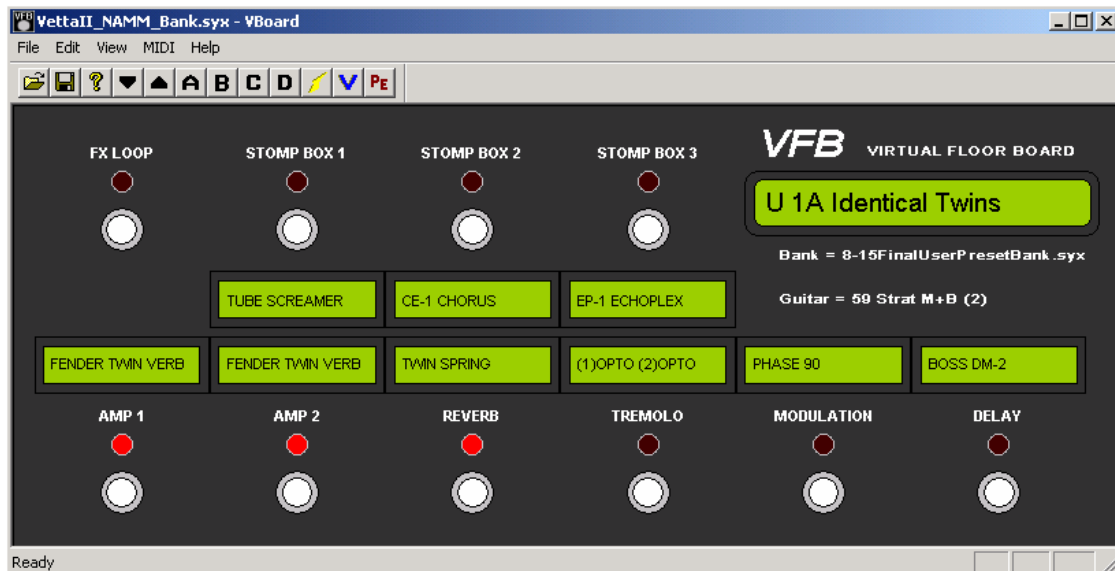


VBoard

**Virtueel Floorboard Software
Gebruikers Handleiding
Versie 3.0**



Geschreven door Gary Lee

Vertaling Hans Ligtenberg

Disclaimer

Deze software is niet ontwikkeld door de Line 6 Corporation. Het is niet ondersteund door de Line 6 Corporation. Deze software is gedistribueerd als freeware. Er is geen garantie met deze software. Het is alleen getest op een PC met een Midiman interface. U kunt suggesties en commentaar sturen aan: gtlee@adelphia.net.

1.0 VBoard 3.0 Overzicht

De Vetta II gitaar versterker biedt een complete gitaar opstelling in een stuk 'gereedschap' inclusief, stomp boxen / effectpedalen, versterkers, cabinetten en post-effecten. Ook kan je de gemodelleerde gitaren in de Variax gitaar automatisch veranderen. VBoard geeft je een Grafische User Interface die je de mogelijkheid geeft om gemakkelijk je de honderden parameters in Vetta II te editen (tweaken of aanpassen) en te auditioneren (hoorbaar maken). Het Internet biedt vervolgens de mogelijkheid om een groot aantal patches te downloaden die gemaakt zijn door vele verschillende Vetta, PODxT en GuitarPort gebruikers. VBoard geeft je de mogelijkheid om al deze verschillende programma-file typen te importeren en in Vetta te laden. VBoard kan ook dienst doen als patch organizer.

Enkele features van VBoard 3.0 software zijn heironder weergegeven.

- 1) Verander alle Vetta parameters van een simpel configuratie-scherm. Editing schermen inclusief:
 - Amplifier & cabinet
 - Stomp boxes
 - Post effects
 - Pedals
 - Post Effects routing
- 2) Patches kunnen gemakkelijk hoorbaar gemaakt worden tijdens het editen met een MIDI connectie met Vetta.
- 3) Laad PODxt en Guitarport 2.0 (.gpt) tone-files in Vetta
- 4) Werkt als een patch organizer voor een complete patch bank
- 5) Configuraties en instellingen van de ene patch kunnen in een andere patch worden ingevoegd
- 6) Kan automatisch patches verzenden die in VBoard opgeslagen staan naar de Vetta wanneer de Vetta floorboard schakelaars worden ingedrukt. Dit maakt het een echt virtueel floorboard. Het enige dat nodig is is een MIDI connectie met de Vetta.
- 7) Sleep en breng sysex, PODxt en GuitarPort files in VBoard. VBoard stuurt deze automatisch naar Vetta als je de file 'loslaat' (drag & drop).
- 8) Model standaard (default) files kunnen geladen worden om de standaard parameters zichtbaar te maken als een nieuw model wordt geselecteerd.
- 9) Model standaard files kunnen gemaakt en opgeslagen worden.
- 10) Om de versterkermodellen, stomp boxes en post effects settings van een patch die is geselecteerd door het floorboard te zien. Hier is een MIDI connectie met de Vetta voor nodig.
- 11) Om een bank textfile-lijst van alle versterkers, stompboxen en post-effect locaties in een bank te creeren.
- 12) Om een patch textfile-lijst van alle versterkers, stompboxen en post-effect parameters in een patch te creeren.
- 13) Om te zien wat de echte versterker en effect model namen waren. Line 6 is gedwongen omadvocaat vriendelijke namen te gebruiken en kan niet meer de originele namen gebruiken.

