

BRIDGE CAST ONE

Owner's Manual

Before using this unit, carefully read the information in "USING THE UNIT SAFELY" and "IMPORTANT NOTES" (the "READ THIS FIRST" leaflet). After reading, keep the document(s) where it will be available for immediate reference.

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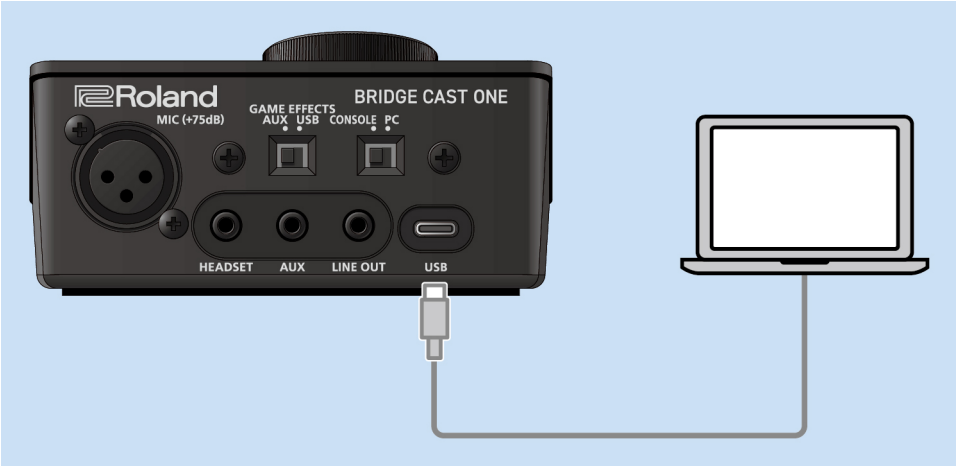
Supplying power to this unit

Connect this unit to the USB port of a computer or video game console that can supply at least 5 V/900 mA of power.



About the BRIDGE CAST dedicated app



The BRIDGE CAST app is a dedicated app used for configuring the settings of this unit and helps you to use this unit's features (for computers running Windows/macOS).

You can use this app for a variety of operations, such as adjusting the mic sound quality, adjusting the game sound or voice chat audio, backing up/restoring the settings on this unit and more.

Before using this unit, download the BRIDGE CAST app and install it on your computer.

For details, refer to "Installing the BRIDGE CAST app and driver (p. 17)".

Supported operating systems

Access the website below to see which operating systems are supported.

https://roland.cm/bridgecastone

Top panel (this unit)



You can use the "BRIDGE CAST" dedicated app to access more detailed settings. For details, refer to "About the BRIDGE CAST app (p. 16)".

About the buses

"Buses" refer to the destinations where the audio for each input source is sent.

There are two kinds of buses on this unit, the "STREAM MIX" bus and the "PERSONAL MIX" bus. The STREAM MIX bus can be used for streaming settings, whereas the PERSONAL MIX bus can be used for monitoring settings.

Configure each bus according to your needs.

The audio signals sent to the buses are mixed and then output. The mic audio can be output without going through a bus (meaning that the mic audio is not mixed with other audio).

MEMO

The dial always adjusts the volume of the PERSONAL MIX bus. By default, the STREAM MIX and PERSONAL MIX buses are linked, so that both buses are set to the same volume.

When you use BRIDGE CAST app, you can unlink the buses. When the buses are unlinked, the STREAM MIX bus volume can be adjusted in BRIDGE CAST app.

► BRIDGE CAST app: "HOME" tab → "**MIX LINK button** (p. 33)"

1 48V indicator

This is lit when phantom power is on.

Turn phantom power on when you connect a condenser mic that requires a phantom power supply to the MIC connector.

When connecting a dynamic mic or a condenser mic that operates on battery power, make sure to set the phantom power switch to off. These types of mics may malfunction when supplied with phantom power.

► Configuring the mic settings on this unit (p. 7)

► BRIDGE CAST app: “MIC SETUP” tab → “**MIC TYPE** (p. 45)”

2 MUTE/ASSIGN [MIC] [CHAT] [GAME] buttons

Use these buttons to mute the audio and to execute the functions assigned to the buttons.

You can assign the functions to the buttons in the BRIDGE CAST app: “HOME” tab “**MUTE/ASSIGN button functions** (p. 34)”.

3 MUTE/ASSIGN indicators (MIC, CHAT, GAME)

These light up in the colors set for the MIC, CHAT, and GAME channels, and go dark when the mute function assigned to the respective button is on.

MEMO

You can change the indicator colors.

► BRIDGE CAST app: “HOME” tab → “**LED color slider** (p. 35)”

4 Dial

Adjusts the volume of the input source assigned to the respective channel.

Press the dial to switch the respective channel.

Long-press the dial to reset the volume to the default value.

When **DIAL MODE** (p. 31) is “SEPARATE”, the value is 100.

When **DIAL MODE** (p. 31) is BALANCE 1, 2, CHAT and GAME are the same volume.

MEMO

You can also use the dial to adjust the volume of the input sources assigned to the CHAT and GAME channels at the same time.

► BRIDGE CAST app: “HOME” tab → “**DIAL MODE** (p. 31)”

5 Channel indicator

Illuminates with the color for the respective channel.

When DIAL MODE is “BALANCE 1” or “BALANCE 2”, the color of the CHAT channel is shown in the left half and the color of the GAME channel is shown in the right half.

6 Channel level meter

Indicates the input level for the respective channel.

This shows the output volume when you operate the dial.

MEMO

You can disable the level meter so that only the volume is always shown.

► BRIDGE CAST app: “SYSTEM” tab → “**INDICATOR TYPE** (p. 100)”

7 [VOICE TRANSFORMER] button

Turns the voice transformer (voice changer, reverb) on/off. When on, the button is lit.

MEMO

- The voice changer and reverb can be turned on and off individually.
  ► Turning the effects on/off individually (p. 12)

- You can change the button's color.
  ► Setting the LED color of the [VOICE TRANSFORMER] button (p. 54)

- You can set the voice transformer so that it can't be turned off.
  ► BRIDGE CAST app: "VOICE TRANSFORMER" tab → "**LOCK** (p. 52)"

8 [GAME EFFECTS] button

Turns the game effects (virtual surround, equalizer, limiter) on/off. When on, the button is lit.

MEMO

- Virtual surround, equalizer and limiter can be turned on and off individually.
  ► Turning the effects on/off individually (p. 12)

- You can change the button's color.
  ► Setting the LED color of the [GAME EFFECTS] button (p. 71)

Switching between profiles

Turn the dial while pressing the [VOICE TRANSFORMER] and [GAME EFFECTS] buttons at the same time to toggle between Profiles (p. 83) (1-5).

9 [PHONES] knob

Adjusts the volume of the headphones/headset.

MEMO

- The [PHONES] knob can also be used to adjust the volume output from the LINE OUT jack.
  ► BRIDGE CAST app: "HOME" tab → "**PHONES/LINE OUT LINK button** (p. 41)"

- You can change the maximum volume of the headphones/headset.
  Change this setting only after turning the headphones/headset volume all the way down.
  ► BRIDGE CAST app: "SYSTEM" tab → "**PHONES GAIN** (p. 101)"

Configuring the mic settings on this unit

* If the mute function is not assigned to the MUTE/ASSIGN [MIC] button, you can't configure the mic settings from the controls on this unit.

1 Long-press the MUTE/ASSIGN [MIC] button.

The channel indicator blinks yellow/red alternately, and the unit enters mic setup mode.

2 Press the dial while holding the MUTE/ASSIGN [MIC] button to toggle the MUTE/ASSIGN indicator that lights up.

Each press of the dial switches to a different MUTE/ASSIGN indicator, and the mic settings can be changed according to the MUTE/ASSIGN indicator that's lit.

3 Turn the dial while long-pressing the MUTE/ASSIGN [MIC] button to edit the settings.

MUTE/ASSIGN indicators	Explanation
MIC	Adjusts the mic input gain (sensitivity).  ► BRIDGE CAST app: Adjusting the input gain (sensitivity) for the mic (p. 48)
CHAT	Selects the type of mic you're using. The type of mic to use must be set in order to input audio from a mic. **Turn counterclockwise (the left half of the level meter lights up)** Dynamic mic (when phantom power is off) Condenser mic (when phantom power is on)

MUTE/ASSIGN indicators	Explanation
	 **Clockwise (the right half of the level meter lights up)** Headset  ► BRIDGE CAST app: Selecting the type of mic (p. 45)
GAME	Switches the phantom power supply (+48 V) to the MIC jack on/off. **Turn counterclockwise (the left half of the level meter lights up)** Switches phantom power off. The 48V indicator goes dark.

MUTE/ASSIGN indicators	Explanation
	 **Clockwise (the right half of the level meter lights up)** Switches phantom power on. Phantom power is provided when the 48V indicator changes from blinking to remaining lit.  When connecting a dynamic mic or a condenser mic that operates on battery power, make sure to turn phantom power off. These types of mics may malfunction when supplied with phantom power.

MUTE/ASSIGN indicators	Explanation
	► BRIDGE CAST app: Selecting the type of mic (p. 45)

4 When you have finished editing the settings, take your finger off the MUTE/ASSIGN [MIC] button to exit mic settings mode.

Selecting the effect presets

The voice transformer and game effects come with pre-programmed editable presets when this unit is shipped from the factory.

1 Long-press the [VOICE TRANSFORMER] or [GAME EFFECTS] button.

The channel indicator lights up in the same color as the button you pressed.

The rightmost five channel level meters light up, and the level meters blink according to the preset you have selected.



2 Turn the dial while long-pressing the [VOICE TRANSFORMER] or [GAME EFFECTS] button at the same time to select a preset.

3 When you are finished selecting a preset, take your finger off the [VOICE TRANSFORMER] or [GAME EFFECTS] button.

MEMO

You can save the current settings for the voice transformer and game effects as presets. Up to five presets can be saved respectively.

