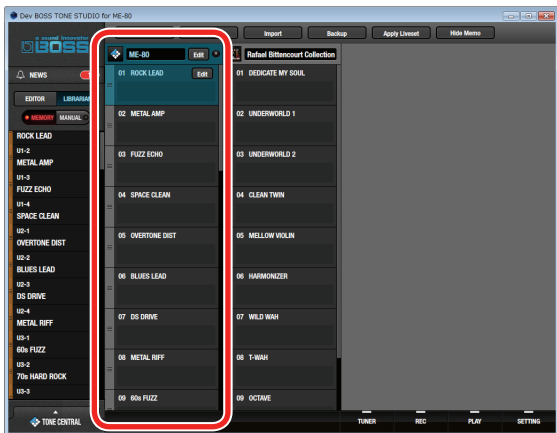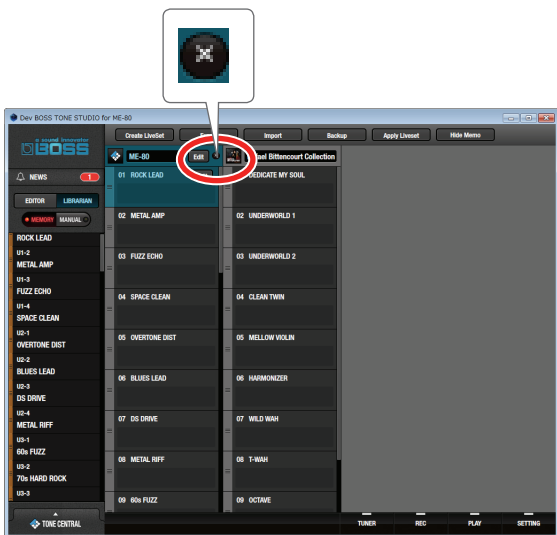Now if you click the [Show Memo] button, the memory memo information is shown again.

Memo display ON · · · · · · · · · · · · Memo display OFF

MEMO

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

Deleting a Liveset

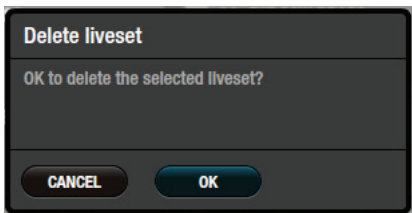Here's how to delete a liveset that you no longer need.

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.
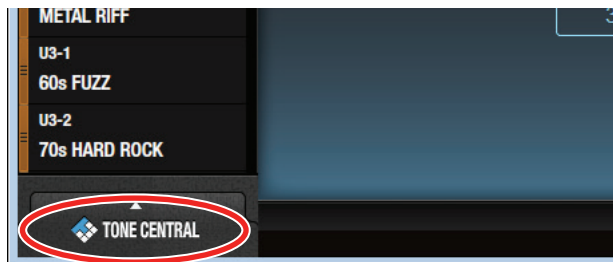
3. Click the [OK] button.

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 ME-80.

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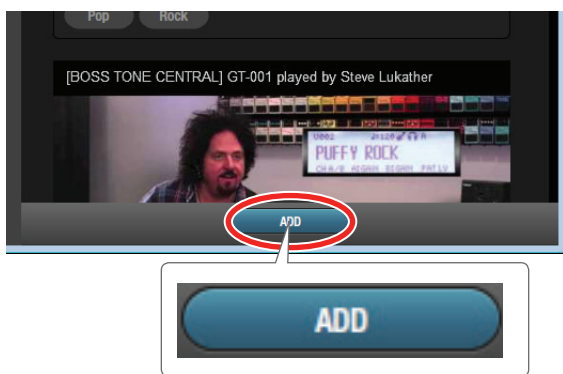

The memories published on BOSS TONE CENTRAL are listed together with explanations of the memories.

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

In this example, select "Rafael Bittencourt Collection."
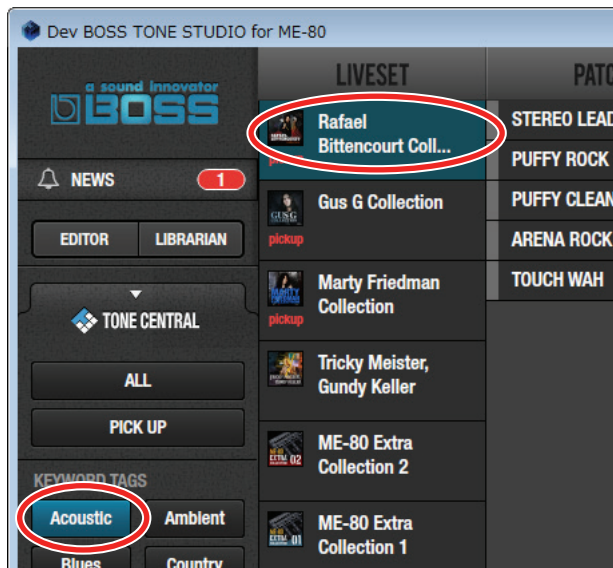
3. **At the bottom of the screen, click the [ADD] button.**
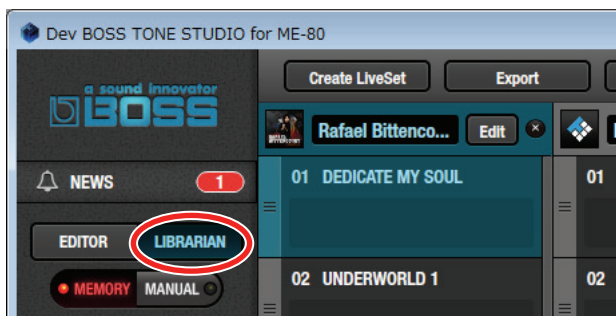

The liveset is downloaded, and the message "Completed." appears.

