

About GT-100 Ver. 2



GT-100 Ver. 2 provides many additional functions and improvements.

Additional Preamp Type

Type	Explanation
BGNR UB	This is a heavy distortion sound that models the high-gain channel of a Bogner Overschall.
ORNG RV	This models the dirty channel of an ORANGE ROCKERVERB.

Added and Changed Effects

Added Effects

A-DIST

MONO

This effect uses MDP (Multi-Dimensional Processing) to provide ideal distortion in all pitch ranges of the guitar, from low to high.

* You can use this in OD/DS and in the SUB OD/DS of FX2.

AC. GUITAR SIM

MONO

This effect simulates the tonal character of an acoustic guitar.

* You can use this in FX1 and FX2.

Parameter	Value	Explanation
BODY	0-100	Adjusts the body resonance.
LOW	-50+50	Specifies the sense of volume for the low-frequency range.
HIGH	-50+50	Specifies the sense of volume for the high-frequency range.
LEVEL	0-100	Specifies the volume of the effect.

ROTARY 2

MONO >
STEREO

This produces an effect like the sound of a rotary speaker.

This provides a rotary effect that differs from the ROTARY effect previously included in the GT-100.

* You can use this in FX1 and FX2.

* The previous ROTARY effect has been renamed as ROTARY 1.

Parameter	Value	Explanation
SPEED SELECT	SLOW, FAST	This parameter changes the simulated speaker's rotating speed (SLOW or FAST).
RATE-SLOW	0-100, BPM	This parameter adjusts the SPEED SELECT of rotation when set to "SLOW."
RATE-FAST	0-100, BPM	This parameter adjusts the SPEED SELECT of rotation when set to "FAST." * When set to BPM, the value of each parameter will be set according to the value of the "MASTER BPM" specified for each patch. This makes it easier to achieve effect sound settings that match the tempo of the song. * If, due to the tempo, the time is longer than the range of allowable settings, it is then synchronized to a period either 1/2 or 1/4 of that time.

Parameter	Value	Explanation
DEPTH	0-100	This parameter adjusts the amount of depth in the rotary effect.
RISE TIME	0-100	This parameter adjusts the time it takes for the rotation SPEED SELECT to change when switched from "SLOW" to "FAST."
FALL TIME	0-100	This parameter adjusts the time it takes for the rotation SPEED SELECT to change when switched from "FAST" to "SLOW."
B/H BALANEC	100:0-0:100	Adjusts the volume balance between the BASS rotor and the HORN rotor.
LEVEL	0-100	Adjusts the volume.
DIRECT MIX	0-100	Adjusts the volume of the direct sound.

OVERTONE

MONO

This effect uses MDP technology to add new harmonics to the sound, producing resonance and richness that was not present in the original sound.

* You can use this in FX2.

Parameter	Value	Explanation
LOWER LEVEL	0-100	Adjusts the volume of the harmonic one octave below.
UPPER LEVEL	0-100	Adjusts the volume of the harmonic one octave above.
DIRECT MIX	0-100	Adjusts the volume of the direct sound.
DETUNE	0-100	Adjusts the amount of the detune effect that adds depth to the sound.
TONE	-50+50	Adjusts the tone.

TERA ECHO

MONO >
STEREO

This effect uses MDP technology to create a unique ambience and a spaciousness that changes according to your picking dynamics.

* You can use this in FX2.

Parameter	Value	Explanation
MODE		Selects the mode of the effect sound.
	MONO	The L and R channels will both output the same sound.
	STEREO1	The effect is applied separately to the L and R channels.
	STEREO2	The L channel outputs the direct sound, and the R channel outputs the effect sound.
S-TIME	0-100	Adjusts the length of the effect sound.
FEEDBAK	0-100	Adjusts the decay of the effect sound.
EFFECT LEVEL	0-100	Adjusts the volume of the effect sound.
TONE	-50+50	Adjust the tonal character.
DIRECT MIX	0-100	Adjusts the volume of the direct sound.
HOLD	OFF, ON	The effect sound is held when you turn this on. • Patches are written with the HOLD parameter set to Off.