► Saving the voice transformer settings as a preset (p. 55)

► Saving the game effect settings as a preset (p. 72)

Turning the effects on/off individually

The voice transformer and game effects are respectively assigned to the MUTE/ASSIGN buttons as shown below.

Effect		MUTE/ASSIGN button
VOICE TRANSFORMER	VOICE CHANGER	[MIC]
	REVERB	[CHAT]
	–	[GAME]
GAME EFFECTS	EQ	[MIC]
	LIMITER	[CHAT]
	VIRTUAL SURROUND	[GAME]

1. **Long-press the [VOICE TRANSFORMER] or [GAME EFFECTS] button.**
2. **Press the MUTE/ASSIGN button to which the effect you want to switch on/off is assigned, while long-pressing the [VOICE TRANSFORMER] or [GAME EFFECTS] button.**

   Each press of the MUTE/ASSIGN button toggles between the ON (MUTE/ASSIGN indicator lit) and OFF (unlit) setting.

Rear panel (this unit)

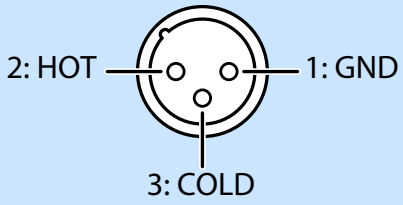


1 MIC connector (XLR)

Connect your microphone here. When a condenser mic that requires phantom power is connected, the MIC connector can supply phantom power (+48 V).

DC 48 V, 6mA max.

Pin assignment of MIC jack



You must set the type of mic to be used and the input gain (sensitivity) in order to input audio from the mic.

► Configuring the mic settings on this unit (p. 7)

► BRIDGE CAST app: Selecting the type of mic (p. 45), Adjusting the input gain (sensitivity) for the mic (p. 48)

2 HEADSET jack (four-conductor stereo mini phone type)

Connect your headphones or headset here.

The PERSONAL MIX bus audio is output.

You can also output audio from the STREAM MIX bus from this jack.

► BRIDGE CAST app: “HOME” tab → “OUTPUT section” → “**PHONES source selection switch** (p. 41)”

When using a headset, you can input the audio from the headset mic.

Use a headset with a 3.5 mm CTIA-type mini plug (four-conductor).

You must set the type of mic to be used and the input gain (sensitivity) in order to input audio from the mic.

► Configuring the mic settings on this unit (p. 7)

► BRIDGE CAST app: Selecting the type of mic (p. 45), Adjusting the input gain (sensitivity) for the mic (p. 48)

3 AUX jack (four-conductor stereo mini phone type)

Connect this to your tablet, smartphone or similar device. This jack is compatible with four-conductor (TRRS) 3.5 mm mini plugs.

When you use a four-conductor mini plug cable, you can input the audio from your smartphone and output the mic audio (mono mix) to your smartphone.

With a three-conductor mini plug, only audio input is available.

4 LINE OUT jack (stereo mini type)

Connect this jack to your monitor speakers or other audio equipment. This is a 3.5 mm stereo mini plug.

The output audio can be set on the menu screen → "OUTPUT" → "LINE OUT MODE" of the BRIDGE CAST app.

5 USB port (USB Type-C®)

Use the included USB cable to connect to your computer, video game console.

The USB connection setting switch settings should be configured according to the device that's connected.

About bus power operation

The unit operates on bus power. The unit automatically turns on when it receives power from the device it is connected to via the USB port.

6 [GAME EFFECTS] setting switch

Sets the input source that uses the game effect.

USB	Computers, video game consoles connected to a USB port
AUX	Smartphone or other device connected to the AUX jack

The MUTE/ASSIGN [GAME] button on the top panel also switches the input source.

This lets you switch between settings without using a computer when you play games on a smartphone connected to the AUX port.

7 USB connection setting switch

Set this to “PC” or “CONSOLE”, according to which device you connect to the USB port.

The unit determines the state of the USB connection setting switch when it starts up. Do not change the switch’s setting after starting up this unit.

PC: when connecting to your computer

This lets you transmit and receive audio and MIDI messages between multiple devices.

The dedicated driver must be installed when you use the “PC” setting.

► BRIDGE CAST app:Installing the BRIDGE CAST app and driver (p. 17)

Audio input (source)	Audio output	MIDI input/output	Keyboard (HID) output
CHAT GAME (SPEAKER) MUSIC SYSTEM	MIC (mic audio: not routed through a bus) STREAM (STREAM MIX bus audio) SUB MIX (“OUTPUT” tab in the BRIDGE CAST app → audio selected in “SUB MIX MODE (p. 82)”)	BRIDGE CAST ONE CTRL (for transmitting/receiving MIDI messages)	Outputs the hot key assigned to the MUTE/ASSIGN button.

See the “MIDI Implementation Chart” (Roland website) for details on what MIDI messages can be transmitted and received.

https://roland.cm/bridgecastone_om

This unit is recognized as a MIDI device (“BRIDGE CAST ONE CTRL”) when accessed from a MIDI-compatible app on your computer.

CONSOLE: when connecting a video game console

This lets you transmit and receive the following audio signals.

You can also connect a computer with the “CONSOLE” setting.

Audio input (source)	Audio output
CONSOLE (SPEAKER)	MIC (mic audio: not routed through a bus) or STREAM (STREAM MIX bus audio) The audio output from the USB port can be set on the “HOME” tab → “OUTPUT” → “**USB OUT MODE (CONSOLE)** (p. 82)” tab in the BRIDGE CAST app.

About the BRIDGE CAST app

The BRIDGE CAST app is a dedicated app used for configuring the settings of this unit and helps you to use this unit's features (for computers running Windows/macOS).

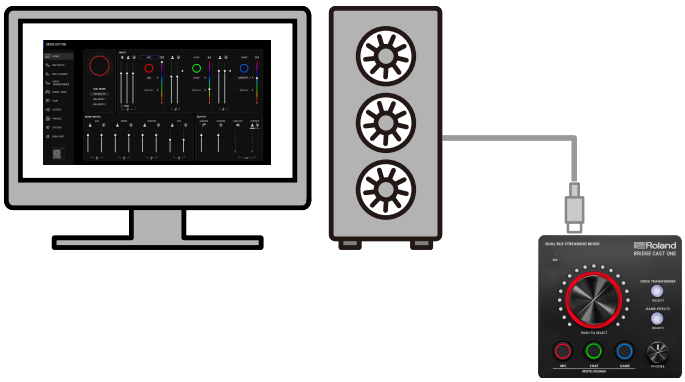
With the app, you can make detailed adjustments to the sound quality of the mic, such as suppressing unwanted sound picked up by the mic, leveling out differences in mic volume and so on.

You can also use this app for a variety of operations, such as adjusting the game sound or voice chat audio, backing up/restoring the settings on this unit and more.

Refer to "Installing the BRIDGE CAST app and driver (p. 17)" for details on how to download and install the BRIDGE CAST app.

You can use the BRIDGE CAST app to control this unit by connecting this unit to a computer via USB cable.

► Connecting to a computer/external equipment (p. 19)



Installing the BRIDGE CAST app and driver

To operate this unit and configure its settings, install the "BRIDGE CAST" dedicated app on your computer.

A dedicated driver must be installed to connect this unit to a computer and to handle multiple audio sources.

USB connection setting switch	Driver	USB input/output
PC	Dedicated driver	Audio: 4 in/3 out, MIDI, keyboard (HID) output
CONSOLE	Standard OS driver	Audio: 1 in/1 out

■ Windows users

Downloading and installing the dedicated driver

1. **Launch your browser and access the following website.**

   https://roland.cm/bridgecastone

2. **From the downloads page, search for "BRIDGE CAST ONE USB Driver Ver.xxx for Windows 10/11" and click on the link.**

   "xxx" indicates the version number.

3. **Right-click on the compressed file that was downloaded, and select "Extract All".**

4. **Double-click the Setup file.**

5. **Follow the onscreen instructions to install the dedicated driver.**

6. **Set the USB connection settings switch to "PC".**

7. **Use a USB cable to connect the USB port to your computer, and then turn on this unit.**

Downloading and installing the BRIDGE CAST app

1. **Launch your browser and access the following website.**

   https://roland.cm/bridgecastone

2. **From the downloads page, search for "BRIDGE CAST APP Ver.xxx for Windows" and click on the link.**

   "xxx" indicates the version number.

3. **Follow the onscreen instructions to download the BRIDGE CAST app.**

4. **Right-click on the compressed file that was downloaded, and select "Extract All".**

5. **Open the decompressed folder and double-click on the "Roland_BRIDGE_CAST_Installer.exe" installer.**

6. **Follow the onscreen instructions to install the BRIDGE CAST app.**

   If you see a User Account Control confirmation message, click "Yes".

■ Mac Users

Downloading and installing the dedicated driver

1. **Launch your browser and access the following Web page.**

   https://roland.cm/bridgecastone

2. **From the downloads page, search for "BRIDGE CAST ONE Driver Ver.xxx for macOS" and click on the link.**

   "xxx" indicates the version number.

3. **Follow the onscreen instructions to download the dedicated driver.**

4. **Double-click the compressed file to decompress the dedicated driver you downloaded.**
5. **Open the decompressed folder and double-click on the "BridgeCastOne_USBDriver12.pkg" file.**
6. **Follow the onscreen instructions to install the dedicated driver.**
7. **Set the USB connection settings switch to "PC".**
8. **Use a USB cable to connect the USB port to your computer, and then turn on this unit.**

Downloading and installing the BRIDGE CAST app

1. **Launch your browser and access the following Web page.**

   https://roland.cm/bridgecastone

2. **From the downloads page, search for "BRIDGE CAST APP Ver.xxx for macOS" and click on the link.**

   "xxx" indicates the version number.

