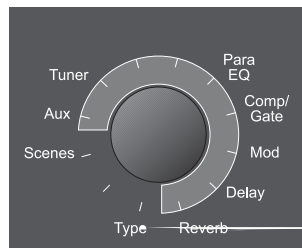


1 ToneMatch™ AUDIO ENGINE

To shape your sound



1. **ToneMatch™ engine:** Select a preset designed for your specific instrument or microphone (see “Selecting a ToneMatch™ preset” on page 20).
2. **zEQ:** Adjust the low/mid/high-frequency bands specific to the selected ToneMatch preset (see “Adjusting zEQ” on page 21).
3. **Para EQ:** Fine-tune the equalization (see “Adjusting Para EQ” on page 21).
4. **Comp/Gate:** Add some dynamics controls like compression, limiter, or a gate (see “Using compressor/gate functions” on page 22).

5. **Mod:** Add a modulation effect like chorus or a flanger (see “Using modulation effects” on page 24).
6. **Delay:** Add a delay (see “Adding delays” on page 25).
7. **Reverb:** Add some reverb (see “Adding reverb” on page 26).
8. **Reverb Type:** Select a reverb type to affect all channels (see “Selecting a type of reverb” on page 27).
9. **Prefs:** View the status display, which shows you the activated effects on each channel (see “Using the Prefs utilities” on page 28).
10. If you like the sound that you have created, turn the T1 rotary selector to **Scenes** and save your settings as a new scene. If you don't like it, try loading one of the five Bose® scenes to use as a new starting point (see “Loading and saving scenes” on page 32 and “Bose scenes” on page 37).

The inside of this owner's guide provides more information on using these features and others not mentioned here. To get the most out of your T1 ToneMatch audio engine, please read this owner's guide.

For additional help, visit www.Bose.com/musicians.

SAFETY INFORMATION

Please read this owner's guide

Please take the time to follow the instructions in this owner's guide carefully. It will help you set up and operate your system properly and enjoy its advanced features. Please save this owner's guide for future reference.



WARNING:

- *To reduce the risk of fire or electrical shock, do not expose the product to rain or moisture.*
- *The T1 power supply and the T1 ToneMatch™ audio engine shall not be exposed to dripping or splashing, and objects filled with liquids, such as vases, shall not be placed on the apparatus. As with any electronic products, use care not to spill liquids into any part of the system. Liquids can cause a failure and/or a fire hazard.*
- *No naked flame sources, such as lighted candles, should be placed on the apparatus.*



Notes:

- *The product must be used indoors. It is neither designed nor tested for use outdoors, in recreation vehicles, or on boats.*
- *The product label is located on the bottom of the product.*
- *The T1 ToneMatch audio engine must be powered only by an L1™ model II power stand or a T1 ToneMatch audio engine power supply.*
- *The mains plug is used as the disconnect device and should remain readily operable. To completely disconnect the apparatus from the mains, disconnect the mains plug from the mains outlet.*



This product conforms to the EMC Directive 89/336/EEC and to the Low Voltage Directive 73/23/EEC. The complete Declaration of Conformity can be found on www.Bose.com/static/compliance/index.html.

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Important Safety Instructions

1. Read these instructions.
2. Keep these instructions.
3. Heed all warnings.
4. Follow all instructions.
5. Do not use this apparatus near water.
6. Clean only with a dry cloth.
7. Do not block any ventilation openings. Install in accordance with the manufacturer's instructions.
8. Do not install near any heat sources, such as radiators, heat registers, stoves or other apparatus (including amplifiers) that produce heat.

SIKKERHEDSINFORMATION

Læs venligst denne brugervejledning

Tag dig tid til at følge denne brugervejledning omhyggeligt. Den vil hjælpe dig til at installere og betjene systemet korrekt, så du kan drage nytte af dets avancerede funktioner. Gem brugervejledningen til senere brug.



ADVARSEL:

- *Produktet må ikke udsættes for regn eller fugtighed på grund af risikoen for brand eller elektrisk stød.*
- *T1-strømforsyningen og T1 ToneMatch™-lydmotoren må ikke udsættes for stænk eller sprøjt, og genstande indeholdende væske, f.eks. vaser, må ikke sættes på udstyret. Som ved alle elektriske apparater skal du passe på ikke at spilde væske på nogen af systemdelene. Hvis der spildes væske, kan der opstå fejl i systemet og/eller fare for brand.*
- *Der må ikke anbringes åben ild, såsom tændte stearinlys på apparatet.*



Bemærk:

- *Produktet skal anvendes inden døre. Det er hverken designet eller testet til udendørs brug, brug i fritidskøretøjer eller i lystbåde.*
- *Produktmærkatet er placeret i bunden af produktet.*
- *T1 ToneMatch-lydmotoren må kun tilføres strøm fra en L1™-forstærkerfod, model II, eller en strømforsyning til T1 ToneMatch-lydmotoren.*
- *Netstikket anvendes som afbryder og skal være let at komme til. Hvis du vil afbryde udstyret helt fra netforsyningen, skal netstikket tages ud af stikkontakten.*

 Dette produkt opfylder direktiv 89/336/EØF om elektromagnetisk kompatibilitet og lavspændingsdirektiv 73/23/EØF. Den fulde overensstemmelseserklæring finder du på www.Bose.com/static/compliance/index.html.

Bitte lesen Sie diese Bedienungsanleitung aufmerksam durch

Beachten Sie alle Hinweise sorgfältig. Die Anleitung unterstützt Sie beim Aufbau und beim ordnungsgemäßen Betrieb des Systems und seiner modernen Funktionen. Bewahren Sie diese Bedienungsanleitung zum späteren Nachschlagen auf.



WARNUNG:

- Um Brände und Stromschläge zu vermeiden, darf dieses Produkt weder Regen noch Feuchtigkeit ausgesetzt werden.
- Schützen Sie das T1-Netzteil und die T1 ToneMatchTM-Audio-Engine vor tropfenden oder spritzenden Flüssigkeiten, und stellen Sie keine mit Flüssigkeiten gefüllten Gefäße (z. B. Vasen) auf das Gerät. Wie bei allen elektronischen Geräten dürfen niemals Flüssigkeiten ins Innere gelangen. Dadurch kann es zu Fehlfunktionen oder Bränden kommen.
- Stellen Sie keine offenen Flammen wie brennende Kerzen auf das Gerät.



Hinweise:

- Das Produkt ist nicht zum Einsatz im Freien geeignet. Verwenden Sie es nur innerhalb von Gebäuden und nicht in Campingfahrzeugen, auf Booten oder in ähnlichen Umgebungen.
- Das Etikett mit der Produktbezeichnung befindet sich auf der Unterseite des Geräts.
- Als Stromquelle für die T1 ToneMatch-Audio-Engine dürfen nur ein L1TM Modell II-Standfuß oder ein T1 ToneMatch-Audio-Engine-Netzteil verwendet werden.
- Der Netzstecker dient zur Trennung des Geräts von der Stromversorgung und sollte daher jederzeit erreichbar sein. Wenn Sie das Gerät von der Stromversorgung trennen müssen, ziehen Sie den Netzstecker aus der Steckdose.

 Dieses Produkt entspricht den Bestimmungen der EMV-Richtlinie 89/336/EWG und der Niederspannungs-Richtlinie 73/23/EWG. Die vollständige Konformitätserklärung kann unter www.Bose.com/static/compliance/index.html eingesehen werden.

Sicherheitshinweise

1. Lesen Sie die folgenden Anweisungen.
2. Bewahren Sie diese Hinweise .
3. Beachten Sie alle Warn- und Sicherheitshinweise.
4. Folgen Sie allen Anweisungen.
5. Verwenden Sie dieses Gerät nicht in der Nähe von Wasser oder Feuchtigkeit.
6. Reinigen Sie das Gerät nur mit einem sauberen, trockenen Tuch.
7. Achten Sie darauf, dass die Lüftungsöffnungen nicht blockiert sind. Stellen Sie das Gerät nur in Übereinstimmung mit den Herstelleranweisungen auf.
8. Stellen Sie das Gerät nicht in der Nähe von Wärmequellen auf, wie Heizkörpern, Wärmespeichern, Öfen oder anderen Geräten (auch Verstärkern), die Wärme erzeugen.
9. Beeinträchtigen Sie in keiner Weise die Schutzfunktion des Schutzkontaktsteckers. Ein polarisierter Stecker besitzt zwei Stromkontakte, einen breiten und einen schmalen. Ein Schutzkontaktstecker hat zwei Stromkontakte und einen dritten Erdungskontakt. Der breite Stromkontakt oder Erdungskontakt dient Ihrer Sicherheit. Falls der mitgelieferte Schutzkontaktstecker nicht in Ihre Steckdose passt, wenden Sie sich an einen qualifizierten Elektriker, um die veraltete Steckdose auszutauschen.
10. Verlegen Sie das Netzkabel so, dass es keine Stolpergefahr darstellt und nicht beschädigt werden kann – insbesondere im Bereich von Steckern und Steckdosen und dort, wo das Netzkabel aus dem Gerät herausgeführt wird.
11. Verwenden Sie nur Zubehör-/Anbauteile, die vom Hersteller zugelassen sind.
12. Verwenden Sie für das Gerät nur Rollwagen, Ständer, Dreibeine, Halterungen oder Tische, die vom Hersteller zugelassen sind oder zusammen mit dem Gerät verkauft werden. Falls Sie einen Rollwagen verwenden, dürfen Sie die Einheit Gerät/Rollwagen nur mit Vorsicht bewegen, damit Verletzungen beim möglichen Umkippen ausgeschlossen sind.



