Welcome to the GuitarPort. This manual is designed to act as a guide to help you through the installation process. It will provide a road map of what to expect and a glossary of terms that are relevant to GuitarPort and its Windows requirements.

Please note that your GuitarPort installation CD only carries English language software. If you are required to install a new version of Direct X, Internet Explorer or Windows Media Player then you may wish to acquire your native language version from your regional Microsoft website.

CONTENTS

INSTALLATION

This chapter is designed to act as a guide to help you through the installation process. It also describes the requirements for your computer and Windows.

Please note that your GuitarPort installation CD only carries English language software. If you are required to install a new version of Direct X, Internet Explorer or Windows Media Player then you may wish to acquire your native language version from your regional Microsoft website.

This manual will also provide a road map of what to expect and a glossary of terms that are relevant to GuitarPort (page 83).

Okay, here we go!

Quit Other Applications

It is strongly recommended that you exit all other Windows programs **before** running the GuitarPort installation program (which is called SETUP.EXE on the GuitarPort CD-ROM), especially sound-related applications.

Restart Before Re-Installing

If you need to re-install GuitarPort, you should restart your machine just before you run the GuitarPort installer program to re-install.

This insures that Windows has not retained a running version of the GuitarPort driver in memory, which can cause conflicts when re-installing.

Also, just like when you're installing GuitarPort for the first time, you should exit all other Windows programs before running the GuitarPort installation program.

Don't Connect The GuitarPort Hardware Yet

The first step to installing your new GuitarPort is to make sure that the GuitarPort hardware IS **NOT** connected.

You will connect the supplied USB cable to your new hardware later in the installation process. Leaving it unconnected now prevents Windows from producing confusing messages during the first parts of the installation.

Insert the GuitarPort CD

The second step is to insert the GuitarPort CD in your CD-ROM drive. The GuitarPort Installer will usually start automatically.

If it doesn't, go to "My Computer" on your desktop and double click on the icon for your CD drive. This should generally bring up the screen below.

If that doesn't work (meaning you have your machine configured not to run auto-run files), then browse the CD and double click on the **GPInstall.exe** program to get you going.

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When the installer starts, you will see a page similar to the following:

❍ Clicking the **INSTALLER ASSISTANCE** button will launch your preferred browser program (like Internet Explorer) and display this document that you are reading now.

The other buttons on the screen above have been numbered for convenience, and perform the following actions:

[1] INSTALL GUITAR PORT–This is probably the button you want. It will install GuitarPort and its drivers. If you are lacking any of the other required software (Internet Explorer, DirectX, etc.) you will be prompted to install it, if you wish. Also read the note on page 3.

[2] BROWSE CD–Exits the install and opens a window allowing you to look around on the CD, checking out the contents. All of the installs are available independently on the CD, along with things like Tracks, utilities, and the source for **AKRip**, the LGPL'd CD-Ripping DLL we use.

[3] INSTALL MEDIA PLAYER–This button installs the Microsoft Windows Media Player 7.1 onto your system. You may also get the latest version from here:
http://windowsmedia.com/download.

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[4] INSTALL EXPLORER–This button installs Microsoft Internet Explorer 6.0 onto your system. You may also get the latest version from here:

http://www.microsoft.com/windows/ie/default.asp

[5] INSTALL DIRECT X–This button installs Microsoft DirectX 8a onto your system. You may also get the latest version from *http:// www.microsoft.com/directx*.

[6] CANCEL–Exits the installation application immediately.

License Agreement

The installer will present you with a license agreement that you will need to agree to in order to install and use your GuitarPort:

After carefully reading the license, click the [Yes] button if you agree to the terms of this license, and the Installer will give you a chance to decide where to install GuitarPort.

❍ If you do not agree with the license, you cannot install GuitarPort.

Choose Destination

If you'd like to install in the standard default location, just click the [Next] button. If you'd like to choose another location, click [Browse]:
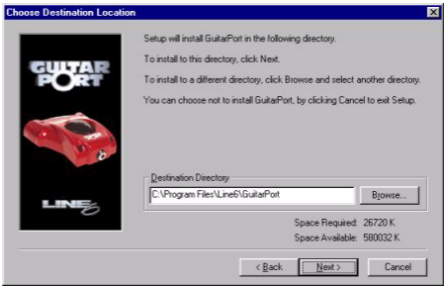
Is Your System Ready for GuitarPort?

The installer will check to see if you have a GuitarPort-compatible version of Internet Explorer installed. If not, an installation program for Explorer will run. You will have to restart your computer after this installation, and then run the GuitarPort installer again.

The GuitarPort installer will then check to see if you have a GuitarPort-compatible version of DirectX installed. If not, an installation program for DirectX will run, and you will again have to restart your computer after this installation.

❍ Be sure to also read the note on page 3.

Finally, the GuitarPort installer will also check to see if you have Windows Media Player 7.1 or better installed. If not, an installation program for it will be run if you wish.

Run the GuitarPort installer again, and it will test to see if other key components of your system are GuitarPort-ready. If any part of your system fails the compatibility check, you will see the GuitarPort Requirements Check/System Statistics display.

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It is very important that you read the information below about any tests that fail:
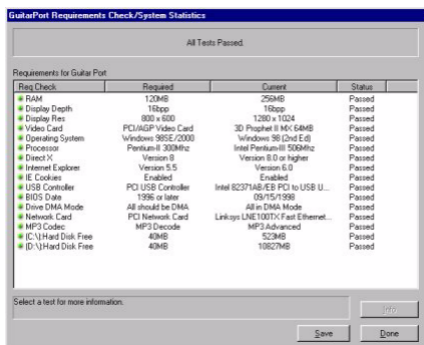
Terms and Definitions and Compatible Systems List

For terms that you are not familiar with, please check their definitions in the glossary (page 83). For the latest compatible software list, compatible systems list and troubleshooting tips, see our **FAQTRAQ** site at [*www.line6.com*].

It is imperative that you pass all items on the requirements check, otherwise GuitarPort will not work correctly. Some of the tests, if failed, include an option to update your system's software configuration to meet the requirements. Some of the tests are hardware related and will (unfortunately) be showstoppers if your system does not pass. To have GuitarPort try to fix a failed test, highlight the test by clicking on it once with your mouse, and then press the [Fix] button that will appear at the bottom of the screen.

Save The Requirements Check Results

It is also highly recommended that you Save this page, by clicking the [Save] button. This can come in handy later if you need to contact the Line 6 Customer Support, and we have questions about your system configuration.

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The Requirements

So, what ARE all those tests? Glad you asked:

Memory

Required: 128 MB

This is a basic hardware requirement. If you're RAM is lower than 128MB, you may experience slow-downs and/or poor sound quality.

If you need assistance determining what kind of RAM your system requires or upgrading your system's RAM, please contact your PC manufacturer.

Video settings

Recommended: 1024x768 (or higher) with 24-bit color.

GuitarPort is useable with a display of 800x600 pixels and 256 (8-bit) colors. It will look best, however, in a larger resolution such as 1024x768 with 24-bit color or higher enabled.

To change your display settings:

1) Press the [Start] button on the Taskbar, and select [Settings]→ [Control Panel].
2) Double click on the [Display] icon in the Control Panel.
3) Select the [Settings] tab in the Display Properties dialog.
4) Under the [Colors] pull-down menu, choose "24-bit" or "32-bit".
5) Under the "Screen Area" label, select "1024x768" or better.

For best results, use 24-bit or higher color and at least 1024x768 resolution.
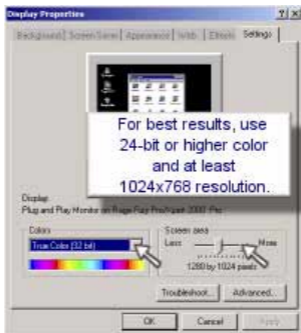
6) Hit [OK].

7) You may have to reboot depending on your Windows setup.

Video display adapter

Recommended: 32MB AGP card

GuitarPort will run best if your video display adapter is an AGP card. PCI cards will generally work okay. We do not recommend using an ISA video card.

We recommend using a videocard with at least 32MB RAM, although it is not required.

Operating System

Required: Windows 98SE, Windows ME, or Windows 2000.

GuitarPort runs under Windows 98 Second Edition (98SE), Windows ME, and Windows 2000.

If your computer currently is running an operating system that is not compatible with GuitarPort, you will need to upgrade to a compatible operating system to use GuitarPort. Please note that GuitarPort does **NOT** work with Windows XP as of this writing (check Line 6's Website *http://www.line6.com* for information on XP support).

Also, if your computer has Windows 98 installed but is failing this test, it is because you do not appear to have a valid install of Windows 98 Second Edition, AKA Windows 98SE. The SE upgrade is available via various computer retailers to bring your computer up to date GuitarPort will not run properly under Windows 98 First Edition due to inadequate USB and audio support in that operating system. Windows NT 4.0 and Windows 95 are also not supported.

Processor

Required: Pentium-II 400Mhz or Better

You will need a processor at least as fast as a 400 MHz Pentium-II processor. Other processors supported are the AMD Athlon and AMD Duron.

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AMD's K6 series and Cyrix's 6x86 series of processors typically do not perform well running GuitarPort. If you need assistance determining what kind of processor your system has or upgrading your system's processor, please contact your PC manufacturer.

DirectX

Required: Microsoft DirectX 8a or above

GuitarPort requires Microsoft's DirectX version 8a or above. You will find DirectX 8a on the GuitarPort Installation CD-ROM, or you can download the latest version from Microsoft: *http://www.microsoft.com/directx*

Internet Explorer

Required: Internet Explorer 5.5 or above

GuitarPort requires Internet Explorer version 5.5 or above. You will find Internet Explorer 6.0 on the GuitarPort Installation CD-ROM, or you can download the latest version from Microsoft: *www.microsoft.com/windows/ie/default.asp*

Cookies

Required: Cookies must be allowed for Line 6

Windows' Internet settings must be configured to accept cookies from Line 6's web sites to use the online features of GuitarPort. By default, this should be configured in a way that will work. However, if you reconfigure your security and privacy settings, you will need to do it in one of the two ways described below.

For either method, you can reach the Internet Security and Privacy configuration through GuitarPort by selecting **Preferences** from the **Edit** menu and choosing the **Advanced** button on the Internet preferences tab.

Select **Preferences** from the **Edit** menu in GuitarPort, go to the **Internet** Tab, and press the **Advanced** button.

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Method 1:

A Privacy setting of "High" will work for GuitarPort.
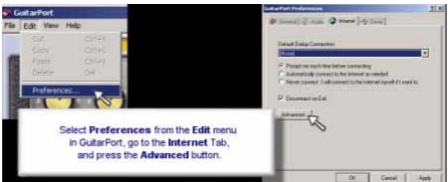
If you want high security, but wish to allow other sites to use cookies, then you can set the "Privacy" setting to **High**.

Method 2:
If you do not wish to allow other sites to use cookies, you may set your "Privacy" setting to **Block All Cookies**. However, you then need to go to the **Security** tab and add *http://*.line6.net* as a trusted site.

If you want to block all cookies from other sites, you must make http://*.line6.net a trusted site.

Additional information regarding your privacy and security settings is available at:
http://www.microsoft.com/windows/ie/using/howto/ privacy/config.asp

Internet Connection

Required: An Internet connection is required to use GuitarPort-Online features

You must be connected to the Internet to use the GuitarPort Online features. These include downloadable Tracks, custom Tones for GuitarPort, insight from today's leading artists, and more!

If you use a proxy, you will need to configure GuitarPort to use it. If you aren't sure if you use a proxy, ask your ISP or Network Administrator.