3. **Follow the onscreen instructions to download the BRIDGE CAST app.**
4. **Double-click the compressed file for the BRIDGE CAST app you downloaded to decompress it.**
5. **Double-click the "Roland_BRIDGE_CAST.dmg" file.**
6. **Follow the onscreen instructions to install the BRIDGE CAST app.**

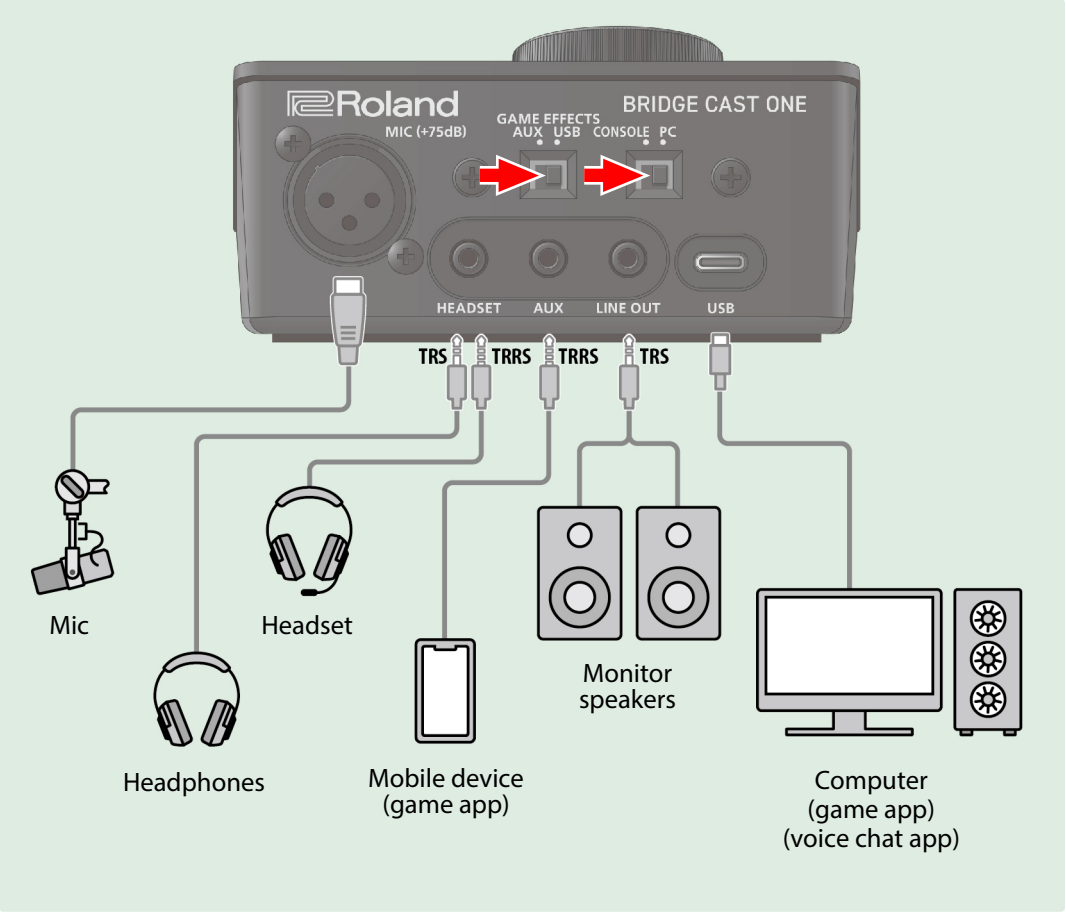
Connecting to a computer/external equipment

This section explains how to connect this unit to your computer or external equipment (such as a mic, monitor speakers or tablet).

* To prevent malfunction and equipment failure, always turn down the volume, and turn off all the units before making any connections.
* Before turning the unit on/off, always be sure to turn the volume down. Even with the volume turned down, you might hear some sound when switching the unit on/off. However, this is normal and does not indicate a malfunction.

1. **Connect your mic, monitor speakers, headphones, mobile device or other external equipment to this unit.**
2. **Set the USB connection settings switch to "PC".**
3. **Set the [GAME EFFECTS] setting switch to "USB".**
4. **Start up the computer, then connect the computer to the USB port of this unit using the included USB cable.**

   The unit automatically turns on, and the channel indicators on the top panel light up.
5. **Turn on your external equipment.**
6. **Launch the BRIDGE CAST app.**
7. **Adjust the volume to ensure a listenable volume balance while playing the game's audio from your computer, the audio from your video game console, and the audio from the voice chat or mic.**



■ About the power supply

This unit does not have a power switch. The power automatically turns on when this unit is connected to a computer (bus power).

To turn off the power, first turn off all external equipment and then unplug the USB cable that connects this unit to your computer.

■ Mic audio input

You must set the type of mic to be used and the input gain (sensitivity) in order to input audio from the mic.

► Configuring the mic settings on this unit (p. 7)

► Selecting the type of mic (p. 45)

► Configuring the microphone automatically (mic rehearsal) (p. 46)

► Adjusting the input gain (sensitivity) for the mic (p. 48)

Device settings on the computer

You must configure the input/output device and playback/recording device settings on your computer if you wish to transmit/receive audio as desired between your computer and this unit.

► Configuring the device settings on your computer (p. 21)

■ Adjusting the volume

Operations on this unit

Press the dial to select a channel (MIC, CHAT, GAME) and turn the dial to adjust the volume.

Channel	Explanation
MIC	Adjusts the volume of the mic. You can also individually adjust the monitor volume and the volume of signal that's sent to the other person in your voice chat. ► BRIDGE CAST app: "HOME" tab → "INPUT section (p. 32)"
CHAT	The CHAT audio signal from the USB port is assigned as the input source, and the dial can be used to adjust the volume. The MUTE/ASSIGN [CHAT] button can be used to mute or unmute the audio.
GAME	The GAME (SPEAKER) audio signal from the USB port is assigned as the input source, and the dial can be used to adjust the volume. The MUTE/ASSIGN [GAME] button can be used to mute or unmute the audio. * You can use the game effect for the GAME (SPEAKER) input source.

BRIDGE CAST app

► Adjusting the volume (home screen) (p. 28)

MEMO

- You can change the dial settings to adjust the volume of the CHAT and GAME channels at the same time.
  ► BRIDGE CAST app: "HOME" tab → "**DIAL MODE** (p. 31)"

- You can also change the input source for each channel.
  ► BRIDGE CAST app: "HOME" tab → "**Input source** (p. 32)"

- You can change the maximum volume of the headphones/headset.
  Change this setting only after turning the headphones/headset volume all the way down.
  ► BRIDGE CAST app: "SYSTEM" tab → "**PHONES GAIN** (p. 101)"

Configuring the device settings on your computer

To exchange audio data between your computer and this unit, you must configure the input/output device and playback/recording device settings on your computer according to the app to be used (game app, voice chat app or other software).

■ List of devices

If you set the USB connection setting to “PC” and connect this unit to your computer, the unit is recognized on the computer as follows.

Audio device	Device name	Explanation
Playback device	Select the playback device according to the audio signal you want to output to this unit from the computer.	
	CHAT (BRIDGE CAST ONE)	Voice chat app audio
	Speakers (BRIDGE CAST ONE) or GAME (BRIDGE CAST ONE) * Either one of these names appears, depending on the application.	Game app audio 5.1 ch/7.1 ch audio output is supported. ► Outputting 5.1 /7.1 audio from a Windows PC (p. 67) On the BRIDGE CAST app, this is shown as “GAME (SPEAKER)”.
	MUSIC (BRIDGE CAST ONE)	Audio content including BGM CAST background music as well as music player app and browser audio content
	SYSTEM (BRIDGE CAST ONE)	BGM CAST sound effects, OS system sound
Recording device	Select the recording device according to the audio signal you want to input from this unit to the computer.	
	MIC (BRIDGE CAST ONE)	Mic audio (not routed through a bus)
	SUB MIX (BRIDGE CAST ONE)	Outputs the audio selected from the “OUTPUT” tab in the BRIDGE CAST app → “SUB MIX MODE (p. 82)”.
	STREAM (BRIDGE CAST ONE)	STREAM MIX bus audio

■ Examples of settings

Here are some setting examples.

See the owner’s manual of your computer or of the respective app for details on the audio input/output settings.

When using a game app

To output the sound from a game app on your computer to this unit, set the game app output device to “SPEAKER (BRIDGE CAST ONE)”.

When using a voice chat app

To input the mic audio from this unit into the voice chat app of your computer, and then output the audio of the other party in the voice chat from your computer to this unit, set the input/output device of your voice chat app as shown below.

Input device	Output device
MIC (BRIDGE CAST ONE)	CHAT (BRIDGE CAST ONE)

When using a music player app, movie viewing app or browser

When outputting audio from your computer (such as from a music player app or from a song that’s playing back in your browser) to this unit, set the playback (output) device of the music player app or browser to “MUSIC (BRIDGE CAST ONE)”.

To use game effects, use the “Speaker (BRIDGE CAST ONE)” setting.

Transmitting and receiving MIDI messages

Configuring the device settings on your computer

You can transmit/receive MIDI control messages between a MIDI-compatible app on your computer and this unit.

* Refer to the owner's manual or other documentation of the MIDI-compatible app you're using for details on the MIDI settings on your computer.

Transmitting (from this unit to a MIDI-compatible app)

To transmit a MIDI message, press a MUTE/ASSIGN buttons to which a MIDI control message is assigned.

- You can set the MUTE/ASSIGN button functions in BRIDGE CAST app: "HOME" tab → "**MUTE/ASSIGN button functions** (p. 34)".
- Set the MIDI input device on your MIDI-compatible app to "BRIDGE CAST ONE CTRL".