Changed Effects

CHORUS/2X2 CHORUS (FX1/FX2)

DIRECT MIX has been added.

Parameter	Value	Explanation
DIRECT MIX	0-100	Adjusts the volume of the direct sound. Setting this to 0 cuts the direct sound.

SEND/RETURN

ADJUST has been added.

Parameter	Value	Explanation
ADJUST	0-100	Adjusts the phase between the GT-100's internal processing and an external effect unit connected to the SEND/RETURN jacks. You can adjust this if the MODE parameter is set to NORMAL or DIRECT MIX.

DIVIDER

The upper limit of CUTOFF FREQUENCY has changed.

Parameter	Value	Explanation
Ch. A/Ch. B CUTOFF FREQ	100Hz-4.00kHz	Cutoff frequency

OD/DS, SUB OD/DS

The range of the TONE and BOTTOM parameters has been expanded.

Even though the parameter values are the same as on the previous version, the range of change is now greater.

* When you update to version 2, the values are converted so that the sound will remain the same.

2 USB Specification Changes

For smoother music production when using the GT-100 with your computer, USB audio has been enhanced to provide two ports.

USB audio flow

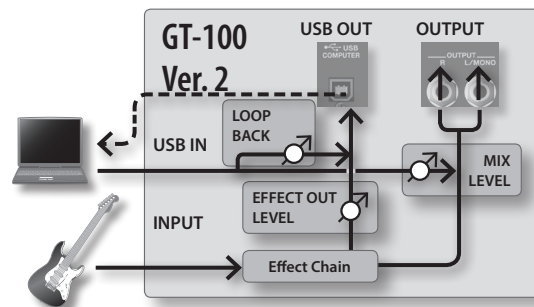
GT-100 Ver. 2 provides two USB audio outputs: "PRIMARY" and "SECONDARY."

Regardless of the settings of the GT-100 Ver. 2 itself, SECONDARY always outputs the dry sound, and the return from the computer is always returned to the beginning of the effect chain.

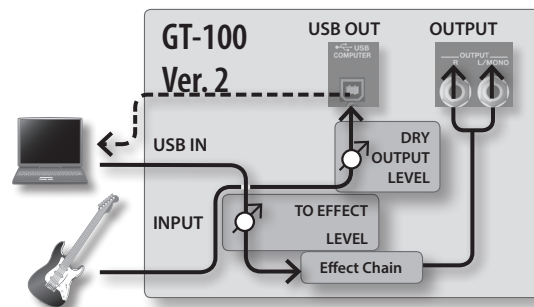
With GT-100 Ver. 2, both PRIMARY and SECONDARY are being output to the computer; this means that by using two guitar tracks on your computer, you can record the dry sound and effect sound simultaneously.

If you're not happy with the effect sound from PRIMARY, you can play back the simultaneously-recorded dry sound from SECONDARY, and send it through the effect chain of GT-100 Ver. 2 to modify the sound to your liking.

USB PRIMARY



USB SECONDARY



USB PRIMARY

Parameter	Value	Explanation
MIX LEVEL	0-200%	Adjusts the level of the audio input from the computer. At this time, the audio input from the computer is mixed at the final stage of the GT-100 Ver. 2.
EFFECT OUT LEVEL	0-200%	Adjusts the level at which the sound processed by the effects of the GT-100 Ver. 2 is output to the computer.
LOOP BACK	OFF, ON	If this is ON, the sound from the computer is mixed with the effect sound of the GT-100 Ver. 2 and sent to the computer.

