

# ToneLabSE SoundEditor for Windows

## Introduction

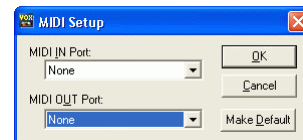
The ToneLabSE SoundEditor is an application that allows you to edit all the parameters of the ToneLabSE from your PC. The edits that you make are immediately sent to the ToneLabSE so that you can check the sounds as you edit them. Since the ToneLabSE SoundEditor can graphically display many parameters at once, all the capabilities of the ToneLabSE can be handled easily. When finished, your programs can be written to the ToneLabSE or to a file on your PC. In addition, program files from the ToneLabSE SoundEditor can be converted for use with the ToneLabSE. The ToneLabSE SoundEditor is a useful librarian for managing all your sounds and settings.

- \* To use this software with your ToneLabSE, you will need a PC with a MIDI interface and MIDI cables.
- \* This software is for the sole use of the customer for trial purposes only and not for copying or distributing. KORG Inc. or any of its affiliates will not be held liable for any damage that may result in the use of this software. KORG does NOT officially support this software.
- \* We appreciate your bug reports so that we can refine our software in the future. If any bugs are found, please report them to: [unsupportedsoftwarebugreport@korg.co.jp](mailto:unsupportedsoftwarebugreport@korg.co.jp)
- \* Please note that this address is for unsupported software only, so e-mail will NOT be responded to.

Click the VOX logo on the Edit Window and you will automatically be connected to the [Vox Amplification Ltd](http://www.vox.com) web site. Please browse this site periodically for current information about VOX products.

## Getting Started

1. Setup the MIDI interface to your PC. Connect a pair of MIDI cables from the MIDI interface's MIDI Out to the ToneLabSE's MIDI In, then from the ToneLabSE's MIDI Out to the MIDI interface's MIDI In. After all connections are properly made, turn on your ToneLabSE.
2. Set the SysEx Out setting under the ToneLabSE's Global menu (System Exclusive Out) to "On." This enables the system exclusive message output.
3. Launch the ToneLabSE SoundEditor.
4. Choose **MIDI Setup** from the **MIDI** menu and select the MIDI In/Out interface you just connected. Then click **OK** or **Make Default**.
5. All the program data in the ToneLabSE will automatically be sent to your PC. If you have chosen **Make Default** in the previous step, the ToneLabSE SoundEditor will automatically use the selected MIDI port to receive program data on every launch.



NOTE! DO NOT disconnect the MIDI cables while working with the SoundEditor as it may affect your program data and information may be lost.

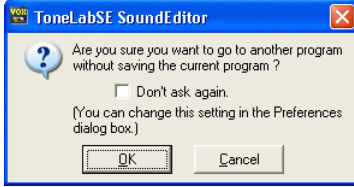


Edit Window (Left) and Main Window (Right)

## 1. Choosing A Program

You can choose a program by clicking a program name listed under the **ToneLabSE** tab of the Main Window. The program name will be highlighted and the program number on the ToneLabSE will change accordingly. Choosing a program by hitting a channel button on the ToneLabSE will also trigger a program change in the ToneLabSE SoundEditor.

The Amp, Cabinet, Effects, and Control Target settings etc. shown in the Edit Window reflect the settings in the ToneLabSE.



If you try changing to another program without saving the program you just edited, the ToneLabSE SoundEditor displays a warning. This prevents you from losing important program data. You

can turn this warning message off in the **Preferences** dialog, or by checking the "Don't ask again" checkbox. See the "Preferences" page.

## 2. Creating Sounds

You can create your own programs by tweaking knobs in the Edit Window as if you were tweaking them on the ToneLabSE's top panel. Since the SoundEditor is in sync with your ToneLabSE, you can actually check the sounds as you edit them.

### Knobs

You can operate the knobs in the Edit Window by using your mouse, your arrow keys, or type directly from the keyboard.

Using a mouse, you can change the knob values by clicking the knob and dragging vertically. (Knobs turn red when selected.)

Using the **up** and **down** keys allow you to make fine changes. You can also move to other knobs by using the **left** and **right** keys.

By clicking the value under a knob, a cursor appears (shown right) and you can type directly from your keyboard.



### Choosing Amps, Cabinets and Effects

When you click on a current Amp model, Cabinet model, or Effect type, the type name will be selected and a type list will appear below it (shown left). You can select a type from this list with your mouse or by using the **up** and **down** keys and hitting the **Enter** key. Chain, Expression and Control Pedal Targets can be selected in the same way.



### Switching Amp Models and Effects Types On/Off

By clicking the lamp next to it (shown right), you can change the On/Off settings of an Amp model, Cabinet model, Effects type, or Insert bypass.

### Switching Effects Tabs

When editing modulation, delay, and reverb effects, bring each of their knob settings to the front by clicking on the corresponding tab.