MEMO

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

4. **Click the [LIBRARIAN] button again.**

The liveset you downloaded appears.

5. **Drag and drop memories from the downloaded liveset into the desired user memory numbers of the ME-80.**

NOTE

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

In this example, drag and drop the memory "01 DEDICATE MY SOUL" onto "U1-3 FUZZ ECHO."

Select user memory "U1-3" on the ME-80 to use the newly added memory.

Recording Your Performance and Auditioning an Effect

After recording the dry sound (the original sound without effects) of your performance, you can apply an effect to the playback. Since the sound of your performance can be played back as a loop, you can audition it while adjusting the effect.

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

The REC screen appears.

2. **Click the [● REC] button.**

Recording starts. The dry sound of your performance is recorded.

3. **When you have finished your performance, click the [■ STOP] button.**

Recording ends. The recorded performance is shown in the list. The date and time are automatically specified as the data name.
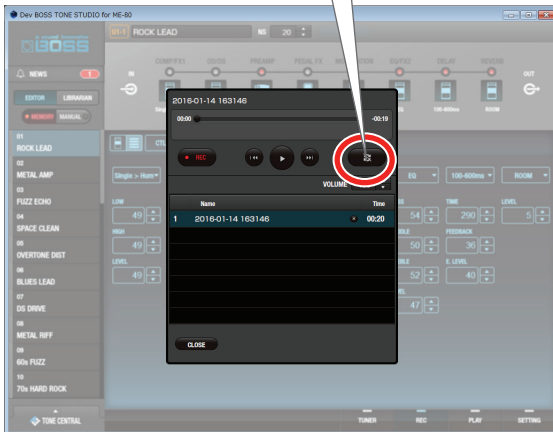
MEMO

You can click the data name and rename it. Use your computer's keyboard to enter a data name.

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4. **Click the loop button.**
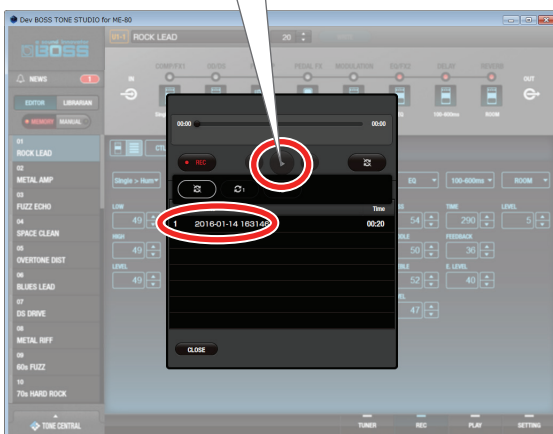
Now you can select the loop method.

5. **Click the loop icon to select the loop method.**

For details on the loop methods that you can select, refer to "Looping the audio data" (p. 16).

6. **In the list, click the performance that you want to audition, and then click the [▶] button.**

The performance plays back.

7. **Click the [CLOSE] button.**

You'll return to the previous screen, but playback continues.

8. **Make effect settings.**

The effect you specify is applied to the playback sound.

To stop auditioning

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

The REC screen appears.

2. **Click the [❙❙] button.**

Playback stops. If necessary, cancel the loop playback setting.

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 ME-80 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.**
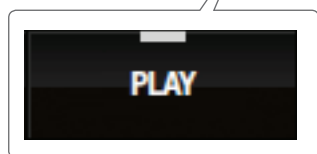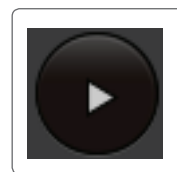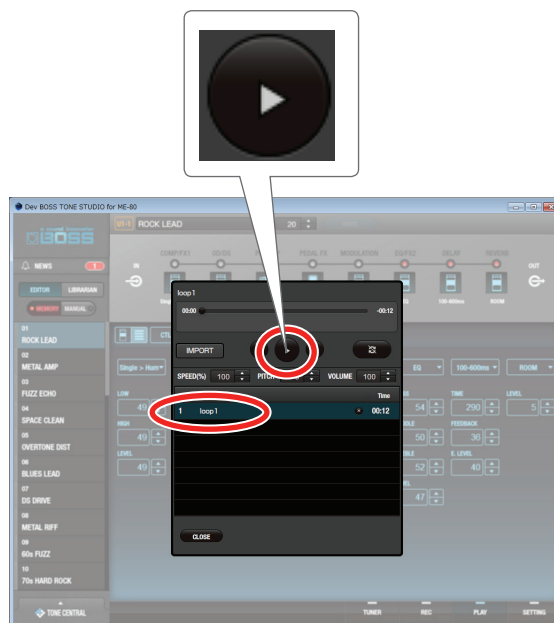

