

GearBox™ 3.1 Release Notes

Mac® OSX 10.4.6; Windows® XP®
Updated 3/12/2007

Introduction

The GearBox 3.1 Release Notes provide useful information, including known issues using GearBox with various applications and operating systems. Use this table of contents to quickly guide you to content that pertains to you:

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System Requirements

Supported Line 6 Hardware

- TonePort UX1, UX2, KB37, D.I.
- GuitarPort
- PODxt, PODxt Pro, and PODxt Live with firmware version 3.0 or greater.

The above Line 6 devices all require driver version 3.0 (or later) for use with GearBox 3. Use Line 6 Monkey (<http://www.line6.com/monkey/>) to get latest updates.

Windows® System Requirements

- Processor: Pentium® 4 - 1.2GHz or better (2.4 GHz or more recommended).
- Operating System: Windows® XP® Professional or Home Edition with Service Pack 2 installed.
- RAM: 512MB minimum (1GB or more recommended).
- Disc space: 1GB free minimum (10GB or more recommended for recording).
- Minimum screen resolution: 1024 x 768.
- One free USB 1.1 or 2.0 compatible port on computer
- Drive speed: 5400rpm minimum (7200rpm or faster recommended for audio recording).
- CD-ROM drive.
- Internet connection for product activation and online features (GuitarPort Online, Tone Library).

Mac® System Requirements

- Processor: G4 1.25 GHz or better (G4 1.67 or better recommended). PowerPC® and Intel® processor systems are supported.
- Operating System: OS X 10.4.6.
- RAM: 512MB minimum (1GB or more recommended).
- 1GB free HD space minimum (10GB or more recommended for recording)
- Minimum screen resolution: 1024 x 768
- One free USB 1.1 or 2.0 compatible port on computer
- Drive speed: 5400rpm minimum (7200rpm or faster recommended for audio recording)
- CD-ROM drive
- Internet connection for product activation and online features (GuitarPort Online, Tone Library)

What's New in GearBox 3.0/3.1

Key new features

- **GearBox now available as a plug-in.** Supports Mac® AU and Windows® VST Plug-In formats, as well as Mac and Windows RTAS. All plug-in formats are included with TonePort DI Gold and Silver Bundles (available as an add-on for other Line 6 computer-based devices).
- **Expanded Line 6 Hardware support.** Adds support for TonePort DI and KB37 devices to existing hardware support, including PODxt, PODxt Pro, PODxt Live, GuitarPort and UX 1/UX2.
- **Pre/post record sends** lets you send pre or post amp and effects to your recording software so you can commit your tracks with the plug-in at a later time.
- **MIDI Remote Control** flexibility with the new Line 6 MIDI console, especially useful for integration of KB37 with 3rd party recording software applications.
- For Help documentation, please visit the [GearBox Online Help](#) page.
- For more info about GearBox, supported Line 6 hardware and Add-Ons, please also see <http://www.line6.com/products/computerBased/>

GearBox Plug-In authorization

If you purchased the GearBox Plug-In, whether through the TonePort D.I. Gold or Silver bundle, or as an upgrade to your existing hardware, **you must activate before you can use it.** Activate it by launching Line 6 Monkey (automatically installed with GearBox) before you can use it.

If you are a TonePort DI customer, open Monkey's **Optional Add-ons** tab and click the **Authorize** button.

If you purchased the plug-in functionality as an upgrade, open Monkey's **Optional Add-ons** tab and click the **Activate Purchase** button.

Installing GearBox 3.1

Please check the System Requirements above to make sure your computer meets the minimum requirements, and then proceed with the following steps. Detailed installation instructions for GearBox 3 are also located on the [GearBox Online Help](#) page.

- Connect your Line 6 device's USB cable to your computer.
- Download and install Line 6 Monkey – it is recommended you download the latest version of [Line 6 Monkey](#).
- Launch Line 6 Monkey and go to the Updates tab.
- Update your Line 6 device's Driver if necessary.
- Update your Device Firmware and Flash Memory if Monkey shows available updates.
- Launch Line 6 Monkey again with your supported Line 6 hardware connected, and it should show you GearBox 3 as an available product in the Updates tab. Choose GearBox 3 and download the installer.
- Exit Line 6 Monkey.
- Run the GearBox 3 installer, following the instructions on your screen.
- **If you already have GearBox 1 or 2 installed** – it is not necessary to uninstall it. GearBox 3 will automatically overwrite and replace the GearBox 1 version. This will also ensure the Tones you created in GearBox 1 are still available in GearBox 3.
- **If you already have GuitarPort Online 2.x installed** – it is not necessary to uninstall it. GearBox 3 will NOT overwrite it. Note however that the necessary driver update for GuitarPort and PODxt hardware for GearBox 3 may result in this hardware no longer functioning with the GuitarPort Online software. The GuitarPort Online software and previous hardware driver installers are still available on the <http://www.line6.com/software/> download site.