Internet Configuration For LAN/DSL/Cable Connections

1) Make sure your ethernet cable or DSL/Cable modem is connected and activated.
2) If you use a DSL/Cable modem, you must connect to the Internet outside of GuitarPort.
   Please contact your ISP if you have difficulty connecting to the Internet.
3) If you use a proxy, continue with step 4. Otherwise, you're done!
4) To configure Windows' Internet settings for your proxy, first open the Internet **Settings** dialog by selecting **Preferences** from the **Edit** menu in GuitarPort and choosing the **Advanced** button on the **Internet preferences** tab.

Select **Preferences** from the **Edit** menu in GuitarPort, go to the **Internet** Tab, and press the **Advanced** button.
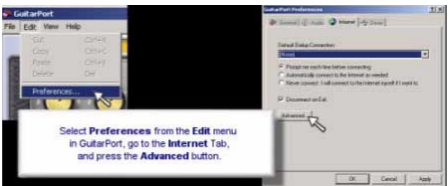
5) Now select the **Connections** tab, and click on **LAN Settings**.
   You will need to enter the Proxy Server's name and the port to use as a proxy. If you do not know this information, contact your ISP or system administrator.

Internet Configuration For Dialup Modems

1) Make sure your modem is connected and powered on (if external).

2) If you haven't configured a Dial-Up networking connection for your system, you may do so.
Click on the Windows [Start] button, then select [Programs] → [Accessories] → [Communications] → [Network & Dialup Connections]. Click on "Make a new connection" and enter in the requested information. If you have questions, please contact your ISP.

3) Once a Dial-Up connection is configured for your system, you can configure GuitarPort to automatically make use of it if you wish by going to the **Preferences** menu (accessible from the **Edit** menu at the top of GuitarPort).
GuitarPort may be set to automatically connect, prompt when it requires a connection, or never prompt. If you choose "Never Prompt", you will need to connect manually when you wish to use the GuitarPort Online features.

4) If you use a proxy, continue with step 5. Otherwise, you're done!

5) To configure Windows' Internet settings for your proxy:

For dialup connections, go to the **Connections** tab, select the dialup you wish to configure, and click the **Settings** button.

- first open the **Internet Settings** dialog by selecting **Preferences** from the **Edit** menu in GuitarPort and choosing the **Advanced** button on the **Internet preferences** tab (see previous image).
- Now go the **Connections** tab and select the dialup connection you wish to use.
- Click on the **Settings** button next to the dialup list.
- Enter the proxy server's name and port. If you do not have this information, please contact your ISP or system administrator.

Internet Configuration For AOL Users

Currently, GuitarPort does not support automatic connections using AOL. You should connect to AOL using the AOL software before you try accessing the net with GuitarPort.

USB

Required: A USB Port

A USB port is required for use of GuitarPort. Generally, the USB ports will be built into your computer's motherboard.

Some older PC's that were built in the early days of USB have errors in their USB implementations. In most cases, you can buy a fairly inexpensive add-on USB board from one of several different vendors that will solve the problems caused by these out-of-spec implementations. Make sure to get one that plugs into your PCI bus, NOT ISA! *ISA-based USB ports may cause slow/unstable performance.*

BIOS

Recommended: 1996 or later

Your computer's BIOS should be fairly recent. We recommend checking with your PC manufacturer and getting the latest revision of the BIOS for your motherboard. Many earlier BIOS's implementations of USB were flawed.

DMA Drive Access

Recommended: All IDE/ATAPI Drives should be in DMA mode

By default, Windows often configures IDE Hard Drives and IDE/ATAPI CD-ROM's to use PIO (Programmed Input/Output) mode. Unfortunately, this mode is slow and very processor-intensive, and can interfere with GuitarPort's audio stream (as well as slowing your computer down anyway).

It is preferable to configure your Hard Drives and CD-ROM's to use DMA (Direct Memory Access) mode. This offers better performance with less CPU usage. You should check your drives' users manuals prior to changing this setting to make sure they support DMA mode.

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Some older drives that do not support DMA mode properly and may corrupt data if you attempt to use DMA mode.

To configure your drives to use DMA mode under Windows 2000:

1) Click on the [Start] button, and select [Settings] →[Control Panel].
2) Double-Click the [System] icon.
3) Select the [Hardware] tab, and press the [Device Manager] button.
4) Select the [IDE ATA/ATAPI controllers] tree and open it.
5) Check each IDE channel to make sure the "Transfer Mode" is set to "DMA" if available.
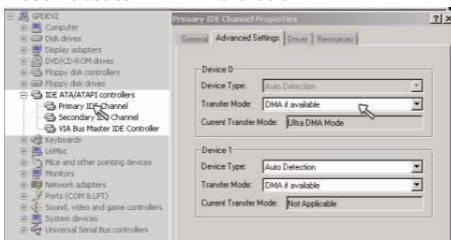
6) You must reboot your machine if you make changes to these settings.

To configure your drives to use DMA mode under Windows 98/ME:

1) Click on the [Start] button, and select [Settings] →[Control Panel].
2) Double-Click the [System] icon.
3) Select the [Device Manager] tab.
4) Select each IDE drive or CD-ROM drive and hit [Properties].
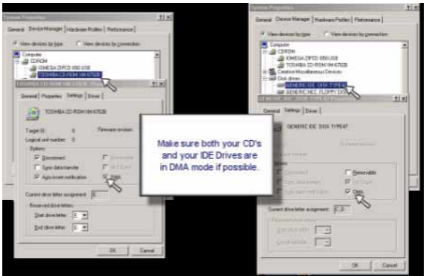
5) Go to the [Settings] tab on the device and ensure that the "DMA" box is checked.

6) You must reboot your machine if you make changes to these settings.

Network Adapter

Recommended: Non-ISA Network Adapter

If you use an Ethernet adapter to connect to a network, we recommend using a non-ISA board. ISA boards operate at lower bus speeds, and can slow down your computer - this can sometimes cause "clicks" in the audio.

MP3 Codec

Required: MP3 Decode codec or better

GuitarPort requires the codec to decode MP3 streams. It is installed with GuitarPort (and several other sound-oriented packages). The valid types are "Decode", "Advanced" and "Professional" - all of these will work with GuitarPort.

If you do not have a codec installed, then you have not installed, or need to reinstall, Windows Media Player. You may also get the latest version at: *http://windowsmedia.com/download*

Hard Disk

Recommended: At least 50MB free on any drive used for audio

If you want to download Tracks, rip songs from a CD, or save any kind of digital audio, you should make sure to use a drive with at least 50MB free on it to avoid running out of

space. As a point of reference, high quality stereo audio takes up a little over 10MB/minute of audio.

USB Cable

The first step in installing your hardware is to connect the included USB cable between the GuitarPort hardware and your computer or USB hub.

Follow the instructions and connect the USB port on the back of the GuitarPort to the USB port on your computer. Computers sometimes have their USB port on the back and sometimes on the front. If there are connections on the front and the back, they should both work.

USB Hub

You may need a USB hub to provide enough USB connections from your computer to your printer and other peripherals along with your GuitarPort. If you do, connect the hub as described in the hub's instruction manual. **The hub must be powered via a separate power cable connecting it to a power outlet.** Some USB hubs can operate without a separate power cable, drawing a small amount of power directly from the computer via the USB connection. However, the hub will *not* supply enough power to the GuitarPort in this configuration. Once you've got GuitarPort hooked up to USB, you're ready for...

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Soundcard Connection

The next step is to connect the output of your soundcard to feed through GuitarPort. This is the simplest way to get the audio that GuitarPort doesn't produce – like your system sounds and the audio from other programs – still feeding out of your setup along with GuitarPort.

You also have the option to make GuitarPort your **Preferred Audio Device**, meaning that your system sounds and other audio will be fed directly to GuitarPort by your computer, instead of being routed to the sound card. In this case, hooking up the audio cable from your sound card to the GuitarPort hardware is unnecessary, **but then it's very important that you read the detail under** "Preferred Audio Device" on p. 87**.**

The installer tells you just what to do to get the included Stereo Mini Cable connected between your sound card and the GuitarPort hardware:
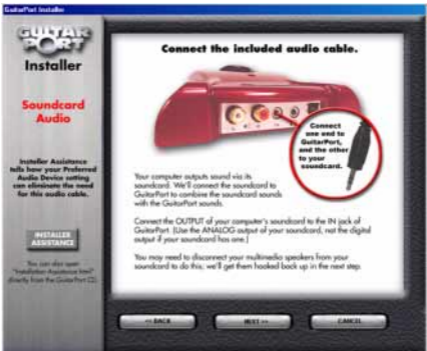
As the installer shows, you may need to disconnect your speakers (if you have some) to make this connection. We will get them hooked back up in the next step.

Audio Output

In order to hear the great sound that your GuitarPort produces, you'll need to hook up the audio outputs. GuitarPort has two sets to choose from, depending on your needs:

Multimedia Speakers

If your computer setup includes separate multimedia speakers, you probably disconnected them in the last step. You'll now want to connect them to the GuitarPort output with the **headphone** icon.

Some speakers use a separate power supply that connects them to a power outlet, and some get power directly from the computer's soundcard. The speakers that get their power from the soundcard will generally work with GuitarPort, but you will probably find that they are not as loud as you would like them to be. You will probably want to get a new set of separately powered speakers, or use headphones.

Headphones

GuitarPort should work with any headphones that have a "mini" eighth-inch jack. If you have headphones with the larger quarter-inch jack, you'll need to get an adapter to use them with GuitarPort.

Stereo System

If you'd like to hook your GuitarPort into your stereo system, you'll probably want to use the Dual **RCA** (also sometimes called "phono") connectors, labeled "**L**" and "**R**" for Left and Right. The connectors carry the same audio signal as the output with the headphone icon, and the level of all the outputs is controlled by the knob on the GuitarPort hardware.

Music Studio Equipment

GuitarPort's Dual RCA outputs are line level, appropriate for interfacing with any music studio equipment you might have, like a mixer or a recorder. You can connect the GuitarPort L and R outputs to a stereo input channel on your mixer or recorder. Or you can connect them to two separate mono inputs, in which case you should be sure to pan the two hard left and right on your music equipment to hear the GuitarPort in stereo. If your mixer or other audio equipment has trim/gain controls, be sure to consult the equipment's owner's manual to be sure that you are setting the levels properly for the best sound. You'll want to make this adjustment once you've got the GuitarPort software working and passing sound.

Please note that GuitarPort is designed to be heard through full range speakers, such as powered monitors. You won't get good results listening to GuitarPort through the limited range speakers of a guitar amp.

Completing The Installation

This is the final step of the hardware installation. Plug in and get ready for takeoff:

Shortcut

The Installer can automatically place a shortcut to GuitarPort right on your computer's desktop to make it easy for you to locate GuitarPort when you want to use it - just answer [Yes] if you want one to:
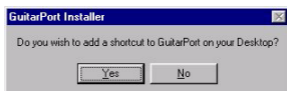
Restart

The last step is to restart your computer. After you do so, GuitarPort's light should come on green. If it doesn't, try unplugging and replugging the USB cable to make sure you've got both ends properly connected to the computer and the GuitarPort hardware:
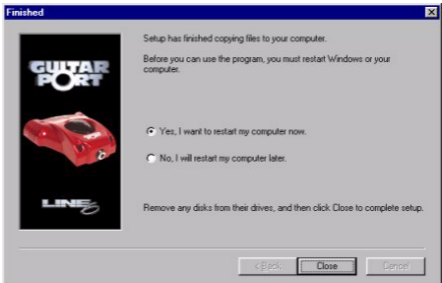
TUTORIAL

Using the Amps

Select A Tone

Click the **Tone** menu at the top left of the GuitarPort window to select the Preset tones. You can save your own Tones from the **File** menu.

Select Amp and Cab

Under **Amp Based On** and **Cab Based On** on the "Amp" (see here right), click the **Model** menu to select Amp and Cab models.

Adjusting Your Amp

To turn the amp knobs, press your mouse over the knob and drag in an up/down motion.