2.0 Een MIDI Input Connection openen naar Vetta

Communicatie tussen VBoard en Vetta moet gebeuren door gebruik te maken van MIDI. Er zijn verschillende referenties op het web te vinden om een PC en Vetta middels MIDI te koppelen. Onder andere op www.vettaville.com.

2.1 MIDI Connections van Vetta naar VBoard

Als je de echte Vetta floorboard patch buttons wilt veranderen met de huidige geselecteerde patch op het VBoard software display, dan moet je de Vetta MIDI output verbinden met de PC's MIDI input. Vervolgens, selecteer de **MIDI-Select MIDI Input** menu item. Een lijst van max. 20 aangesloten MIDI input apparaten kunnen worden weergegeven. Kies daarna een van de apparaten door er op te dubbel klikken of door het te selecteren en vervolgens op de OK button te drukken. Om later een andere MIDI input te selecteren, of om af te sluiten van de MIDI input, selecteer het **MIDI-Close MIDI Input** menu item. Je MIDI input connectie wordt gesaved in het *Vboard.ini* file, en dezes setting zal worden gebruikt als je VBoard opnieuw opent. Als je de eerste keer de VBoard software gebruikt krijg je de melding dat de *VBoard.ini* file niet gevonden is. Het wordt echter gecreerd op het moment dat je VBoard voor de eerste keer afsluit.

2.2 MIDI Connections from VBoard to the Vetta

If you want individual patches to be sent directly to the Vetta, you must connect the PC MIDI output to the Vetta MIDI input. Next, select the **MIDI-Select MIDI Output** menu item. A list of up to 20 connected MIDI output devices will be displayed. Next, choose one of the devices by double clicking on it or highlighting it and pressing the OK button. To later select a different MIDI output, or to disconnect from the MIDI output, select the **MIDI-Close MIDI Output** menu item. If you have download problems, an additional delay can be added between each outgoing MIDI byte using the **MIDI-Change MIDI Delay** menu item. Your MIDI output connection is saved in a *Vboard.ini* file, and this setting will be retained when you open VBoard again. When you first run the VBoard software, you will be informed that the *VBoard.ini* file cannot be found. It will be created after you exit the software for the first time.

3.0 Loading Vetta Sysex Data

You can load sysex files into VBoard, which were previously uploaded from the Vetta using other software such as MidiOx or SendSX. You do this by simply opening a sysex file using the **File-Open Sysex File...** menu item. There are three types of sysex files that can be read into the VBoard software:

Single patch: This is a sysex file that was created using the "Send MIDI dump of current channel?" command on the Vetta. This will be loaded into patch location U1A if a bank is not currently loaded or into the current patch location of a bank is currently loaded.

Single bank: This is a sysex file that was created using the "Send MIDI dump of user bank?" or "Send MIDI dump of factory bank?" command on the Vetta. In either case, the data will be loaded into the user bank (first 64 patch locations) of the VBoard software. The last 64 locations will not be accessible.

Dual bank: This is a sysex file that was created using the "Send MIDI dump of user bank?" followed by the "Send MIDI dump of factory bank?" commands on the Vetta. In this case, the first bank will be loaded into the VBoard user bank (first 64 locations) and the second bank will be loaded into the VBoard factory bank (last 64 locations).

3.1 Model Default Parameters

Sysex files containing Vetta model default parameters can be loaded into VBoard. To do this, select the **File-Open Model Default File ...** menu item. If a model default file is loaded, every time you open a new amp, stomp box or post effects dialog box, the default parameters will be displayed when you select a new model. This will happen even if you go back to the original model. If you want to go back to the original model parameters that were part of the current active patch, you must exit the dialog box and re-open it.

If a model default file is open, you can save the parameters for a stomp box effect, an amp or a post effect as the current default parameters by pressing the **Default Model** button in the dialog boxes shown in the next sections. Once you have changed some of the default model parameters, you can save a new model defaults sysex file by selecting the **File-Save Model Default File ...** menu item.

4.0 Selecting Patches

There are various ways to select patches from a user bank that is loaded into VBoard. These selection methods do not work if only a single patch is loaded.

4.1 Selecting Patches with the Toolbar

On the VBoard toolbar, there are buttons with an up arrow, a down arrow and buttons labeled A, B, C and D. These buttons can be used in the same way as the patch selection buttons on the Vetta floorboard.

4.2 Selecting Patches with the Keyboard

Patches can also be selected using the arrow keys on the keyboard. The up arrow and down arrow select the bank number. The left arrow and right arrow move through patches A, B, C and D. The left and right arrows will continue to circulate through all patches of the bank that is loaded. For example, if you are currently viewing patch 3D, the right arrow will move you to patch 4A. If the **File-Drop File on Arrow** menu item is checked, the patch will also be sent to the Vetta when the arrow key is pressed.