Uninstalling GearBox 3 and driver software

On Windows®

- To uninstall the GearBox application, use the Windows® Add/Remove Programs Control Panel available from the Start menu and select GearBox for removal. Or use the Remove GearBox in the GearBox directory which, by default, is installed at /Program Files/Line6/GearBox.
- The TonePort, GuitarPort and PODxt drivers each have their own uninstaller within the Windows® Add/Remove Programs Control Panel.
- Please note that the new Line 6 Audio-MIDI Control Panel replaces the functionality of previous device-specific Control Panels. It is not uninstalled by GearBox or Driver Uninstallers.

On Mac®

- To uninstall the GearBox application, simply move GearBox from the /Applications/Line6 folder into the Trash on your Desktop.
- An uninstaller for the Line 6 Audio-MIDI Driver software is available from the GearBox 3 installer as well. During your GearBox 3 installation, use the Customize button available from the installer's Installation Type step to choose to install the uninstaller at /Applications/Line6/Drivers. This utility will uninstall the universal driver that is used for TonePort, GuitarPort and PODxt family devices.

Line 6 Edit, Custom Tone and GearBox 3 Compatibility

Line 6 Edit 3.0 does not support the TonePort hardware as a connected device. However, Tones created and saved in GearBox 3 can be typically opened in Line 6 Edit 3.0. Depending on which Line 6 hardware you are using with Line 6 Edit, some models may be translated upon loading a GearBox Tone. You can also submit GearBox-created Tones to the Custom Tone Online Library if you first load them into Line 6 Edit 3.0, and then use the Submit function from the Edit window.

GearBox 3 includes access to an integrated Tone Library, which offers free download of GuitarPort Online Tones. These Tones will work with all GearBox 3 supported hardware. You can also visit the www.customtone.com site, either from within Line 6 Edit 3.0's integrated browser, or by using your computer's Browser software, and download Tones that are compatible with several Line 6 devices. Note that some Tones from the CustomTone site may be translated, or may not open within the GearBox 3 software, since they may depend upon your connected hardware to also support all the models used in the Tone.

Known Issues & Incompatibilities

GuitarPort and PODxt Plug-In owners – get Silver Model set

Run Monkey and “Refresh” your GearBox Plug-In activation to get the Silver Model set

If you purchased and activated the GearBox Plug-In Add-On for GuitarPort or PODxt before upgrading to GearBox 3.1, you'll need to **refresh** your activation to get the 6 Preamp and 5 Bass Amp/Cab Models that are now included with Plug-In Add-On purchase:

1. Launch Monkey
2. Select the **Optional Add-Ons** tab
3. Select GearBox Plug-In and click **Activate Purchase...**
4. In the Purchase Activation pop-up window, type: **refresh**
5. Click **Activate!**

General

No USB hub support

Line 6 recommends that you connect your Line 6 device to a “built-in” USB port on your computer and not into a USB hub. USB hubs are known to sometimes exhibit communication errors with USB audio devices.

Due to the fact that some computers, laptops in particular, have limited numbers of USB ports, it may be difficult to find an available port for Line 6 hardware to operate simultaneously with other required USB devices like dongles and other audio interfaces.

Firmware & Driver Requirements

As mentioned in the System Requirements section above, some PODxt devices require that you update them to firmware version 3 (or later) before you can use them with GearBox 3. GearBox 3 also requires the version 3 (or later) device drivers for all supported Line 6 hardware. The GearBox 3 application installer will also install the necessary drivers for all supported devices by default. You can also use Line 6 Monkey to download and apply the recommended drivers and updates for your Line 6 device.

GearBox control ‘Mute Line Out’ not available for TonePort D.I.

‘Mute Line Out’ is a GearBox software feature available to most Line 6 devices, but is not available for the TonePort DI. Mute Line Out is intended to facilitate vocal recording, in which it is common to frequently mute the monitors during a microphone recording pass.