### Switching A/Bch Tabs

The Amp knobs reflect the settings of the currently selected channel. To switch channels, click on the Ach or Bch tab.

### Editing on the ToneLabSE

Any editing done on the ToneLabSE itself will immediately be sent to the ToneLabSE SoundEditor, updating all information in the Edit Window.

Please see the ToneLabSE manual for more on creating sounds.

## 3. Naming Programs

To name a program, click on the space to the left of the ToneLabSE logo. Type in a name from your keyboard when the cursor appears.



The characters you can use in a program name are limited. Please see the ToneLabSE manual for character availability.

## 4. Writing A Program to Your ToneLabSE

When you have finished editing a program, you can write it to your ToneLabSE. Just click the **Write current program** button under the **ToneLabSE** tab, select a destination program from the dialog box and then click **OK**. You can also do this with the **WRITE** button on the top panel of your ToneLabSE.

## 5. Backing Up A Program Set

You can backup all of the 96 programs in your ToneLabSE (called a *program set*) as a file on your PC. By reloading these into the ToneLabSE SoundEditor, you can restore them to your ToneLabSE or copy them to another ToneLabSE. In addition, program data from a ToneLab can be converted for use with the ToneLabSE.

To save a program set, choose **Save as** in the **File** menu, type a file name into the dialog box, and then click **Save**. The program set will be saved as a ToneLabSE Program (TLP) file.

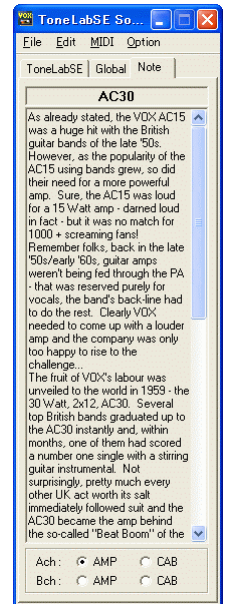
## 6. Restoring A Program Set

1. Choose **File -> Open** to select a TLP file, and then click **Open**. The program set will be loaded into a **File1** or **File2** tab in the Main Window.
2. Choose **MIDI -> Transmit -> All Programs** to restore the program set into your ToneLabSE.

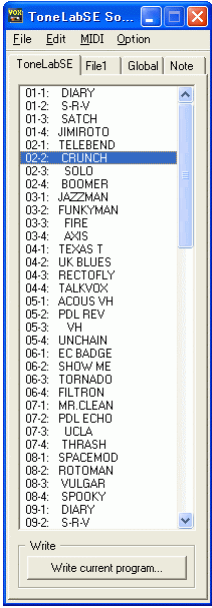
NOTE! The above operation will overwrite all the programs in your ToneLabSE.

## 7. Note

The **Note** tab acts as a guide to the Amp and Cabinet models. Clicking the tab will display an explanation of each Amp and Cabinet model selected in the current program. This tab is updated each time you switch A/B channels or change an Amp/Cabinet model.



# Librarian Functions



The ToneLabSE SoundEditor is capable of handling all 96 programs in the ToneLabSE plus another 2 program sets in the librarian, which means you can work with a total of 288 programs at once! All of these programs can be edited and modified from your ToneLabSE or in the Edit Window. The librarian functions of the ToneLabSE SoundEditor allow you to exchange programs between program sets, as well as create new program sets. Individual programs can be exported from a program set as a TLP file, or reversely, be imported from a TLP file into a program set. Program data for a ToneLab can also be converted for use with the ToneLabSE.

## 1. Loading A Program Set

### Loading from a file

To load a program set, choose **File -> Open**, select a TLP file, and click **Open**. You can also drag and drop a TLP file into the Main Window to load it. When both **File1** and **File2** tabs are opened, no more program sets can be opened.

NOTE! When you open a TLP file created by the ToneLab SoundEditor, a dialog will appear to indicate that it is a ToneLab program file. The file will be converted for the ToneLabSE when you click **OK**. (See "Loading A ToneLab Program").

### Loading from the ToneLabSE

Choose **File -> New** to create a new program set. By choosing **MIDI -> Receive -> All Programs**, you can load the ToneLabSE's current program set into the new set. Individual programs (instead of the entire program set) can be loaded from the ToneLabSE as well. In this case, select a program number(s) listed in the **File1** or **File2** tab and click the **Receive** button.

## 2. Choosing A Program

You can choose a program by clicking a program name in the Main Window. The program name will be highlighted and the Edit Window will be updated to the new settings. Choosing a program under the **File1** or **File2** tab will not alter the program number selected in the ToneLabSE.

If you try going to another program without saving the program you just edited, the ToneLabSE SoundEditor displays a warning to confirm that the current edits will be lost. You can turn this warning message off in the **Preferences** dialog. See the "Preferences" page.