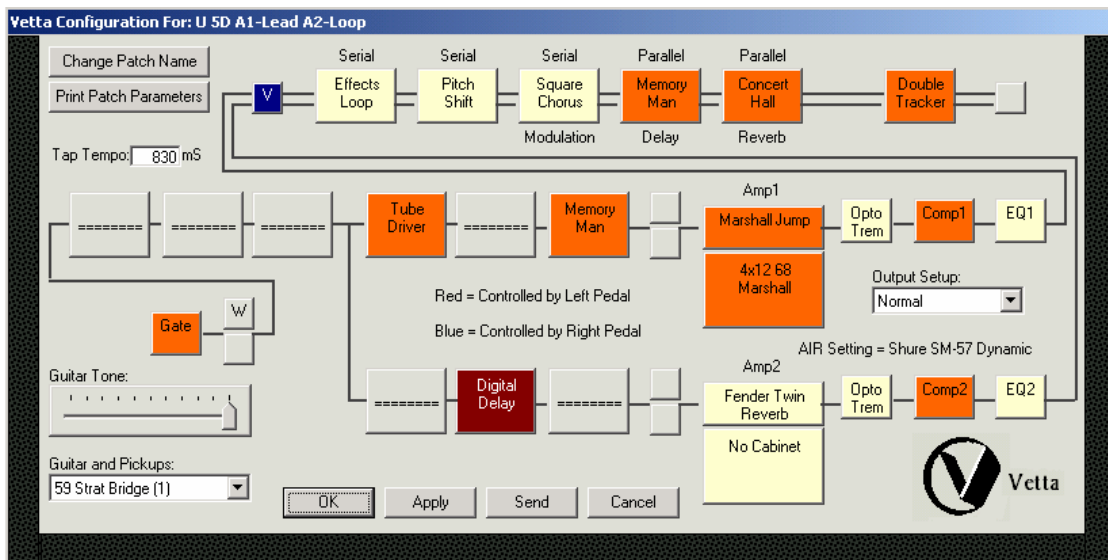
4.3 Selecting Patches from the Vetta Floorboard

If a MIDI input connection has been established from the Vetta, pressing the patch selection foot switches in the Vetta floorboard will change the patch selected and shown on the computer screen. The computer screen will match the Vetta if the same sysex bank file is loaded in both the Vetta and the VBoard software. This can be useful during a performance if you want to see what stomp boxes amps and effects are available in a given patch. This feature works for the main VBoard window and also works if the Vetta Configuration window (see section 5.0) or the Post Effects Routing window (see section 6.0) are open.

5.0 Changing the Vetta Configuration

The entire Vetta configuration can be modified from the single window shown in the figure below. This window can be accessed by using the **Edit-Modify Vetta Configuration...** menu item, or by pressing the 'V' toolbar button. This window represents the signal flow through the Vetta. Press the **OK** or **Apply** buttons to save your changes. The **Send** button will not only save the new data, but also automatically download it to the Vetta. The **Change Patch Name** button opens the change patch name dialog box. The **Print Patch Parameters** button can be used to print the current patch parameters. The **Tap Temp** edit window can be used to change the tap tempo time period for the patch. Values entered that are less than

250mS will be set to 250mS. Values entered that are higher than 2000mS will be set to 2000mS. The output setup for the patch can also be changed using the **Output Setup** pull-down box shown. The operation of the other controls will be described in the next sections. Non-active devices are shown in white. Active devices are shown in orange. The left and right arrow keys can be used to change patches while this window is open. Many of the dialog boxes discussed in the following sections can also be accessed by left clicking on the green LCD displays shown in the main window.



5.1 Amps and Cabs

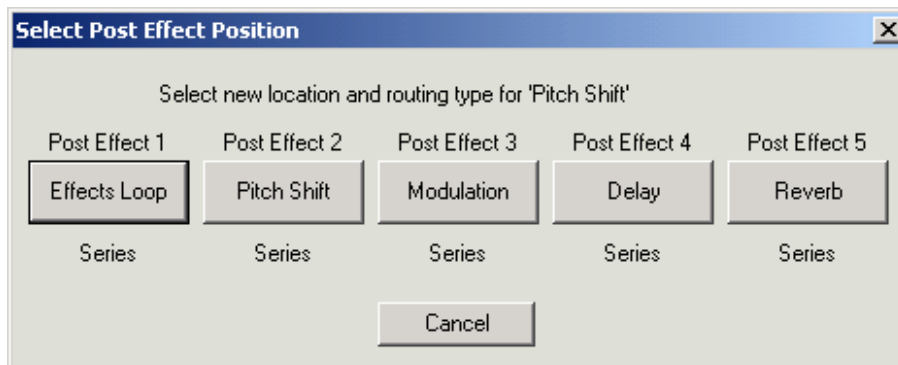
The amplifiers and cabinets are shown in the middle of the window. The current selected amp and cab names are shown. Click on these buttons to make modifications using the dialog box shown in section 7.

5.2 Stomp Boxes

The Vetta allows nine possible positions for the stomp boxes as shown in the figure above. You can change or modify a stomp box by clicking in it. This will bring up the dialog box shown in section 8. To move a stomp box, click on an empty location and you will be prompted to move one of the three stomp boxes to this new location.

5.3 Post Effects

There are five post effects that can have their routing changed; loop, pitch shift, modulation, delay and reverb. The dialog box below allows you to change the order of these post effects. To access this dialog box, right click on any of the post effects boxes in the window above. Next, click on a new location to exchange the current effect with. Left click on any of the post effect boxes to modify the effect using the dialog box shown in section 9. This dialog box will also appear if you left click on the gate, tremolo, comp, EQ or pitch shift buttons.



5.4 Pedal

There are two possible locations for the wah pedal and four possible locations for the volume pedal as shown in the configuration window above. You can change or modify a pedal by clicking in it. This will bring up the dialog box shown in section 10. To move a pedal, click on an empty pedal location and it will be moved there. Items controlled by the left pedal will be highlighted in red. Items controlled by the right pedal will be highlighted in blue. They will only be highlighted if they are on.

5.5 Guitar Model

If the current patch will be used with the Variax guitar connected to the Vetta digital interface, the guitar model can be changed using the pull-down control shown. In addition, the tone of the guitar can be set using the horizontal slider control shown.