Mod FX and Delay FX tempo changes via ‘Tap’ do not change host automation track

Within the GearBox Plug-In, changing the Mod FX or Delay FX speed via the ‘Tap’ button or by click-dragging the numeric tempo field does not affect this automated parameter within the host application. However, you can control this parameter using the automatable control from within the host.

GearBox CPU Usage and Recording

The heavier the GearBox tone-load, (e.g. lots of effects enabled, stereo mode, TonePort's Dual-Tone mode), the heavier GearBox's load on the CPU. Increase the buffer size in recording host applications to manage heavier loads, use ToneDirect low-latency monitoring to avoid the latency incurred at higher buffer settings.

System Power Up

Line 6 recommends that users' monitor speaker setup not be powered on or turned up until after the CPU is booted and the Line 6 USB audio device is connected.

GearBox Plug-In loads the factory “default tone” when models are unavailable

GearBox amp and effects models are linked with Line 6 hardware. If a project is saved using Line 6 hardware keyed to certain models, then opened later using Line 6 hardware in which those models are unavailable, GearBox’s “default” preset will load instead.

Some Patches Appear Modified When Loaded

Some preset tones may appear modified (tone name is italicized) when first loaded. All Bass presets except Basic Bass Tone exhibit this behavior.

Reason™

Using TonePort KB37 with Reason

The “Reason” MIDI preset (found in the MIDI Settings page of the Line 6 Audio-MIDI Devices console) works only with Reason 3.0.4 or higher. This preset works in conjunction with a Remote™ codec to provide highly integrated control of the Reason. The Remote codec for KB37 is installed with GearBox 3.0.

To use the KB37 with Reason, open the “Control Surfaces and Keyboards” page in Reason’s Preferences dialog, click ‘Add’, then select “Line 6” from the Manufacturer list.

IMPORTANT: Earlier versions of Reason do not support the Remote™ codec, so be sure to install the latest available update (see <http://www.propellerheads.se>).

Windows

General

Windows x64® Compatibility

GearBox 3 is not compatible with Windows x64 (64 bit) systems.

SONAR™

SONAR may stop processing audio at some buffer settings in Kernel Streaming mode

With SONAR 5.2, 6.x set to Kernel Streaming mode, and its buffer size is set to the lowest settings (10ms or 20 ms), while the Line 6 PPU slider is set to the highest settings, SONAR may stop processing audio, causing the transport not to move and input monitoring to stop.

Workaround: Move the PPU slider down or SONAR's buffer size up.

Windows Vista®

Note about Windows Vista support

GearBox 3.1 will install and run on Windows Vista, 32 bit versions only. There is no plan for 64 bit operation at this time. Note that Line 6 cannot officially support Windows Vista at this time due to the varying states of Vista-readiness among other manufactures' host applications and hardware compatibility.

Vista Beta Forum

Line 6 hosts a GearBox Vista public beta forum at <http://line6.com/support/forum.jspa?forumID=31>. Log in to read and swap tricks and tips for making GearBox work under Vista.

Connecting USB Hardware to Different USB Ports Causes Some GearBox Features to Stop Working

On Windows Vista, once you've installed driver software for your Line 6 device and connected it to your computer via USB, you should always connect it to that same USB port in the future. If you connect it to a different port, Vista will treat it as a different device, and as this will prevent Line 6 software from recognizing it for audio playback purposes (for example, GearBox's Track Player and Metronome may not work). You can fix this problem by disconnecting your Line 6 USB hardware, reinstalling your driver software using Line 6 Monkey, reconnecting your Line 6 USB hardware when Monkey instructs you, and then only connecting to that same USB port in the future.

WDM apps don't play when ASIO sample rate doesn't match Windows' defaults

On Windows Vista, if the ASIO driver is open and running at a sample rate or bit depth that is different from the "Default Format" set in the Sounds Control Panel, WDM applications including the GearBox player and metronome will not play.

Workaround: Change the ASIO sample rate or bit depth to match that of Vista's "Default Format" or change Vista's default format to match the desired ASIO settings.

'Out to hardware' knob does not change monitoring level

After adjusting the **Out to hardware** knob in GearBox, pressing play/stop in the player or start/stop in the metronome causes the knob to return to 100%. The volume is not effected, just the position of the knob. Additionally, adjusting the GearBox slider in the Windows Volume Mixer causes the knob to jump to 100%.

Workaround: Use the hardware volume knob on your device to set your monitoring level.

Line 6 audio device sample rate can not be changed in the Sound Control Panel, after entering the "Record" tab of the control panel

Workaround: Reopening the Sound control panel and changing the sample rate will work, as long as the Recording tab is not clicked.