Receiving (from a MIDI-compatible app to this unit)

- Set the MIDI output device on your MIDI-compatible app to "BRIDGE CAST ONE CTRL".
- See the "MIDI Implementation Chart" (Roland website) for details on which MIDI messages can be received.
  https://roland.cm/bridgecastone_om

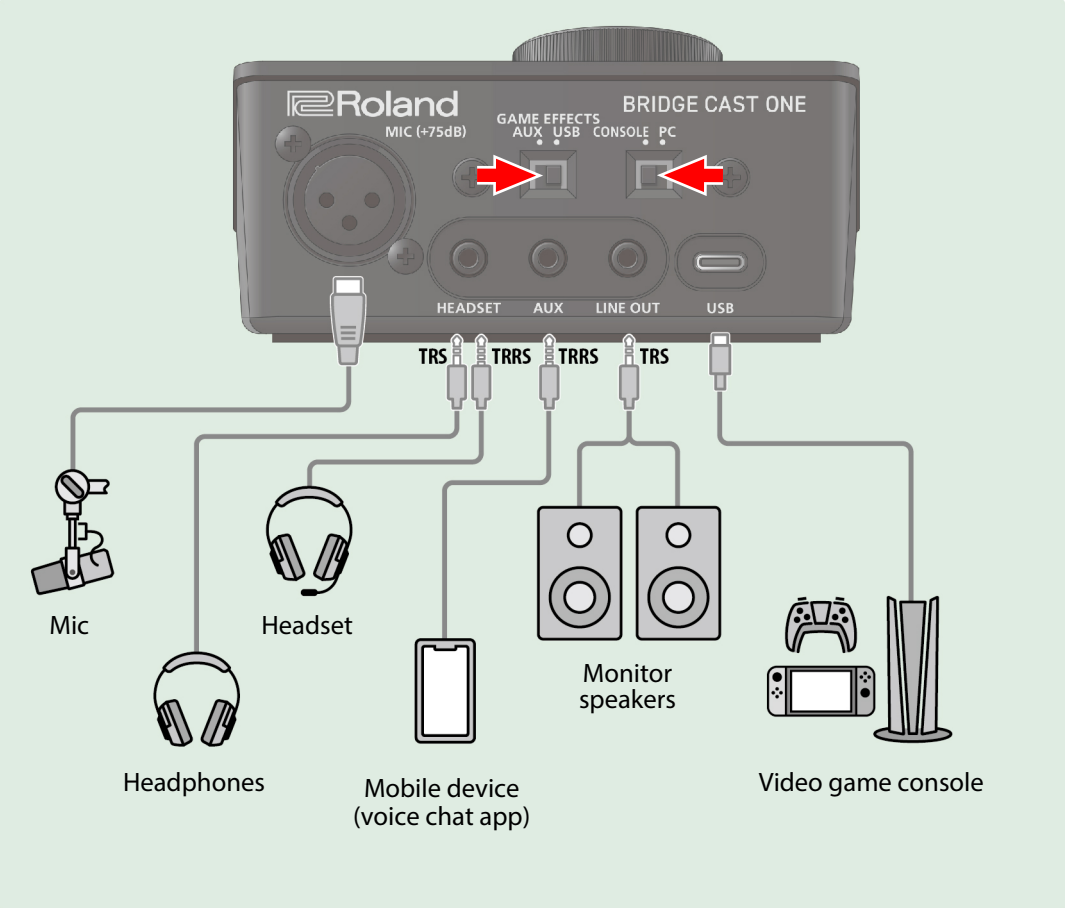
Connecting to a video game console

Here's an example of how to connect the devices when you want to hear the game audio from a video game console and the voice chat audio from a tablet/smartphone at the same time.

* To prevent malfunction and equipment failure, always turn down the volume, and turn off all the units before making any connections.
* Before turning the unit on/off, always be sure to turn the volume down. Even with the volume turned down, you might hear some sound when switching the unit on/off. However, this is normal and does not indicate a malfunction.

1. **Connect your mic, headphones, tablet or other external equipment to this unit.**
2. **Set the USB connection settings switch to "CONSOLE".**
3. **Set the [GAME EFFECTS] setting switch to "USB".**
4. **After booting up your video game console, use the included USB cable to connect the video game console to the USB port of this unit.**

   The unit automatically turns on, and the channel indicators on the top panel light up.
5. **Turn on your external equipment.**
6. **Adjust the volume on this unit to ensure a listenable volume balance while testing the sound from the video game console, voice chat and mic.**



* A computer is required to use the BRIDGE CAST app.

■ About the power supply

This unit does not have a power switch. The power automatically turns on when this unit is connected to a video game console (bus power).

To turn off the power, first turn off all external equipment and then unplug the USB cable that connects this unit to your video game console.

■ Mic audio input

You must set the type of mic to be used and the input gain (sensitivity) in order to input audio from the mic.

► Configuring the mic settings on this unit (p. 7)

► Selecting the type of mic (p. 45)

► Configuring the microphone automatically (mic rehearsal) (p. 46)

► Adjusting the input gain (sensitivity) for the mic (p. 48)

■ Adjusting the volume

Operations on this unit

Press the dial to select a channel (MIC, CHAT, GAME) and turn the dial to adjust the volume.

Channel	Explanation
MIC	Adjusts the volume of the mic. You can also individually adjust the monitor volume and the volume of signal that's sent to the other person in your voice chat. ► BRIDGE CAST app: "HOME" tab → "INPUT section (p. 32)"
CHAT	The AUX signal is assigned as the input source, and the dial can be used to adjust the volume. The MUTE/ASSIGN [CHAT] button can be used to mute or unmute the audio.
GAME	The CONSOLE audio signal from the USB port is assigned as the input source, and the dial can be used to adjust the volume. The MUTE/ASSIGN [GAME] button can be used to mute or unmute the audio. * You can use the game effect for the CONSOLE input source.

BRIDGE CAST app

► Adjusting the volume (home screen) (p. 28)

MEMO

- You can change the dial settings to adjust the volume of the CHAT and GAME channels at the same time.
  ► BRIDGE CAST app: "HOME" tab → "**DIAL MODE** (p. 31)"

- You can also change the input source for each channel.
  ► BRIDGE CAST app: "HOME" tab → "**Input source** (p. 32)"

- You can change the maximum volume of the headphones/headset.
  Change this setting only after turning the headphones/headset volume all the way down.
  ► BRIDGE CAST app: "SYSTEM" tab → "**PHONES GAIN** (p. 101)"

Connecting a gaming tablet or smartphone

Here's an example of how to connect the devices when you want to hear the game audio from a tablet/smartphone and the voice chat audio from your computer at the same time.

* To prevent malfunction and equipment failure, always turn down the volume, and turn off all the units before making any connections.
* Before turning the unit on/off, always be sure to turn the volume down. Even with the volume turned down, you might hear some sound when switching the unit on/off. However, this is normal and does not indicate a malfunction.

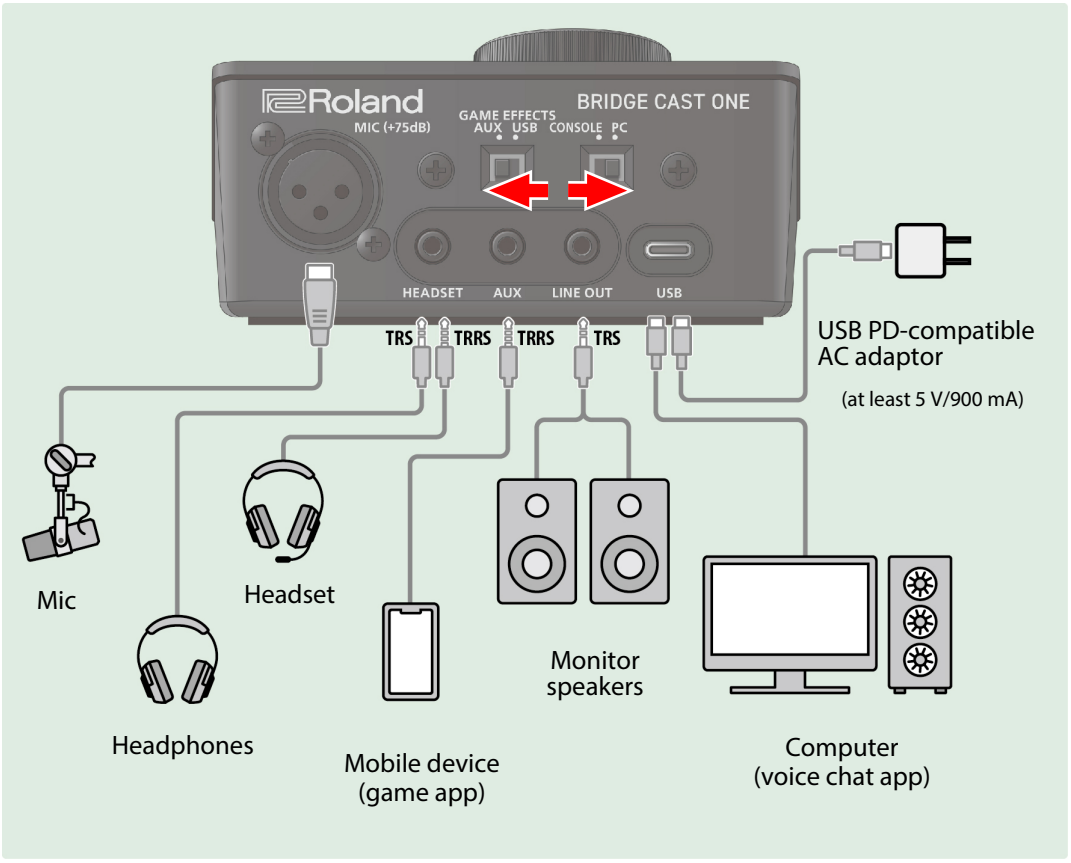
MEMO

If you do not need to chat on the computer, you can connect only a tablet or smartphone to the AUX jack while using a USB PD-compatible AC adaptor (commercially available).

1. **Connect a mic and peripherals such as monitor speaker/headphones, a gaming tablet/smartphone and so forth to this unit.**
2. **Set the USB connection settings switch to "PC".**

   To connect a USB PD-compatible AC adaptor, use the "CONSOLE" setting.
3. **Set the [GAME EFFECTS] setting switch to "AUX".**
4. **Start up the computer, then connect the computer to the USB port of this unit using the included USB cable.**
   If you're not using a computer, connect a USB PD-compatible AC adaptor to the USB port of this unit.

