

GR-1 firmware 3.0 – What’s new

Introduction

The 3.0 firmware focuses on file handling and GUI improvements. The file handling has received a major overhaul, and some think work differently than before, aka “breaking changes”. But we expect this to be very welcome, as improved (simplified) file handling was nr 1 on the users’ wish list! The GUI and file handling are ported from our GR-MEGA system.

Installation

This is done using a USB stick or via the LAN port as usual. Please see the new 3.0 manual for details. If your GR-1 complains about “broken tgz file” when checking for upgrade, then you can look at the troubleshooting section in the manual, but when that still persists, this could mean your SD card has become corrupted. If you really want 3.0, then you can reflash your internal SD card. See the new manual (v3.0 !!) on how to do this. The reflash will give you 3.0.0-beta9, which you can then upgrade to the official 3.0.1 via USB or LAN. Note that this new image and 3.0 in general are designed to be more robust against such corruption! So upgrading will be certainly worth it in the long run.

In Short

The GR-1 now starts up with the last loaded or saved performance. The performance you use, is always stored internally, in a slot that’s easily selectable.

[Shift] + [Perf] → Performances : performance list

With the performance list you can (re)name performances, load and save them, without any file chooser diving.

Each performance now has 4 multi timbral configuration (“multi timbral presets”). When play mode is off, [Shift] + Bank1234 to access a multi timbral preset. These can also be named.

You can store samples and patches internally, and with the file manager you can organize them: delete, rename, make new folders, etc.

The GUI is **high contrast** with bigger font size everywhere.

The save popup allows you to save your tweaks with just two presses of the [Save] button. See below.

There’s a lot more feedback when file operations are running in the background.

There’s a Shutdown button. [Shift] + [Perf] → System → Shutdown: this will safely shutdown your GR-1, save the current performance, unmount all drives and then freeze. Then you can flip the power switch. This will help avoid SD card corruption!

Editing names is enhanced:

- Select a char from abcd..123.. using the horizontal fader.
- Insert a space using [Shift] + encoder push
- Delete a character using [Shift] + [Escape]

There's a factory reset. **WARNING: THIS WILL DESTROY ALL USER DATA!!!** This is a crazy button combo within a specific screen for a very good reason!

1. Go to the system menu : [Shift] + [Perf]
2. Hold down [Shift] + [Dest1] + [Dest2] + [Wave1] + [Wave2].

There are only small changes to the sound engine:

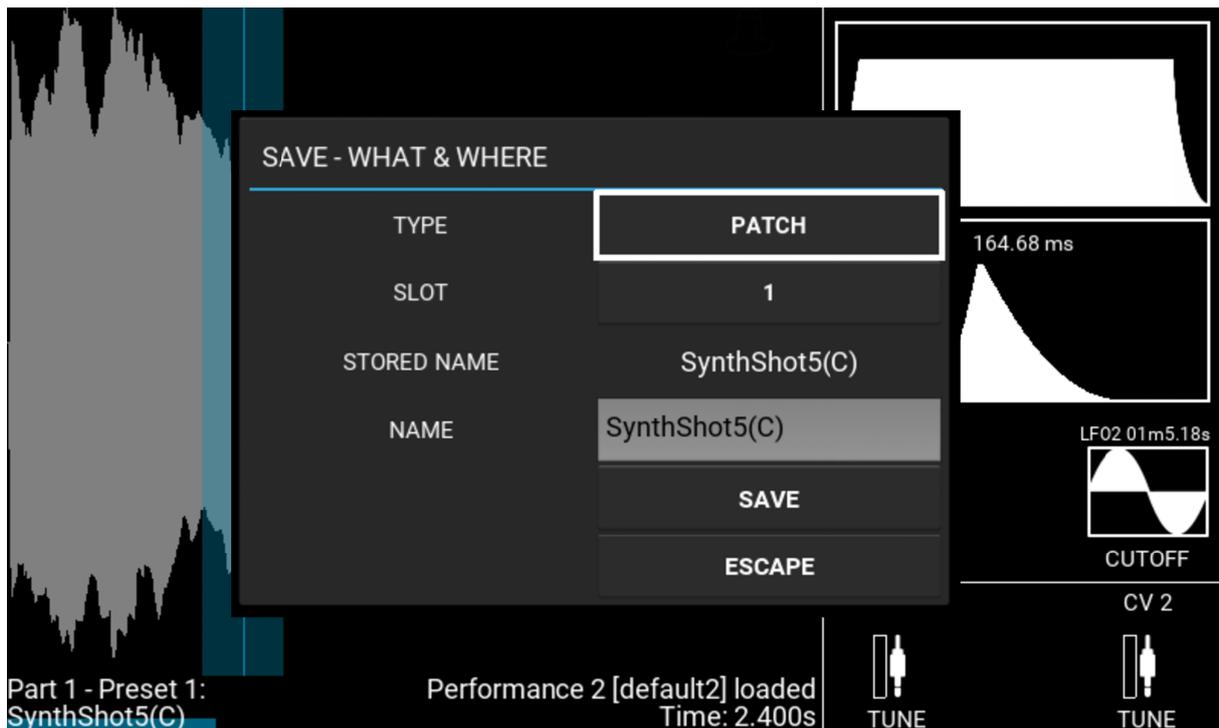
* It mutes when loading or saving

* Part volume is now stored separately in the multi-timbral configuration. So there's now patch volume, and part volume. Some GR-1 users put their patch volume to 0 when working with multi-timbral, but the ADSR sliders now control part volume, not patch volume anymore! This of course has advantages, but your old patches will need to have their patch volumes set to ≥ 0.0 ! Do this with [Shift] + (FX-2).

Saving with the save popup

The biggest change in firmware 3.0 is saving. By far the number 1 question was how to save your work. Previously this was done with either a button combo ("performance quick save"), without any feedback from the GUI, or you had to dive into the file chooser. Long story short, this confused many users, as the save button combo was hidden. No longer.

To save the tweaks in the patch you're currently working on. Just press [Save], you'll then see the save popup, then just press [Save] again, or scroll down to the popup's save button with the (Select) encoder en push it. This means the action is now as visual as can be, and yet retains the quick work flow of the "performance quick save". It also allows you to save patches, and save them internally as well. This was one of the most requested features.



Data types

There are 4 data types here:

Sample: a sample

Patch: Sample + settings (knobs + menu)

Multi: multitimbral config (which presets are in the 4 parts, and their volumes)

Performance: this is 32 presets (patches) + 4 multi presets.

NOTE: this is different from old performances : 32 presets + 1 multi preset + system settings (!!)

Slot number

This applies to data types patch, multi, performance. Leave it unchanged to save in the current slot. Patch has 32 slots (there are 32 presets in a performance). Multi has 4 slots. Performance has 8 .. 50 slots, depending on how big the SD inside your GR-1 is. Slot has no function for the sample type. Selecting sample type will always lead to the file chooser.

Name and stored name

“Stored name” shows the name for the currently selected type and slot. Use the “Name” field to edit the name of the current sample, preset, or performance. Editing is enhanced compared to v2.8:

Work flow

The save popup is simple. You can save most changes with two presses on the [Save] button. There are two special cases:

* The sample type leads you to the file chooser.

1. Name your sample.
2. Press [Save].. you're now redirected to the file chooser.
3. Pick a place internally or on USB where you want to store the WAV file, and press [Save]

If you want to create new folders, use the file manager (..read on).

* If the performance is a factory performance or loaded from USB.. Then when you press [Save] in this popup, then you'll be redirected to the performance list (..read on). This is because you cannot change factory data, and you cannot save performances to USB. ← this is a big change from v2.8!

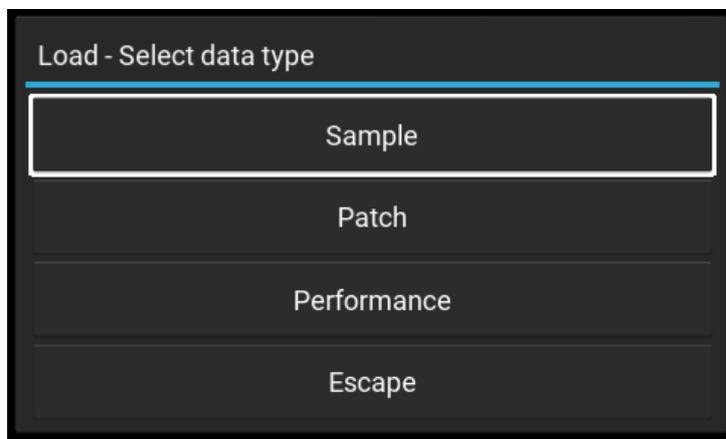
In the performance list just pick a slot and save to it. There you can also name it. The next time you open this popup you can just rename and save directly. Simple.