13. Ziehen Sie das Netzkabel bei Gewitter oder bei längerer Nichtbenutzung des Gerätes aus der Steckdose, um Schäden am Gerät zu vermeiden.
14. Wenden Sie sich bei allen Reparatur- und Wartungsarbeiten nur an qualifiziertes Kundendienstpersonal. Eine Reparatur ist erforderlich, wenn das Gerät in irgendeiner Weise beschädigt wurde: Beispielsweise falls das Netzkabel oder der Netzstecker beschädigt ist, Flüssigkeit oder Fremdkörper in das Gerät gelangt sind oder das Gerät Regen bzw. Feuchtigkeit ausgesetzt war, nicht einwandfrei arbeitet oder heruntergefallen ist.
15. Vermeiden Sie Gefahren durch Brände oder elektrische Schläge, indem Sie Steckdosen, Verlängerungskabel und integrierte Gerätesteckdosen nicht überlasten.
16. Lassen Sie keine Flüssigkeiten oder Fremdkörper in das Gerät gelangen.
17. Beachten Sie die Sicherheitshinweise auf der Geräterückseite.
18. Stellen Sie keine offenen Flammen wie brennende Kerzen auf das Gerät.

Informationen zu Produkten, die elektrische Störungen aussenden

Dieses Gerät wurde geprüft. Es stimmt mit den Regelungen für Geräte der Klasse A gemäß Teil 15 der FCC-Vorschriften überein. Diese Regelungen sollen den ausreichenden Schutz gegen Interferenzen und Störungen in Wohnumgebungen gewährleisten. Dieses Gerät erzeugt und verwendet Energie im Funkfrequenzbereich und kann solche ausstrahlen. Wenn es nicht nach den Vorschriften der vorliegenden Dokumentation konfiguriert und verwendet wird, kann es für die Kommunikation über Funk schädliche Interferenzen verursachen.

Dieses Gerät stimmt mit den kanadischen Spezifikationen gemäß ICES-003 Class B überein.

Lea esta guía del usuario

Dedique el tiempo que sea necesario para seguir atentamente las instrucciones de esta guía del usuario, que le ayudará a configurar y utilizar correctamente el sistema y a disfrutar de todas sus funciones avanzadas. Guarde la guía para utilizarla como material de referencia en el futuro.



ADVERTENCIA:

- *Con el fin de reducir el riesgo de descarga eléctrica, no exponga el producto a la lluvia o humedad.*
- *El motor de audio T1 ToneMatch™ y su fuente de alimentación no deben recibir salpicaduras ni mojarse, por lo que no deben colocarse sobre ellos objetos que contengan líquido, como jarrones. Al igual que con cualquier producto electrónico, procure no derramar líquidos en ningún componente del sistema, ya que podrían producirse fallos o fuego.*
- *No coloque sobre el aparato llamas vivas como, por ejemplo, velas.*



Notas:

- *Este producto debe utilizarse en espacios interiores. No está diseñado ni se ha probado para uso al aire libre o en embarcaciones.*
- *La etiqueta del producto se encuentra en la base del mismo.*
- *El motor de audio T1 ToneMatch debe recibir energía únicamente de un pedestal L1™ modelo II o una fuente de alimentación del motor de audio T1 ToneMatch.*
- *El enchufe de red sirve para desconectar el dispositivo y debe permanecer fácilmente accesible. Para desconectar completamente el aparato de la red eléctrica, retire el enchufe de la toma de red.*



Este producto cumple la directiva sobre compatibilidad electromagnética 89/336/EEC y la directiva sobre límites de tensión 73/23/EEC. Encontrará la declaración de conformidad completa en www.Bose.com/static/compliance/index.html.

INFORMATIONS RELATIVES À LA SÉCURITÉ

Veuillez lire cette notice d'utilisation

Prenez le temps de lire attentivement les instructions de cette notice d'utilisation. Elles vous seront précieuses pour installer et utiliser correctement votre système et vous aideront à tirer le meilleur parti de sa technologie. Conservez cette notice d'utilisation pour référence ultérieure.

AVERTISSEMENT :

- *Afin de limiter les risques d'incendie ou d'électrocution, n'exposez pas l'appareil à la pluie ou à l'humidité.*
- *Protégez l'alimentation électrique du T1 et le moteur audio T1 ToneMatch™ de tout risque de ruissellement ou d'éclaboussure. Ne placez pas d'objets contenant des liquides, tels que des vases, sur l'appareil. Comme avec tout appareil électronique, veillez à ne pas renverser de liquides sur aucune partie de l'appareil. Les liquides peuvent provoquer des pannes et/ou un risque d'incendie.*
- *Ne placez jamais d'objets enflammés, tels que des bougies allumées, sur l'appareil.*

Remarques :

LEGGERE QUESTO MANUALE DI ISTRUZIONI

Seguire scrupolosamente le istruzioni riportate in questo manuale, che consentono di configurare e utilizzare correttamente il sistema e sfruttare appieno tutte le funzionalità avanzate di cui dispone. Conservare questo manuale come riferimento per il futuro.

AVVERTENZA:

- *Per ridurre il rischio di incendio o scosse elettriche, il prodotto non deve essere esposto a pioggia o umidità.*
- *L'alimentatore del T1 e il modulo audio T1 ToneMatch™ devono essere tenuti lontani da gocce o schizzi e non devono essere utilizzati come base per oggetti colmi di liquidi, ad esempio un vaso. Come per qualsiasi prodotto elettronico, è importante che all'interno delle parti del sistema non penetrino liquidi in quanto potrebbero causare guasti e/o rischio di incendio.*
- *Non collocare candele accese o altre sorgenti di fiamme libere sull'apparecchio.*

Note:

- *Il prodotto è destinato all'uso in ambienti interni. Non è stato progettato né collaudato per l'uso in ambienti esterni, camper o imbarcazioni.*
- *L'etichetta identificativa è situata sul fondo del prodotto.*
- *Il modulo audio T1 ToneMatch deve essere alimentato solo da una base di alimentazione L1™ modello II o da un alimentatore per il modulo audio T1 ToneMatch.*
- *La spina dell'alimentazione viene utilizzata come dispositivo di spegnimento e pertanto deve essere raggiungibile facilmente. Per scollegare completamente l'apparato, estrarre la spina dell'alimentazione dalla presa di corrente.*

 Questo prodotto è conforme alla Direttiva 89/336/CEE sulla compatibilità elettromagnetica e alla Direttiva 73/23/CEE sui dispositivi a bassa tensione. La dichiarazione di conformità completa è disponibile all'indirizzo www.Bose.com/static/compliance/index.html.

VEILIGHEIDSINFORMATIE

Lees deze gebruikershandleiding

Neem de tijd om de instructies in deze gebruikershandleiding zorgvuldig door te nemen. De instructies dienen om het systeem juist te configureren en te bedienen en de geavanceerde functies optimaal te benutten. Bewaar uw gebruikershandleiding voor toekomstig gebruik.



WAARSCHUWING:

- *Stel het apparaat niet bloot aan regen of vocht om de kans op brand of elektrische schokken zo klein mogelijk te houden.*
- *De voeding van de T1 en de T1 ToneMatch™ mogen niet worden blootgesteld aan druipende of spattende vloeistoffen en objecten die gevuld zijn met water (zoals vazen) mogen niet op de apparatuur worden geplaatst. Evenals bij andere elektronische producten dient u ervoor te zorgen dat er geen vloeistof op enig deel van het systeem terecht komt. Vloeistoffen kunnen tot storing en/of brandgevaar leiden.*
- *Plaats geen kaarsen en dergelijke op het apparaat.*



Opmerkingen:

- *Het product is alleen bestemd voor gebruik binnenshuis. Het product is niet ontwikkeld of getest voor gebruik buitenshuis, in recreatievoertuigen of op boten.*
- *Het productlabel bevindt zich op de onderkant van het product.*
- *De voeding van de T1 ToneMatch moet altijd afkomstig zijn van een L1™ model II-statief of een speciale voedingseenheid voor de T1 ToneMatch.*
- *De stekker van het netsnoer wordt gebruikt om de verbinding te verbreken en moet altijd bereikbaar zijn. De voeding van het apparaat kan volledig worden uitgeschakeld door de stekker uit het stopcontact te nemen.*



Dit product voldoet aan de EMC-richtlijn 89/336/EEG en aan de richtlijn inzake laagspanning 73/23/EEG. De volledige conformiteitsverklaring kunt u vinden op www.Bose.com/static/compliance/index.html.

Läs den här användarhandboken

Följ anvisningarna i den här användarhandboken noga. Med hjälp av dem kan du installera och använda systemet på rätt sätt och få glädje av alla avancerade funktioner. Spara användarhandboken för framtida referens.



VARNING:

- För att minska risken för brand och elektriska stötar ska du undvika att utsätta produkten för regn eller fukt.
- Utsätt inte T1:s strömförsörjningsenhet eller T1 ToneMatch™-ljudmotorn för droppande eller stänk, och placera inga vattenfyllda föremål som t.ex. vaser ovanpå apparaten. Precis som med andra elektroniska produkter bör du vara försiktig så att du inte spiller vätska i någon del av systemet. Vätskor kan orsaka fel och/eller brandrisk.
- Placera inga öppna värmekällor, som t.ex. tända ljus, ovanpå apparaten.



Obs:

- Produkten får bara användas inomhus. Den har inte konstruerats eller testats för utomhusbruk eller för användning på båtar eller i husvagnar/husbilar etc.
- På produktens undersida finns en etikett.
- T1 ToneMatch-ljudmotorn får endast drivas av ett L1™ modell II-stativ eller en strömförsörjningsenhet till T1 ToneMatch-ljudmotorer.
- Nätkontakten används för att koppla bort apparaten och ska vara lätt att komma åt och använda. För att koppla bort apparaten helt från nätet drar du ut nätkontakten ur eluttaget.



Den här produkten följer bestämmelserna i EMC-direktivet 89/336/EEG och lågspänningsdirektivet 73/23/EEG. En komplett försäkran om överensstämmelse finns på www.Bose.com/static/compliance/index.html.