   The unit automatically turns on, and the channel indicators on the top panel light up.
5. **Turn on your external equipment.**
6. **Launch the BRIDGE CAST app.**
7. **Adjust the volume to ensure a listenable volume balance while playing the game or voice chat sound on your tablet, computer or smartphone, or while talking into the mic.**



■ About the power supply

This unit does not have a power switch. The power automatically turns on when this unit is connected to a computer (bus power).

To turn off the power, first turn off all external equipment and then unplug the USB cable that connects this unit to your computer.

■ Mic audio input

You must set the type of mic to be used and the input gain (sensitivity) in order to input audio from the mic.

► Configuring the mic settings on this unit (p. 7)

► Selecting the type of mic (p. 45)

► Configuring the microphone automatically (mic rehearsal) (p. 46)

► Adjusting the input gain (sensitivity) for the mic (p. 48)

■ Adjusting the volume

Operations on this unit

Press the dial to select a channel (MIC, CHAT, GAME) and turn the dial to adjust the volume.

Channel	Explanation
MIC	Adjusts the volume of the mic. You can also individually adjust the monitor volume and the volume of signal that's sent to the other person in your voice chat. ► BRIDGE CAST app: "HOME" tab → "INPUT section (p. 32)"
CHAT	The CHAT audio signal from the USB port is assigned as the input source, and the dial can be used to adjust the volume. The MUTE/ASSIGN [CHAT] button can be used to mute or unmute the audio.
GAME	The AUX signal is assigned as the input source, and the dial can be used to adjust the volume. The MUTE/ASSIGN [GAME] button can be used to mute or unmute the audio. * You can use the game effect for the AUX input source.

BRIDGE CAST app

► Adjusting the volume (home screen) (p. 28)

MEMO

- You can change the dial settings to adjust the volume of the CHAT and GAME channels at the same time.
  ► BRIDGE CAST app: "HOME" tab → "**DIAL MODE** (p. 31)"

- You can also change the input source for each channel.
  ► BRIDGE CAST app: "HOME" tab → "**Input source** (p. 32)"

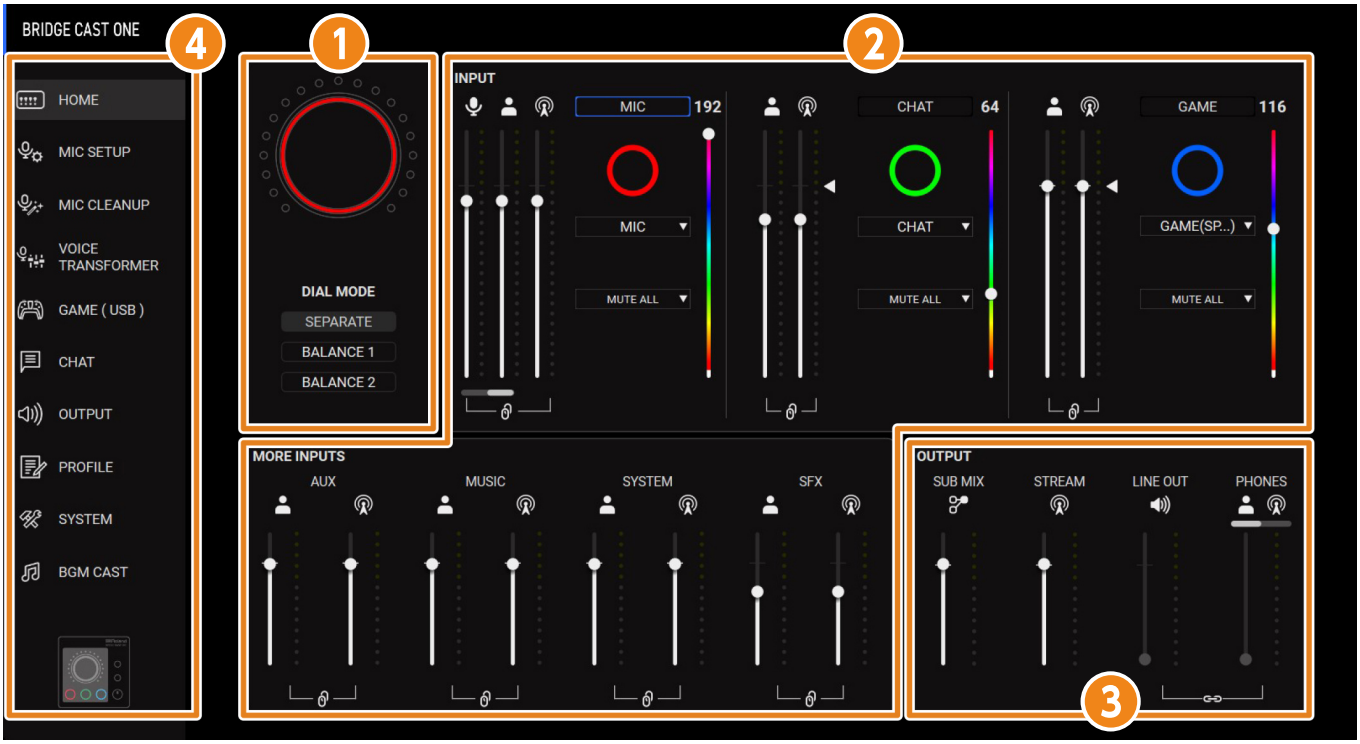
- You can change the maximum volume of the headphones/headset.
  Change this setting only after turning the headphones/headset volume all the way down.
  ► BRIDGE CAST app: "SYSTEM" tab → "**PHONES GAIN** (p. 101)"

===== App =====

Adjusting the volume (home screen) (p. 28)
• Dial section (p. 30)
• INPUT section (p. 32)
• OUTPUT section (p. 40)
Adjusting the mic audio (p. 42)
• Selecting the type of mic (p. 45)
• Configuring the microphone automatically (mic rehearsal) (p. 46)
• Adjusting the input gain (sensitivity) for the mic (p. 48)
• Calibrating the mic sound quality (Cleanup) (p. 49)
• Processing the mic audio (voice transformer) (p. 52)
• Setting the LED color of the [VOICE TRANSFORMER] button (p. 54)
• Saving the voice transformer settings as a preset (p. 55)
• Exporting the voice transformer preset file (p. 58)
Adjusting the game sound (p. 62)
• Using the game effects (p. 64)
• Listening to game audio in virtual surround (p. 65)
• Using the equalizer to adjust the game sound (p. 68)
• Using the limiter to limit the volume of a game (p. 70)
• Setting the LED color of the [GAME EFFECTS] button (p. 71)
• Saving the game effect settings as a preset (p. 72)
• Exporting a game effect preset file (p. 76)
• Using the settings in the game effect library as presets (p. 80)
Making the voice chat audio easier to hear (p. 81)
Editing the output audio settings (p. 82)
Creating a profile (p. 83)
Exporting a profile (p. 89)
System settings (p. 93)
• Backing up/restoring the settings on this unit (p. 94)
• Restoring the factory settings (Factory reset) (p. 98)
• Other settings (p. 100)
Using background music and sound effects from Roland Cloud (BGM CAST) (p. 102)
• Signing in to Roland Cloud (p. 103)
• Using background music (p. 104)
• Using sound effects (p. 106)
• Making the settings for Roland Cloud and background music (p. 108)

Adjusting the volume (home screen)

The home screen is shown when you launch the BRIDGE CAST app.



* The image above shows what the screen looks like when the USB port connection setting switch is set to “PC”.

For details on the audio signal flow, refer to “Mixer block diagram (PC) (p. 112)” and “Mixer block diagram (CONSOLE) (p. 113)”.

1 **Dial section**

2 **INPUT section**

3 **OUTPUT section**

4 **Menu tab**

Switches between screens.

Menu tab	See the pages below for details.
HOME	Dial section (p. 30) INPUT section (p. 32) • Hot key settings (p. 36) • Registering a sound effect (p. 37) OUTPUT section (p. 40)
MIC SETUP	Selecting the type of mic (p. 45) Configuring the microphone automatically (mic rehearsal) (p. 46) Adjusting the input gain (sensitivity) for the mic (p. 48)
MIC CLEANUP	Calibrating the mic sound quality (Cleanup) (p. 49)

Menu tab	See the pages below for details.
VOICE TRANSFORMER	Processing the mic audio (voice transformer) (p. 52) Setting the LED color of the [VOICE TRANSFORMER] button (p. 54) Saving the voice transformer settings as a preset (p. 55) Exporting the voice transformer preset file (p. 58)
GAME	Using the game effects (p. 64) Listening to game audio in virtual surround (p. 65) Using the equalizer to adjust the game sound (p. 68) Using the limiter to limit the volume of a game (p. 70) Setting the LED color of the [GAME EFFECTS] button (p. 71) Saving the game effect settings as a preset (p. 72) Exporting a game effect preset file (p. 76) Using the settings in the game effect library as presets (p. 80)
CHAT	Making the voice chat audio easier to hear (p. 81)
OUTPUT	Editing the output audio settings (p. 82)
PROFILE	Creating a profile (p. 83) Exporting a profile (p. 89)
SYSTEM	Backing up/restoring the settings on this unit (p. 94) Restoring the factory settings (Factory reset) (p. 98) Other settings (p. 100)
BGM CAST	Signing in to Roland Cloud (p. 103) Using background music (p. 104) Using sound effects (p. 106) Making the settings for Roland Cloud and background music (p. 108)

Dial section

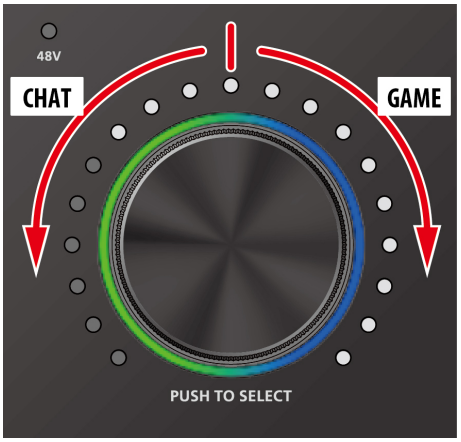
Sets the function of the dial.