Loading

Loading performances is typically done from the performance list. If you want to load other types of data or want to load performances from USB or factory performances:

1. From the main screen..
2. Press [Load]

Samples and patches are loaded with the physical [Load] button, which presents you with this little menu. You are now forced to enter the data type every time. But it's remembered for the next time, so typically you just press [Load] twice and then choose your stuff in the file chooser. The physical buttons [Sample], [Patch], and [Perf] also work in this menu.



The System menu

This is where the performance menu used to be. It has 3 sub-menus:

- * performance submenu: this is a list of performances (projects). You can load, rename, and save here.
- * system submenu: global settings (MIDI, display, controls), system status, update, file sharing.
- * files submenu, or "file manager": rename, copy, and delete files here. Since firmware 3.0 can save samples and patches internally in the user directory, the file manager is definitely useful to organize everything.

To access: Hold [Shift] and press [Perf]. Turn the encoder to select a sub-menu and then push.

The Performance List

Just scroll to a slot and push. You'll get a slot edit popup. This will allow you to initialize, load, save or rename. You can also use the physical [Load] and [Save] buttons directly. There's confirmation dialogs on everything.

On a new system there are uninitialized slots. You can either initialize them, or directly load them to initialize and load it right away.

| PERFORMANCE | SYSTEM | FILES |
|-------------|-------------------------|-------|
| | Slot 1 [Dopamine2] | |
| | Slot 2 [New] | |
| | Slot 3 [New] | |
| | Slot 4 [New] | |
| | Slot 5 [New] | |
| | Slot 6 [New] | |
| | Slot 7 [New] | |
| | Slot 8 (Uninitialized) | |
| | Slot 9 (Uninitialized) | |
| | Slot 10 (Uninitialized) | |