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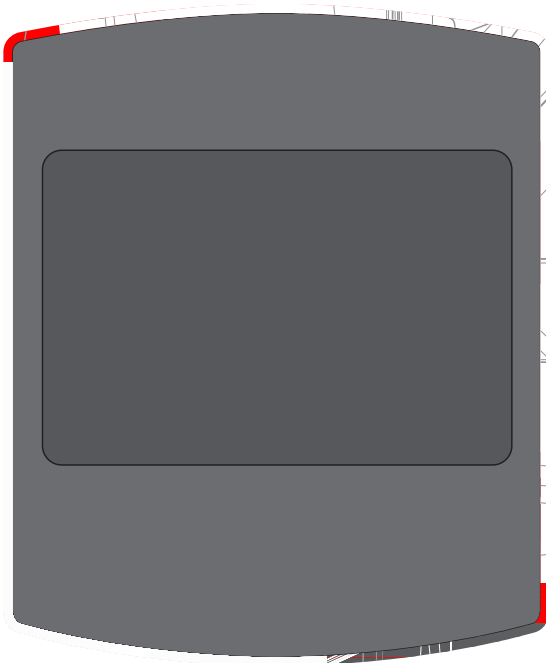
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Controls and indicators

The control panel provides all the necessary controls and indicators for operation.

Figure 2

Top panel



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Unpacking

The items packed in the carton are shown in Figure 1. Carefully unpack the carton and check that you have all the items shown here. Keep all packing materials for possible future use.



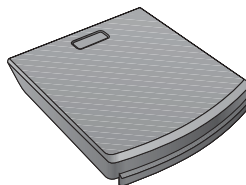
WARNING: To avoid danger of suffocation, keep the plastic bags out of the reach of children.

Figure 1

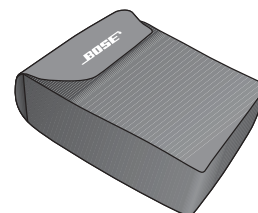
Parts list



T1 ToneMatch™ audio engine



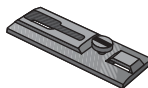
Cover



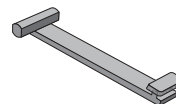
Carrying case



ToneMatch™ cable



Carriage



Mounting bar

Serial numbers and product registration

Now is a good time to record the serial number of your T1 ToneMatch™ audio engine here and on your product registration card. You can register your product online at www.Bose.com/register or call (800) 905-1044. Failure to do so will not affect your warranty rights.

Serial Number: _____

Removing/attaching the cover

The T1 ToneMatch™ audio engine comes out of the carton with a cover installed on the top panel. The cover is designed to protect the control panel while transporting or storing the audio engine.

To remove the cover:

1. Press and hold the cover latch release button (Figure 2).
2. Slide the cover off the control panel just enough to disengage the alignment tabs.
3. Lift up on the front edge of the cover to remove it.

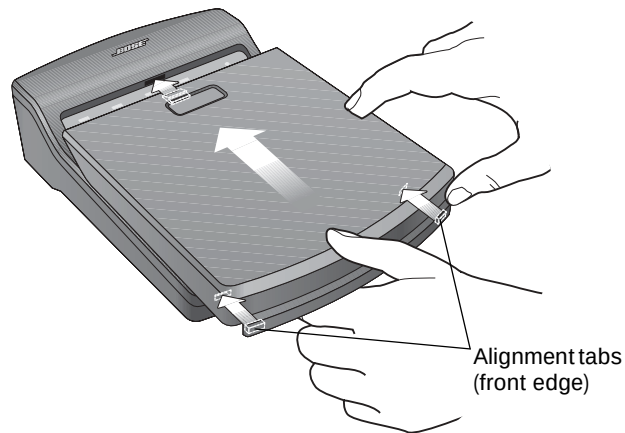
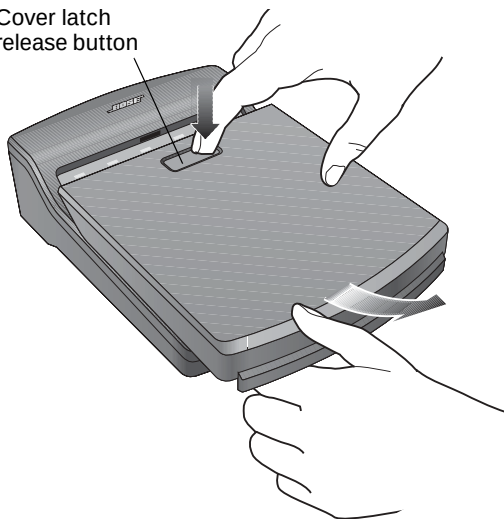
To attach the cover:

1. Place the cover on the T1.
2. Align the tabs inside the cover with the holes on the front edge of the T1.
3. Slide the cover over the control panel until you hear the click of the latch.

Figure 2

Removing and attaching the cover

Cover latch release button



Mounting options

The T1 includes hardware for mounting it on a Cylindrical Radiator® loudspeaker.

The optional microphone stand mounting bracket allows you to mount the T1 on the shaft of most microphone stands. See “Mounting the T1 on a microphone stand (optional)” on page 9.

Mounting the T1 on a Cylindrical Radiator® loudspeaker

Use the carriage and mounting bar included in the carton to mount the T1 on the Cylindrical Radiator

SYSTEM SETUP

The Cylindrical Radiator® top section is

1. Slide the carriage into the channel and turn the lock knob clockwise to lock.
2. Insert the probe into the top of the carriage.
3. Press the carriage down to the bottom of the channel.

Figure 1

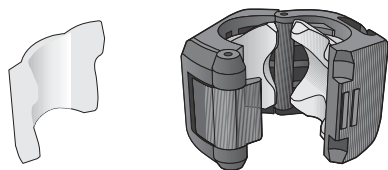
Mounting the T1 on a microphone stand (optional)

The T1 ToneMatch™ audio engine microphone stand bracket allows you to mount the T1 on the shaft of most microphone stands. For installation help, refer to the Quick Setup Guide that came with the bracket.

The bracket uses rotatable inserts which, when properly placed, provide a tight fit on the microphone stand shaft. Figure 5 shows insert placements for some common shaft diameters. You may need to arrange these inserts differently for your particular music stand.

Figure 5

Bracket and
insert
placements



To install the microphone stand bracket:

1. Determine the diameter of the shaft on your microphone stand. The cutouts on the edge of the Microphone Stand Bracket Quick Setup Guide can help you determine the diameter.
2. Remove the inserts (Figure 5 on page 9) from the bracket and re-insert them for the diameter you need.
3. Attach the microphone stand bracket to the microphone stand (Figure 6).
4. Attach the mounting bar to the microphone stand bracket.
5. Place the T1 on the mounting bar.

Figure 6

*Mounting the
T1 on a
microphone
stand*



Connecting the T1 to an L1™ model II power stand

1. Make sure the power stand **Power** switch is OFF, the T1 power switch is OFF, and the T1 **Master** volume control is set to **0**.
2. Plug one end of the ToneMatch™ cable into the ToneMatch™ port (M) on the T1. Plug the other end of the ToneMatch™ cable into the **ToneMatch™ port** on the power stand.
3. Turn on the T1 audio engine and then turn on the L1 model II power stand.
4. Connect your instruments and adjust levels. Refer to “Optimizing input gain and output volume” on page 16.

Figure 7

L1™ model II
connections to
a T1

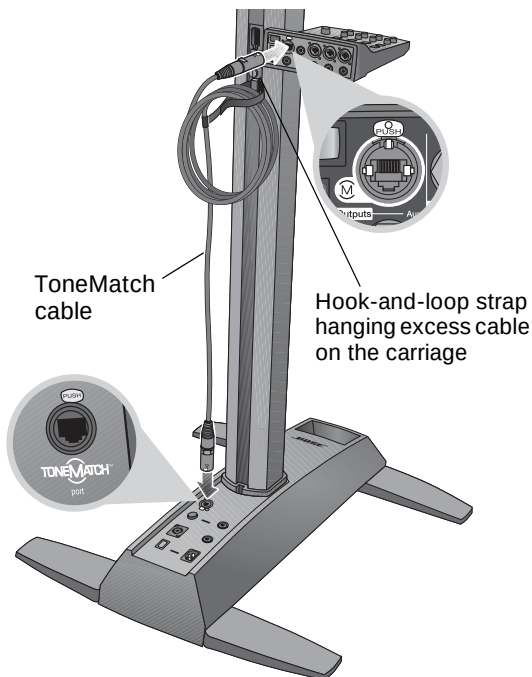
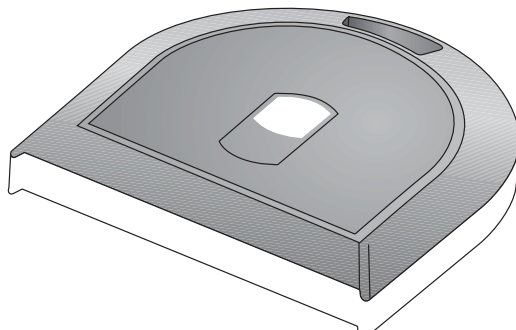


Figure 8

*L1™ model I
connections to
a T1*



Note: To avoid problems caused by ground loops, connect the power stand and the T1 power supply to the same AC mains circuit.

the T1 ToneMatch™ audio engine

The T1 power supply provides power for the T1 audio engine and your computer.

Plug the power supply cable into the T1 ToneMatch™ audio engine.

Plug one end of the AC power cord into the power supply.

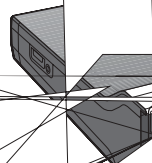
Plug the other end of the power cord into a live AC outlet.

Switch the T1 power switch to the ON position.

Power supply (optional)

When connecting it to an L1™ model I system or

outlet.



Connecting the T1 to your computer

The T1 provides a USB port for connecting it to a computer. This allows you to download performance scenes to a computer or install system updates. Visit www.Bose.com/musicians for details on updating your system.