<table>
<tr><th>Name</th><th colspan="2">Explanation</th></tr>
<tr><td rowspan="4">DIAL MODE</td><td colspan="2">This toggles between how the dial of the BRIDGE CAST ONE works.</td></tr>
<tr><td>SEPARATE</td><td>In this mode, you can set the volume for the MIC, CHAT, and GAME channels individually.
Each press of the dial switches between channels in this order: MIC → CHAT → GAME → MIC.</td></tr>
<tr><td>BALANCE 1</td><td>The volume can be set independently for the MIC channel, while the CHAT and GAME channel volumes are linked as shown below.

Turn the dial counterclockwise:
The CHAT volume increases, and the GAME volume decreases.

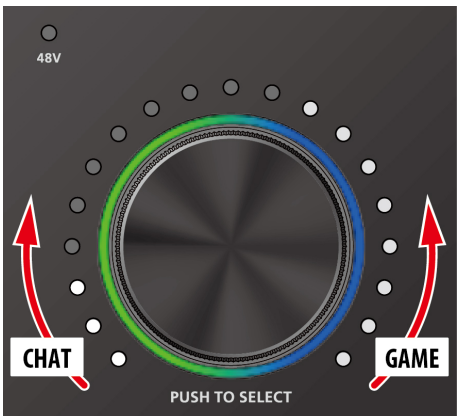
Turn the dial clockwise:
The CHAT volume decreases, and the GAME volume increases.

Channel level meter display


Each press of the dial switches between channels in this order: MIC → CHAT & GAME → MIC.</td></tr>
<tr><td>BALANCE 2</td><td>The volume can be set independently for the MIC channel, while the CHAT and GAME channel volumes are linked as shown below.

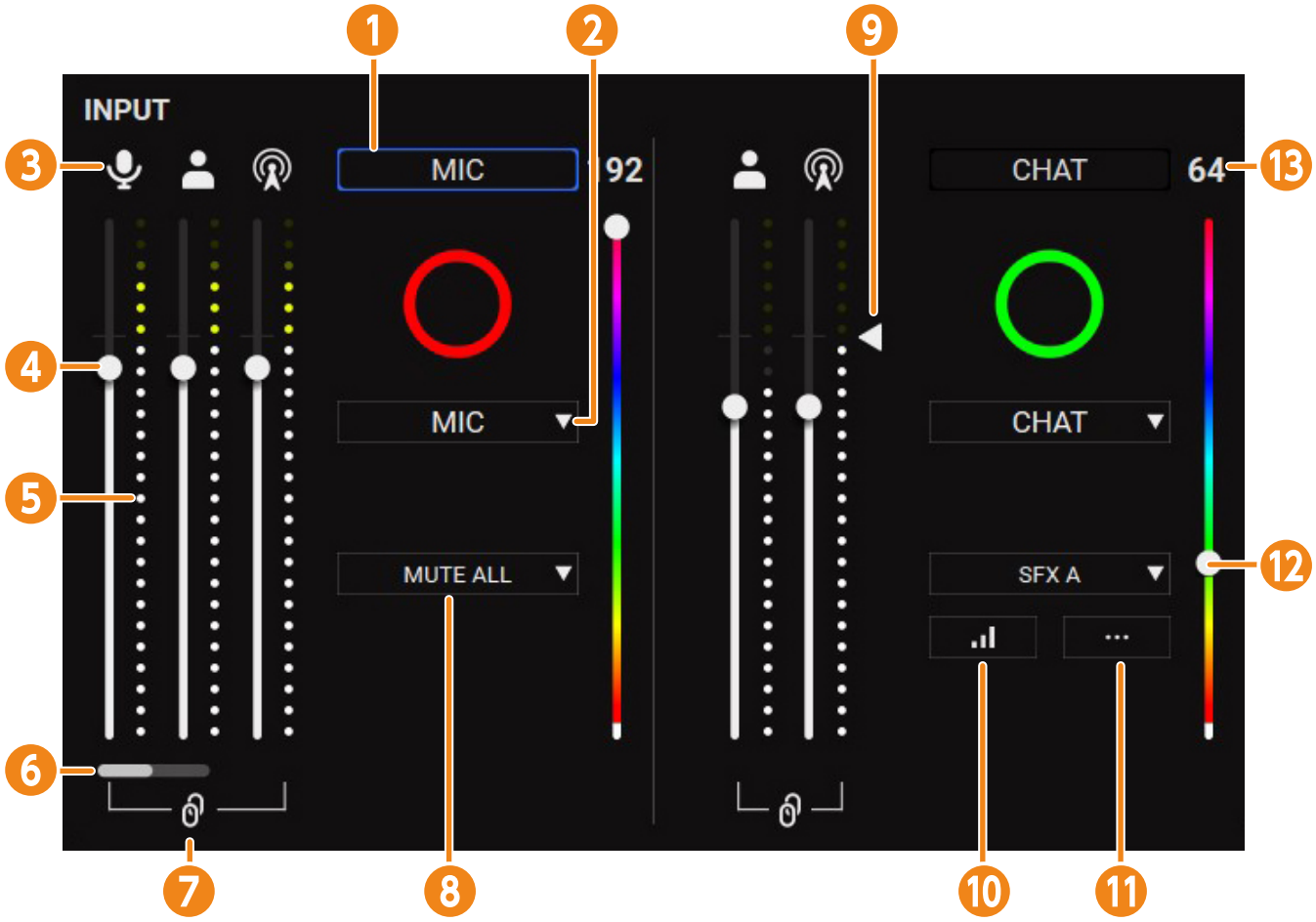
Turn the dial counterclockwise:
The CHAT volume decreases, and the GAME volume increases.

Turn the dial clockwise:
The CHAT volume increases, and the GAME volume decreases.

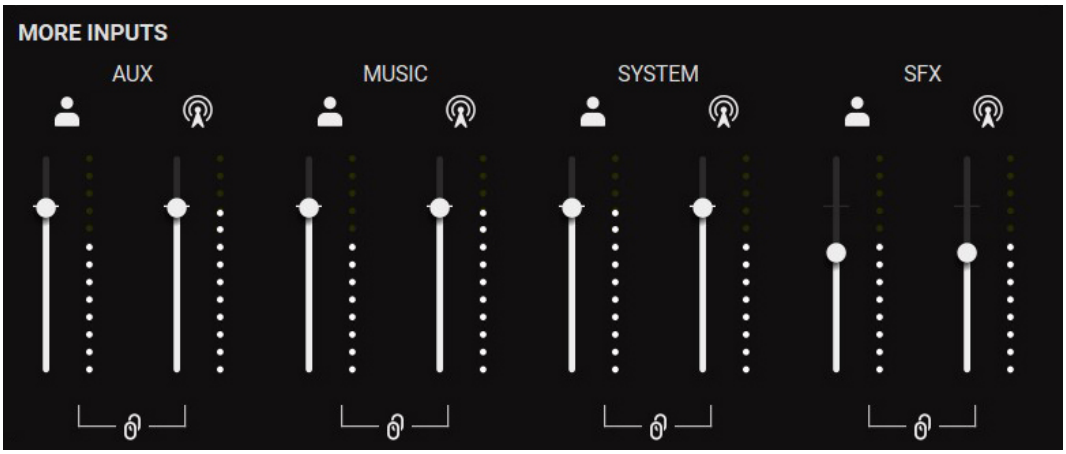
Channel level meter display

</td></tr>
</table>

INPUT section

These controls adjust the volume of each input source.



The status of input sources that are not assigned to the MIC, CHAT, or GAME channels is displayed in this area.



Name		Explanation
1	**Channel for which the dial operates**	Shows the channel you control with the dial on the BRIDGE CAST ONE.

Name		Explanation	
2	**Input source**	This assigns input sources to the MUTE/ASSIGN [MIC], [CHAT] and [GAME] buttons. * You can store different settings for each setting of the USB connection and [GAME EFFECTS] setting switches. The volume for the input source you assigned changes when you operate the dial on the BRIDGE CAST ONE.	
		MIC	The audio of the dynamic mic, condenser mic connected to the MIC jack, or the audio of the headset mic connected to the HEADSET jack * When this is set to "MIC", you must select the mic type. ► Selecting the type of mic (p. 45)
		AUX	Audio input from the AUX jack
		CHAT GAME (SPEAKER) MUSIC SYSTEM	Audio input from the USB port * This can be set when the USB connection setting switch is set to "PC".
		CONSOLE (SPEAKER)	Audio input from the USB port * This can be set when the USB connection setting switch is set to "CONSOLE".
		SFX	Sound effects (SFX A, SFX B, SFX BEEP)
3	**Icon**	This shows which bus is being operated. Click the icon to mute/unmute the audio.	
			Mic signal that is not routed through a bus * Only when the input source is "MIC"
			Audio sent to the PERSONAL MIX bus
			Audio sent to the STREAM MIX bus
4	**Volume sliders**	Drag the volume sliders to adjust the volume. You can use the cursor keys on the keyboard to fine-tune the settings.	
5	**Level meters**	Indicates the volume levels.	
6	**MIC/PERSONAL selector switch**	Selects whether the mic audio (not routed through a bus) or the PERSONAL MIX bus is to be controlled. Click the white bar to switch between buses. ► **About the buses** (p. 4)	
7	**MIX LINK button**	Links/unlinks the two buses (STREAM MIX, PERSONAL MIX).	
		 Link	Use the dial on the BRIDGE CAST ONE to adjust the volumes of the PERSONAL MIX and STREAM MIX. You can adjust the input level while retaining the volume balance for each bus. * When the input source is "MIC", the MIC audio (not routed through a bus), STREAM MIX bus and PERSONAL MIX bus are linked.
		 Unlink	Use the dial on the BRIDGE CAST ONE to adjust the volume of the PERSONAL MIX bus. * If the input source is "MIC", this follows the setting of the MIC/PERSONAL selector switch.