If it doesn't, go to [My Computer] on your desktop and double click on the icon for your CD drive. This should generally bring up

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the screen above. If that doesn't work (meaning you have your machine configured not to run auto-run files), then browse the CD and double click on the **GPInstall.exe** program to get you going.

Setting The Volume

Make sure your GuitarPort is connected to your speakers or headphones, and turn up the knob.

The **MASTER VOLUME** knob at the top right of the GuitarPort window sets your overall volume. To turn the MASTER VOLUME knob, press your mouse over the knob and drag in an up/down motion. Double click to auto set to 0.

If you want to adjust the volume of the track, use the **TRACK LEVEL** slider.

Help

If you are not hearing sound after Setting The Volume and hitting play, click the **Help** tab above the transport buttons.

As you move the mouse around, notice the text displayed in the info bar at the bottom of the GuitarPort window. Here is an example:

Using the Effects
Effect On/Off

The ⬙ near the effects collapses / expands the display.
Left-click the Stompboxes to turn them on/off.

Effect On   Effect Off

Editing An Effect

Right-click a Stompbox to display its control panel without affecting on/off. You can also left-click the "**Show Effect**" selector.

Turn the knobs and click the control switches to adjust the displayed effect.
The Modulation and Reverb effect have a **Model** menu to select different effects.

Jamming Along a Track
Loading A Track

You can jam along with GuitarPort files, MP3s, WAV files, or audio from an audio CD.

The **Loaded** menu shows the name of the current track. Click it for the list of recently played tracks.

To load a file from the Web (with a *GuitarPort Online* membership), your Hard Disk, or Audio CD, click the labeled buttons.

Learning

Half Speed

GuitarPort can help you learn your favorite songs by slowing the track to half speed without changing the pitch. Click the **HALF SPEED** button and GuitarPort will prepare the half speed file.

Loop

Click the **LOOP** button to loop all or part of a track.

With loop on, drag the orange arrows to select the section you would like to loop.

THE 'HOW TOS'

1. Adjust the volume balance between your guitar and the Track

Use the **TRACK LEVEL** slider under the **Tracks** tab of GuitarPort's Browser (page 62) to set the level for the current Track, and use the **Volume** knob on the amp panel to set the level of your guitar.

❍ If your guitar is still too quiet versus your Track, see **Guitar too quiet** in our FAQTRAQ page [*www.line6.com*].

❍ For Track Level problems, see **Track Level issues** in our FAQTRAQ page [*www.line6.com*].

❍ If you're getting distortion or clipping as you try to make these adjustments, see **Noise and Distortion issues** in our FAQTRAQ page [*www.line6.com*].

2. Avoid running out of hard disk space

This warning icon will show at the bottom right of the GuitarPort application window if your hard disk space runs low (or some other aspect of your computer's setup appears likely to cause problems with GuitarPort).

By default, GuitarPort will notify you when you have less than 100MB of free hard disk space. You can adjust this notification:

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1) From GuitarPort's **Edit** menu, select **Preferences**.

2) Click the **General** tab if it's not already selected.

3) Click the Help question mark at the top of the dialog box and click an item for details.

4) Choose the maximum amount of hard disk space you'd like GuitarPort to use.

GuitarPort maintains a cache file on your hard disk for Tracks (page 78) that you have recently loaded but not yet saved. For instance, when you download a Track from GuitarPort Online ([20], p. 67), or load audio from a CD as a GuitarPort Track, GuitarPort stores this information in this cache. You can force GuitarPort to clear this cache by clicking the **Clean Audio Cache** button under the **Audio** tab of GuitarPort's **Preferences**.

❍ If you'd like to try to find and delete old files you no longer need on your computer, and thereby free up disk space for GuitarPort, you may want to try Windows' **Disk Cleanup** utility: From the Windows [Start] menu, select [Programs] → [Accessories] → [System Tools] → [Disk Cleanup].

3. Change the factory Preset Tones

If you want to tweak one of the factory Preset Tones ([39], p. 76), all you have to do is:

1) Select a Tone from the Preset Folder in the **Tones** menu.

2) Make the changes you want ([6], p. 37) to the Amp and Cab Controls, Effects, and Noise Gate ([29], p. 71).

3) From the **File** menu, select **Save Tone** to update the Preset Tone with your changes.

4) If you want to save your new Tone without replacing the Preset Tone, choose **Save Tone As** instead.

❍ If you want to delete factory tones rather than replace them, you can do that via the Tone Locker (*The 'What Is?'*, [40], p. 76).

4. Check your GuitarPort's version

From GuitarPort's **Help** menu, select **About GuitarPort**.

5. Connect to the Internet

You need an Internet connection to use the GuitarPort Online features (*The 'What Is?'*, [20], p. 67) of GuitarPort. If you do not already have an Internet connection, you will need to contact an ISP (Internet Service Provider) and purchase an Internet access plan from them. We recommend a "broadband" connection such as DSL, ISDN or cable modem for use with GuitarPort Online. LAN (Local Area Network) connections such as many businesses have also should work well with GuitarPort Online (you can tell the boss you're doing "research"!). You can also use a "dial-up" connection, but these are generally slower and downloading Tracks ([41], p. 78) from GuitarPort Online will take some time over a dial-up connection.

See "Installation" on p. 9 if you need to locate an ISP (Internet Service Provider) or need help configuring your Internet connection.

6. Create and save a Tone

You can create and save your own Tones (page 76). A Tone includes your Amp, Cab and Effect Model selections (page 52), the settings of all the amp and effect controls, and the settings for the Noise Gate (page 71) and the GUITAR PAN control (page 67).

The yellow **Tone** menu at the top left of the GuitarPort program's window shows which Tone is currently selected and will include the new Tones you save.

If the Tone name is shown in *italics* in the Tone menu, it indicates that the Tone has been altered versus the saved version of the Tone. If the Tone name is shown without italics, it indicates that the Tone has NOT been altered versus the saved version of the Tone. Once you've altered a Tone, if you want to keep that altered version you'll need to decide whether you want to save it with the *Save Tone* or *Save Tone As* options, described below.

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Create a Tone–To create your own Tone, just click and hold your mouse in the AMP MODEL and CAB MODEL menus, then drag the mouse down and release the mouse button to select amp and cabinet models.

Use your mouse to turn the onscreen amp knobs and dial up your basic amp sound ([35], p. 50). You can also click on the effects to turn them on and off and select their controls for display so you can dial them in.

Save Tone–If you select **Save Tone** from GuitarPort's **File** menu, your current settings will replace the Tone whose name was shown in italics in the Tone Menu. The old version of the Tone will be erased and replaced by this new Tone, which will now be available from the Tone menu whenever you want it.

Save Tone As–If you select **Save Tone As** from GuitarPort's **File** menu, your current settings will be stored as a brand new Tone. The Tone whose name was shown in italics in the Tone Menu will not be affected. The new Tone you create will be added to the Tone menu so you can call it up again in the future whenever you want it. To Save As:

1) From GuitarPort's **File** menu, select **Save Tone As**. You'll be able to name your Tone and save descriptive information that can be helpful when organizing and accessing your Tones from your Tone Locker ([40], p. 76).

2) If you've set up folders for your Tones in the Tone Locker, you can use the **Browse** button at the top of the **Save Tone As** dialog box to select the folder where you want to store the Tone.

3) You don't need to use the **Browse** button if you'd like GuitarPort to just save the Tone so that it will be available from the Preset Tones in the Tone menu.

4) Click on the **Save** button to finish saving your new Tone.

7. Delete a Tone

GuitarPort's Tone Locker lets you access and organize your Tones, as well as delete them. See [40], p. 76 for details.

GuitarPort stores Tones on your hard disk at /*Program Files/Line6/GuitarPort/Tones/*.

You can leave GuitarPort and use Windows Explorer to access the Tones folder directly if you prefer not to use the Tone Locker. Note that Tones and Tone folders *must* be stored in the GuitarPort Tones folder in order to be available from GuitarPort's Tones menu.

8. Disable Download Accelerators

Please see the troubleshooting topic for **Download Errors – Download Accelerators** on our FAQTRAQ page [*www.line6.com*].

9. Find FAQs

For the latest Frequently Asked Questions and up-to-the-minute support information, click the FAQTRAQ link in the navigation bar to the left of the GuitarPort window.

10. Find GuitarPort's Tone & Track files on your hard disk

GuitarPort stores Tones and Tracks as files on your hard disk, in the **GuitarPort** folder:

1) Double-click the [My Computer] icon on your Windows desktop.
2) Double-click [Drive C:], then [Program Files], then [Line6], then [GuitarPort].
3) Double-click the **Tones** or **Tracks** folders.

Tones must be stored in GuitarPort's **Tones** folder to appear in the **Tone** menu at the top left of the GuitarPort window. You can organize your Tones without leaving GuitarPort by using the Tone Locker (page 76) which is available from the **Tones** tab (page 62) of GuitarPort's Browser.

❍ Tracks can be stored anywhere on your hard disk, and can be opened from GuitarPort's **File** menu **Open** command or via the LOAD FROM **HARD DISK** button available from the **Tracks** tab of GuitarPort's Browser.

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11. Find out which Operating System version you are running

From your Windows desktop:

1) Click the [Start] button.
2) If [Control Panel] is available, select it. If not, select [Settings] → [Control Panel].
3) Double-click on [System].
4) Your OS version is listed under the [General] tab.

12. Fine-tune GuitarPort's software knobs and Model or Tone menus

You can fine-tune the setting of most of GuitarPort's onscreen knobs as well as the Model and Tone menus.

For knobs:

1) Click the left button of your mouse anywhere on the knob or other control.
2) Your keyboard's [←] and [→] keys will jump big steps, and its [↑] and [↓] keys fine-tune.
3) You can also use your number keypad's [/] and [∗] keys for big jumps and its [+] and [–] keys to fine-tune.
   ❍ For **Model** and **Tone** menus, your keyboard's [↑] and [↓] keys select items in the menu once you've clicked on the menu to select it.

13. Initialize a Tone

Select **Basic Tone** from the **Tone** menu at the top left of the GuitarPort program's window to call up a Tone we've included as a basic starting place for use when you're creating your own Tones (hence the name "Basic Tone"). All the effects have basic sounds programmed so they're ready to go if you turn them on. This Tone is, of course, completely customizable by you, so you can turn it into whatever you want.

Saving the Basic Tone–Once you've made alterations to this basic Tone, you can then choose **Save Tone** from GuitarPort's **File** menu if you'd like to have your changes replace the Basic Tone. Or...

Save As–Choose **Save Tone As** from GuitarPort's **File** menu if you'd like to leave the Basic Tone as it was, and save the new setting

you've created as a new Tone. You'll then be given a dialog to name the Tone, and provide additional information to categorize the Tone if you like.

14. Join GuitarPort Online

If you're not already a member of GuitarPort Online (page 67), click the **GuitarPort Online** tab of GuitarPort's Browser (page 62) to become a member or take a tour to see what GuitarPort Online is all about.

15. Load an MP3, WAV or AIFF File

Click the LOAD FROM **HARD DISK** button under the **Tracks** tab of the Browser to load an MP3, WAV or AIFF file from your hard disk to use as a GuitarPort Track.

❍ The recently used Tracks are also available from the Track **Loaded** menu under the Tracks tab of GuitarPort's **Browser**.

16. Load a Track from an Audio CD

GuitarPort can load audio from a standard Audio CD.

1) Click on the **Tracks** tab of GuitarPort's Browser (page 62).
2) Insert an Audio CD (you can disable auto-launch of WinAmp or other CD player programs). For details, see our FAQTRAQ page at *www.line6.com*.
3) Click the LOAD FROM **CD** button and select the Track you want to rip.
4) Click the **Open** button, and give the Track a name. GuitarPort will convert the Track to GuitarPort format and store it on your hard disk temporarily (page 35).

If you decide that you'd like to keep the Track around permanently, select **Save Track As…** from the **File** menu, name it, and GuitarPort will store it in your Tracks folder.