Parameter	Value	Explanation
DIRECT MONITOR		Switches whether the sound of the GT-100 Ver. 2 is output to the PHONES jack or the OUTPUT jacks. * This setting cannot be saved. It will be ON when the unit is powered-on.
	OFF	Turn this off if the audio data is being passed "thru" within the computer. In this case, you won't hear sound unless the computer is set to "thru."
	ON	The sound of the GT-100 Ver. 2 is output directly. Turn this on if you're using the GT-100 Ver. 2 on its own without connecting it to a computer. (If you turn this off, only the sound being input via USB is output.)

USB SECONDARY

Parameter	Value	Explanation
TO EFFECT LEVEL	-20~+20 dB	Adjusts the input level from the computer to the effects of the GT-100 ver. 2.
DRY OUTPUT LEVEL	0~200%	Outputs the unmodified sound (dry sound) of the guitar that is being input to the GT-100 Ver. 2, without processing it.

In addition, USB MIDI has also been enhanced to provide two ports, letting you use BOSS TONE STUDIO (editor/librarian) and your DAW software simultaneously.

Changes in the USB Driver

In order to connect the GT-100 Ver. 2 to your computer, you'll need to use the version 2 USB driver.

The following operating systems are supported.

Microsoft Windows 8 / 7 / Vista / XP

Mac OS 10.6 / 10.7 / 10.8 / 10.9

Added MIDI OUT SELECT

In "SYSTEM," in "MIDI SETTING," a new "MIDI OUT SELECT" setting has been added.

Parameter	Value	Explanation
MIDI OUT SELECT	USB/MIDI	MIDI messages are input/output via both the USB port and the MIDI connectors.
	USB	MIDI messages are transferred at high speed, only via the USB port.

If you're using the BOSS TONE STUDIO, it's best to choose "USB" since a large amount of data transfer will be occurring.

Other Enhancements

Added Polyphonic Tuner

In addition to the existing tuner, a polyphonic tuner is now provided, allowing you to tune six strings at the same time.

1. Press the [1] pedal and [2] pedal at the same time.
2. Turn knob [2] to switch the indication in the right screen from the metronome to the polyphonic tuner.

The left screen shows the conventional tuner, and the right screen shows the polyphonic tuner.

3. Play the six strings simultaneously and tune them.

When the display indicates "STRUM," play all the strings.

Parameter	Value	Explanation
TYPE	REGULAR	Tune to regular tuning (from string 6, E/A/D/G/B/E).
	DROP D	Tune to drop-D tuning (from string 6, D/A/D/G/B/E).
OFFSET	-5~+5	This lets you transpose the pitch in a range of ± 5 semitone relative to the tuning selected by TYPE. Example: If TYPE is set to DROP D, and OFFSET is set to -2 From string 6, tune to C/G/C/F/A/D.

Added GUITAR TO MIDI Function

This converts the guitar input to a MIDI signal that can be output from the USB port or the MIDI connector.

This allows you to create MIDI tracks on your DAW, or to use Guitar Friend Jam (www.roland.com/FriendJam/Guitar/) to make connections with guitarists around the world.

- * The input supports only monophonic playing (single notes). The pitch will not be correctly detected if you play multiple notes simultaneously.

Parameter	Value	Explanation
GUITAR TO MIDI	OFF	The input signal is not converted to MIDI.
	ON	The input signal is converted to MIDI, and sent from the USB port and the MIDI OUT connector.
MODE	MULTI	The guitar notes are divided into six channels for transmission, according to their pitch range. The six channels (one for each string) starting with the TX CH you specify in "MIDI SETTING" are used as the transmission channels. Example: If the TX CH is 1, the transmission channels will be ch.1~ch.6. If the TX CH is 10, the transmission channels will be ch.10~ch.15. * If the TX CH is set to 12 or following, the notes for channels beyond 16 are not transmitted.
	SINGLE	All guitar notes are transmitted on a single MIDI channel. The TX CH specified in "MIDI SETTING" is used as the transmission channel.
BEND RANGE	1~24	Specifies the bend range in semitone units.
BEND THIN	OFF	Bend data is transmitted without thinning.
	ON	Bend data is thinned for transmission.