## 3. Exchanging Programs Between Program Sets (Cut, Paste and Copy)

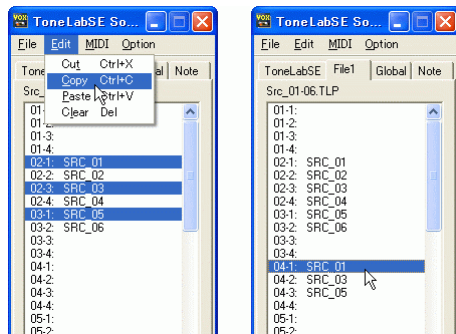
To copy a program, select the program(s) and choose **Edit -> Copy**. Then select the destination program(s) and choose **Edit -> Paste**.

To move a program, select the program(s) and choose **Edit -> Cut**. Then select the destination program(s) and choose **Edit -> Paste**.

By clicking program names while holding the **Ctrl** key, you can choose several

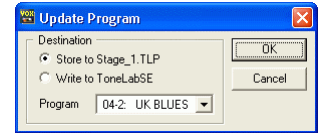
programs at once. If there are gaps between the selected programs (shown above left), they will be condensed together without any gaps when pasted (shown above right).

By holding the **Shift** key and clicking another program while a program is already selected, you can select all the programs in between.



## 4. Updating Programs In A Program Set

Once you finish editing a program, you can update it to a program set under the **File1** or **File2** tab by clicking the **Update Program** button. Select the **Store to \*\*\*** option ("\*\*\*" being the name of the TLP file), choose the destination program and click **OK**. To write the program to a destination in the ToneLabSE, select the **Write to ToneLabSE** option.



The **Store to \*\*\*** option writes the program(s) only temporarily within the ToneLabSE SoundEditor. To save it to an actual TLP file, you must **Save** or **Export**.

## 5. Transmitting Programs to the ToneLabSE

Programs in the **File1** or **File2** tab can be transmitted to the ToneLabSE. By selecting a program and clicking the **Transmit** button, the program will be transmitted and the corresponding program number in your ToneLabSE will be overwritten. The same will happen when you copy a program from the **File1** or **File2** tab using **Edit -> Copy**, and then **Edit -> Paste** to the **ToneLabSE** tab.

To transmit all the programs in a program set, choose **MIDI -> Transmit -> All Programs**.

NOTE! Transmitting programs or program sets will overwrite the corresponding programs in your ToneLabSE.

## 6. Saving A Program Set

By choosing **File -> Save**, the entire program set will be overwritten to the currently loaded TLP file. To save the program set under a new file name, choose **File -> Save as**, rename the file, and then click **Save**. The program set will be saved in TLP format.

## 7. Export And Import

This feature allows you to save or load individual programs instead of entire program sets.

### Export

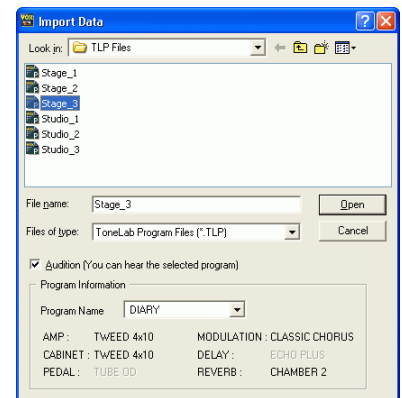
To export a program, choose **File -> Export**, select the program from the list in the dialog box, and then click **OK**. Name the file and click **Save**.

When you load an exported file by choosing **File -> Open**, all programs other than the first will be blank.

### Import

To import a program you have previously exported, choose **File -> Import**. Select the file to be imported and click **Open**. Then choose a destination program from the list and click **OK**. The destination program will be overwritten by the imported program.

You can also import an individual program from a program set file. This can be done by selecting a particular program from the **Program Name** list.



When the **Audition** option is enabled, program data for the currently selected program in **Program Information** will be sent to the ToneLabSE. By doing this you can actually hear the programs as you choose them.

## Global Parameters

You can modify MIDI, Output, and Expression Pedal settings under the **Global** tab in the Main Window. Please refer to your ToneLabSE manual for more information.

### Saving Settings

By choosing **File -> Save** while the **Global** tab is selected, you can save the current global settings as a ToneLabSE Global (TLG) file.

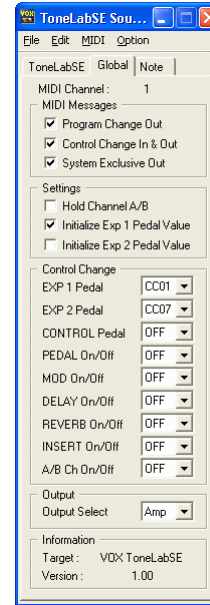
### Loading Settings

To load a global settings file, choose **File -> Open** while the **Global** tab is selected and specify a TLG file to load. You can also drag and drop a TLG file into the Main Window to load it.