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17. Load a Track file from GuitarPort Online

LOAD FROM: **ONLINE** (HARD DISK) (C.D.)

Click the LOAD FROM **WEB** button under the **Tracks** tab of the **Browser** (page 62) to load a Track from GuitarPort Online (page 67).

❍ The recently used Tracks are also available from the Track **Loaded** menu under the Tracks tab of GuitarPort's **Browser**.

18. Load a Track file from your hard disk

LOAD FROM: (ONLINE) **HARD DISK** (C.D.)

Click the LOAD FROM **HARD DISK** button under the **Tracks** tab of the **Browser** (page 62) to load a GuitarPort Track file that you have saved to your hard disk.

❍ The recently used Tracks are also available from the Track **Loaded** menu under the Tracks tab of GuitarPort's **Browser**.

19. Prevent GuitarPort from automatically disconnecting from the Internet

If you are using a dial-up Internet connection, GuitarPort defaults to automatically disconnecting from the Internet when you exit GuitarPort. You can disable this automatic disconnect via GuitarPort's **Preferences**:

1) From GuitarPort's **Edit** menu, select **Preferences**.
2) Click the **Internet** tab.
3) Click the Help question mark at the top of the dialog box and click an item for details.
4) Uncheck the **Disconnect On Exit** option.

20. Preventing GuitarPort from trying to connect to the Internet

By default, GuitarPort will attempt to automatically connect to the Internet as needed to access GuitarPort Online. Please note that if you use AOL to access the Internet, GuitarPort cannot auto-connect and you will need to initiate an Internet connection manually. You can disable GuitarPort's automatic attempt to connect to the Internet via GuitarPort's **Preferences**:

1) From GuitarPort's **Edit** menu, select **Preferences**.
2) Click the **Internet** tab.
3) Click the Help question mark at the top of the dialog box and click an item for details.
4) Choose **Never connect** to prevent auto-connection.

21. Record GuitarPort's output to other programs

You can record GuitarPort's analog output by connecting its **L** and **R** output connectors to the inputs of your recording system.

GuitarPort can also be recorded by routing its digital signal within the computer directly to a recording program. GuitarPort uses the Windows **DirectSound** and **MME** (Multi-Media Extensions) software to do this. Be sure to setup your system and your recording software and audio to use one of these when you want to use GuitarPort for recording in this way.

BUT FIRST–Please visit FAQTRAQ at *www.line6.com* for up to the minute information on using GuitarPort with recording programs and audio systems. Recording programs and audio hardware are constantly being introduced and updated, so it's important that you check FAQTRAQ for the latest information on whatever software and hardware you intend to use with GuitarPort.

When you want to record GuitarPort using DirectSound or MME, the important rules to remember are:

1) Always start your recording program *FIRST*.

2) With some recording programs, you must select GuitarPort as the input to a track, and activate MONITORING of the track in the recording program (so you are listening to the GuitarPort input for the track).

3) Start the GuitarPort program.
In Step (1) and (2), the recording program is automatically configuring GuitarPort's driver to match the recording program's settings for sample rate and bit depth.

This is important to insure optimal recorded sound quality. Some programs require the step (2), because they don't address drivers until you actually start recording or monitoring audio.

If you want to check to see if everything is going as it should, perform the steps, check your recording program's bit / rate settings, and then confirm that GuitarPort is running at the right bit / rate settings in the **Audio** tab of GuitarPort's **DriverCon** program (also see our FAQTRAQ page at *www.line6.com*).

GuitarPort's **default** is to use the standard bit / rate settings of audio CDs: 16 bit and 44.1 kHz sample rate. If you have chosen a different bit / rate setting in your recording program, you should see that GuitarPort is using it once you folow the steps above and then look at the bit / rate settings in **DriverCon**.

If there is a mismatch of sample rate or bit depth, Windows and GuitarPort will attempt to adjust the sample rate and bit depth of audio between GuitarPort and the other program on the fly. While this generally works OK, it will degrade your sound quality versus what you would get with properly matched sample rates and bit depths.

If you get an error in your recording program saying that it cannot address the GuitarPort driver with its current settings, you probably forgot to start your recording program (and monitor a GuitarPort input with some programs) as described above. Quit both programs, and start over by starting the recording program first as described above.

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Note that only the guitar signal is sent from GuitarPort to other programs. The track you are playing in GuitarPort will NOT be sent to other programs, and cannot be recorded into those other programs. This restriction on re-recording GuitarPort's Tracks is required in order for Line 6 to protect the copyrights of the musicians and other copyright owners that have licensed music for use in GuitarPort.

22. Reduce latency

It takes a small amount of time for the signal from your guitar to feed into your computer, get processed by GuitarPort, and feed out again for you to hear. This time is called *latency*. We've chosen a latency setting in GuitarPort's **Preferences** that works well on most machines to give you very low latency as well as reliable performance. If you have a fast machine and want even lower latency, you can adjust this Preference, BUT if you set this too low for your machine, you will hear some audio 'ticks' and 'dropouts' as GuitarPort is processing audio.

To adjust the latency preference for GuitarPort:
1) From GuitarPort's **Edit** menu, select **Preferences**.
2) Click the **Driver** tab.
3) Click the Help question mark at the top of the dialog box and click an item for details.
4) Move the **Audio Stream Reliability** slider (page 61) left to reduce latency.
5) Once you've moved the slider, try playing a Track in GuitarPort. If you hear clicks and pops, your machine cannot handle the lower latency you've selected. Return to the Preferences and move the Audio Stream Reliability slider to the right.
   ❍ You can also use the DriverCon program for more detail on the configuration of GuitarPort and how it is affecting performance.

23. Register GuitarPort

When you first run GuitarPort, you'll be prompted to register online. If you have Internet access, just fill out this form and then click the **Submit Registration** button.
   ❍ If you don't have an internet connection available, click the option to print out a registration form to mail or fax to Line 6.

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24. Resize the GuitarPort program window.

The width of the GuitarPort window *cannot* be changed.

The height can be increased to take as much space as you have available on your computer's display, but cannot be made smaller than a minimum height.

When the GuitarPort program's window is not maximized, you can click and hold the top or bottom edge of the GuitarPort window and drag to make it taller or shorter. You can also click the maximizing icon at the top right edge of the GuitarPort program window's title bar to maximize the vertical size of the GuitarPort window.

The **Collapse/Expand** button works in conjunction with the show/hide arrows for the Effects (page 49), Browser (page 49) and Track (page 50) sections display to allow you to show/hide portions of the GuitarPort controls and maximize the space available for GuitarPort's **Browser** to display information.

Like most Windows programs, GuitarPort can be **maximized**. When maximized, GuitarPort will take the full space available on your computer's display from top to bottom.

You can maximize the GuitarPort window by clicking the maximize button at the top right edge of the window. It's the little square icon to the left of the [×] box for closing the window. It shows a single box when GuitarPort is maximized, or two boxes stacked on top of each other when not maximized.

25. Right-click

The mouse that you use with your computer has (at least) two buttons, one on the left and one on the right. The left button is normally used when selecting items. Click and hold the RIGHT button when we tell you to RIGHT-CLICK in these help instructions to access certain functions of GuitarPort and Windows.

26. Rip a CD with GuitarPort

GuitarPort can rip audio from a CD, meaning that it loads the audio from the CD into a computer file. To rip from CD, click the LOAD FROM **CD** button under the **Tracks** tab of GuitarPort's Browser (page 62) and GuitarPort will convert the CD audio into the GuitarPort Track format (page 41).

27. Select your Preferred Audio Device

See "Installation" on p. 9 to learn about your Preferred Audio Device settings, including the Preferred Playback Device and Preferred Recording Device, and how to set these for use with GuitarPort.

28. Set the Loop start and end points

When the Loop (page 70) is on for the Track loaded in the **Tracks** tab of GuitarPort's Browser (page 62), you'll be able to see and set the Loop's start and end points (using the **two arrows**) in the Track Sections Display:

1) Click the **LOOP** button to light it red if it's not lit already.
2) The looped portion of the Track is shown in orange.
3) Light the **BY SECTIONS** button if you want the loop points to "snap" to the sections.
4) Click, hold and drag the orange arrow at either end of the loop to set the start/end.
5) There are also Hot Keys (page 69) for setting Loop start, end and on/off.
If you choose **Save Track** from GuitarPort's **File** menu and save the Track to your hard disk, the Loop points will be saved with the track.

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29. Set Preferences for GuitarPort's access to the Internet

You can tell GuitarPort what Internet connection to use and whether or not you want GuitarPort to automatically connect to and disconnect from the Internet ([19], p. 42 and [20], p. 43) as needed to access GuitarPort Online.

1) From GuitarPort's **Edit** menu, select **Preferences**.
2) Click the **Internet** tab.
3) Click the Help question mark at the top of the dialog box and click an item for details.

30. Share your Tones with other GuitarPort users

If you are a GuitarPort Online member (page 67), you can put Tones you want to share in the **Public** folder of your Tone Locker (page 76). From there, any other GuitarPort Online member can access them and experience your Tone-creation genius!

❍ You can also, of course, share Tones that are stored on your local hard disk by emailing them as individual file attachments to your friends who also have GuitarPort.

31. Show an effect's controls without turning on an effect

If you want to see an effect's controls without turning it on, RIGHT-CLICK (page 46) on the stompbox icon for the effect.

❍ If the stompbox icons for the effects are not currently shown, click the right-pointing dark blue-gray arrow graphic ▶ to the left of the row of effects to display the stompbox icons as well as the controls for the selected effect.

32.Show/hide the browser

The bottom portion of the GuitarPort window, where this Help and other items are shown, is called the Browser (page 62).

Click the dark blue-gray arrow at the top left side of the Browser, to the left of the BACK/ FWD arrow buttons, to show/hide GuitarPort's Browser. There are also separate show/hide arrows for the Track sections display (see above), and the Effects (see below).

You can click the **Collapse/ Expand** button at the top of the GuitarPort program's window to switch between a collapsed and expanded setup for the program, alternatively showing or hiding the Effects, Tracks display, and/or Browser.

33. Show/hide effect stompbox icons and control panel

As described in another section (page 65), you can click the dark blue-gray arrow graphic 🖢 at the left side of the effects area to show/hide the effect stompboxes and control panel. There are also separate arrows for the Browser (page 62), as well for the Track sections display (see above).

❍ It can be handy to collapse the effect section and/or the Track sections display when you want to have more space available in GuitarPort's Browser to view the tablature or lead sheet for a Track, or other Browser contents.

❍ You can click the **Collapse/Expand** button at the top of the GuitarPort program's window to switch between a collapsed and expanded setup for the program, alternatively showing or hiding the Effects, Track sections display, and/or Browser.

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34.Show/hide the Track sections display

When you've selected the **Tracks** tab of
GuitarPort's Browser (page 62), you'll see a dis-
play like the one above. You can click the dark
blue-gray arrow graphic to the left of the **Home**
button to show/hide the bottom portion of this
display.

❍ There are also separate show/hide arrows for the
Effects and the Browser.

You can click the **Collapse/
Expand** button at the top of the
GuitarPort program's window to switch
between a collapsed and expanded setup for
the program, alternatively showing or hiding
the Effects, Track sections display, and/or
Browser.

35. Turn GuitarPort's software knobs

To turn any of GuitarPort's onscreen
knobs:

1) Click the left button of your mouse any-
where on the knob or other control.

2) While continuing to hold the mouse but-
ton, drag the mouse up and down.

Do not drag your mouse in a circular turning
motion.

❍ Also check out the details on fine-tuning knob and
other settings on page 40.

❍ You can double-click the Master Volume knob to
set it to the default "0" setting. The other knobs are
not double-clickable.

36. Uninstall GuitarPort

When you run the GuitarPort Installer, an
Uninstaller is also created. To use it to uninstall
GuitarPort:

Click the [Start] menu in Windows, and select
[Programs] → [GuitarPort] → [Remove
GuitarPort].

