

Firmware updates for the GND-1T will be available on the website to incorporate any bug fixes, or add occasional features. If you believe you've found a bug, please try updating to the latest version. If you still see an issue, please send bug reports to [gnd1t@richardvanhoesel.com](mailto:gnd1t@richardvanhoesel.com). The update procedure below requires access to a computer with Windows 10 or later or MAC OS Catalina 10.15 or later. Earlier OS versions may work but have not been tested by us. We recommend closing all other software while performing the update. Note especially the instructions in red if using a MAC.

If you have any trouble, power cycle the GND-1T and reconnect the USB cable to your computer before running the loader again. In particular, if an initial update attempt fails and you get a blank screen, DON'T PANIC. It's extremely unlikely you've bricked your synth. Just follow the instructions below to rectify the problem.

### Update Instructions:

Check your current firmware by holding the Patch button on your GND-1T during power up, and compare it to the latest version indicated on the website at <https://richardvanhoesel.com/gnd1t>.

Download the latest firmware using the "Latest firmware download" button on the website

You will also need these tools installed:

1. Teensy loader app:

Windows (exe file)

<https://www.dropbox.com/scl/fi/38e6aa1chyjawl9vr2ndu/teensy.exe?rlkey=zya7oeijin9pqt53fw1b7mse7&st=qxrr2b0e&dl=0>

MAC OS (tar file requires unzipping)

<https://www.dropbox.com/scl/fi/et96e1orxejxdzt424gls/teensy-tools-0.60.3-macos.tar?rlkey=e15gjc62cad46x1u8d7qkgt7p&st=uc720z5u&dl=0>

2. TyTools (latest version for Windows or MAC OS)

<https://github.com/Koromix/tytools/releases>

In the TyTools package, we'll be using just TyCommander.

### Instructions to load the ehex firmware file:

*Please follow these instructions carefully*

**If using Mac OS, do not use your computer for anything else whilst the firmware update is in progress. It only takes a minute or two. Ensure the firmware installation completes before using your computer for any other purpose or even switching to any other window/software, otherwise the firmware installation may fail.**

Start the Teensy app (MAC) or run teensy.exe (Windows):

File>Open Hex File (direct it to where you have downloaded the firmware)

Enable the "Auto" button underneath Help

Start TyCommander:

Press the "Bootloader" button. This will get the Teensy process started, which is all we're using

TyCommander for (you do not need to touch any other buttons in the TyCommander app, just the bootloader button).

The GND-1T screen should go blank at this point.

After a second or two you should see the Teensy program start the upload process, and show 'erasing'.

After up to about 20-30 seconds (and sometimes longer), this should switch to "Programming" and display a progress indicator.

After programming is completed, it's usually a good idea to power cycle the GND-1T to run the new firmware.

### **Troubleshooting, especially if using Mac:**

If after the erasing stage you get an error message (e.g. **"Download failed"**), follow these exact steps:

- Unplug both the usb and the power to the GND-1T.
- Close the teensy app.
- Plug the GND-1T power and usb cables back in.
- The GND-1T screen should still be black (if it instead the GND-1T boots up normally then go back to the start of the instructions above and try again from the beginning).
- Open the teensy app again, and load the firmware into it.
- Press the Auto button again in the teensy app.
- This time the programming phase should start, and there should be no error.

**Ensure that the firmware update completes and the GND-1T boots up normally before switching to any other window/software, otherwise the firmware installation may fail.** Be sure to close and reopen the Teensy app if retrying an upload. If you try to load the firmware again without closing and reopening the Teensy app, it will likely fail (on Mac).

If you still have any issues just get in touch.

#### Firmware changes since November 2024:

**V2.04 FW 250525** *May 25, 2025* Adds the ability to set the GND-1T in “global external MIDI clock” mode, which disables the internal MIDI clock for all patches and overrides their patch specific MIDI clock parameter. To enable (and disable) global external mode, double-tap the BPM/clock button on the MIDI page so it says “global EXT”. Once activated, you can load any patch and retain the external clock sync mode. Global EXT mode is disabled by default on power up, and can also be set using NRPN with CC 98 =77, CC 6 = 0/1 (1=enabled).

**V2.03 FW 250512** *May 12, 2025* Adds an additional OscEnv mode (“cycMfz X”) that combines continuous AHD cycles with modFreeze during the AHD cycle. In addition, unique to this mode, individual modulators can be ‘unfrozen’ by activating their mod depth parameter eXcludes. E.g. by manually changing the Fmod parameter (speech filter mod) its exclude is activated, and it is also no longer frozen during AHD cycles in this mode. Note that patch loads and saves do not alter parameter excludes, so loading a previously saved patch that uses this OscEnv mode may not sound the same if current excludes differ from when the patch was saved. To preserve excludes in save/load operations, save the current configuration as a Scene instead.

This FW also eliminates the Drum status lock that in previous FW versions was enforced when echofreeze was activated.

**V2.02 FW 250409** *April 9, 2025* Reverts a minor FW250325 code addition that was aimed at improving repeatability of patch loads for highly non-linear patches, but turned out to adversely affect some sounds.

**V2.01 FW 250325 E/F** *April 3, 2025* Adds a shortcut that allows toggling the internal MIDI clock on or off from the main patch page by holding the metal Xpress button and tapping the patch number button. For patches that use the MIDI clock for any parameter, the clk symbol on the patch number button turns red when turned off, but only after checking there are no active external clocks as well, which takes a second or two.