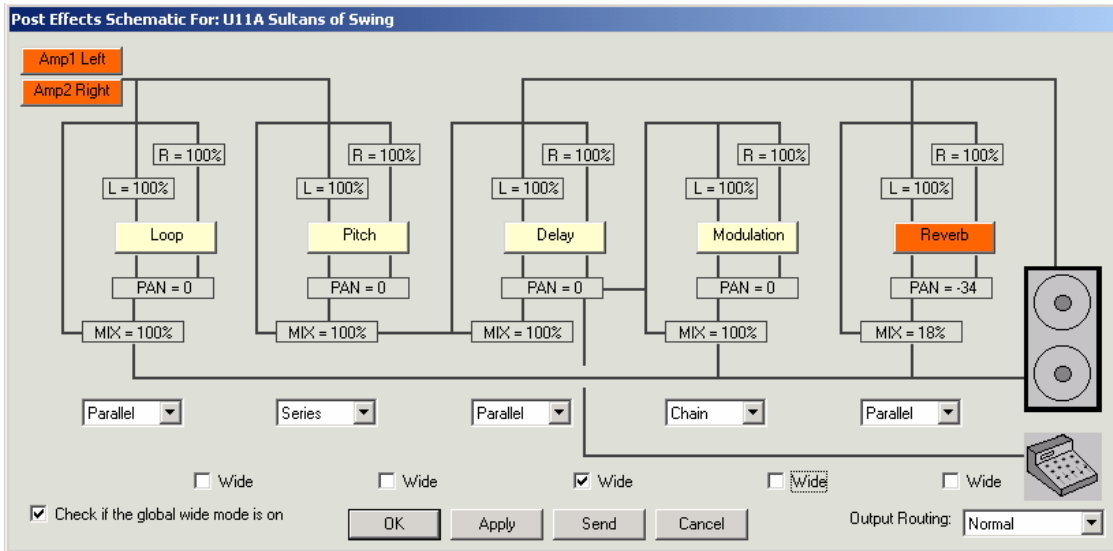
6.0 Editing the Post Effects Routing

The post effects routing configuration can be displayed or modified from the single window shown in the figure below. This window can be accessed by using the **Edit-View Post Effects Routing...** menu item, or by pressing the 'PE' toolbar button. This window represents the signal flow through the post effects chain in the Vetta. Press the **OK** or **Apply** buttons to save your changes. The **Send** button will not only save the new data, but also automatically download it to the Vetta. Non-active devices are shown in white. Active devices are shown in orange. The left and right arrow keys can be used to change patches while this window is open.

The right and left amplifiers are shown in the upper left. You can click in these to edit their parameters as described in section 7. Left click on a post effect to edit its parameters as described in section 9. Right click on a post effect to move its position as shown in section 5.3. If a post effect is on, the *R-Amp in*, *L-Amp in*, *Pan* and *Mix* parameters will display the current values. To change these values, click on the effect button. If an effect is off, these parameters will be set to a default value. Use the pull down window below the effect to change it's routing configuration. You can also click on the **Wide** check box to turn wide mode on for each effect. The output routing for the effect can be changed by using the **Output Routing** pull-down window.

The post effect routing depends on whether the global wide mode parameter is set to on or off. This is a global parameter that cannot be changed by sending a patch to the Vetta from VBoard. Once you set this parameter in the Vetta, you should also set it to the same value in VBoard. You can do this globally in VBoard, by checking the **File – Global Wide Mode On** menu item. You can also temporarily turn it on or off

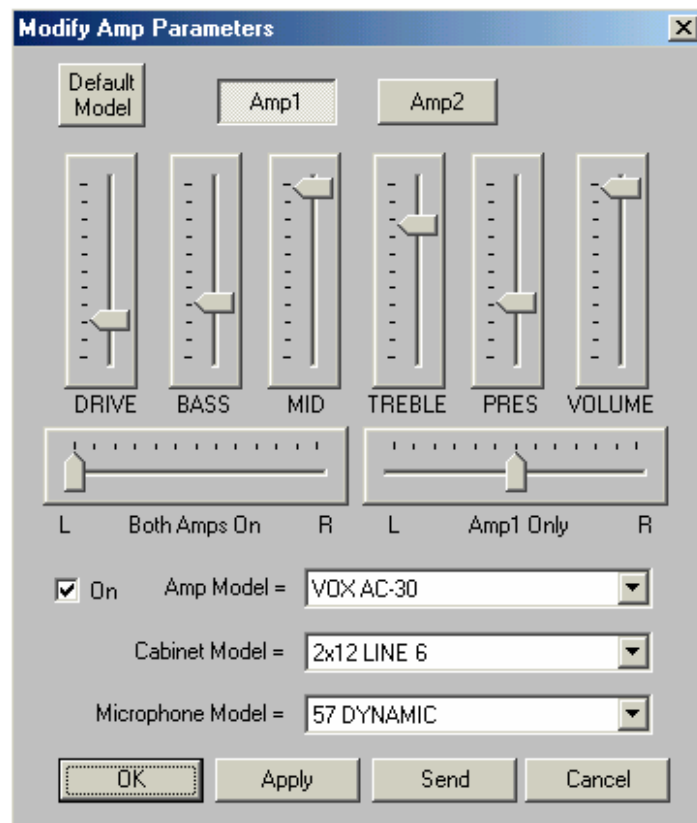
for the current patch by using the **Check if the global wide mode is on** check box shown below. Make sure you adjust the 'DIR TRIM' control on the Vetta to hear the direct outputs properly.



7.0 Changing the Amps and Cabinets

Amp models, amp settings and cabinet models can be modified by using the **Edit-Modify Amp 1 ...** or **Edit-Modify Amp 2 ...** menu items. This will show the following dialog box on the screen.