When connected to a computer, you also can use the T1 as a general-purpose USB audio device for recording and playback.

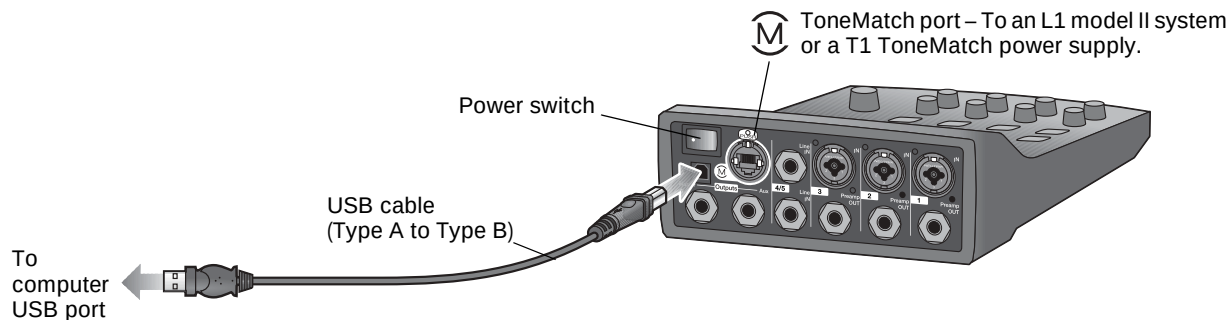
Note: The T1 operates at 48kHz/24-bit. When using the T1 with recording software, you may need to configure the software settings for 48kHz/24-bit operation.

Connecting the T1 to your computer requires a USB cable (Type A to Type B, not supplied).

1. Connect the T1 audio engine either to your L1 model II system or a T1 power supply (see “Connecting the T1 ToneMatch™ audio engine power supply (optional)” on page 14).
2. Plug one end of the USB cable into the T1 audio engine USB port (Figure 10).
3. Plug the other end of the USB cable into a USB port on your computer.
4. Turn on the T1 audio engine.

Figure 10

T1-to-USB
connection



OPERATING INSTRUCTIONS

IMPORTANT!

Optimizing input gain

Getting a quality
volume, and

1. Make sure

2. Adjust

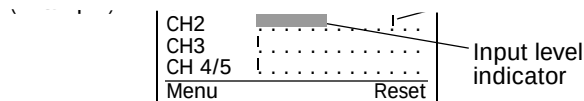


A. If

B. If

C.

D.



Note: If you are using a device that requires phantom power (+48V), such as a condenser microphone, depress the **Phantom** power switch before adjusting the **Trim** control.

Note: The input level meter in the Prefs menu can be helpful when adjusting the input Trim level (see page 29).



3. Set the Master volume control at the 12 o'clock position.

4. Slowly turn the channel volume control clockwise until the volume reaches the desired level.

Using



Muti

atch™ output () and analog **Master** control set at the 12 o'clock position. **Master** volume up or down from this position.

anel.

Mute button glows bright blue to indicate that the channel

annel. The **Mute** button dims to indicate that the channel is not

Muti

ay the Mod, Delay, and Reverb effects on the respective channel. Muting presets, zEQ, Para EQ, and Comp/Gate settings.

press the **FX Mute** button once. The **FX Mute** button glows bright blue to indicate muted.

on again to unmute the channel effects. The **FX Mute** button dims to indicate that the muted.

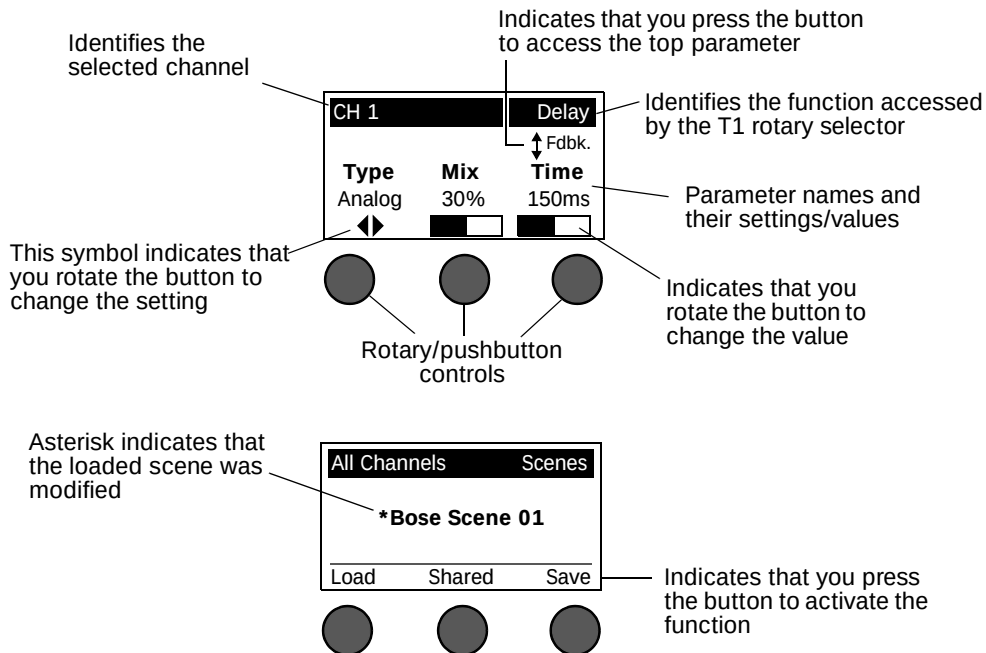
selector is set to Mod, Delay, or Reverb, the message "FX Mute is Active" appears on

Reading the T1 display

The display provides you with an interface for operating the audio engine. Figure 1 shows you a sample of display information and the basic operating conventions. The content of the display depends on the T1 rotary selector position.

Figure 1

*Sample display
and operating
conventions*

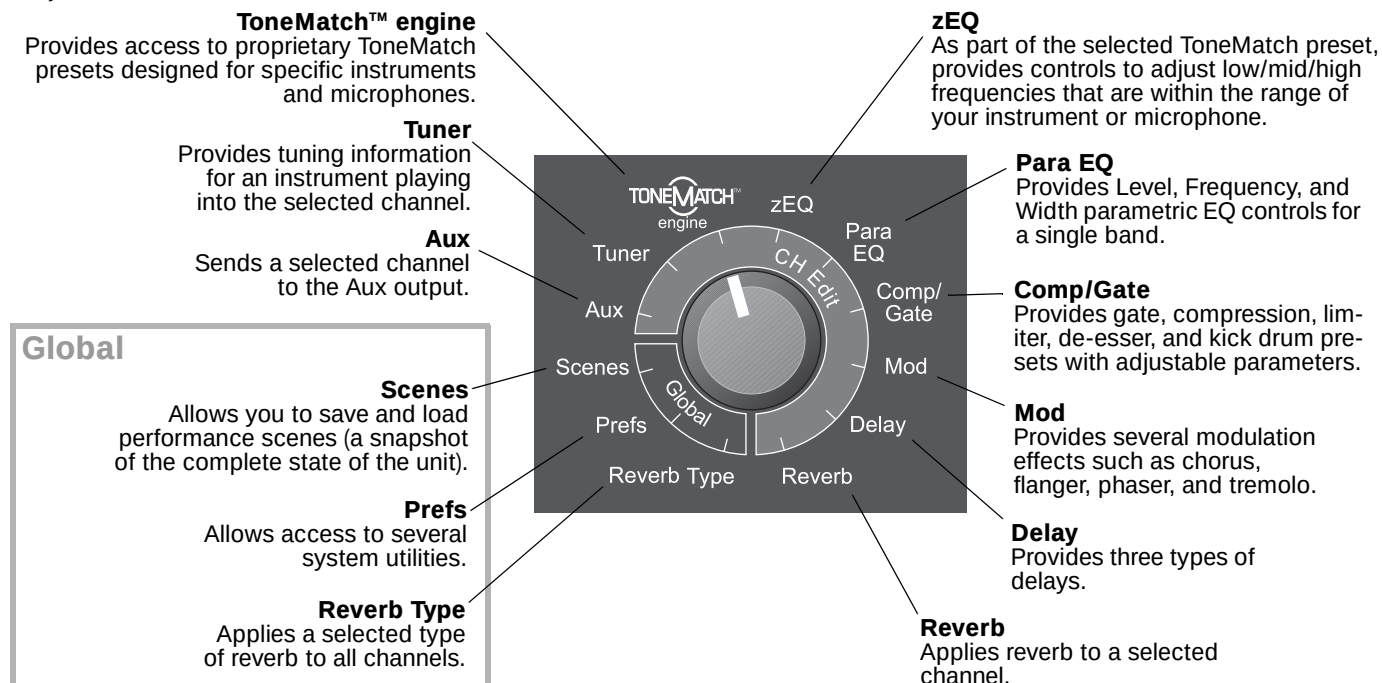


Using the T1 rotary selector

The T1 rotary selector provides access to the functions that shape the sound of the ToneMatch™ audio engine output. Figure 2 provides a summary of the three global functions and the nine channel-related functions. The following pages describe how to adjust each function.

Figure 2

Rotary selector



Editing the sound of a channel

The CH Edit functions allow access to settings that affect selected channels. The CH Edit functions are Aux, Tuner, ToneMatch the engine, zEQ, Para EQ, Comp/Gate, Mod, Delay, and Reverb.

To edit a channel:

1. Press the **CH Edit 1, 2, 3, or 4/5** button. The **CH Edit** button glows blue, indicating that the channel is enabled for editing.
2. Select one of the **CH Edit** functions using the T1 rotary selector.
3. Adjust the settings for that function using the following instructions.

Note: You can only edit one channel at a time. Pressing a CH Edit button enables editing only for the selected channel. All other CH Edit buttons are dimmed to indicate they are inactive.