3. **Click the [IMPORT] button.**
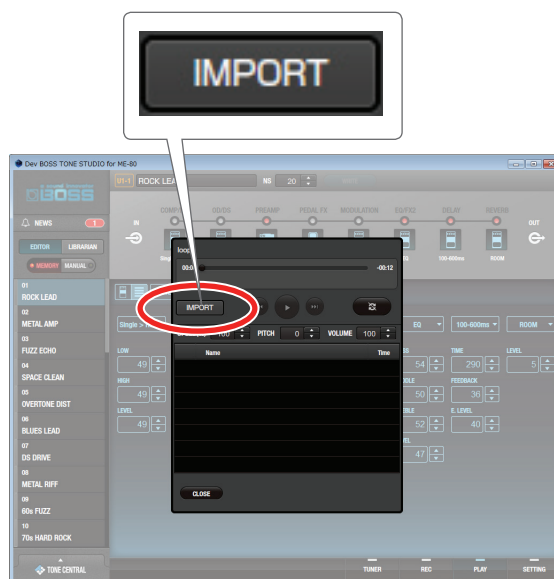
The "Select File" dialog box appears.

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. 15).**

2. **Click the loop button.**

   Now you can select the loop method.

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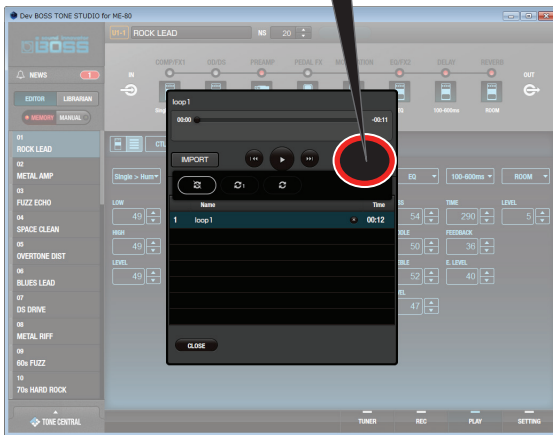
Loop icon	Method of the loop
	Not looped (play to the end and stop).
	The selected song is looped (the selected song plays repeatedly).
	Continue playing the songs in the list (when the last song in the list has finished playing, return to the first song and continue playback).

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.

Adjusts the pitch (-600–600 cents). A semitone is 100 cents.

Adjusts the playback speed (75–125%).

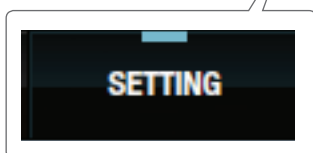Adjusts the volume (0–100).

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.
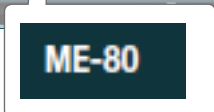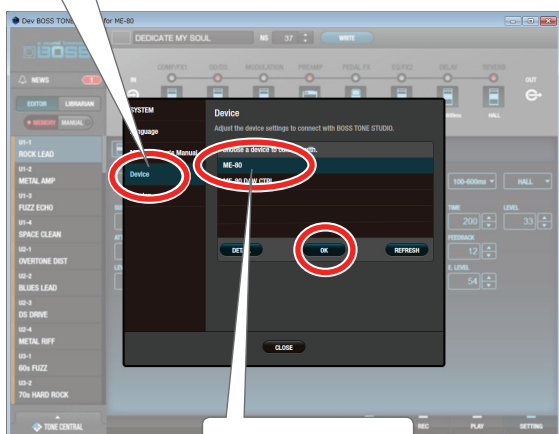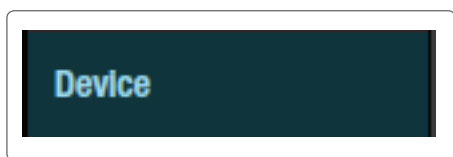
The "SYSTEM" screen appears.

2. Click the [Device] button.

The "Device" screen appears.

3. In the list of displayed devices, click [ME-80].
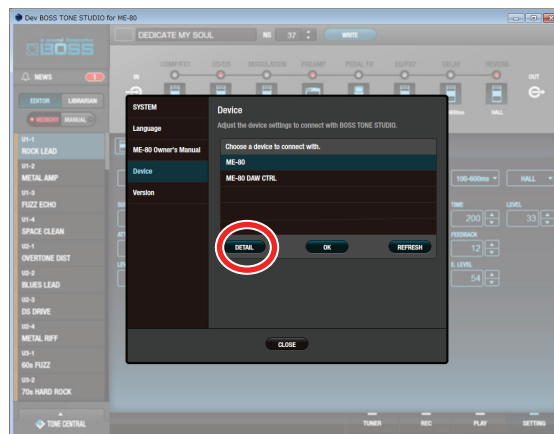

4. Click the [OK] button.

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. 17), 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.