THE 'WHAT IS?'

1. [!] Button

The [!] Button shown next to the Master Volume knob indicates **Master Volume** Issues.

❍ For more information, see the **Master Volume** Issues in our page FAQTRAQ at [*www.line6.com*].

2. Warning Triangle

This warning icon will show at the bottom right of the GuitarPort application window if some aspect of your computer's setup appears to be incompatible with GuitarPort, or your hard disk space runs low (page 35). Click it to show GuitarPort's **System Statistics** window (also available from GuitarPort's **View** menu), which will give you more detail and help you fix problems when possible.

❍ For information on the small [!] Button that is sometimes displayed to the right of the Master Volume knob, see the previous section.

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3. Amp, Cab and Effect Models

Line 6 pioneered the use of modeling technology for guitarists with the world's first modeling guitar amp. Since then, all Line 6's products have included Models developed through extensive, meticulous studies of guitar equipment heralded for its classic tone qualities.

To create a Model, we first locate an absolute mint version of a particular piece of equipment, with that special sound quality that makes it a truly remarkable guitar sound machine. We lock ourselves away in the Line 6 labs and sound studios to study this piece of classic equipment in exhaustive detail. We play guitars through it, listen to it, measure, write software, and then play and listen some more as we carefully craft a software Model that captures the signature qualities of the equipment being studied.

The resulting Model is designed to emulate the controls and sound qualities of the original equipment studied, including the beloved quirks and unruly qualities that made the original equipment classic in the first place.

Each model is painstakingly perfected until it becomes an organic, living thing with guitar tone pumping through its veins. And when they're finally ready, we unleash these software Models in revolutionary new products like GuitarPort.

Of course, as we're studying all that classic equipment, we're bound to come up with an idea or two for something that classic equipment can't do. When we do, you end up with something like the Line 6 Insane Amp Model—with as much paint-peeling high gain as a distortion box, but the well defined, love-to-play-it quality of a truly world class guitar amplifier.

The particular Models that power GuitarPort were each originally developed for Line 6's revolutionary POD, which has now transformed the way that guitar is recorded in the world's greatest studios, for countless platinum recordings. Each one represents a particular amplifier, cabinet or type of effect that has become a standard in the guitar world.

Together, they deliver a range of sound that allows you and GuitarPort to achieve the signature sounds of countless classic recordings.

❍ To learn more about the particular gear that was studied for GuitarPort, read the information under the **Artists & Gear** tab of GuitarPort's Browser page 62).

4. Amps and Cabinets Modeled for GuitarPort

As you may know (or have guessed by now), we're tone fanatics here at Line 6. Once we've set our sights on creating a software emulation of a particular kind of amp, we go to great lengths to be sure that we've gotten our hands on the very best example of this amp that we can find to study. We will (and have) scoured the globe in search of just the right specimen—that one, very particular amplifier that has the magic.

In fact, we pride ourselves on hand selecting each and every one of the amps and speaker cabinets that we studied to create the software models in GuitarPort and all of Line 6's other products.

So, now that you know what's in store, let's take a tour of the amp models that live inside GuitarPort, and the original equipment that helped to make them possible.

'53 Wide Panel 'Lux

Modeled after a 1953 "wide panel" Fender Tweed Deluxe, this Amp Model will snarl with the best of them.

The original amp had only a single tone control, essentially a Treble roll off. We set up GuitarPort's Treble knob to give you this Treble roll off when using this Amp Model.

'59 Tweed B-man Classic

The classic '59 Fender Bassman 4x10 combo was the amp that started it all—instant rock and roll tone. Originally a bass guitar amp, the Bassman became a Blues staple for 6-string guitarists. It has the fat bottom end you'd expect

from a bass amp but also has the Fender twang on the top. Incidentally, when Jim Marshall built his first amps with Ken Bran they were heavily influenced by the early Bassman. One of the interesting things about the Bassman is just how interactive the Mid and Treble controls are. The Mid control isn't a bandpass, as in most tone control setups. Instead, it's almost like a second treble control. The two are additive, so if you're running the Mid knob higher than halfway up with this model, you'll find that the Treble control might give you more bright than you really want. On the other hand, when you turn the Mid knob down, you'll probably want to boost the Treble. Try a Drive setting of about 4 or 5—it's guaranteed to dredge up the best R&B licks you know.

'64 Black Panel 'Lux Reverb

Modeled after a 1964 Fender "black panel" Deluxe

The Holy Grail for many blues, country, and "roots" players has been a blackface Fender Deluxe Reverb. After listening to quite a few candidates back when we were seeking the ultimate Deluxe Reverb to model during our development of Flextone and POD, we stumbled upon an extremely cool '64 Deluxe. We still haven't found one better.

Most players love a Deluxe when it's turned up to about 7 for a nice gritty sound that cleans up when you back off your guitar's volume knob just a little. Notice how the tone control response changes as this Amp Model's Drive is changed: clean settings are crisp and present, while more driven settings will mellow the high end. This is typical of what you get from a Deluxe and is nicely captured here. Tweaked up right, this tone will cut through and sing.

'67 Brit Class A-30 Top Boost

Modeled after a 1967 Vox AC30 Top Boost

Music was changing in the early '60s and guitarists were asking for more brilliance & twang. So the Jennings Company, makers of Vox amps, decided to add Treble and Bass controls (and an extra 12AX7 gain stage, incidentally) in addition to the Treble Cut knob it already had (which in actuality was a sliding bandpass filter that always seemed like it was working backwards); this additional circuit became known as Top Boost.

The AC 30 with Top Boost was the amp made famous by many British invasion bands. Much of the unique character of the Vox sound can be attributed to the fact that Class A amps overdrive in a very different way than Class AB. Brian May of Queen, Mike Campbell of Tom Petty's Heartbreakers, and The Edge of U2 have all used classic AC 30s to make their music.

Although usually played fairly clean, a cranked AC 30 has a great saturated lead tone, a la Brian May on the early Queen albums.

'68 Brit 50 Watt Plexi

Modeled after a 1968 Marshall 50 Watt Plexi Tremolo

Modeled after the infamous Marshall 'Plexi'— coveted by tone connoisseurs the world over. By the time this amp was built (ca. 1968), Marshall had completely changed the circuitry away from the Fender 6L6 power tube heritage and moved to an EL34 tube. Another major tone difference was due to the necessary output & power supply transformer changes. (See, we told you we spent some time looking into all this stuff.) All this mucking about added up to create a tone forever linked with Rock Guitar.

Amps of this era didn't have any sort of master volume control, so to get this sound you'd have to crank your Plexi to max—just the thing to

help you really make friends with the neighbors. To get a crunch sound out of a Plexi, you would likely crank the input volume and tone controls (to 10!). You'll find that, in keeping with our "make-it-sound-a-whole-lot-like-the-original" concept, GuitarPort's model is set up to do pretty darned near the same thing.

'87 Brit 100 Watt J-800

Modeled after a 1987 Marshall JCM800
Select this Amp Model to conjure up tones of the coveted JCM 800, one of Marshall's most universally-acclaimed modern amps.

This updated version of the Plexi continued Marshall's heritage with added gain and edge for a new generation of rock guitarists. One of the biggest differences here is that the tone controls are located after the preamp tubes. Incidentally, some versions of JCM 800's get their distortion by clipping a diode. The amp we modeled uses a tube for distortion.

The JCM 800 is, of course, the metal sound Marshall made famous. And although not many people play Marshalls clean, it is a great tone, so you should also be sure to check out this model with a low Drive setting. Of course, you can always pump up the drive and rage…

'87 Jazz 120

Modeled after a 1987 Roland Jazz Chorus
This Amp Model is modeled after the classic Roland JC-120. This transistor amp was known for a strident clean sound and built-in stereo chorus.

When using the Jazz Clean Amp Model, try cranking up the Treble for a shimmering clean sound that'll cut through just about any mix. It's also perfect for that 80's "new wave" sound. Alternatively, try backing off on the Treble and turn up the Bass and Middle for a darker jazz tone. It'll give you an essentially flat response, providing a balanced tone across the fret board for jazz chord melodies or single-line phrasing.

'94 California Rectified

This Amp Model is based on a 3 Channel Mesa Boogie Dual Rectifier Solo Head.

The Dual Rectifier was part of Boogie's more modern, high gain approach for that "big hair" sound. In contrast to the earlier Boogies, the Dual Rectifier's tone controls have more influence at high gain settings, so you can scoop the mids and increase the bottom end.

Boogie amplifiers often have a number of different inputs and switches available, and which you use and how you set them affects the particular sound you get out of these amps. For those of you into the nitty gritty detail: we used Channel 3 on the Modern setting for this one with the rear switches set to Bold and Tube Rectifier, respectively.

Classic Fuzz

Modeled after a 1960s Arbiter Fuzz Face

Although not technically an amp, we felt that the unique tonal qualities of the classic 1960's Arbiter Fuzz Face earned it a place among the amps modeled to create GuitarPort's Amp Models. This fuzz box used broad frequency transistor-based clipping. The result is a buzzing kind of distortion that has become popular again with the alternative and grunge set.

Jimi Hendrix was among the first guitarists to popularize the Fuzz Face in the States, but our model is considerably dirtier than the tones found on "Are You Experienced." Try playing "Satisfaction" by the Stones, or the lead from "American Woman" by The Guess Who.

Liberal use of the Bass, Middle, and Treble controls will let you go beyond the tones that the Fuzz Face could deliver, enabling you to discover your own unique recipe for those elusive fuzz tones in your head.

Just a note: when recording Purple Haze, Jimi didn't even use an amp—he just went straight from a Fuzz Face to an Orange power amp to a 4x12 cabinet. Which is the same sort of tone you find here…

Line 6 Insane

Imagine running your Soldano SLO-100 as a preamp for your Boogie Dual Rectifier, and you've got a pretty good picture of just how much sheer gain is involved in Line 6 Insane. It's entirely possible to get completely out of control with this one, and we heartily encourage you to do just that.

5. Cabinets

While we're not going to bore you with complete descriptions of each cabinet that's modeled in GuitarPort ("...and with the change from 12 ply Finnish Spruce to 13 ply Baltic Birch in October of 1973, the resonant frequency of this cabinet dropped to 113.7Hz"), here's a list of all the speaker cabinets that were modeled for GuitarPort:

1x12: 1953 Fender Tweed Wide Panel Deluxe

1x12: 1964 Fender Deluxe Reverb

2x12: 1998 Line 6 Custom

2x12: 1987 Roland Jazz Chorus 120

2x12: 1967 Vox AC-30 Top Boost

4x10: 1959 Fender Bassman

4x12: 1998 Line 6 Cabinet

4x12: 1968 Marshall "Basket Weave" Cabinet with Celestion Greenbacks

4x12: 1978 Marshall Cabinet with Celestion G-75's

4x12: 1996 Marshall Cabinet with Celestion Vintage 30's

4x12: 1998 Line 6 Custom

6. Amp Panel and Amp/Cab Controls

The **Amp Panel** includes the following controls:

Amp Model–Click the Amp Model menu, and drag down while holding your mouse button to select one of GuitarPort's Amp Models (page 53).

Cab Model–Click the Cab Model menu, and drag down while holding your mouse button to select one of GuitarPort's Cab Models (page 59).

Drive–All of GuitarPort's Amp Models include a DRIVE knob. Turn this up for more "dirt", and turn it down to clean up your sound.

❍ The use of the software knobs is described on page 50.

The particular drive character and range for each Amp Model is different, emulating the drive character of the original amplifier that was modeled for GuitarPort.

Other Knobs and Switches

Each Amp Model will have a different set of tone knobs and other controls, emulating the controls of the original amplifier that was modeled for GuitarPort.

Point your mouse at any of these controls and look in the **Info Bar** (page 70) at the bottom of the GuitarPort window to see a description of the control and its use, then give it a spin and try it out!