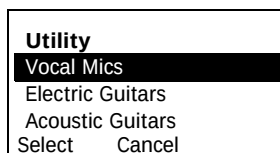
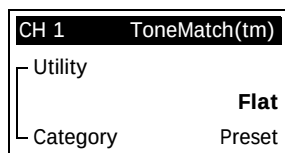
Selecting a ToneMatch™ preset

The ToneMatch™ engine function allows you to select a ToneMatch preset for your instrument or microphone. This proprietary technology optimizes system equalization to preserve the natural sound of your specific instrument or microphone. They are organized into categories and independently selected for each channel.

Note: To bypass the selected ToneMatch preset, press the Category button. Press it again to activate.

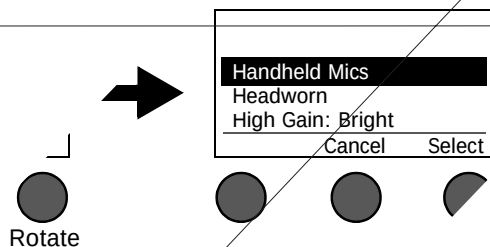


1. Rotate the **Category** button to access the list of categories and highlight your choice.



2. Press the **Select** button to select your choice, or press the **Cancel** button to exit the list with no change.

button to access the list of presets and his



Select button to select your choice, or press *

EQ

function is part of the ToneMatch™ preset ter

high frequencies that are within the range of

Just EQ, rotate the button under the corre

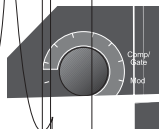
Note: To bypass an individual frequency band again to activate.

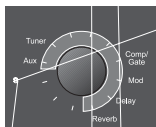
Adjusting Para EQ

The Para EQ function provides r frequency within the range of

Note: To bypass the Para F

1. Rotate the **Level**
2. Rotate the **Freq**
3. Rotate the frequency





Using compressor/gate functions

The Comp/Gate function provides access to gate, compression, limiter, de-esser and kick drum presets with adjustable parameters.

Note: To bypass the Comp/Gate settings, press the Type button. Press it again to activate.

1. Rotate the **Type** button to access the list of Comp/Gate effects and your choice:
 - Compressor 1: Light Compressor featuring a preset low-gain parameters. Works well as a and microphones that require r
 - Compressor 1: Medium ... Compressor featuring a pre and gain parameters. Wor requiring subtle level cr
 - Compressor 1: Heavy Compressor featurin gain parameters. V as strong vocals
 - Limiter Hard limiter f ters. Work from over re- al peaks
 - De-Esser Side with variable ance on vocals.
 - Noise Gate threshold, and variable speed wanted noise from microphones and
 - KickGate 1: Regu time, and variable threshold and tightness (release Bose® proprietary technology designed specifically for st gate provides maximum gain before feedback, making your as possible through an L1™ system.
 - KickGat KickGate 1 – but adjusted for faster tempos. Select this setting if you are g a double bass drum pedal.

2. Press the **Select** button to select your choice, or press the **Cancel** button to exit the list with no change.
3. *For Comp1-3, Limiter, De-Ess:* Rotate the **Thresh** button to adjust the input threshold (trigger) level from -50dB to 0dB. Rotate the **Gain** button to adjust the gain from 0dB to 30.0dB. The gain bar above the button shows the amount of gain reduction. This display helps in setting the threshold.

For Gate: Rotate the **Thresh** button to adjust the input threshold (trigger) level from -90dB to -30dB. Rotate the **Speed** button to set the gate closing speed to any value from 0 (fastest) to 100% (slowest).

For Kick1-2: Rotate the **Thresh** button to adjust the input threshold (trigger) level from -20dB to 0dB. Rotate the **Tight** button to adjust the tightness (how quickly the gate closes) from 0 (slowest) to 100% (fastest).

Using the KickGate

The KickGate is a Bose® proprietary technology that allows you to raise the level of a kick drum channel while eliminating the risk of feedback from the microphone. Two KickGate settings are available in the Comp/Gate menu.

1. Connect the appropriate type of microphone.
2. Select an appropriate ToneMatch™ preset.
3. Adjust the channel input **Trim** control so that the hardest kick drum hits turn the input channel LED yellow, but not red.
4. Select **Comp/Gate** with the T1 rotary selector.
5. Rotate the **Type** button to scroll down the list, highlight **KickGate 1** or **KickGate 2**, and press **Select**. Choose KickGate 2 when using a double bass drum pedal.
6. While playing the kick drum, increase the volume to the desired performance level.
7. Play the kick drum at the softest level you intend to use in the performance and check that you can hear it.
8. While playing softly, increase the **Thresh** level until some of the kick drum hits get cut off. Then lower the **Thresh** level by 3dB.
9. While playing the kick drum normally, rotate the **Tight** button counter-clockwise to reduce the tightness and add more “boom” to the sound. Tightness can be adjusted from 0 (slowest) to 100% (fastest).



Using modulation effects

The Mod function allows you to apply modulation effects.

Note: To bypass the Mod settings, press the Type button. Press it again to activate.

1. Rotate the **Type** button to access the list of modulator types and highlight your choice:

- | | | |
|--------------------------|--|--|
| Chorus 1: Brite..... | Wet, shimmering chorus that works well with acoustic instruments. Includes adjustable mix, depth, and speed parameters. | |
| Chorus 2: Warm..... | Similar to Chorus 1, but with a little less high frequencies. Includes adjustable mix, depth, and speed parameters. Works well with electric guitars/basses. | |
| Chorus 3: Dark..... | Similar to Chorus 2, but with less high frequencies for a darker tone. Includes adjustable mix, depth, and speed parameters. Works well with electric guitars/basses. | |
| Flanger 1: Tape | Tape-style flanger with no feedback. Includes adjustable mix, depth, and speed parameters. Works well as an effect on electric guitars/basses. | |
| Flanger 2: Feedback..... | Same as Flanger 1, but with preset Feedback effect. | |
| Phaser 1: Stomp | Classic "stompbox"-style phaser. Features a preset wide sweep with variable speed and feedback parameters. Works well as an effect on electric guitars/basses and keyboards. | |
| Phaser 2: Rack | Classic "rack"-style phaser. Features a positive mix type with variable speed and feedback parameters. Works well as an effect on electric guitars/basses and keyboards. | |
| Phaser 3: Warm | Vintage-style phaser. Features a positive mix type with variable speed and feedback parameters. Works well as an effect on electric guitars/basses and keyboards. | |
| Phaser 4: Bright..... | Phaser with no bass. Features a positive mix type with variable speed and feedback parameters. Works well as an effect on electric guitars and keyboards. | |
| Tremolo | Vintage-style tremolo effect with variable speed and depth parameters. Works well as an effect on guitars, keyboards, and harmonica. | |

CH 1		Modulator
		↑ Speed
Type	Mix	Depth
Chorus1	50%	50%
◀▶		

2. Press the **Select** button to select your choice, or press the **Cancel** button to exit the list with no change.
3. *For Chorus1-3 and Flanger1-2:* Rotate the **Mix** button to adjust the desired mix of dry signal to wet signal (modulator-processed). Rotate the **Depth** button to adjust how much the pitch varies from the original input signal. Press the **Depth** button to access the **Speed** parameter. Rotate the **Speed** button to adjust how quickly the pitch modulates.

For Phaser1-4: Rotate the **Speed** button to adjust how quickly the pitch modulates. Rotate the **Fdbk.** button to adjust how much the modulation reverberates.

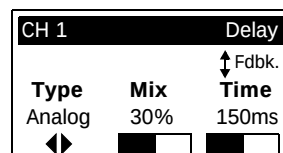
For Tremolo: Rotate the **Speed** button to adjust how quickly the volume modulates. Rotate the **Depth** button to adjust how much the volume varies from the original input signal.

Adding delays

The Delay function allows you to apply a digital-, analog-, or tape-style delay.

Note: To bypass the Delay settings, press the Type button. Press it again to activate.

1. Rotate the **Type** button to access the list of Delay types and highlight your choice.
 - Digital Delay Straight digital delay effect where the repeats remain uncolored. Features adjustable mix, time, and feedback parameters. Works well with guitars, drums, and vocals.
 - Analog Delay Classic analog delay effect where the repeats continuously deteriorate. Features adjustable mix, time, and feedback parameters. Works well with guitars, drums, and vocals.
 - Tape Delay Vintage-style tape delay effect where the repeats deteriorate even more than Analog Delay. Well-suited for guitars, horns, harmonica, and vocals.
2. Press the **Select** button to select your choice, or press the **Cancel** button to exit the list with no change.
3. Rotate the **Mix** button to set the desired mix of dry signal to wet signal (delayed).
4. Rotate the **Time** button to adjust the amount of the delay time.
5. Press the **Time** button to access the **Fdbk.** setting. Rotate the **Fdbk.** button to adjust the amount of delay feedback.





Large..... Creates the ambience of a large-sized space. Features adjustable time and balance (ratio of early/late reflections) parameters. Works well with guitars, horns, percussion instruments, and vocals.

Cavern Creates the ambience of an extremely large space. Features adjustable time and balance (ratio of early/late reflections) parameters. A unique and interesting reverb effect.

3. Rotate the **Type** button to scroll through the reverb list and highlight the desired reverb type.
4. Press the **Type** button to select.
5. Rotate the **Time** button to adjust the reverb decay time to any value from 0.20s to 9.99s.
6. Rotate the **Bal.** button to adjust the early-to-late reflection ratio (0% = all early reflections, 100% = all late reflections).

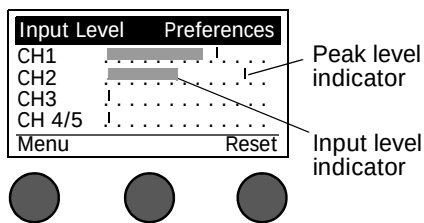
Using the Prefs utilities

The Prefs function allows access to several system utilities.