Parameter	Value	Explanation
PLAY FEEL		Selects the response to your picking dynamics. By changing this setting appropriately for your guitar playing style or the sound that you're controlling, you can make the sound respond more naturally to the dynamics of your playing.
	FEEL1-4	FEEL1 is the setting that gives you the broadest expressive range of volume change in response to your picking dynamics. As the number increases, it becomes easier to produce a loud volume even for softly-picked notes. This allows you to perform with a consistent volume even when tapping or when your picking is inconsistent.
	NO DYNA	This mode produces a fixed volume regardless of your picking dynamics.
	STRUM	Softly-picked notes are suppressed. This lets you suppress unwanted notes that might otherwise be sounded when your finger accidentally contacts a string.
CHROMATIC		When you smoothly change the pitch of a guitar note, for example by bending a string, this setting lets you quantize the pitch change of the transmitted MIDI messages to semitone steps.
	OFF	Conventional pitch bend data is transmitted. The pitch changes smoothly in response to string bending and vibrato.
	TYPE1	When the pitch is changed, the currently-sounding note is not stopped, but only pitch bend data is transmitted. There will not be a new attack when the pitch changes. This allows you to produce smooth slurs as when playing a recorder.
	TYPE2	When the pitch is changed, the note is retriggered at the new pitch, so that the pitch changes only in semitone steps. This means that a new attack is heard each time the pitch changes. If the string vibration has diminished since you plucked the string, the retriggered notes gradually diminish to reflect this.
	TYPE3	As with TYPE2, the note is retriggered at the new pitch, so that the pitch changes only in semitone steps. However, the retriggered note does not reflect any decrease in the string vibration; the retriggered note has the same level as the initially-played note.

Added Patch Category Data and Search Function

Now you can add category data to a user patch.

1. Press the [WRITE] button.
2. Turn knob [4] to select "INFO."
3. Use knob [5] to specify the category.
The category you specify is written when you write the patch. You can use this category data to search for patches.

Searching for a patch

1. From the Play screen, press PAGE [◀].
2. Use the [4] knob to select a category, and use the [8] knob to select a patch.

Expanded Controller Functions

NUMBER PEDAL is newly available as a SOURCE for ASSIGN1-8 in CTL/EXP.

Parameter	Value	Explanation
SOURCE	NUM PEDAL	Assigns pedals [1]-[4] of the GT-100. The function operates when you press the pedal of the same number as the selected patch number.

NUM 1&2 PEDAL FUNC is newly available for PLAY OPTION in SYSTEM.

Parameter	Value	Explanation
NUM 1&2 PEDAL FUNC	OFF, TUNER	This specifies whether pressing pedals [1] and [2] simultaneously starts the tuner. If this is "OFF," the tuner does not start even if you press pedals [1] and [2] simultaneously (the patch is switched).

A SUB EXP PEDAL hold function is newly available for PLAY OPTION in SYSTEM. The "EXP PEDAL HOLD" on/off setting is enabled for both the GT-100's expression pedal and for an expression pedal connected to the SUB CTL 1, 2/SUB EXP jack.

The functions that can be assigned to knobs [1]-[8] in the Play screen have been expanded.

The following functions have been added to "KNOB SETTING."

Parameter	Value
KNOB 1	USB MIX LVL, ACCEL, OD/DS SOLO SW, PreAMP A/B SOLO SW, PreAMP A&B SOLO SW, COMP, OD/DS, PREAMP, EQ, FX1, FX2, REVERB, PEDAL FX, CHORUS, DELAY
KNOB 2	
KNOB 3	
KNOB 4	
KNOB 5	
KNOB 6	
KNOB 7	
KNOB 8	

Support for BOSS TONE STUDIO

By installing this application on your computer, you can obtain the latest live sets and also use the dedicated editor and librarian functionality.

For details, access BOSS TONE CENTRAL (bosstonecentral.com).

Other Changes

Shortened PHRASE LOOP time

This has been shortened from approximately 38 seconds to 32 seconds.