~~The OscEnv mod freeze mode now excludes drum modulators, which keep running in that mode (as do PostFilter and the Pitch / Attack-Decay mod blocks).~~ Removed in V2.02

Extends Drate to allow higher drum trigger rates when Drate is set in the range 100-127

**V2.0 FW 250325 B** *March 30, 2025* Revised Tempo rates in clocked mode (see MIDI reference P1-3), and minor change to the sounds in the MIX b drum kit for better contrast re MIX a.

**V2.0 FW 250325** *March 25, 2025*

Adds many new features including internal MIDI clock generation and new direct clock sync of Drum triggers, Tempo, LFOs, Echo delay, and Block step morphing. **For full details, see P1-3 of the V2.0 MIDI reference**

**V1.06 FW 250120** *January 20, 2025*

Adds the ability to trigger the internal drums via external MIDI note-on events on channel 10. The notes required to trigger the 8 drums correspond to those defined in MIDI DRUM MAP 0. To access the MIDI Drum mapping page, hold the metal PARAM button down until the Edit index page loads. Then while continuing to hold PARAM, tap the Drum2/WORD button.

The Drum Kit modulation, drum velocity sensitivity, and drum volume and FX parameters remain in effect for external triggers. To disable the automated algorithm drum triggers, and only hear externally triggered drums, turn off DRUMS on the main patch page, or set the drum trigger parameters on the Drum1 page (Dtrig, DTmod) to 0. Adjust the drum trigger values to non 0 values to mix internal and external triggers.

Responses to channel 10 drum notes can be inhibited/enabled using the “drmRX on/off” parameter on the [ALT] MIDI page by holding ALT and tapping the Midi Ch button. This function replaces the ability to inhibit SysEx responses, and SysEx is now permanently enabled.

Adds a new parameter “sncRun on/off”, which when enabled, activates RUN on receiving a MIDI Start and clocks. Toggle this on the MIDI page by holding ALT and tapping the “Thru” button.

Status of both “drmRX” and “sncRun” can be saved for future powerups using SAVE Globals (click the encoder on the main patch page).

Corrected a MIDI latency issue that previously could arise when switching quickly between different screen pages

#### **V1.05 FW 250109** *January 9, 2025*

Added the ability to set Touch expression mode (Tch XP) and Note Expression Mode (Note XP) via MIDI NRPN CC 98 = 69, 70. Added new ENC XP (encoder expression) modes to allow permanent Drift Buffers to be loaded directly from the MAIN PATCH page. New modes:

Driftbuf: Turn the encoder to increment or decrement the current permanent DriftBuffer number. If the buffer exists (i.e. has been saved previously) it is loaded immediately. To skip over buffers and scroll to a particular one, hold [Xpress] while scrolling.

ModWL XPDbf: Turn the encoder to affect modwheel, hold [Xpress] + turn to select DriftBuffer

Breath XPDbf: Turn the encoder to affect breath control, hold [Xpress] + turn to select DriftBuffer

AfterT XPDbf: Turn the encoder to affect aftertouch, hold [Xpress] + turn to select DriftBuffer

#### **V1.04 FW 241225** *December 25, 2024*

New MIDI-clock based drum trigger option, selected by setting the Dsrc=0 selector to “clk” on the Drum1 Page (replaces previous LFO1+2 option). This new option creates a drum trigger every 6 MIDI clocks (i.e. 16<sup>th</sup> notes). The count can be restarted using a MIDI Start command. The clk based triggers are subsequently rate-limited by the Drate parameter as per usual, which in turn can be varied using clkDrum/ppq Drm. Accordingly, the Drum PPQN controls only affect the Drate parameter, and not the underlying Dsrc clk rate that responds strictly to MIDI clocks.

When this mode is active, as long as clocks are sent to the 1T and Drums are enabled, it will fire drums whenever RUN, run-drums-only, or NoteOn events are issued. The run-drums-only option

may be particularly useful for DAW synchronous control of the 1T's drums/synth along with other devices, but I'm sure you will find various interesting ways to make use of this new mode.

Addition of two new NoteXP modes on the XP mapping page: Patch( 4) and Note+Patch (5). These modes allow each key (MIDI note) to play a different patch. Set the patch selected by middle C (MIDI note 60) by selecting a patch in the usual way without pressing any keyboard notes.

Addition of a LOOP Restore function (ALT RAND LOOP on the Loop edit page). Allows restoring the loop ROM address after any number of RAND LOOP commands. Great for restoring e.g. intelligible speech sounds after glitching them out using RAND LOOP. The restore address is reset by Word changes, patch changes and Save commands.

### **V1.03 FW 241211** *December 11, 2024*

New "Rungler" style modulator waveforms "mfo.lfo1" and "mfo.lfo2". These are shift register based waveforms sampling the mfo waveform at lfo1 or lfo2 rates.

Addition of two new NoteXP modes on the XP mapping page: Patch( 4) and Note+Patch (5). These modes allow each key (MIDI note) to play a different patch. Set the patch selected by middle C (MIDI note 60) by selecting a patch in the usual way without pressing any keyboard notes.

Addition of LOOP Restore function (ALT RAND LOOP) on the Loop edit page, which allows reinstating the original loop (e.g. a spoken word) after multiple RAND LOOP presses. See the Loop edit page in the revised manual.

BLOCK morph button on the main patch page now always shows the number of patches in a block in the top right corner

New SysEx commands to ask the GND-1T whether a specific drift-buffer or Scene exits (MIDI Ref)

Bug fix for "excludes" when using external MIDI control of pot-parameters but not morphing.

### **V1.02 FW 241103** *November 2024*

Addition of drum overdrive control (Drum2 page), and a new Erode bend (Bends2 page), and deletion of warp-bend parameter. Manual and MIDI ref versions 1.02 describe these two new parameters. Bug fix for the 'clear parameter' button on the XP mapping page (and extension to now also allow clearing of global matrix parameters).