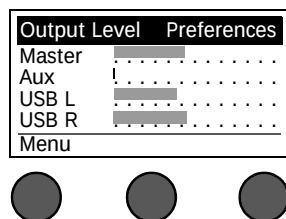
1. Select **Prefs** with the T1 rotary selector.
2. Rotate the **Menu** button to scroll through the list and highlight the desired utility. Press the **Select** button to display the utility:
 - **Status** – Displays the effects assigned to input channels (viewable only).



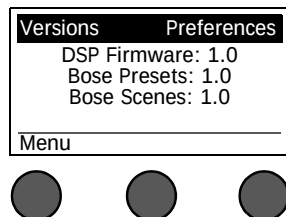
- **Input Level** – Displays input level meters with peak signal indicators for all input channels. Press the **Reset** button to reset all peak signal indicators. This display is helpful in setting the channel input trim level (see “Optimizing input gain and output volume” on page 16).



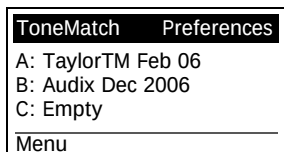
- **Output Level** – Displays output level meters for all outputs – Master, Aux, USB L (left), and USB R (right).



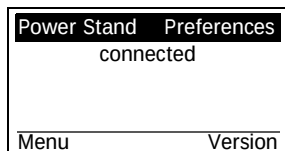
- **Versions** – Displays revision levels of DSP Firmware, Bose Presets, and Bose Scenes (viewable only).



- **ToneMatch™** – Displays the list of ToneMatch™ preset banks stored in the T1. Refer to www.Bose.com/musicians for the latest preset banks.

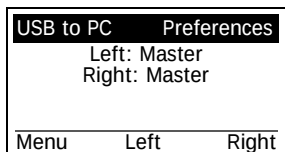


- **Power Stand** – When connected to an L1™ model II power stand, **connected** appears on the screen.



Pressing the **Version** button displays the version number of the power stand and system EQ firmware.

- **USB to PC** – Allows you to send a selected source to your computer through USB left and right output channels. The source choices are Ch1, Ch2, Ch3, Ch4/5, Master, or Aux. All channel sources supply post-volume control signals with all processing except reverb.



1. Rotate the **Left/Right** button to highlight a source: Ch1, Ch2, Ch3, Ch4/5, Master, or Aux.
2. Press the **Select** button to select the source, or press the **Cancel** button to exit with no change.
3. Press **Menu** to return to the Prefs menu list.

- **USB from PC** – Allows you to send USB left and right channels from your computer to a selected audio engine destination (Off, Ch4/5, or Master). If the destination is Ch4/5, the USB audio is inserted into channels 4/5 directly after the trim control and can be fully processed. The channel 4/5 analog inputs remain operational.

USB from PC Preferences		
Left: Off Right: Off		
Menu	Left	Right



1. Rotate the **Left/Right** button to highlight a destination: Off, Ch4/5, or Master.
2. Press the **Select** button to select the destination, or press the **Cancel** button to exit with no change.
3. Press **Menu** to return to the Prefs menu list.

- **Master Out** – Allows you to configure the **Master** output as a pre- or post-master volume control output.

Master Out Preferences	
Source: Post Master Volume	
Menu	Select





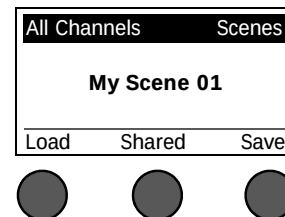
Loading and saving scenes

A scene is a snapshot of the state of the T1 ToneMatch™ audio engine.

- A scene remembers all ToneMatch audio engine settings, and the status of the **Mute**, **FX Mute**, and **CH EDIT** buttons.
- A scene does not remember channel trim and channel volume levels, Master volume level, or the Phantom power switch position.

The T1 includes three types of scenes:

- (5) Bose scenes: Read-only factory-preset scenes. You cannot edit and write over them.
- (10) My Scenes: User-definable scenes for saving and recalling all your favorite settings. You can update these scenes by writing over them as many times as you want.
- (1) Shared Scene: A user-definable scene for saving settings you want to share with other T1 ToneMatch audio engine users. This scene can be uploaded to a computer using the L1™ updater software available at www.Bose.com/musicians.



To load a scene:

1. Select **Scenes** with the T1 rotary selector.
2. Rotate the **Load** button clockwise to scroll through the scenes list and highlight the desired scene name. The name of the currently loaded scene appears in bold type.
3. Press the **Select** button to select the scene, or press the **Cancel** button to exit the list and leave the setting unchanged.

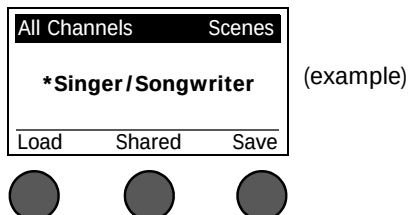
Note: The display returns to the Scenes screen if you do not press the Select or Cancel button within 15 seconds. No change is made and the currently loaded scene appears on the screen.

4. If you pressed **Select**, the question “Are you sure?” is displayed. Press the **Yes** button to load the scene, or press the **No** button to exit and leave the scene setting unchanged.

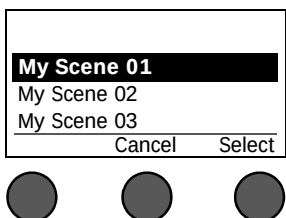
Note: The display returns to the Scenes screen if you do not press the Yes or No button within 15 seconds. No change is made and the currently loaded scene appears on the screen.

To save a scene:

1. Select **Scenes** with the T1 rotary selector. The currently loaded scene is displayed.

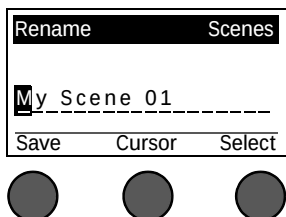


2. Rotate the **Save** button to highlight the scene you wish to save. Press **Select**, or press **Cancel** to exit the list.



Note: The display returns to the Scenes screen if you do not press the Select or Cancel button within 15 seconds. No change occurs, and the currently loaded scene appears on the screen.

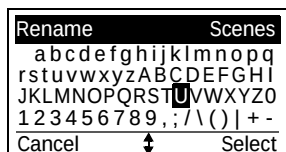
3. If you pressed **Select**, use the Rename screen to edit the scene name, or press **Save** to use the name as displayed and go to Step 4.



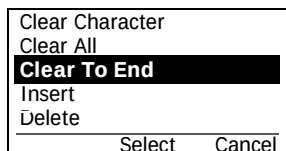
To change the scene name before saving:

You can use the following editing options to change the scene name. After changing the name, press the **Save** button and go to Step 4.

- **Select and change characters:** While the Rename screen is displayed, rotate the **Cursor** button to highlight the character or character position you want to change. Then rotate the **Select** button to change the character.
- **Use the character map:** While the Rename screen is displayed, rotate the **Cursor** button to highlight the character you want to change. Then press the **Select** button to view the character map. Rotate the **Select** button to move the cursor left or right. Rotate the up/down (middle) button to move the cursor up or down. When the character you want is highlighted, press **Select** to write that character in the selected position.



- **Use clear, insert, and delete functions:** While the Rename screen is displayed, rotate the **Cursor** button to position the cursor. Then press the **Cursor** button for a menu of special editing functions. Rotate the **Select** button to highlight the function you want. Then press the **Select** button to perform the function.



Clear Character ... Removes the character highlighted by the cursor and leaves a blank space.

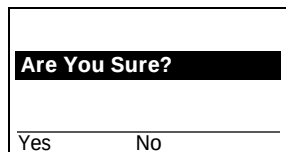
Clear All Clears the entire line of text.

Clear to End..... Clears all text to the right of the cursor including the highlighted character.

Insert..... Inserts a blank space to the left of the highlighted character.

Delete Removes the character and space highlighted by the cursor.

- When the question “Are you sure?” is displayed, press the **Yes** button to save the scene, or press the **No** button to exit without saving the scene.



Note: The display returns to the Scenes screen if you do not press the Yes or No button within 15 seconds. No change occurs, and the currently loaded scene appears on the screen.

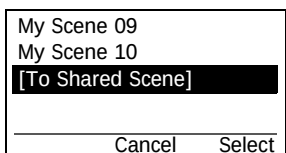


Sharing a scene

If you create a scene that you would like to share with another T1 ToneMatch™ audio engine user, you can save that scene as a Shared Scene. Using the L1™ updater, you can download the Shared Scene to your computer and then transfer the file to the computer of another T1 user. The other T1 user can upload the scene to their T1 using the L1 updater. The L1 updater is available at www.Bose.com/musicians.

To save a Shared Scene:

- Load the scene that you want to share (see “To load a scene” on page 32).
- Press the **Save** button to access the list of scenes.
- Rotate the **Select** button to scroll through the scene list and highlight **[To Shared Scene]**. Press **Select** or press **Cancel** to exit the list.



Note: The display returns to the Scenes screen if you do not press the Select or Cancel button within 15 seconds. No change occurs, and the currently loaded scene appears on the screen.



4. If you pressed **Select**, use the Rename screen to edit the scene name (see “To change the scene name before saving” on page 34) or go to Step 5 if you want to use the existing name.

5. Press the **Save** button to store the scene as a Shared Scene.
6. When the question “Are you sure?” is displayed, press the **Yes** button to save the scene, or press the **No** button to exit without saving the scene as a Shared Scene.

Note: *The display returns to the Scenes screen if you do not press the Yes or No button within 15 seconds. No change occurs, and the currently loaded scene appears on the screen.*

7. Press the **Shared** button to confirm the scene saved as a Shared Scene.

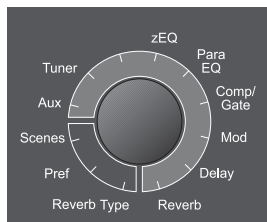
Note: *The T1 provides only one st*

Bose scenes

The five Bose scenes are provided as examples for you to use as a starting point. After loading a Bose scene, you can modify the settings and then save the settings as a My Scene or Shared Scene.