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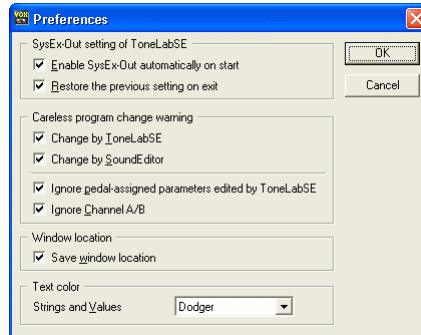
The changes made in the **Global** tab immediately take effect on your ToneLabSE.

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## Preferences

The ToneLabSE SoundEditor can be customized in the **Preferences** dialog. To display this dialog, choose **Option -> Preferences**.



## SysEx-Out Setting Of ToneLabSE

### Enable SysEx-Out automatically on start

When this option is checked, the ToneLabSE SoundEditor will automatically enable ToneLabSE's system exclusive output on startup.

### Restore the previous setting on exit

This option can only be selected when the **Enable SysEx-Out automatically on start** option is checked. By enabling this option, every time the ToneLabSE SoundEditor exits, it will restore the ToneLabSE's system exclusive output setting as it was before the SoundEditor's startup.

## Careless Program Change Warning

### Change by ToneLabSE

When this option is checked, the ToneLabSE SoundEditor will display a warning every time you change programs from your ToneLabSE's top panel without having saved an edited program.

### Change by SoundEditor

When this option is checked, the ToneLabSE SoundEditor will display a warning every time you change programs from the Main Window without having saved an edited program.

### Ignore pedal-assigned parameters edited by ToneLabSE

This option can only be selected when either the **Change by ToneLabSE** or **Change by SoundEditor** option is checked. By enabling this option, editing expression pedal-assigned parameters from the ToneLabSE will not be considered an "unsaved edit" when a program change warning should be displayed.

### Ignore Channel A/B

This option can only be selected when either the **Change by ToneLabSE** or **Change by SoundEditor** option is checked. By enabling this option, switching A/B channels will not be considered an "unsaved edit" when a program change warning should be displayed.

## Window location

### Save window location

When this option is checked, the ToneLabSE SoundEditor remembers your window locations upon exiting, and saves them for when you start the application again.

## Text color

### Strings and Values

Choosing a color from this list will change the font color used in the Edit Window.

## Menu

The following is a chart of all the menus in the Main Window. The letters on the right show which tab must be selected for the corresponding menu item to be available. They each represent the **ToneLabSE** tab (T), the **File1** or **File2** tab (F), the **Global** tab (G), or the **Note** (N) tab.

### 1. File Menu

New	Create a new program set.	T,F,G,N
Open	Open a program set or global settings file.	T,F,G,N
Close	Close the current program set.	F
Save	Overwrite the current program set.	F
Save as	Save the current program set or global settings under another name.	T,F,G
Import	Import an individual program.	T,F
Export	Export an individual program.	T,F
Exit	Exit the ToneLabSE SoundEditor.	T,F,G,N
About	Display version information.	T,F,G,N

### 2. Edit Menu

Cut	Cut the selected program(s) to the clipboard.	T,F
Copy	Copy the selected program(s) to the clipboard.	T,F
Paste	Paste the copied program(s) from the clipboard.	T,F
Clear	Delete the selected program(s).	T,F

### 3. MIDI Menu

MIDI Setup		Specify the MIDI interface to be used by the ToneLabSE SoundEditor.	T,F,G,N
Receive	All Programs	Receive all program data from the ToneLabSE and load them to the current program set.	F
Transmit	All Programs	Transmit the current program set and write them to the ToneLabSE.	F

### 4. Option Menu

Preferences	Open the Preferences configuration dialog	T,F,G,N
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## System Requirements

OS	Windows98, Windows Me, Windows 2000, Windows XP
Display	SVGA (800x600) or higher resolution

## Converting ToneLab Programs

Programs saved by the ToneLab SoundEditor will be converted for the ToneLabSE according to the following chart.

TYPE	ToneLab		ToneLabSE
PEDAL	FAT OD	->	FAT DIST
MOD	CHORUS	->	STEREO CHORUS
	FLANGER	->	CLASSIC FLANGER
	PHASER	->	DUO PHASE
	TREMOLO	->	TEXTREM
DELAY	TAPE ECHO	->	ECHO PLUS
	DELAY	->	STEREO DELAY
REVERB	SPRING	->	SPRING2
	ROOM	->	ROOM2
	PLATE	->	PLATE2

\*Amp/Cabinet settings will be identical for both A/B channels.

\*The Expression Target and Range settings will be assigned to Expression Pedal 1. Expression Pedal 2 will be set to Volume.