❍ The selection of Amp, Cab and Effect Models, as well as the setting of all the amp and effect controls and the Noise Gate (page 71) are saved when you save a Tone (see page 37 and 76). Selecting a Tone from the **Tone** menu at the top left of the GuitarPort window will set all these controls to match the settings that were saved for that Tone.

7. Audio Stream Reliability Slider
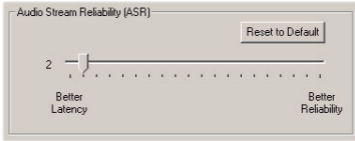
The **Audio Stream Reliability** Slider in the **Audio** section of GuitarPort's **Preferences** sets the size of GuitarPort's audio processing buffer.

This buffer holds a small amount of audio data about to be processed by GuitarPort, and is set by default to be small enough to minimize latency, but large enough to operate without problems on most GuitarPort compatible computers.

❍ Be sure to read the cautions on page 45 before adjusting this Preference. If you set this too low for your machine, you will hear some audio 'ticks' and 'dropouts' as GuitarPort is processing audio.

8. AUTO-SELECT Button

This button is available in the **Tracks** tab of GuitarPort's **Browser**s (page 62). It can be used with Tracks available from GuitarPort Online (page 67) to automatically load up a recommended Tone custom-made to match the Track ("Track", page 78).

It is also used (for selected Tracks) to enable automatic Tone Changes (page 74) for a Track.

❍ If a Track does not have any Tones embedded in it for auto-selection, the **AUTO-SELECT** Button will be grayed out.

The AUTO-SELECT Button includes three options:

Off–Disables automatic Tone selection for this track.

Single Coil–Selects a Tone optimized for single coil pickups, or OK for all pickups.

Humbucker–Selects a Tone optimized for hum-bucker pickups, or OK for all pickups.

❍ If you really like a particular a Tone that you've found embedded in a Track, and you want to have this Tone available to use without the Track as well, all you have to do is load the Tone from the Track, and then **Save** it from GuitarPort's **File** menu.

9. Browser

A **Browser** is a program that understands HTML, Javascript, image files, sound files and other data, and can display them to you to provide an interactive visual and sound experience.

❍ **Internet Explorer** is the browser made by Microsoft, and used on most Windows computers to browse the Internet.

An enhanced browser is built into the bottom portion of the GuitarPort window. It hosts Internet Explorer to display text, images and sound from GuitarPort Online, and also includes a variety of custom guitar tools that are an important part of the GuitarPort experience (page 67).
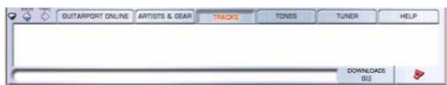
Click the tabs along the top of GuitarPort's browser to access various GuitarPort features:

GuitarPort Online–GuitarPort Online pages with detailed information on artists and gear.

Artists & Gear–GuitarPort Online pages with detailed information on artists and gear.

Tracks–GuitarPort's advanced jam tools and the GuitarPort Online Track Library.

Tones–The GuitarPort Online Tone Library and the Tone Locker ([40], p. 76).

Tuner–Every guitarist needs a tuner, right?

Help–You're looking at this one right now. There are three controls to the left of the **Browser** tabs:

Show/Hide Browser ▶ – The dark blue-gray arrow shows/hides the browser ([32], p. 50).

BACK – Click the BACK button to step back through the items that the browser has displayed. If you have switched tabs as you've selected items for display in the browser, the tabs will automatically change to show the right information as you click BACK.

FWD – After clicking the BACK button, you can click the FWD button to step forward again through the items that the browser has displayed.

❍ The button will replaced by an outline if you have not used the BACK button yet, or you have forwarded to the last item displayed by the Browser.

10. BYPASS Button

Press the **BYPASS** button at the top of the GuitarPort window to hear what your guitar sounds like without GuitarPort's Amp Model and Effect processing. Big difference, huh?)
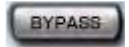
11. Chorus

Chorus is one of the four Model options available for GuitarPort's Modulation (Mod) Effect (MOD, [17], p. 65).

Chorus is generally used to give a "lush" or "swimmy" sound to guitar. Andy Summers of the Police, for instance, made chorus an important part of his signature sound.

❍ For details on each of the Chorus controls, move your mouse over the control and look in the Info Bar ([24], p. 70) at the bottom of the GuitarPort window.

12. Collapse/Expand Button

You can click the **Collapse/ Expand** button at the top of the GuitarPort program's window to switch between a collapsed and expanded setup for the program.

The Collapse/Expand button works in conjunction with the arrow ▶ for the Effects ([33], p. 51), Browser and Track Sections Display.

13. COMPARE Button

The **COMPARE** button lets you compare your current guitar processing settings in GuitarPort to the settings saved ([39], p. 76) in the Tone that is currently shown in the **Tone** menu at the top left of the GuitarPort program's window. You may find this handy when you have edited a Tone and are now wondering whether your new settings are better than the version you had saved previously.

Click the **COMPARE** button and GuitarPort will "gray out" its controls to indicate they can't be altered in this state. The grayed control will be set to match the saved setting for the currently selected Tone.

Click the button again and GuitarPort will ungray the controls and reset them to the settings they had before you compared.

❍ If the COMPARE button does not seem to be working, check the **Tone** menu at the top left of the GuitarPort program's window to see if the Tone name is shown in italics. If it's not, you haven't changed the Tone versus its saved setting, so there is no difference between the compare and non-compare states.

14. Compressor (Comp)

The **Compressor**, sometimes abbreviated **Comp**, is one of the four simultaneous GuitarPort Effects. Compressors even out signals by reducing the volume of the loudest sounds to better match the volume of quieter sounds.

You can use subtle compression to make your playing sound more even, or drastic compression for dramatically increased sustain and a very consistent level.

❍ For details on each of the Compressor controls, move your mouse over the control and look in the Info Bar ([24], p. 70) at the bottom of the GuitarPort window.

15. Delay

Delay is one of the four simultaneous GuitarPort Effects. It creates a delayed echo of your guitar. A short delay time and low feedback setting will give you a classic "slapback" delay.

Longer delay times give you a distinctly separate echo, and higher feedback settings increase the number of echoes.

❍ For details on each of the Delay controls, move your mouse over the control and look in the Info Bar ([24], p. 70) at the bottom of the GuitarPort window.

16. Windows Device Manager

To learn about the **Windows Device Manager** and viewing the settings for your computer's hardware, please see "Installation" on p. 9.

17. Effects

GuitarPort includes four simultaneous **Effects** for processing your guitar: Compressor (Comp, [14], p. 64), Delay ([15], p. 65), Modulation (Mod, [27], p. 71), and Reverb (Verb, [32], p. 73).

❍ When you select a Tone from GuitarPort's **Tone** Menu ([39], p. 76), all the Effects will be set to match the settings saved for that Tone, including the on/off state of each of the Effects.

❍ Saving a Tone ([6], p. 37) will save all the effect settings with the Tone.

The Effects can be viewed in a Collapsed or Expanded view:

Collapsed Effects View

When you first install GuitarPort, it will display the Effects in this simplified, Collapsed view. You can click the switch to the left of any of the four effect names to turn that effect on (name shows in red, like "Modulation" above) or off.

Click the right-pointing blue gray arrow ▶ on the left to switch to the expanded view and more detailed effect control described below.

Expanded Effects View

Each stompbox icon represents one of the effects. Clicking on a stompbox turns that effect on (it is shown in color like "MOD" above) or off (shown outlined like COMP, DELAY and VERB).

Clicking on an effect to turn it on will also cause its controls to be displayed in the effects Control Panel, which is the area on the right where the switch, knobs and Model pop-up menu are shown for the Mod Effect, Rotary Speaker.

You may also select a particular effect for display in the Control Panel by selecting it from the **SHOW EFFECT** selector at the top left corner of the effects Control Panel, or by right-clicking ([25], p. 48) on a stompbox.

❍ Remember that as you move your mouse over any effect control, you'll get a description and tips on using the control in the Info Bar ([24], p. 70) at the bottom of the GuitarPort window.
You can click on any switches ([35], p. 52) in the Control Panel, or turn any knobs, to adjust the selected effect. The Modulation and Reverb effects include a **Model** menu for selecting which Model you'd like to use for the effect.

❍ The **cable** graphics connecting the effects show GuitarPort's signal flow: the Compressor is applied "pre," before the amp/cab processing, then the amp/cab processing occurs, followed by Delay, then Modulation, then Reverb processing.

18. Flanger

Flanger is one of the four Model options available for GuitarPort's Modulation (MOD) Effect. Flanger is most famously known as the "jet-plane" whoosh effect of several classic 70s recordings

It can also be used to give a "swooshy" or "swept" sound to guitar, or just to create a "bigger" sound. Eddie Van Halen, for instance,

used flanger effects as an important part of his signature sound on many classic Van Halen recordings, including "Ain't Talkin' 'Bout Love" and much of the Van Halen I album.

❍ For details on each of the Flanger controls, move your mouse over the control and look in the Info Bar ([24], p. 70) at the bottom of the GuitarPort window.

19. GUITAR PAN

When the Effects Section is not hidden ([33], p. 51), the **GUITAR PAN** slider is shown on the right side of the GuitarPort program's window, a little way below the **Master Volume** knob.

The slider sets the left-right stereo placement of your guitar sound in your speakers, headphones and the signal GuitarPort sends out to other programs on your computer for recording.

Move it left to move your guitar sound left, or move it right to move your guitar sound right. Double-click to re-set the slider and center your guitar sound.

❍ The setting of the GUITAR PAN slider is saved with a Track. When you load a Track from GuitarPort Online, it will set the GUITAR PAN to give your guitar the right stereo placement for this Track. When you save Tracks on your computer's hard drive, the setting you choose for the GUITAR PAN is saved with them.

20. GuitarPort Online

If you are not already a member of GuitarPort Online, click the GuitarPort Online tab of GuitarPort's **Browsers** ([9], p. 62) to take a tour of GuitarPort Online.

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21. HALF SPEED Button

This button is available in the **Tracks** tab of GuitarPort's Browser ([9], p. 62). When it's lit red, GuitarPort will play back the currently loaded Track at half speed without changing pitch.

This can be very handy when you are trying to learn a guitar part. Slow the track to half speed for careful study, then switch back to normal speed once you're ready to put what you've learned into action.

To use the HALF SPEED Button:

1) Click the button to light it red.
2) Wait for GuitarPort to create a half speed version of the Track.
3) Use the Track controls, including the LOOP, as normal.
4) Click the HALF SPEED button again to return to normal playback speed.

22.Hot Keys are available in GuitarPort

You can type on your computer's keyboard to activate various GuitarPort functions:

General Functions:

About GuitarPort . . . . . ALT + [/] or ALT + [?]
Open File . . . . CTRL + 0
Transfer Manager ([44], p. 80). . . . . . . CTRL + T
View Help F1

Track Functions ([41], p. 78):

Loop On/Off F4
Play/Stop F5
Return To Track Start F6
Rewind F7
Fast Forward F8
Previous Section F9
Next Section. F10
Set Loop Start F11
Set Loop End F12

Browser Functions ([9], p. 62):

Home . . . . CTRL + H
Back. . . . . ALT + ←
Forward . . . . ALT + →
Refresh . . . . CTRL + R
Stop Browser Load . . . . CTRL + Z

23. Hum Reducer

The **Hum Reducer** reduces
the noise that your guitar puts
out, including noise that is caused by electrical interference from your computer display and other sources that are picked up by your guitar's pickups.

❍ The Hum Reducer will not completely *eliminate* hum, but it is usually able to reduce it considerably. To use the Hum Reducer:

To use the HUM REDUCER:

1) Click the **HUM REDUCER** button to light it up red, then

2) Click the **Learn** button, then

3) Follow the other directions onscreen in the Hum Reducer window.