Name		Explanation	
8	**MUTE/ASSIGN button functions**	This sets the functions for the MUTE/ASSIGN [MIC], [CHAT] and [GAME] buttons.	
		MIC MUTE ALL	Mutes/unmutes the mic audio.
		CH. MUTE ALL (*1)	Mutes/unmutes audio for the channels routed to the STREAM MIX and PERSONAL MIX buses. When the input source is “MIC”, this mutes/unmutes the mic audio (not routed through a bus) and the mic audio routed to the STREAM MIX/PERSONAL MIX buses.
		CH. MUTE TO STREAM MIX (*1)	Mutes/unmutes audio for the channels routed to the STREAM MIX bus.
		CH. MUTE TO PERSONAL MIX (*1)	Mutes/unmutes audio for the channels routed to the PERSONAL MIX bus. Mutes/unmutes the mic audio (not routed through a bus) and the mic audio routed to the PERSONAL MIX bus, when the input source is “MIC”.
		SFX A, SFX B	Plays the sound effect registered for SFX A or SFX B. You can register a music file (.wav) that you like to SFX A and SFX B. ► Registering a sound effect (p. 37)
		SFX BEEP	Plays a beep sound.
		MUTE OUTPUT ALL	Mutes all output audio.
		MUTE STREAM OUT	Mutes/unmutes audio for the STREAM MIX bus audio that’s output from the USB port.
		MUTE LINE OUT	Mutes/unmutes the audio output from the LINE OUT jack.
		MUTE PHONES	Mutes/unmutes the audio that’s output from the headphones or headset.
		PROFILE 1–5	Switches between profile 1–5.
		GAME EFFECTS 1–5	Recalls game effect presets 1–5.
		GAME EFFECTS OFF	Turns the game effect off.
		VOICE TRANSFORMER 1–5	Recalls voice transformer presets 1–5.
		MIDI CC 1–4	Transmits MIDI control change messages 1–4 from the MIDI output port (CTRL) of the USB port. * This can be set when the USB connection setting switch is set to “PC”.
		SOUND EFFECTS A –D (BGM CAST)	Plays back the sound effects you selected for SOUND EFFECTS A–D. ► Using sound effects (p. 106)
		HOT KEY	Recalls the keyboard shortcut keys. ► Hot key settings (p. 36)
		REVERB SW	Turns the voice transformer reverb on/off.
		BGM CAST PLAY/STOP	Starts/stops BGM CAST playback.
		BGM CAST NEXT SONG	Switches to the next BGM CAST song.
		PHONES/LINE OUT	Toggles the output of PHONES and LINE OUT. When you press the button, the PHONES audio is muted if it is currently unmuted, and unmuted if it is currently muted. LINE OUT works the opposite of PHONES.
		CH. LEVEL RESET	Sets the volume of the input source assigned to the respective channel to “100”.

Name		Explanation
9	**Maximum volume setting slider**	Sets the maximum volume for the CHAT and GAME channel when DIAL MODE is “BALANCE 1” or “BALANCE 2”. Drag the ◀ to adjust the volume. You can use the cursor keys on the keyboard to fine-tune the settings.
10	**Sound effect (SFX) volume setting button**	A popup window for setting the volume of SFX A and SFX B appears. To adjust the volume balance between SFX A and SFX B, use the SFX A or SFX B slider (adjustable from 0 to 100). 
11	**SFX setting button**	A popup screen for selecting the sound effect appears. ► Registering a sound effect (p. 37)
12	**LED color slider**	Sets the color for the MUTE/ASSIGN indicators (MIC, CHAT and GAME). The colors of the MUTE/ASSIGN indicators (MIC, CHAT and GAME) and LED color values change with the motion of the LED color slider.
13	**LED color value**	

*1 This doesn’t work when the input source is set to “SFX”.

Hot key settings

By setting the function of a MUTE/ASSIGN button to “HOT KEY”, you can just press a button to execute an action easily instead of using keyboard shortcuts (which are combinations of key presses).

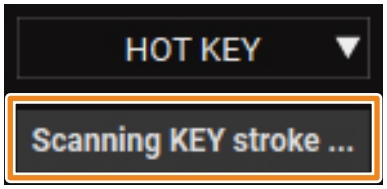
1 Select "HOT KEY" for the MUTE/ASSIGN button function.

“Click to Assign” is shown.



2 Click “Click to Assign”.

3 When “Scanning KEY Stroke...” is shown, use the keyboard to input a shortcut key.



To use other modifier keys such as Shift, Control, Alt or the Windows key in combination, hold down the desired modified key and press the desired keystroke.

The key is registered when you press any other key besides a modifier key.

The modifier keys for a Mac are Shift, Command and Option.

4 Check whether the key combination you inputted (such as Shift + A) is shown.



5 To set a different hot key, click the input box again.

Once “Scanning KEY Stroke...” is shown, you can input the key combination.

Registering a sound effect

You can register a sound effect that you like and make it play back when you press a MUTE/ASSIGN button on this unit.

To play the sound effects, you must set the function for the MUTE/ASSIGN buttons to “SFX A” or “SFX B”.

See “**MUTE/ASSIGN button functions** (p. 34)” in the INPUT section for details.

MEMO

- Sound effects are saved in the memory (SFX A, SFX B) of this unit. The method of playing back these sound effects is different from Roland Cloud.
- The memories in this unit contain preset sounds when the unit is shipped from the factory.

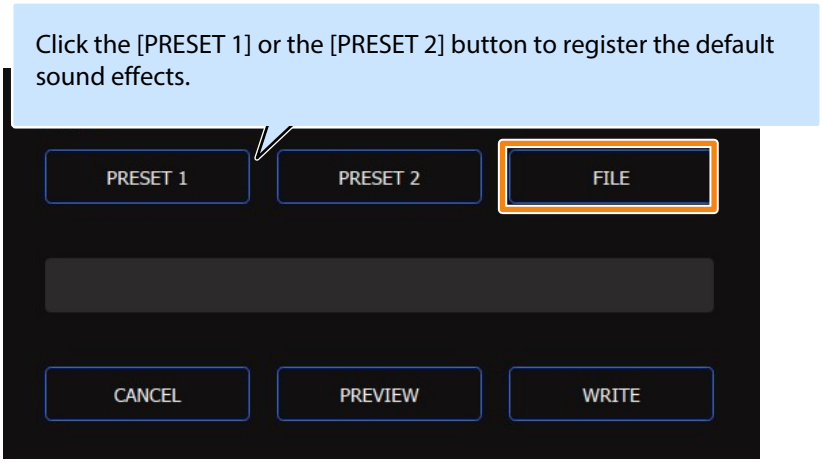
Music files that can be registered

Format (extension)	WAV (.wav)
Sample rate	44.1, 48kHz
Bit rate	16 bits
Maximum playback time	5 sec.

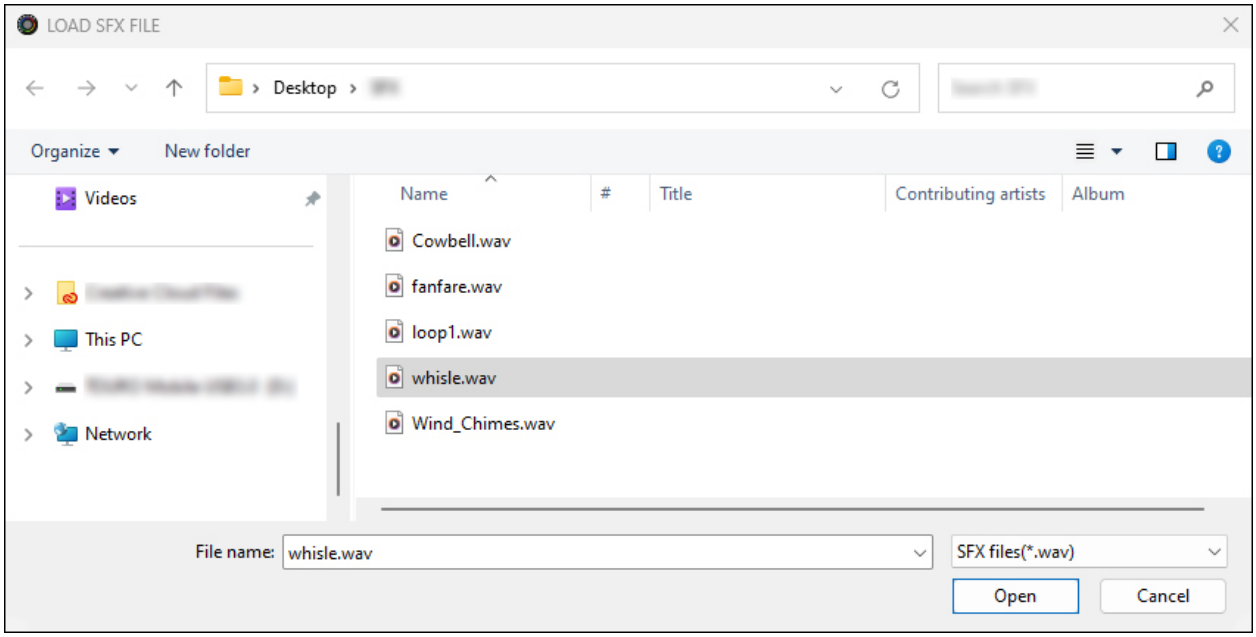
Registering a sound effect

1. **Click the “HOME” tab.**
2. **Select the internal memory (SFX A or SFX B) to assign to the MUTE/ASSIGN button.**
3. **Click ▪▪▪.**

   A SFX setting dialog box appears.
4. **Click the [FILE] button.**



5 **In the LOAD SFX FILE dialog box, select the WAV file you wish to register, and then click the [Open] button.**



The WAV file path is shown.

