T1 ToneMatch® Audio Engine / USB / **Output Stereo to Two L1®s**

From Bose L1 Encyclopedia FAQ & Wiki



If you need to playback stereo tracks from a USB from your computer, this how you can do it.

NOTE: You will want to control the volume and balance from your computer. It is not convenient to do this from the T1 ToneMatch[®] Audio Engine in this configuration because one of the channels is routed through the T1 ToneMatch[®] Audio Engine Aux buss and the other is through the Master. It is not easy to control both of these at the same time on the T1 ToneMatch[®] Audio Engine.

Equipment Required

- L1[®] Classic or Model I or Model II (L1[®] LEFT)
 L1[®] Classic or Model I or Model II (L1[®] RIGHT)

If you have one of each then use the Model II as L1[®] RIGHT.

T1 ToneMatch[®] Audio Engine



T1 ToneMatch[®] Audio Engine AC power supply (required unless one of your $L1^{\$}$ s is a Model II).

Initial Connections

Turn down the outputs and volume

Start with your computer with the volume set all the way off, muted or at least really low. Things can get loud very quickly if you are not careful.

On the T1TM turn down the Master Volume and mute all Channels.

Physical Connections

Make the following connections. If you are running two L1TM Classics or Model I Systems, then you will also need the optional AC Power Adapter connection (not shown below). If one of the L1TMs is a Model II then you will not need the connection marked "To L1 RIGHT" as this will be replaced by the connection to the Model II.



USB to PC

We want to split the USB signal from the computer so that

- the Stereo Left channel goes through Channel 4/5 to Aux and from there to an analog connection to an $L1^{\textcircled{0}}$

• the Stereo Right channel goes through to Master and from there to an analog connection or digital connection to another $L1^{TM}$

Prefs

- Turn the main selector to **Prefs**.
- Select USB from PC
- Set Left: Ch 4/5
- Set Right: Master



Channel 4/5

- Press Chan 4/5 CH Edit
- Rotate the selector to **Aux**
- Set the Level to 0% (not bypass)
- Set the Tap to **Pre**
- **Mute this Channel**. You can turn down the level as well. It you leave the Mute off then you will be sending both Left and Right stereo signals to the Main output.



Setting the Relative Levels

• On the Computer: Start playing a track. Turn up the volume on the computer a little. You won't hear anything yet.

• On the T1TM Turn up the Master Volume. You should be hearing the Stereo Right channel.

Work the volume on the computer and the $T1^{TM}$ until you are happy with a workable volume level.

• On the T1TM Turn up the Aux Level. Your setting will look something like this. The actual value you set may be different. That's okay.



This is the Stereo Left channel. Bring up the volume until it matches the output from the Master. Note: This Aux volume is completely independent of the Master volume. This is why you want to set it to be equally balanced with the Master. You will then be able to control the balance and level from the computer.

Download Shared Scene

Here is a Shared Scene you can load into your <u>T1 ToneMatch[®] Audio Engine</u>. If you have been following along and have set up our T1TM with the settings above, you do not need to download this Shared Scene. I just included this as a convenience in case you wanted to try the Shared Scene system.

This scene has very generic settings for Channels 1,2 and 3 and the settings discussed in this article for Channel 4/5.

- Channels 1,2,3 are set to Vocal Microphones: Handheld Microphones no effects, muted.
- Channel 4/5 is set as described above with USB routed to 4/5 routed to Aux. This is muted so that this Channel is **not** sent to the Main output.

Please read the entire article before using this Shared Scene. It is provided as a convenience to save you some time is you want to have the same settings.

Warning

This is an experimental file and I strongly recommend that you back up all your scenes before loading this one, just in case you overwrite something by accident. I have tested this and it works in my environment, but I cannot accept responsibility for any issues you may have when you apply it to your T1TM

You will need to understand how to use the L1 Software Updater program to load this Shared Scene.

Things you must have and understand to use a Shared Scene

Download <u>L1[®] Updater Software application for PC</u> or <u>Mac</u>. This is required to do any updates for the T1 ToneMatch[®] Audio Engine and L1[®] Model II Power Stand.



Read <u>L1® Updater Instructions for PC</u> or <u>MAC</u>. Step by step instructions for updating the T1 ToneMatch[®] Audio Engine and L1[®] Model II Power Stand.

Mac Hint

If you download the software and cannot locate it try this hint from T. Roberts.

In the upper right corner of the screen is the Spotlight icon. Click on it, type in tonematch, and select show-all (to open a finder window in search-results mode), and you should see all files on your system that contain the word 'Tonematch'. Look for the files ending with .bos, for example the T1 updater is "Bose_T1_Firmware_ver_1.6.bos". If these are present, the download has been unzipped successfully, and you can connect and update by running the Updater app.

T. Roberts post

Warning

If your firmware update is not successful - Caution

After you update the <u>T1 ToneMatch[®] Audio Engine</u> or <u>L1[®] Model II</u> firmware, if you see a window on the PC that says the update was not successful, you should:

- 1. turn the L1 and T1 off
- 2. wait three seconds
- 3. then turn the L1 and T1 back on

Do this before trying the update again!

This allows the L1 and T1s to re-establish a good copy of the software.

Source: If your firmware update is not successful - Caution

Shared Scene Download

Here is a very simple Scene that includes the setup described above.

Shared Scene USB to Stereo L1s

Variations

One Classic / Model I and One Model II



Two Model IIs



Link to this same information <u>http://toonz.ca/bose/wiki/index.php?title=T1_ToneMatch%C2%AE_Audio_Engine_/_USB_/_Outp</u> <u>ut_Stereo_to_Two_L1%C2%AEs</u>