Factory Settings

This scene restores the T1 audio engine to the settings it had when it left the factory. Loading this scene erases any changes you previously made to the currently loaded scene.



CH 1-4/5

ToneMatch	Active Utility Flat
zEQ	Bypass Low 0dB Mid 0dB High 0dB
Para EQ	Bypass
Comp/Gate	Bypass Comp1
Mod	Bypass Chorus1
Delay	Bypass Digital
Reverb	Bypass Medium (Global)
Aux	Mute Pre: With EQ & Fx

Global settings

Preferences

Active screen	Status
USB to PC	Left/Right:Master
USB from PC	Left/Right:Master
Master Out	Post Master Volume

Reverb Type

Type	Medium
Time	1.75ms
Bal	50%

Note: For a list of the factory settings for all effects, see “Factory Settings” on page 46.



Singer/Songwriter scene channel settings



	Microphone CH 1	Guitar CH 2	Keyboard CH 3	MP3 Player CH 4/5
ToneMatch	Active Vocal Mics Handheld Mics	Active Acoustic Guitars Steel String w/piezo	Active Keyboards General Keys	Active DJ/Playback Flat, zEQ Controls
zEQ	Active Low 0dB Mid 0dB High 0dB	Active Low 0dB Mid 0dB High 0dB	Active Low 0dB Mid 0dB High 0dB	Active Low 0dB Mid 0dB High 0dB
Para EQ	Bypass	Bypass	Bypass	Bypass
Comp/Gate	Bypass Gate	Bypass Comp2	Bypass Comp2	Bypass Limit
Mod	Bypass Chorus1	Active Chorus1	Bypass Chorus3	Bypass Chorus1
Delay	Bypass Digital	Bypass Digital	Bypass Digital	Bypass Digital
Reverb	Active Medium (Global)	Active Medium (Global)	Bypass Medium (Global)	Bypass Medium (Global)
Aux	Mute Pre: With EQ & Fx	Mute Pre: With EQ & Fx	Mute Pre: With EQ & Fx	Mute Pre: With EQ & Fx

Global settings

Preferences

Active screen Status
USB to PC Left/Right: Master
USB from PC Left/Right: Master
Master Out Post Master Volume

Reverb Type

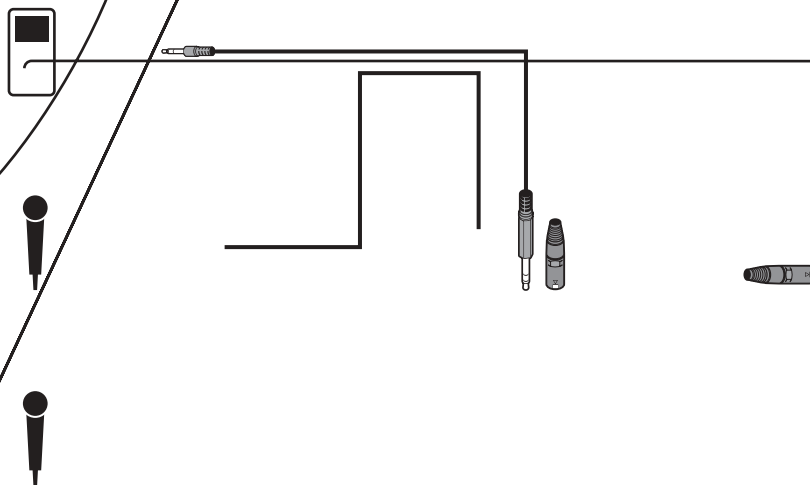
Type Medium
Time 1.75ms
Bal 50%

DJ/Playback

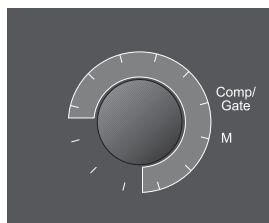
The DJ/Playback scene is designed for a DJ event or any audio playback need. This setup uses two microphones and either an MP3 player, mixer, or laptop computer.

Figure 4

Example setup
for
DJ/Playback



DJ/Playback scene channel settings



	Microphone CH 1	Microphone CH 2	Not Used CH 3	MP3 Player CH 4/5
ToneMatch	Active Vocal Mics Handheld Mics	Active Vocal Mics Handheld Mics	Active Utility Flat	Active DJ/Playback Flat, zEQ Controls
zEQ	Active Low 0dB Mid 0dB High 0dB	Active Low 0dB Mid 0dB High 0dB	Active Low 0dB Mid 0dB High 0dB	Active Low 0dB Mid 0dB High 0dB
Para EQ	Bypass	Bypass	Bypass	Bypass
Comp/Gate	Bypass Comp1	Bypass Comp1	Bypass Comp1	Bypass Limit
Mod	Bypass Chorus1	Bypass Chorus1	Bypass Chorus1	Bypass Chorus1
Delay	Bypass Digital	Bypass Digital	Bypass Digital	Bypass Digital
Reverb	Bypass Medium (Global)	Bypass Medium (Global)	Bypass Medium (Global)	Bypass Medium (Global)
Aux	Mute Pre: With EQ & Fx	Mute Pre: With EQ & Fx	Mute Pre: With EQ & Fx	Mute Pre: With EQ & Fx

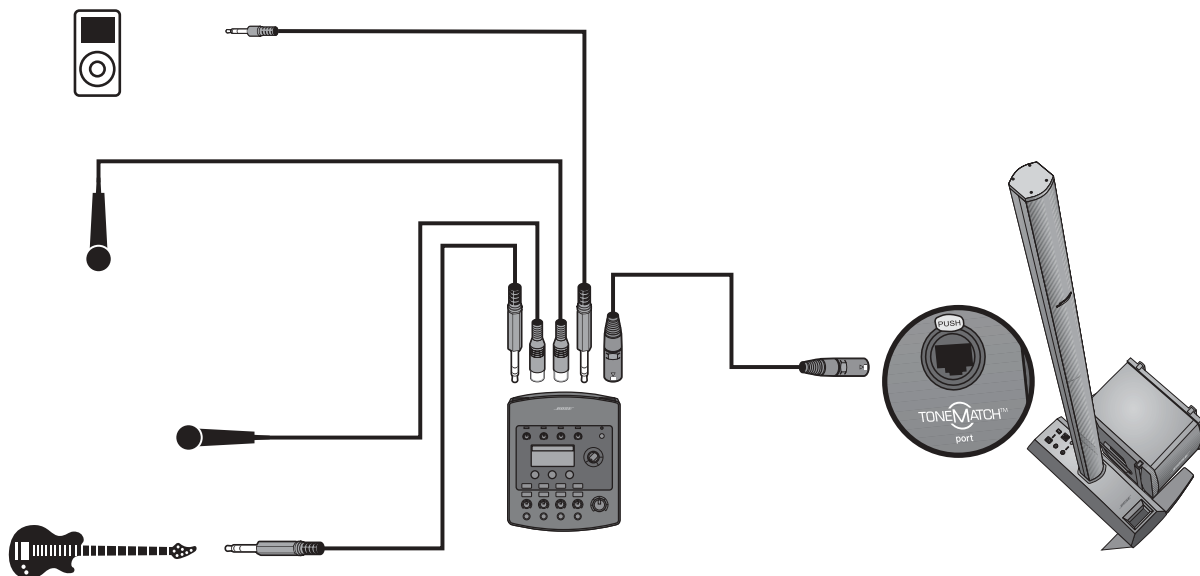
Global settings

Drums and Bass

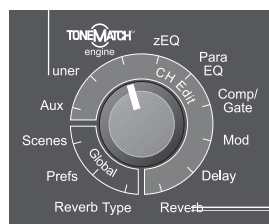
This scene is set up for a bass guitar, drum kit, and an MP3 player.

Figure 5

*Example setup
for Drums and
Bass*



Drums and Bass scene channel settings



	Bass Guitar CH 1	Kick Drum CH 2	Overhead CH 3	MP3 Player CH 4/5
ToneMatch	Active Basses Active Bass 1	Active Percussion Kick, General	Active Percussion General Overhead	Active DJ/Playback Flat, zEQ Controls
zEQ	Active Low 0dB Mid 0dB High 0dB	Active Low 0dB Mid 0dB High 0dB	Active Low 0dB Mid 0dB High 0dB	Active Low 0dB Mid 0dB High 0dB
Para EQ	Bypass	Bypass	Bypass	Bypass
Comp/Gate	Bypass Comp2	Active Kick1	Bypass Comp1	Bypass Limit
Mod	Bypass Chorus1	Bypass Chorus1	Bypass Chorus1	Bypass Chorus1
Delay	Bypass Digital	Bypass Digital	Bypass Digital	Bypass Digital
Reverb	Bypass Medium (Global)	Bypass Medium (Global)	Bypass Medium (Global)	Bypass Medium (Global)
Aux	Mute Pre: With EQ & Fx	Mute Pre: With EQ & Fx	Mute Pre: With EQ & Fx	Mute Pre: With EQ & Fx

Global settings

Preferences

Active screen	Status
USB to PC	Left/Right: Master
USB from PC	Left/Right: Master
Master Out	Post Master Volume

Reverb Type

Type	Medium
Time	1.75ms
Bal	50%

OPERATING INSTRUCTIONS

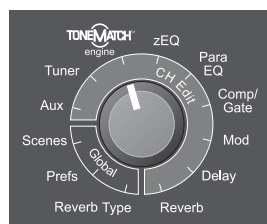
Figure

Example
for Th

board.