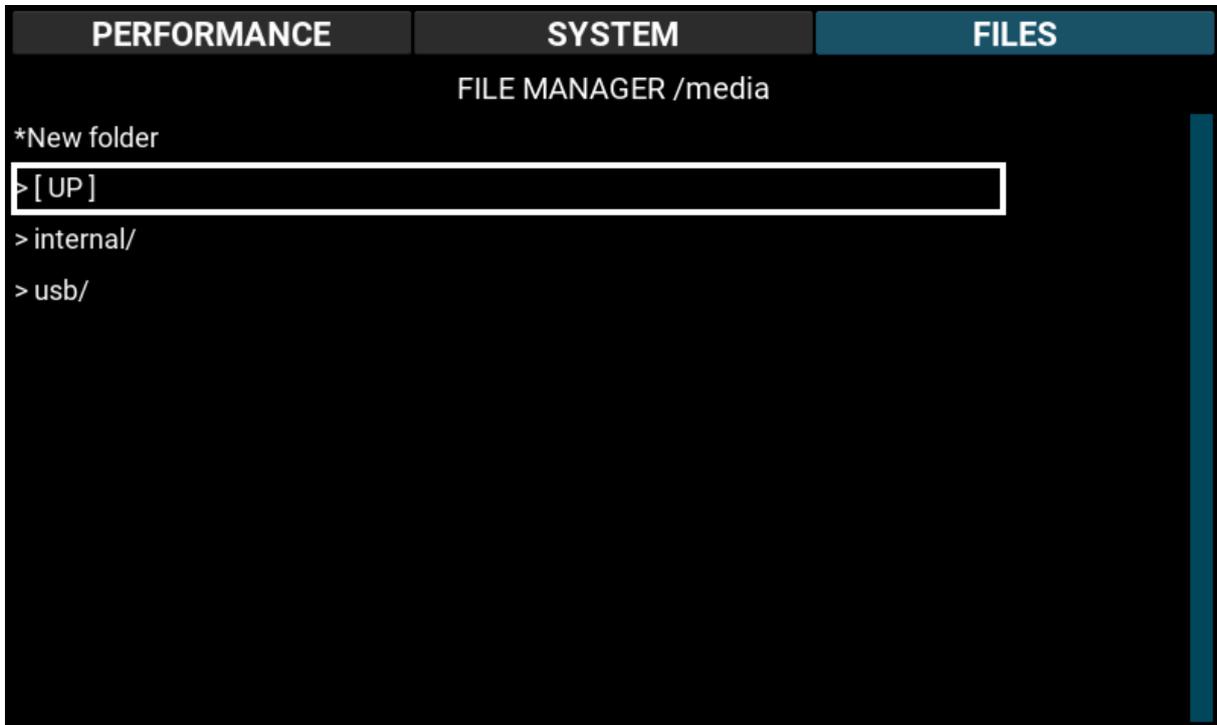
The System sub-menu

Here you can find all the system-wide settings, and also statistics like how much disk is free. Also important action buttons like Shutdown, File sharing enable and Firmware upgrade are here. For the rest this is very much like the performance menu in v2.8. Important: yes, you need to enable file sharing after every time you turn on the unit. This is done to protect the system data against corruption.

| PERFORMANCE | SYSTEM | FILES |
|----------------------------------|--------------------------|-------|
| SYSTEM MENU - FIRMWARE v3.0.0-b2 | | |
| Check Firmware Upgrade | Check | |
| <u>Enable Samba filesharing</u> | Enable | |
| Shutdown | Shutdown | |
| Disk free | 23689 MB | |
| MPE | Off | |
| Part 1 MIDI channel 1 | <input type="checkbox"/> | |
| Part 2 MIDI channel 1 | <input type="checkbox"/> | |
| Part 3 MIDI channel 1 | <input type="checkbox"/> | |
| Part 4 MIDI channel 1 | <input type="checkbox"/> | |
| MIDI CC 2 CV | Off | |
| Send precision CC | Off | |
| MIDI CC updates visuals | Off | |
| Select encoder invert | On | |

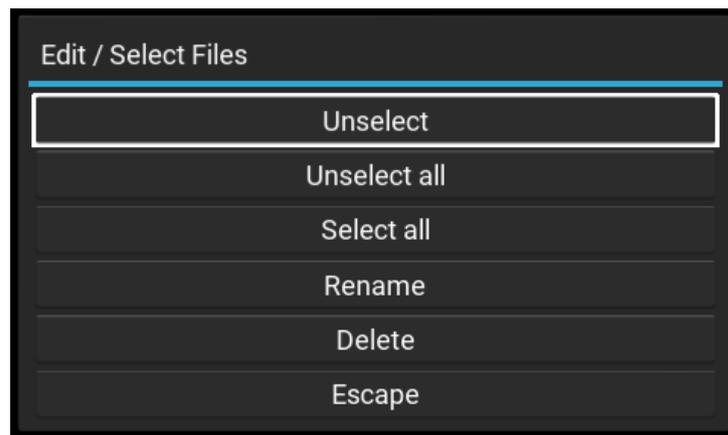
The File Manager sub-menu

The file manager or “Files” as the title bar is called allows you to copy, delete, and rename files. It also allows you to make new folders, and safely unmount inserted USB sticks.



Almost everything is controlled with a combination of the [Shift] button and the encoder. Just holding shift and possibly turning selects files and folders. They’ll become **BLUE**.

[Shift] + encoder push gives you access to the file edit menu:



These are all straightforward.

*New folder: scroll to this option and push the encoder. You’ll then get a popup where you can enter your new folder’s name. Already present folders are automatically postfixed with -2 -3 -4 etc.

Copying and deleting

The idea here is that you first select files and folders, and then delete or copy them. Delete is found in the popup. Copy is done with the physical [Copy] button.

If you enter (traverse) a folder your selection is lost! This is because this way the screen is kept simple. You will always have a full overview of everything you've selected at any time. What You See Is What You Get.

Delete:

1. Select files using Shift + encoder. You can also unselect items with the popup.
2. Use [Shift] + encoder push to enter the edit popup.
3. Choose delete and confirm.

Copy:

1. Select files using Shift + encoder. You can also unselect items with the popup.
2. Press [Copy]. The button will start slowly blinking. The files are now registered to copy.
3. Navigate to the folder where you want to paste the files.
4. Press [Copy] again. You'll be presented with a confirmation dialog. If you confirm then the files will be copied and you'll see the progress displayed in a popup as "xx%".

Unmounting USB drives

1. Navigate to `/media/usb`.
2. Turn the encoder to focus on the USB drive you want to unmount.
3. Hold [Shift] and push encoder. You'll be prompted a confirmation dialog.
4. Confirm.

Notes

Please note that factory data and some important folders like `/media/internal`, `/media/internal/user`, etc cannot be modified. They're protected. You also cannot copy a file to the same folder.