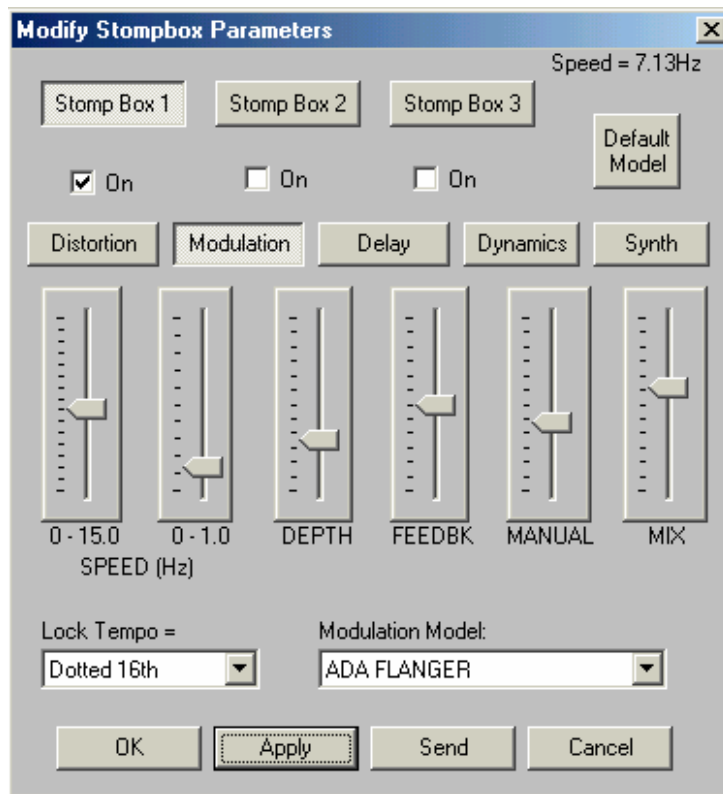
This dialog can also be activated from the Vetta configuration window described in section 5. You can change the amp type, amp settings, cabinet type and AIR setting using this dialog box. The **Send** button will not only apply the amp data, but also automatically download it to the Vetta. To send changes to both amps, first modify Amp1 and then click the **Apply** button. Next, modify Amp2 and then click the **Send** button. Slider values will be displayed in the upper right corner when they are moved. The slider position number shows the current setting relative to a round knob using numbers from a clock face. The position starts at 7:00 and ends at 5:00. If a model defaults file is loaded, you can save the parameters shown as the default parameters for the current amp by pressing the **Default Model** button.



8.0 Changing the Stomp Boxes

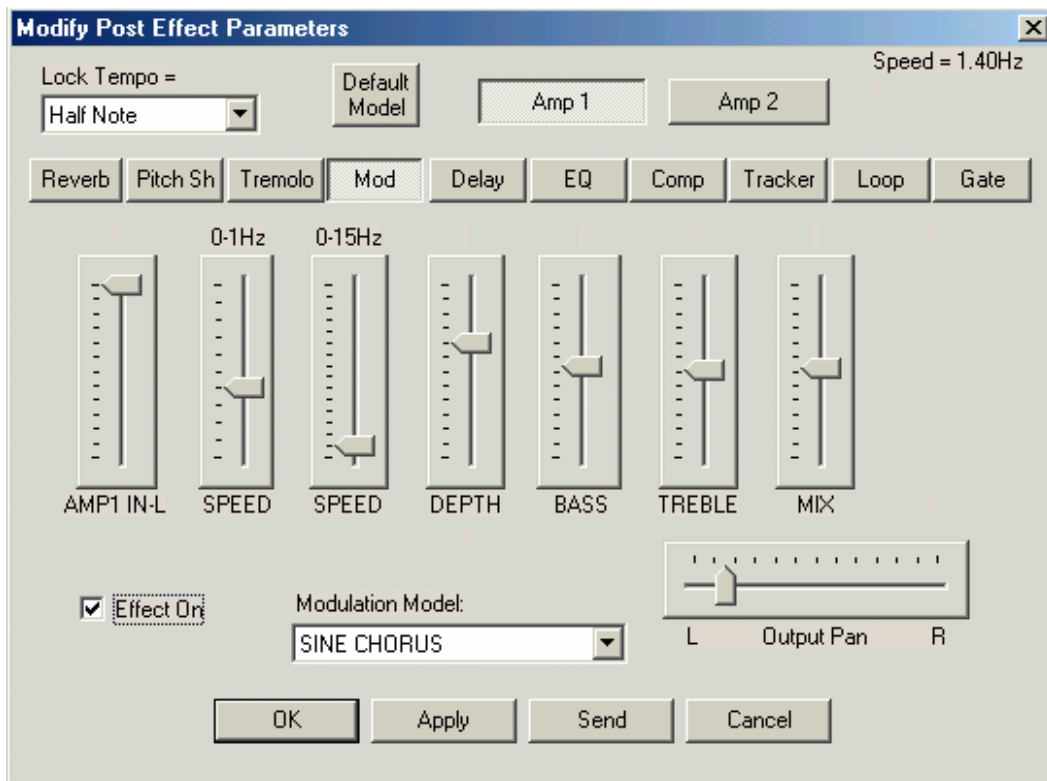
Stomp box models and settings can be modified by using the **Edit-Modify Stompbox 1 ...** or **Edit-Modify Stompbox 2 ...** or **Edit-Modify Stompbox 3 ...** menu items. This will show the following dialog box on the screen. This dialog can also be activated from the Vetta configuration window described in section 5. You can change the stomp box category, stomp box model and stomp box settings using this dialog box. The **Send** button will not only apply the stomp box data, but also automatically download it to the Vetta. To send changes to all stomp boxes, first modify Stomp box 1 and then click the **Apply** button. Next modify Stomp box 2 and then click the **Apply** button. Finally, modify Stomp box 3 and then click the **Send** button.