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It's important to position yourself and your guitar in your normal playing position in relationship to your computer display, etc. when the Hum Reducer is learning the pattern of the noise that it will reduce.

When you change positions relative to the monitor, change guitars or pickups, or add other possible sources of interference (turning on a nearby television, say), the character of the interference that your guitar is receiving and transmitting will change, and you should press the **Learn** button again to have the Hum Reducer relearn this new hum pattern.

24. Info Bar

When this blinks, Guitar Port's software can't see Guitar Port's hardware (check the USB cable and any USB hub or click for help). | DOWNLOADS IDLE

The **Info Bar** is the area at the very bottom of the GuitarPort window.

Point your mouse (you don't have to click the mouse button) at something in the GuitarPort program and look at the Info Bar to see a description of the thing you're pointing at as well as brief instructions on how to use it.

❍ For some controls, the current setting of the control is shown (in parentheses) at the end of the Info Bar text.

25. Loaded (Track) Menu

The **Loaded Track** Menu in the **Tracks** tab of GuitarPort's **Browser**s ([9], p. 62) shows the name of the currently loaded track.

LOADED ▶ Tutorial

Click your mouse button on the menu and drag down to select from up to 10 of the Tracks ([2], p. 35) that you loaded before the currently loaded one.

26. LOOP Button

When the **LOOP** Button is on for the Track loaded in the **Tracks** tab of GuitarPort's **Browser**, the Track will repeatedly play from the Loop's start to end.

❍ The loop is shown and set in the Track Sections Display (see [28], p. 49 and [43], p. 79).

27. Modulation (MOD)

Modulation, sometimes abbreviated **MOD** is one of the four simultaneous Effects ([17], p. 65) available in GuitarPort. The Modulation effect can use one of four different Models: ([11], p. 63), Flanger ([18], p. 66), Rotary Speaker ([34], p. 73) and Tremolo ([45], p. 80).

28. MUTE GUITAR Button

Click the **MUTE GUITAR** button to have GuitarPort silence the guitar output that

MUTE GUITAR

you hear coming out of the GuitarPort hardware.

❍ This can come in handy when you want to listen to a Track in GuitarPort or spend some time seeing what's new on GuitarPort Online without playing your guitar, so you don't hear your guitar buzzing away as it sits idle.

❍ The signal that GuitarPort sends to other programs ([21], p. 44) on your computer is not effected by the **MUTE GUITAR** button. In fact, you'll want to use this button if you plan to monitor your guitar through your recording program as you record GuitarPort's output to another program.

29. Noise Gate

GuitarPort's **Noise Gate** is designed to reduce the noise that your guitar

OFF
NOISE GATE

makes when you are not playing. You can think of it as a gate that opens to let your guitar sound through when you play, and closes when you stop playing to shut out the noise you would otherwise hear after you stop playing.
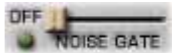
The Noise Gate works by detecting the input level to GuitarPort from your guitar. When the input level is below the gate's "threshold," the gate will close and cut off the signal from your guitar. When the input level is above the threshold, the gate will open to let your guitar signal through.

The idea is to set the threshold (which is what the **NOISE GATE** slider is adjusting) low enough so that it doesn't cut off the signal as

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you are playing or a note is sustaining, but high enough so that the background noise from your guitar doesn't keep the gate open.

You'll need to select the Noise Gate setting that works best with the Amp Model you've chosen as well as the guitar(s) and pickups you happen to be using with GuitarPort. (The Hum Reducer eliminates noise in another way.)

❍ GuitarPort's Hum Reducer ([23], p. 69) eliminates noise in another way.

The Noise Gate is off when its slider is fully left. Move the slider to the right, and the gate will be armed, gating more aggressively as you move the slider farther to the right. The light next to the slider shows you what the noise gate is doing:

Light is Off–The slider is fully left and the gate is off.

Green Light–The gate is armed, but your guitar is loud enough to keep the gate open.

Yellow Light–Your guitar's level has dipped low enough for the gate to begin to close.

Red Light–The gate has fully closed.

❍ The setting of the **Noise Gate** is saved as part of a Tone ([39], p. 76).

30. Preferred Audio Device

See "Soundcard Connection" on p. 25 to learn about your Preferred Audio Device settings, including the Preferred Playback Device and Preferred Recording Device, and how to set these for use with GuitarPort.

31. Reference control in the Tuner

This control is available in the **Tuner** tab of GuitarPort's Browser ([9], p. 62)It tells the Tuner what to tune to.

440Hz is the standard reference value for A, and is generally used for tuning reference. All the Tracks available from GuitarPort Online use the standard 440Hz reference.

So, unless you have a particular need to adjust the Tuner's reference (and tune your guitar to match something other than GuitarPort Tracks), you probably want to stick with the standard 440Hz setting for this control.

32. Reverb-Block (Hall)

Reverb, sometimes abbreviated **Verb**, is one of the four simultaneous GuitarPort Effects ([17], p. 65). The Reverb effect can use one of two Models: Room (see below) or Spring ([36], p. 74).

33. Room Reverb

The **Room Reverb** is one of the two Model options available for GuitarPort's Reverb (Verb) Effect.

Choose this Model for the Reverb when you want a polished, modern studio sound. It simulates the sound of your amped guitar echoing in a room, and can be set to subtly enhance the size and polish of your tone, or make it sound like you're playing in a large, resonant chamber.

❍ For details on each of the Room Reverb controls, move your mouse over the control and look in the Info Bar ([24], p. 70) at the bottom of the GuitarPort window.

34. Rotary Speaker

A **Rotary Speaker** is one of those things that makes you go, "Gee whiz!" when you first hear about it: a speaker is mounted on a rotating motor, and spun around as sound plays through it.

Classic rotary speakers were studied to create the Rotary Speaker Model option available for GuitarPort's Modulation (Mod) Effect.

The rotary speaker was originally developed for organ players, but guitar players soon put it to use as well. Stevie Ray Vaughn and The Beatles were both heavy users of rotary speaker effects for guitar.

❍ For details on each of the Rotary Speaker controls, move your mouse over the control and look in the Info Bar ([24], p. 70) at the bottom of the GuitarPort window.

35. Soundcard

The soundcard is the piece of hardware in your computer that plays back and receives sound into the computer for recording or other uses.

The instructions for the standard hardware setup in the GuitarPort Installer program instruct you to connect your soundcard's output to GuitarPort IN connector to combine the sounds output by your soundcard with the ones that GuitarPort creates.

See "Soundcard Connection" on p. 25 to learn how you can set GuitarPort to act as your Preferred Audio Device instead of your soundcard, eliminating the need for this cable.

36. Spring Reverb

The **Spring Reverb** is one of the two Model options available for GuitarPort's Reverb (Verb) Effect ([32], p. 73).

Choose this Model for the Reverb when you want the kind of classic sound created by spring reverb tanks built into guitar amps, or used for studio processing on classic recordings.

This is the place to come, for instance, when you're looking for that signature Surf Music sound of splattering reverb.

❍ For details on each of the Spring Reverb controls, move your mouse over the control and look in the Info Bar ([24], p. 70) at the bottom of the GuitarPort window.

37. T's shown in some tracks

Verse 1 | Chorus 1 | Verse 2 | Chorus 2

The small 'T's shown at the bottom of some Tracks are the **Tone Changes** ([41], p. 78) included in some Tracks available from GuitarPort Online ([20], p. 67).

Only selected tracks will include Tone Changes. You'll most likely see these included in Tracks where the guitarist used significantly different equipment or settings to achieve a variety of sounds on the recording. When these

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Tracks are created, Line 6 creates multiple GuitarPort Tones that deliver the required range of sounds.

These Tones are then embedded into the Track along with Tone Changes that trigger the right Tone to load at the right time. Wherever a Tone Change occurs, a tiny **T** is shown along the bottom of the Track Sections Display.

❍ When Tone Changes are available, you need to turn on the AUTO-SELECT Button ([8], p. 61) to activate them. Or set the AUTO-SELECT Button to OFF if you prefer not to use the Tone Changes.

38. Technical Terms

The following terms refer to items included in GuitarPort's **System Statistics** window, which you can select from GuitarPort's **View** menu. You can click on an item in the System Statistics window and then click the button labeled **Info** or **Fix It** near the bottom of the window for more details and assistance.

You can also learn more about any of the following technical terms by clicking its name, then on the **Info** or **Fix It** button.

AGP (page 16 and 90)
ATAPI (page 22)
BIOS (page 22)
Bit Depth (page 89)
Codec (page 24 and 87)
Cookies (page 17)
DirectX (page 17 and 90)
DMA Mode (page 22 and 88)
Default Dialup Connection (page 20)
Device Manager (page 88)
Driver (page 92)
IDE (page 22)
ISA (page 16, 21 and 24)
LAN (page 19)
PIO Mode (page 22 and 88)
Sample Rate (page 44 and 89)

39. Tone

A **Tone** is a saved setting for all of the controls that affect the sound of GuitarPort's guitar processing.

TONE ▶ Basic Tone

Tones stored on your computer are accessed from the **Tones** menu at the top left of the GuitarPort window.

A **Basic Tone** ([13], p. 41) and a folder of **Preset Tones** is available in this menu. The menu also has a **User** folder ready to store any new Tones that you create and save ([6], p. 37).

GuitarPort Online gives you access to a vast library of Tones designed to deliver the signature sounds of classic guitar recordings as well as top guitarists. This growing library includes Tones matched to all the Tracks available from GuitarPort Online, and is searchable by guitarist, band, and song name to make it easy to get exactly the Tone you're looking for.

❍ Tones can be organized and deleted from the Tone Locker (see below).

40. Tone Locker

GuitarPort's Tone Locker lets you access and organize your Tones. Click the **Tones** tab of GuitarPort's Browser ([9], p. 62), then click on the **Tone Locker** button to access the Tone Locker:

Point with your mouse at an element in the Tone Locker and look at the Info Bar at the bottom of the GuitarPort window for information on that element.

When you first install GuitarPort, you'll have the following **Local** Tone Locker items:

1) The **Basic Tone** supplied as a starting point for creating your own Tones ([6], p. 37).

2) The **Preset** folder containing a selection of factory-programmed Tones.

3) The **User** folder containing Tones you save from the **File** menu ([6], p. 37).
If you're a member of GuitarPort Online ([20], p. 67), you'll have the following **Online Tone Locker** items:

4) The **Public** folder. Tones in this folder are visible to other members of GuitarPort Online.

5) The **Private** folder. Tones in this folder are only visible to you. Copy Tones here if you want to keep them private, while being able to access them from another Internet-connected computer that you use with GuitarPort.

Navigating Folders

You can double-click a folder in the Tone Locker to open it. The folder selectors at the top of the **Local** and **Online** panels let you move from the folder you are in to the enclosing folder(s).

Use the DELETE SELECTION button to delete one or more Tones in the Tone Locker:

1) Highlight a Tone in the Tone Locker by clicking its name in the **Local** or **Online** panel.
You can SHIFT-click multiple Tones to select several at once to be deleted.
The **DELETE** button will be dimmed if no Tones are currently selected.

2) Click the **DELETE** button to delete the highlighted Tone(s).
Use the Tone Locker's **COPY ▶** button to copy one or more Tones or folders from **Local** to **Online**:

3) Open your **Private** or **Public** folder on the right so that the name of the folder is shown in the folder selector at the top of the Online panel.

4) Highlight a Tone or folder by clicking its name in the **Local** panel on the left.
You can SHIFT-click multiple Tones to select several at once to be deleted.
The COPY ▶ button will be dimmed if no Local Tones or folders are currently selected, or the Public or Private folder is not open in the **Online** panel on the right.

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5) Click the COPY ▶ button to make a copy of the highlighted Tone(s) or folder(s) in the Online folder.

Use the Tone Locker's ◀ **COPY** button to copy one or more Tones or folders from Online to Local:

6) Open your **Private** or **Public** folder on the right so that the name of the folder is shown in the folder selector at the top of the Online panel.