WDM inputs are not available when default format is not set to 16 bit/44.1 kHz

When setting the Windows default format to anything other than 16 bit/44.1 kHz, WDM audio inputs will not be available. Note that ASIO inputs work correctly.

Mac

General

Mac® OS X® Aggregate Devices Feature

When creating aggregations of more than one Line 6 USB device, we recommend that project sample rate in recording applications not be changed on-the-fly. Aggregations using Line 6 USB I/O hardware and third-party USB I/O hardware are still being evaluated, and performance may differ on different systems and with different 3rd party hardware.

Cubase™

Sample Rate support for Line 6 devices is limited to 44.1 kHz and 48 kHz on Cubase™ SE/SL/SX 3.x for Mac®

An issue has been discovered that appears to be unique to only Cubase SE/SL/SX and Nuendo 3.x Mac® versions when using Line 6 PODxt or GuitarPort devices (driver version 3.0). When accessing these devices for recording or playback, sample rate support is limited to only 44.1 kHz or 48 kHz, and selecting other sample rates may cause the Steinberg application's record and playback operations to behave incorrectly.

Digital Performer™

Writing automation from the GearBox Plug-In interface does not work

Digital Performer does not receive automation events from the GearBox Plug-In. However, the GearBox Plug-In interface does respond to automation from Digital Performer.

Live™

Playing automation in Ableton Live may cause interface to become sluggish or freeze

When playing a track that includes GearBox Plug-In automation, while the plug-in window is open, Live's interface may freeze and become unusable.

Workaround: Close the GearBox Plug-In window during playback.

Logic™

When recording automation from the GearBox Plug-In window, resulting automation data may contain "jumps"

You may not be able to record smooth parameter changes when recording automation from the GearBox interface.

Pro Tools® HD/LE

Control Surfaces

GearBox Plug-In can be controlled from some control surface setups, but does not provide easily readable parameter names for LCD displays, and does not support all control surface possibilities.

GearBox RTAS with Pro Tools set to certain buffer settings may result in garbled audio

Audio processed through the GearBox Plug-In may be garbled when using hardware buffer sizes below 512 samples at 96 kHz.

Workaround: A buffer size of 512 samples or greater fixes this problem.

GearBox RTAS EQ knobs may stutter when automation is enabled

While adjusting the EQ levels in the GearBox Plug-In, the EQ graphics may stutter during mouse movements if those parameters are set up for automation within Pro Tools. Note that the interface does not stutter when playing back automation.

RTAS multi-mono mode not supported

GearBox Plug-In will not operate properly in RTAS multi-mono mode.

Pro Tools *Save Session Copy In...* does not preserve GearBox RTAS plug-in settings

The **Save Session Copy In...** function does not save GearBox Plug-In current settings.

Workaround: After using **Save Session Copy In...**, also **Save As...** to that same destination so your copied Session has the parameter values for GearBox Plug-In instances in your Session.

Changes made to the GearBox Plug-In don't trigger Pro Tools to warn user to save changes before closing Pro Tools session

Adjustments made to GearBox Plug-In instances may not trigger Pro Tools to recognize that you have changed your Pro Tools Session, and may not prompt you to save changes when closing your Pro Tools Session if you haven't made other changes since saving. Manually saving a Session file before closing will ensure that the adjustments you've made to the GearBox Plug-In get saved with the Session.

Pro Tools delay compensation does not fully account for GearBox Plug-In latency

GearBox-processed audio may be delayed by up to approximately 3 ms in Pro Tools using sample rates of 96 kHz. While GearBox reports plug-in buffering latency to the Pro Tools mixer, not all aspects of latency are reported, as latency can change based on what models are in use at the moment.

Workaround: Using Pro Tools HD ADC (Automatic Delay Compensation) can improve the delay. Optionally, you can nudge your GearBox-processed audio tracks a number of samples to account for the additional latency.

No graphic indication of Pro Tools automation states in GearBox Plug-In

Many RTAS plug-ins indicate that parameters are armed for automation by altering the corresponding knob's color or drawing a square around the armed element. The GearBox RTAS Plug-In does not provide this feature.

GearBox Plug-In CAB/ER FX *mic* parameter may "jump" on mouse click

The microphone control may jump varying amounts when you begin a click-drag gesture, depending on where, relative to the mic, you click the mouse.

Workaround: Click directly on the mic to ensure smooth parameter changes.