The Works scene channel settings



	Electric Guitar CH 1	Bass Guitar CH 2	Acoustic Guitar CH 3	Keyboard CH 4/5
ToneMatch	Active Electric Guitars Miked Amp w/SM57	Active Basses Active Bass 3	Active Acoustic Guitars Steel String w/piezo	Active Keyboards General Keys
zEQ	Active Low 0dB Mid 0dB High 0dB	Active Low 0dB Mid 0dB High 0dB	Active Low 0dB Mid 0dB High 0dB	Active Low 0dB Mid 0dB High 0dB
Para EQ	Bypass	Bypass	Bypass	Bypass
Comp/Gate	Active Comp1	Active Comp2	Bypass Comp1	Bypass Limit
Mod	Active Flange2	Active Phaser2	Active Chorus1	Bypass Chorus1
Delay	Bypass Digital	Bypass Digital	Active Tape	Bypass Tape
Reverb	Active Medium (Global)	Active Medium (Global)	Bypass Medium (Global)	Active Medium (Global)
Aux	Bypass Pre: With EQ & Fx	Bypass Pre: With EQ & Fx	Bypass Pre: With EQ & Fx	Bypass Pre: With EQ & Fx

Global settings

Preferences
Active screen

Reverb Type

FACTORY SETTINGS

This section describes the settings in the T1 audio engine when it left the factory. To restore your T1 at any time to these factory settings, load Bose® Factory Settings scene.

Comp/Gate factory settings

Type	Thresh	Gain
Compressor 1: Light	−16.0dB	3.0dB
Compressor 2: Medium	−16.0dB	5.0dB
Compressor 3: Heavy	−16.0dB	8.0dB
Limiter	−10.0dB	0dB
De-Esser	−10.0dB	0dB
	Thresh	Speed
Noise Gate	−70.0dB	50%
	Thresh	Tight
KickGate1: Regular	−20.0dB	100%
KickGate2: Fast	−20.0dB	100%

Modulator factory settings

Type	Mix	Depth	Speed
Chorus 1: Brite	50%	50%	0.50Hz
Chorus 2: Warm	70%	100%	0.15Hz
Chorus 3: Dark	25%	25%	3.0Hz
Flanger 1: Tape	50%	50%	1.00Hz
Flanger 2: Feedback	50%	100%	2.00Hz
	Speed	Feedback	
Phaser 1: Stomp	0.50Hz	0%	
Phaser 1: Rack	0.50Hz	−75%	
Phaser 1: Warm	1.00Hz	−26%	
Phaser 1: Bright	0.50Hz	−76%	
	Speed	Depth	
Tremolo	5.00Hz	50%	

Delay factory settings

Type	Mix	Time	Feedback
Digital	30%	150ms	30%
Analog	30%	275ms	20%
Tape	30%	350ms	30%

Reverb Type factory settings

Type	Time	Bal.
Plate	1.20s	50%
Small	1.00s	50%
Medium	1.75s	50%
Large	2.20s	50%
Cavern	5.00s	50%

CARE & MAINTENANCE

Cleaning

- You may clean the product enclosure using only a soft dry cloth.
- Do not use any solvents, chemicals, or cleaning solutions containing alcohol, ammonia, or abrasives.
- Do not use any sprays near the product or allow liquids to spill into any openings.

Limited Warranty and Registration

Your T1 ToneMatch™ audio engine is covered by a limited transferable warranty. Details of the warranty are provided with your product. Register your products online at www.Bose.com/register or call (800) 905-1044. Failure to do so will not affect your warranty rights.

Accessories

The following accessories are available for the T1 ToneMatch audio engine.

- T1 ToneMatch audio engine power supply
- T1 ToneMatch microphone stand bracket

For more information, visit www.Bose.com/musicians, or call (800) 905-0886.

Troubleshooting

If you experience problems while using this product, try the solutions in the following table. If you still can't solve the problem, please call the Bose® Live Music Product and Technical Support Team direct at (877) 335-2673 to arrange for service.

Problem	What to do
T1 is plugged in, power switch is on, but no power.	• Make sure you have power at the AC outlet. Try operating a lamp or other equipment from the same AC outlet or test the outlet using an AC outlet tester. <i>If using the T1 with an L1™ model II system:</i> • Make sure the ToneMatch™ cable is properly connected to the audio engine and the L1 power stand. • Verify that the power cord plug is fully inserted into the power stand and the AC (mains) outlet. • Make sure the L1 power stand is turned on and the power LED is blue. <i>If using the T1 with an L1 model I system:</i> • Make sure the audio engine is properly connected to the T1 audio engine power supply. • Verify that the plug of the T1 audio engine power supply power cord is fully inserted into the AC outlet. • If available, try a different T1 audio engine power supply.
T1 is on, but there is no sound.	• Make sure the Master volume control is turned up. • Verify that the input channel(s) you want to hear is not muted. • Check that the Volume control is turned up for the channel you want to hear. • Make sure the appropriate input channel Trim control has been turned up enough so that the green LED is on (indicating that there is a strong input signal). • Check the Prefs (Preference) Input and Output level meters to confirm that there is a signal at both the input and output stages. • Make sure volume control is turned up on your input source (instrument). • Connect your input source (instrument) to the audio engine using a different cable. • Plug your input source (instrument) directly into the L1™ power stand or a different amplifier to make sure the source is working. • Turn the audio engine off and wait 30 seconds. Then turn unit on again.

Problem	What to do
Not hearing any effects.	• Check that you pressed the correct CH Edit button. • Make sure the FX Mute button is not pressed for the channel in question.
T1 not responding to control knobs.	• Turn off the audio engine. Wait 30 seconds and turn unit on again.
Master volume control has no effect.	• Verify that the Master output is configured for Post Master Volume operation in the Prefs menu under Master Out.
With nothing plugged into the T1 input connectors, a slight <i>hum</i> or <i>buzz</i> is heard from the L1 system.	• Plug the T1 and the L1™ power stand into the same AC (mains) outlet. • Using an AC outlet tester, test the AC outlet that the T1 and/or the L1 power stand is plugged into for reversed or open (hot, neutral, and/or ground) contacts. • If using an extension cord, make sure that the cord is also tested as above.
Too much (or not enough) bass, mid-range, or high frequencies.	• Make sure there is no unwanted zEQ or Para EQ equalization applied. • Verify that you have selected an appropriate ToneMatch™ engine preset for your microphone/instrument. If you do not want to use a ToneMatch engine preset, make sure ToneMatch is set to Flat in the Utility category.
Poor-sounding playback of a stereo recording using a CD player, MP3 player, or other such device.	• Connect the left channel of the device to T1 input channel 4 and the right channel to T1 input channel 5. Channels 4/5 are designed for line-level inputs. • Disable any extended bass or EQ features when using CD or MP3 players. • If you are using recording software on a computer, check the software requirements. You may need to configure the software settings for 48kHz/24-bit operation. <i>If using the T1 with an L1 model I system:</i> • Do not use a female 1/8" stereo-to-male 1/4" stereo adapter when connecting a portable device to an input channel on the L1 model I power stand. The L1 model I input channels use a monaural (TS) connection. Use a stereo-to-mono adapter.

Problem	What to do
Microphone is encountering feedback.	• Orient the microphone so that it is not pointing directly at its respective L1™ Cylindrical Radiator® loudspeaker. • Try a different microphone. • Try a different position for the L1 system and/or vocalist on stage. • Increase the distance from the L1 system to the microphone. • Reduce the HIGH frequencies by adjusting the zEQ on the microphone channel. • Try notching out a particular frequency that could be causing the feedback by adjusting the Para EQ on the microphone channel. • Temporarily bypass any audio effects used (Mod, Delay, Reverb) to see if they might be contributing to the feedback problem.
Aux output does not sound right.	• Check if the Aux output is configured for the desired tap point for each input channel. Refer to “Routing input signals to the Aux output” on page 26. Note: <i>No reverb comes from the Aux output even if the tap point is Pre or Post.</i> • Verify that each input assigns the desired signal level to the Aux output.
Unable to send T1 audio to a computer through a USB connection.	• Check that the USB cable is properly connected to the audio engine and computer. • Try a different USB cable. • Make sure the audio engine is turned on. • Verify that the desired audio engine input channels are assigned to the left and right USB output channels. See “USB to PC” in the Prefs menu. • Make sure that the Trim level of the respective input channel is turned up enough so that the green LED is on, indicating that there is a strong input signal. • Check the Input and Output level meters under the Prefs menu to confirm that there is a signal at both the input and output stages. • Verify that your computer USB input is working by connecting another USB-compatible audio device. • If you are using recording software on a computer, check the software requirements. You may need to configure the software settings for 48kHz/24-bit operation.

Problem	What to do
Unable to send audio from a computer to the T1 via USB connection.	• Check that the USB cable is properly connected to the audio engine and computer. • Try a different USB cable. • Make sure audio engine is turned on. • Verify the computer is playing and that the audio setting is not disabled in your computer. • Check that the USB signal is assigned to the desired audio engine inputs. See "PC to USB" in the Prefs menu. • Verify that the audio engine input channels assigned to the incoming USB signal are not muted and their volume controls are turned up. • Make sure that the appropriate input channel Trim control is turned up enough so that the green LED is on (indicating that there is a strong input signal). • Check the Input and Output level meters under the Prefs menu to confirm that there is a signal at both the input and output stages. • Verify that your computer USB output is working by connecting another USB-compatible audio device. • If you are using recording software on a computer, check the software requirements. You may need to configure the software settings for 48kHz/24-bit operation.

Technical information

Mechanical

Dimensions:8.22" (L) x 6.52" (W) x 2.66" (H)
 208.9mm (L) x 165.5mm (W) x 67.6mm (H)

Weight:2.14 lb (0.97 kg)

Electrical

A/D and D/A conversion:.....24 bits

Sampling rate:48 kHz

USB:1.1 protocol, Type A to Type B cable

PC requirements:Microsoft Windows 2000, 2000 Pro, XP



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