All delay and speed controls consist of two sliders. The course slider is in increments of 100mS or 1Hz. The fine slider ranges from 0- 100mS or from 0-1Hz. The values are added together. For example, a delay value of 650mS seconds would require a course slider at 6 out of 20 (100mS increments) and a fine slider at the halfway point. Speed or delay values will be displayed in the upper right corner when they are moved. The other slider position numbers show the slider value and current setting relative to a round knob using numbers from a clock face. The position starts at 7:00 and ends at 5:00. The tap tempo can be set with the pull down menu when the modulation or delay category is selected. If a model defaults file is loaded, you can save the parameters shown as the default parameters for the current model by pressing the **Default Model** button.



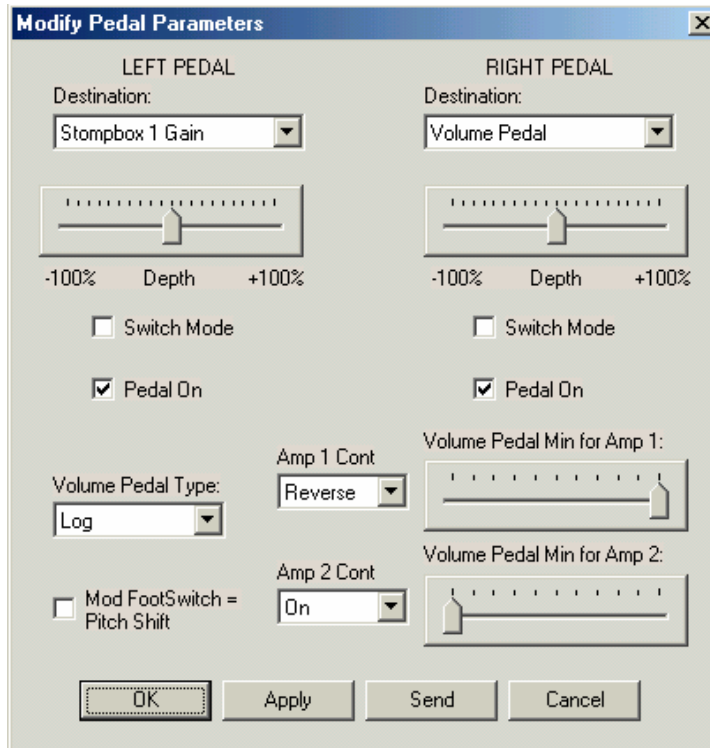
9.0 Changing the Post Effects

The Post Effect settings can be modified by using the **Edit-Modify Post Effects...** menu item. This will show the following dialog box on the screen. This dialog can also be activated from the Vetta configuration window described in section 5. Some effects like EQ have completely different settings for amp1 or amp2. For most effects, the only difference between amp1 and amp2 are the input level slider located on the left. For some effects like the double tracker, there is no difference between amp1 and amp2. Slider values will be displayed in the upper right corner when they are moved. The slider position number shows the current setting relative to a round knob using numbers from a clock face. The position starts at 7:00 and ends at 5:00. The tap tempo can be set with the pull down menu when the modulation, delay or tremolo category is selected. If a model defaults file is loaded, you can save the parameters shown as the default parameters for the current model by pressing the **Default Model** button.



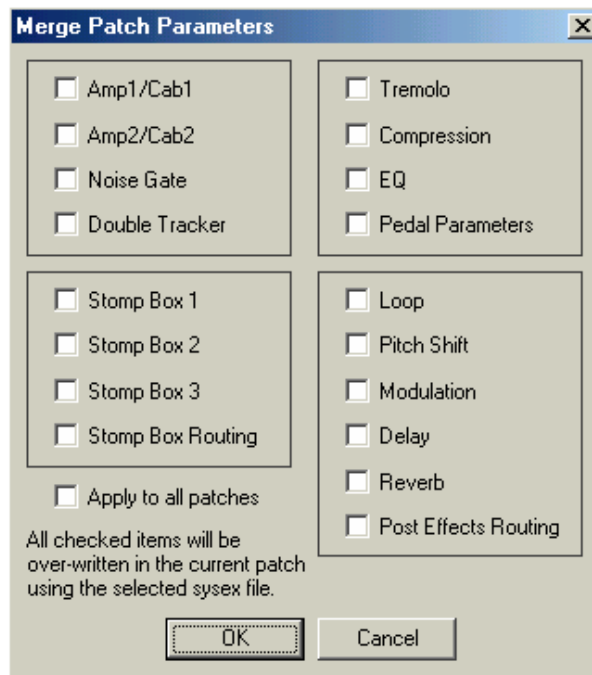
10.0 Changing the Pedal Parameters

The Pedal settings can be modified by using the **Edit-Modify Pedal Parameters...** menu item. This will show the following dialog box on the screen. This dialog can also be activated from the Vetta configuration window described in section 5. Slider values will be displayed in the upper right corner when they are moved. If the volume pedal is placed right before or right after the amps, two sets of controls will appear, one for each amp as shown below.



11.0 Merging Parameters

Selected parameters from a single patch sysex file can be merged into the current patch by using the **Edit-Merge Patch Parameters...** menu item. This will show the following dialog box on the screen.