7) In the **Local** panel, open the folder that you'd like the Tone(s) or folder(s) copied to.

8) Highlight a Tone or folder in the **Online** folder by clicking its name.
You can SHIFT-click multiple Tones to select several at once to be deleted.
The ◀ COPY button will be dimmed if no Online Tones or folders are currently selected.

9) Click the ◀ COPY button to make a copy of the highlighted Tone(s) or folder(s) in the Local folder.
GuitarPort stores Tones on your hard drive at */Program Files/Line6/GuitarPort/Tones*. You can leave GuitarPort and use Windows Explorer to access the Tones folder directly if you prefer not to use the Tone Locker.
Note that Tones and Tone folders *must* be stored in the GuitarPort Tones folder in order to be available from GuitarPort's **Tones** menu.

41. Track

A **Track** is a file that contains audio and other information that is understood by GuitarPort. Tracks can be loaded from GuitarPort Online ([20], p. 67), hard disk ([18], p. 43), CD ([26], p. 48), or the **Loaded Track** Menu ([25], p. 70). Tracks created in the special Line 6 Track format can contain a great deal of other content in addition to audio, including information on the artists that originally recorded a song, artists that recorded the Line 6 version, tablature, lead sheets, a Track Sections Display ([43], p. 79), loop points ([26], p. 70), Tones matched ([39], p. 76) and Auto-Selected ([8], p. 61) for the Track, and more.

❍ A growing library of Tracks in the special Line 6 format are available via GuitarPort Online, searchable by guitarist, band and song name. When you store a Line 6 format Track on your hard disk, its name will end in *".l6s"*.

❍ GuitarPort can load MP3, WAV and AIFF audio files or a track from a standard Audio CD for you to use as a Track in GuitarPort. If you save the file from GuitarPort, it will be saved in the special Line 6 format so that your settings for the Track Level, Guitar Pan and Loop Points will be saved with it.

42. TRACK LEVEL

The TRACK LEVEL slider is available under the **Tracks** tab of GuitarPort's Browser. It sets the playback level for any Track that you load into GuitarPort, and its setting is saved with a Track if you save the Track to your hard disk.

The light to the right of the slider glows green to show the current level of the Track as the Track is playing, and flashes red if the Track "clips" because it is turned up too loud.

❍ If you are having trouble with clipping or other issues, see the **Track Level** Issues on our FAQTRAQ page (*www.line6.com*).

43. Track Sections Display

When you've selected the **Tracks** tab of GuitarPort's Browser ([9], p. 62), you'll see a Track Sections Display – it's the bottom portion of the image shown above.

❍ You can click the dark blue-gray arrow graphic to the left of the **Home** button ([34], p. 51) to show/hide the Track Sections Display. Try hiding the Track Sections Display (as well as the Effects, [33], p. 51) when you want to have more room in the Browser to see tablature, a lead sheet, or other Track contents.

Tracks imported from Audio CD or MP3, WAV and AIFF files will show a single section for the entire Track. Tracks provided by Line 6 will show multiple sections.

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Clicking the [>>] (Fast Forward) and [<<] (Rewind) buttons will jump you to the next/ previous section boundary in the Track.

❍ If you click and hold the buttons, the play point will move smoothly forward or back instead of jumping by sections.

Some Tracks will also have Auto-Selected Tones shown here ([8], p. 61).

When you've got the **Loop** on, the loop start and stop points will be shown and set here also.

44. Transfer Manager

The **Transfer Manager** shows the status of in progress, completed, and aborted transfers

DOWNLOADS
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of data between your computer and GuitarPort Online ([20], p. 67).

The current transfer activity is shown at the bottom right of the GuitarPort program's window.

You can click here to open the **Transfer Manager** window to see the details of in progress and completed transfers.

❍ Please note that Download Accelerators are incompatible with GuitarPort Online and will cause transfer errors. If you are having difficulties with incomplete downloads, visit our FAQTRAQ page (*www.line6.com*).

45. Tremolo

Tremolo is one of the four Model options available for GuitarPort's Modulation (MOD) Effect. It is also available as part of the amp controls for GuitarPort Amp Models based on amplifiers that had built-in tremolo circuitry.

Tremolo gives your guitar a pulsing sound. It works by turning the volume of your guitar sound down and back up again repeatedly, at the speed set for the tremolo.

GuitarPort's tremolo is stereo, and can vary the left and right volume together (select Pumpy), in opposition (Panny), or half-offset (Squishy).

❍ For details on each of the Tremolo controls, move your mouse over the control and look in the Info Bar ([24], p. 70) at the bottom of the GuitarPort window.

46. USB Hub

For information on USB hubs and requirements for using one with GuitarPort, see "USB Hub" on p. 24.

GLOSSARY

Audio Formats – MP3, AIFF, WAV, Audio CD–
Audio on computers can be recorded (or encoded) in several different formats. Full bandwidth, uncompressed formats like WAV or AIFF give the best sounding results, but take up the most room—as much as 10MB per minute. Compressed formats like MP3, Windows Media, Real Audio, or Line 6's *.l6s* format take up a lot less room, at a small cost in audio quality.

GuitarPort supports WAV, AIFF, MP3 and standard CD audio files, as well as our own *.l6s* format.

Bit Depth–Also known as resolution, bit depth refers to how many bits are used per sample in digital audio. As an example, standard CDs use a bit depth of 16 and a sample rate of 44.1 kHz, or 44,100 times per second. The more bits used, the better the dynamic range of the signal. GuitarPort is capable of 32 bits of internal resolution. While the audio you get out of you computer is almost always converted to 16 bit, 44.1 kHz for output, GuitarPort's use of higher resolution for its internal audio guarantees the best possible audio quality for its output.

Codec–Shorthand for "Coder/Decoder". A hardware or software device that converts audio or video from one format to another. For example, in the dark ages of computers (6 or 7 years ago) you usually saw separate analog to digital (A/D) and digital to analog (D/A)converters. Today, both conversions are done in the same computer chip.

Device Manager–A utility in Windows that allows the user to view and modify hardware settings. Device drivers can be installed or upgraded and problems with the devices can be discovered here as well.

The easiest way to get to the Device Manager, is to right click on the [My Computer] icon on your desktop and go to the [Properties]. You will see a tab named [Device Manager].

Kernel–Windows core component that is responsible for managing Windows resources and running applications.

PIO/DMA–*PIO* (Programmed Input/Output) is a method of transferring information from an attached device in which all data must pass through the processor first. Since the processor must perform several tasks for each transfer, this method is usually slower than DMA.

With *PIO*, devices that transfer large amounts of data can sometimes monopolize the processor and impede the performance of GuitarPort. This is why GuitarPort must be used with DMA.

DMA (Direct Memory Access) is a method of transferring information directly from an attached device (such as a disk drive) to the computer's memory, without passing the information through the processor. The processor is then freed from any involvement with the data transfer, thus speeding up the computer's overall performance.

Sample Rate–Digital audio is produced using a series of 1s and 0s. The sample rate is the amount of times per second that the system is looking at the analog audio to create the digital audio. For CD audio it is 44.1 kHz, or 44,100 times per second.

Streaming–Receiving audio or video in real time from the Internet is known as streaming. GuitarPort uses streaming to provide you with previews of the tracks in the online library so you can check them out before you decide which to download.

Windows Registry–The registry is used to store configuration information about the machine. This includes system setting as well as individual user settings.

USB-definition, limitations

Definition–Acronym for "Universal Serial Bus". A technology used to connect peripheral devices to a computer. Each USB channel will support up to 127 devices and has a total transfer rate (or bandwidth) of up to 12 MBps.

Limitations–You can have a limited amount of USB devices hooked up to a single USB controller. This limitation is based on both power and bandwidth usage.

Cable length–The *maximum* allowable USB cable length for GuitarPort is 2 meters, or approximately 7 feet. If you need to run a longer cable you'll need either a powered USB hub or a USB repeater.

Hub–A USB hub allows a single channel of USB (or single jack) to be multiplexed out to many available connections.

Other terms

AGP–Accelerated Graphics Port. A dedicated expansion port for video cards that provide a high-speed interface between the CPU and main memory.

Browser–This is the program that allows you to view information over the Internet. The two main browsers are *Internet Explorer* and *Netscape Navigator*.

CD ripping–The process of extracting audio data from a Redbook CDROM and storing it in a computer playable file.

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CPU (speed and type)–The internal speed of a computer or processor usually expressed in MHz (megahertz). The faster the speed the faster your computer. This is assuming that the rest of the devices can keep up with the processor, like the hard drives.

There are different manufacturers that make processors. The main contenders are Intel and AMD.

Direct X–DirectX is a utility that enhances multimedia capabilities on your computer. DirectX provides better playback of different types of multimedia and manages 3-D graphics better than console computers.

Display depth–Display depth refers to the number of bits used to represent the color of a pixel displayed on the monitor.

Driver–A small program that allows a computer to communicate with and control a device. Basically a program that tells Windows how to use a device. All of your devices, like your CD-ROM drive will have a driver. Sometimes Windows has stock drivers and sometimes there are drivers supplied with the device (that is the CD that you got with your new CD-R drive).

Explorer–A link to Microsoft site to get IE 5.5.

Hard drive space–The amount of available free space on your hard drive. GuitarPort requires a minimum of 50MB of space. Uncompressed digital audio requires 10MB per minute for a stereo track (like a WAV ripped from a CD) so, if you going to rip a lot of CDs to WAV or AIFF files, figure 35MB per 3.5 minute song or about 420MB for an average 12 song CD.

IRQ–An IRQ is basically a signal sent by a peripheral device such as a keyboard, an I/O port or one of the system's disk drives, to the processor telling it that an event has taken place that requires the processor's attention. The processor will then interrupt the task it is currently performing and execute the new instruction provided by the IRQ. When the new instructions have been completed, the processor returns to its prior task.

MME–MME (MultiMedia Extensions) is a standard way for applications to play audio.

OS–Operating System. The software responsible for allocating system resources, including memory, processor time, disk space and peripheral devices such as printers, modems and the monitor.

All application programs use the OS to gain access to these system resources, as they are needed. The OS is the first program loaded into the computer as it boots and it remains in memory at all times thereafter. Also known as "Windows".

Preferred Audio Device–Sometimes called "Sound and Multimedia Properties". A utility in Windows that allows the user to view and modify audio settings. Users can select their sound playback and record devices as well as their MIDI playback device.

Proxy–The "Line 6 Device Proxy" is a Line 6 provided device driver and a necessary component of the GuitarPort system.

RAM–Random Access Memory. The main system memory in a computer used for the operating system and applications.

Sound card–A plug-in card for a computer that provides sound output.

WDM–WDM is a technology that allows developers to write one driver that is compatible across all Microsoft® Windows® operating systems.

Internet connection: speed, type, broadband, dial up

The Internet is the global TCP/IP network that is used in business and at home as a means of information transfer.

Connection–To connect to the Internet, you must have an ISP or Internet Service provider. This provider allows a portal to the Internet and provides an e-mail address and e-mail service.

Speed–The speed at which you connect to the Internet depends on the type of connection that you have. There are different types of Internet connections, including dial up service, DSL, Cable modem and ISDN. The last of these are usually referred to as broad band connections due the increased speed of these connection types.

Start up disk

The Windows start up disk allows you to boot your system with minimal functionality. This is imperative if you are installing an OS on a new system or if your system will not come up booting from your hard drive. To create a Start Up Disk (HIGHLY RECOMMENDED) for Windows 98:

▷ Click on [Start] → [Settings] → [Control Panel].
▷ Double click on the [Add/Remove program] icon. There is a tab called [Start Up Disk].

In Windows 2000:

▷ Click on [Start]→ [Settings]→ [Control Panel]→ [System]→ [Advanced].
▷ Click on [Start up and Recovery].