Check the box for each category of parameters you want to over-write in the current patch. The parameters selected in the current patch will be replaced by the parameters in the sysex file that you open. For example, if you have a favorite stomp box setup in a sysex file that you want to use in several other patches, check the stomp box items and press OK. You will then be prompted for the sysex file that contains the desired stomp box parameters. You can also apply parameters to all patches in a bank by checking the **Apply to all patches** check box.

12.0 Loading PODxT Tone Files

The GuitarPort software editor provides a graphical user interface for adjusting guitar amp and effects settings for both GuitarPort 2.0 and PODxT. There are also a wide variety of .gpt tone files available on the web. These tone files can be loaded into VBoard by using the **File-Open .gpt File...** menu item. Only files created using the GuitarPort editor can be loaded. The PODxT parameters will be loaded into the current patch location. The PODxT parameters are a sub-set of what can be done with the Vetta. Refer to the PODxT Pilot's Handbook for information on the amps cabinets and effects available. The following sections describe the PODxT settings that cannot be supported on the Vetta.

12.1 PODxT Modulation Stomp Boxes

The Vetta cannot support the following modulation effects as a stomp box in front of the amps.

- 1) Rotary Drum and Horn
- 2) Rotary Drum
- 3) Auto Pan

If these effects are selected in front of the amp, the corresponding stomp box on the Vetta is turned off.

12.2 PODxT Delay Stomp Boxes

The Vetta II cannot support the following delay effects as a stomp box in front of the amps.

- 1) Stereo Delay
- 2) Ping Pong Delay

If these effects are selected in front of the amp, the corresponding stomp box on the Vetta is turned off.

12.3 PODxT Reverb Stomp Boxes

The Vetta II cannot support any reverb stomp boxes in front of the amps.

13.0 Patch Organizer

VBoard can help you organize your patches into a single user bank. The following steps can be used to organize your patches. You can start over at any time by selecting the **File-Close All** menu item. If you have loaded both a user and a factory bank into VBoard, only the user bank (first 64 patches) will be saved after making changes.

13.1 Overwrite a VBoard Bank Location with a Single Patch File

A new patch can replace any patch location in an open bank. To do this, open a single patch file using the **File-Open Sysex File...** menu item. If a bank is currently open, VBoard will ask you which patch location to replace with this new patch. Only the first 64 locations can be used as a patch organizer. Each time you add a patch, the pop-up dialog will show the next higher patch location so you only need to press

the enter key, unless you want to move it to a different location. If a bank is not open, the patch will be loaded into location U1A.

13.2 Insert a Patch and Move All Other Patches Up One Location

A new patch can be inserted at any patch location in an open bank. All patches higher than the current patch will be moved up one location. To do this, open a single patch file using the **Edit-Insert Patch Between...** menu item. If a bank is currently open, VBoard will move all higher patches up one location, and then insert the patch at the current location. The highest numbered patch will be removed. Only the first 64 locations can be used as a patch organizer.

13.3 Drag and Drop Files into VBoard

Drag and drop makes an easy way to load single or multiple patch files into VBoard. To do this, select the files you want to open in a tool such as Windows Explorer. Next, click the left mouse button and drag the files on top of the VBoard window. To drop them in, release the mouse button. If a bank is not open, a single patch will go into location U1A. If a bank is not open, and multiple patches are selected, no patches will be loaded. If a bank is open, a single selected patch will overwrite the next sequential location, and multiple selected patches will overwrite the next multiple sequential patch locations. Only the first 64 patch locations will accept drag and drop patches. If more than 64 patches are selected, the last patches will overwrite the first one in a circular manner. GuitarPort and PODxT (.gpt) files can also be loaded this way. Note: You cannot drop multiple patches if the **MIDI-Send Drop File** menu item is checked.

If the menu item **MIDI-Send Drop File** is checked and a single patch is dropped in, it will also be automatically sent to the Vetta. In this case, if a bank is open, the patch location will not be automatically incremented. If the menu item **File-Delete File On Drop** is checked, the file will be deleted after it is dropped into VBoard. This makes it easier to determine which patches have already been loaded into Vboard. A patch file can always be restored using the **File-Save Current Patch...** menu item.

13.4 Auditioning a Patch

You can audition a patch at any time by pressing the lightning bolt toolbar button or by pressing the F1 key on the keyboard after connecting to a MIDI output device. This will send the current patch, which is displayed on the screen to the Vetta. You can also do this using the drag and drop feature (see section 12.3) or when modifying parameters using dialog boxes that were described in previous sections. Another way to send patches to the Vetta is to check the **File-Drop File on Arrow** menu item. In this case, pressing a keyboard arrow to change a patch will also send it to the Vetta.

13.5 Change the Name of a Patch

You can change the name of any patch using the menu item **Edit-Change Patch Name...** Only 16 characters can be entered and they must conform to the Vetta patch naming convention. This will change the name of the current patch, which is displayed on the screen.

13.6 Save a Single Patch from a VBoard Bank File

You can save any single patch into a sysex file. To do this, put the patch you want to extract on the screen. Use the menu item **File-Save Current Patch...** By adding a check next to the menu item **File-Add Volume Pedal**, The volume pedal will be added to the patch at the end of the signal chain. If only a single patch is open, the toolbar save button also saves the patch.

13.7 Save all Patches from a VBoard Bank File

You can extract all patches from a user bank into 64 individual sysex files. To do this, use the menu item **File-Extract All Patches...** and select a folder. In this case, no file name is required. If you select a file name it will be ignored, but a dummy name must be used. Be careful since patches in this folder may be overwritten if they have the same name as a patch in the current bank. It is recommended that you do this into an empty folder. By adding a check next to the menu item **File-Add Volume Pedal**, The volume pedal will be added to all patches at the end of the signal chain.

13.8 Saving a User Bank from VBoard

Once you are satisfied with the new user bank organization, you can save it as a sysex file by using the menu item **File-Save User Bank...** By adding a check next to the menu item **File-Add Volume Pedal**, The volume pedal will be added to all patches at the end of the signal chain. The toolbar save button also saves the current bank.

14.0 Virtual Floorboard

The VBoard software can act as a true virtual floorboard by allowing the Vetta floorboard patch change foot switches to not only change the patch displayed on the computer screen, but to also automatically download the patch that is displayed on the computer screen to the Vetta. To do this, make sure both the MIDI in and MIDI out ports are connected, and check the **MIDI-Automatic Patch Send** menu item. Now, pressing the floorboard switches will change the patch name in VBoard and also send the patch to the same location in the Vetta. It will not save the patch in the Vetta. It may take a few seconds for the patch to download into the Vetta. In this case a "...Sending Sysex..." message will be shown in the VBoard patch name display.

15.0 Saving Text Files

You can save a text file containing a listing of all amp, stomp boxes and post-effect locations in the current bank by selecting the **File-Save Bank Text File...** menu item. You should save this as a text file. To view or print the file, open it with Word and then use page setup to change to landscape view. Also change the right and left margins to 0.8". Stomp boxes, amps and post effects that are on, are printed in upper case. If they are off, they are printed in lower case. You can also save a text file containing all the parameter values of the current patch using the **File-Save Patch Text File...** menu item. All parameters will fit on a single page if you open it using Word using the standard page setup values.

16.0 Example Method for Organizing Patches

This section describes an example method for organizing Vetta patches. This is only one example of how to use VBoard as a patch organizer.

- 1) *Create individual patches from your existing user bank.* First upload your user bank as a bank sysex file from the Vetta using any standard MIDI utility program such as SendSX or MidiOx. Load this bank file into VBoard and then save the bank as individual sysex patch files using the **File-Extract All Patches...** menu item. Save these patches into a new patch user bank folder.

- 2) *Audition many different patches.* First, open any user bank as a starting point. Next, drag and drop multiple sysex, PODxT or GuitarPort patches that you want to audition into the user bank. Use the left and right arrow keyboard buttons to move between the patches. To audition and given patch, send it to the Vetta using the F1 key.
- 3) *Merge patches.* You can merge two patches into one using **Edit-Merge Patch Parameters...** For example, you can load a PODxT file and save it as a sysex file. You can then load another PODxT file as the current patch and then merge in the amp and cabinet or stomp box parameters from the first file into the current patch.
- 4) *Modify patch parameters.* While auditioning patches, you can modify any patch parameter. The best way to do this is to press the "V" button on the toolbar to bring up the edit window for the current patch. From this edit window, any parameter can be modified. Also, patches can be instantly auditioned from any edit window. If you like that patch, and want to use it in your final user bank, save it as a single patch file using the **File-Save Current Patch...** menu item. You should create a special folder for these final patches.
- 5) *Assemble and test your final user bank.* Open any misc user bank. Drag and drop each final patch from the final patch folder, or from your original patch user bank folder to VBoard starting with location U1A. The software will automatically increment to the next patch number when you drag a patch in. Also, if you check the **File-Delete File On Drop** menu item, the file will be deleted when it is dropped in so that you can see only the files that have not been dropped yet. Once all patches have been loaded, enabling the MIDI-Automatic Patch Send menu item can test the new user bank. If the MIDI input and MIDI output devices are configured, the VBoard software will now act as a virtual Vetta floorboard, which can be tested before finalizing the user bank.
- 6) *Save the final user bank as a sysex file.* To do this, select the **File-Save User Bank...** menu item. Once this final user bank sysex file is created, it can be downloaded into the Vetta using any standard MIDI utility program such as SendSX or MidiOx.

17.0 Performance Settings

The Vetta contains 64 user patches and 64 factory patches. It becomes very difficult to remember for example, which effect is assigned to stomp box 1 for patch U8D. VBoard allows you to easily view these assignments while you switch from patch to patch. Do the following to enable this feature.

- 1) Create a sysex file of your existing user bank or factory bank. You can also create a combined file by first uploading the user bank followed by the factory bank into the same sysex file. You can upload the bank files from the Vetta using any standard MIDI utility program such as SendSX or MidiOx.
- 2) Load the bank file into VBoard using the **File-Open Sysex File...** menu item.
- 3) Select the proper MIDI input device using the **MIDI-Select MIDI Input** menu item. Now pressing the Vetta floorboard foot switches will select the same patch on the computer screen as is selected in the Vetta.
- 4) While performing, use the computer screen will show you the stomp boxes, amps and post effects associated with each foot switch. Use this as a reference before pressing any stomp box, amp or post effects foot switch. This feature works for the main VBoard window and also works if the Vetta

Configuration window (see section 5.0) or the Post Effects Routing window (see section 6.0) are open.

18.0 Software Notes

- 1) This software is intended for use with the Vetta II or Vetta 2.0 firmware only.
- 2) Sysex files cannot be directly uploaded into VBoard from the Vetta.
- 3) A maximum of 20 MIDI devices will appear in the selection box.
- 4) Only PODxT files using the .gpt extension that were created using the GuitarPort software editor can be imported into VBoard.
- 5) If the menu item **File-Add Volume Pedal** is checked, the volume pedal will be moved to the end of the signal chain and enabled when a sysex file is created. This may cause confusion when you are editing the pedal parameters or merging patches.