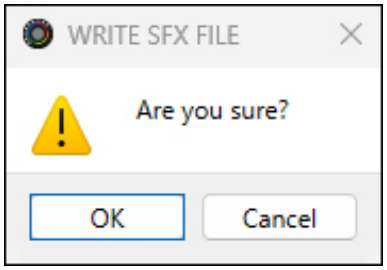


Click the [PREVIEW] button to playback a preview of the WAV file you set.

You can adjust the preview volume in “SYSTEM” of the input source.

6 **Click the [WRITE] button.**

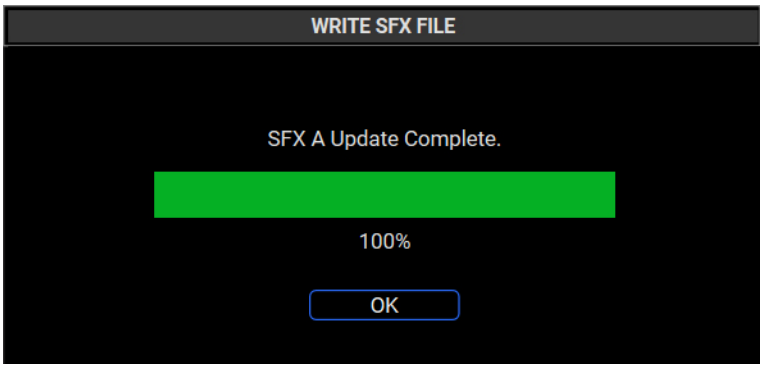
A confirmation message appears.



7 **Click the [OK] button.**

The WAV file is written to internal memory (SFX A or SFX B). A confirmation message appears after the data has been written.

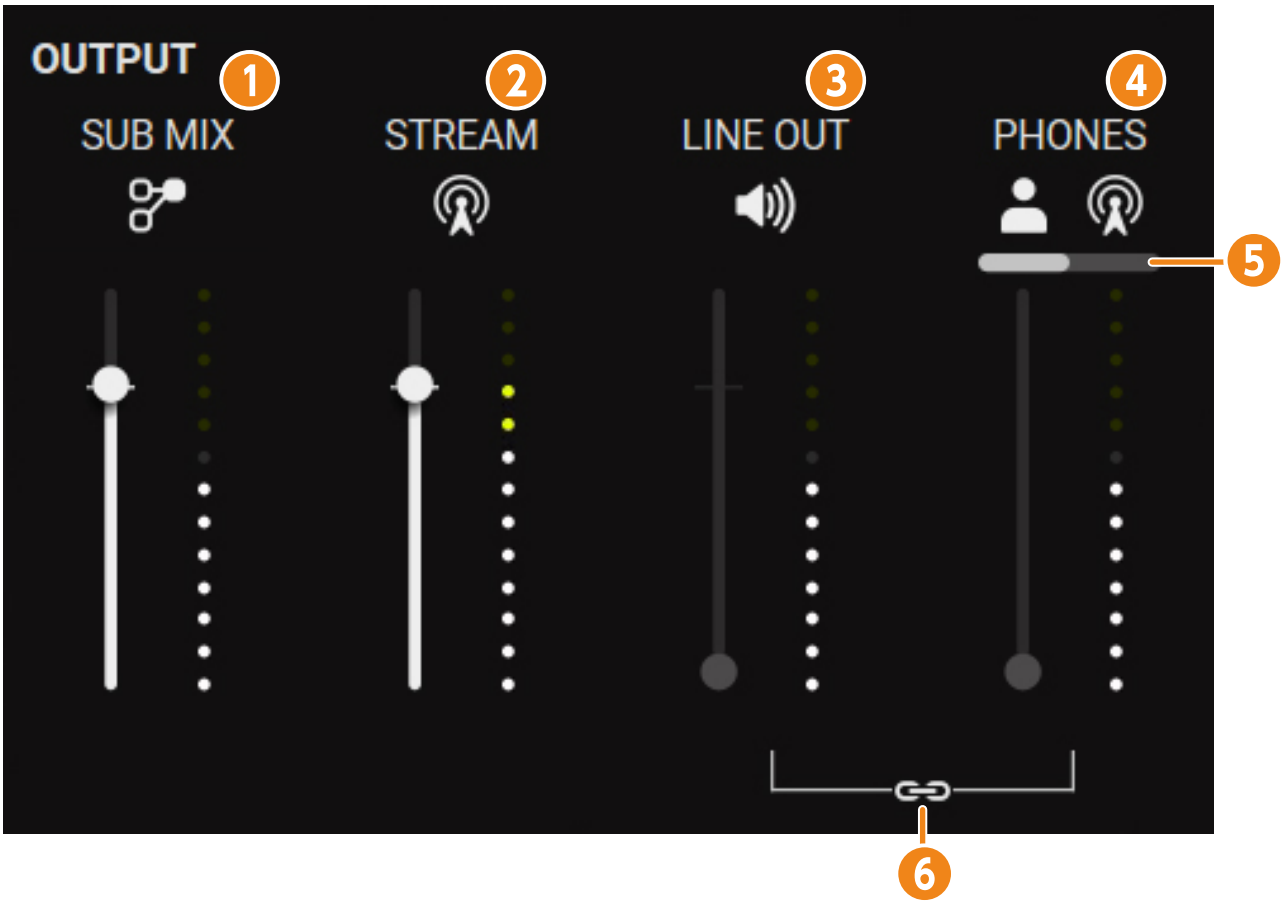
NOTE: Do not unplug the USB cable while data is being written.



8 **Click the [OK] button to close the message.**

OUTPUT section

Adjusts the output volume.



Click the icon to mute/unmute the audio.

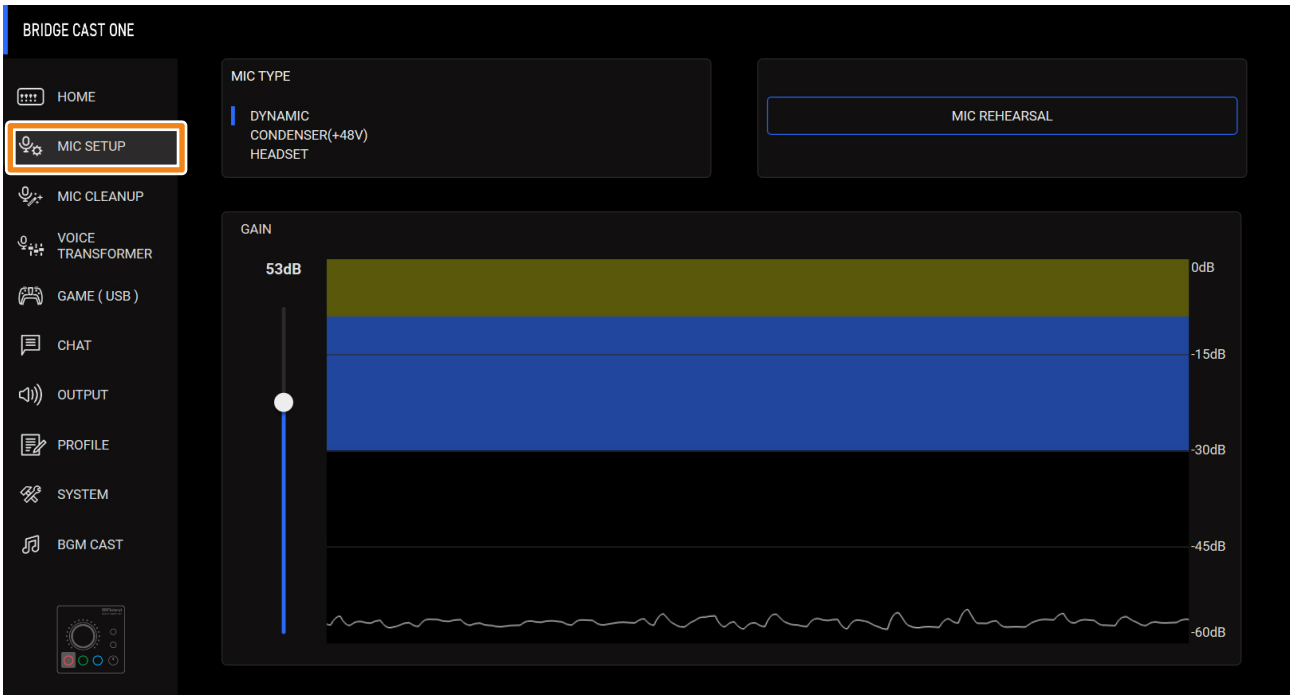
Name	Icon	Explanation
1 SUB MIX		Shows the volume of the audio output to the SUB MIX of the USB port. Select the audio to output on the "OUTPUT" tab → "SUB MIX MODE (p. 82)" in the BRIDGE CAST app. * Only when the USB connection setting switch is set to "PC"
2 STREAM		Shows the STREAM MIX bus volume that's output from the USB port.
3 LINE OUT		Shows the volume of audio that's output from the LINE OUT jack. The way that you adjust the LINE OUT volume depends on the settings of the PHONES/LINE OUT LINK button.
4 PHONES		Adjusts the headphones/headset volume.

Name	Icon	Explanation
5 **PHONES source selection switch**	Selects the bus audio that's output to the headphones/headset. The white bar indicates the bus used for output.	
		PERSONAL bus audio
		STREAM bus audio
6 **PHONES/LINE OUT LINK button**	This links/unlinks the PHONES and LINE OUT volumes.	
	 Link	The [PHONES] knob on the BRIDGE CAST ONE adjusts the PHONES and LINE OUT volumes.
	 Unlink	The [PHONES] knob on the BRIDGE CAST ONE adjusts the PHONES volume, and the volume slider in the BRIDGE CAST app adjusts the LINE OUT volume.

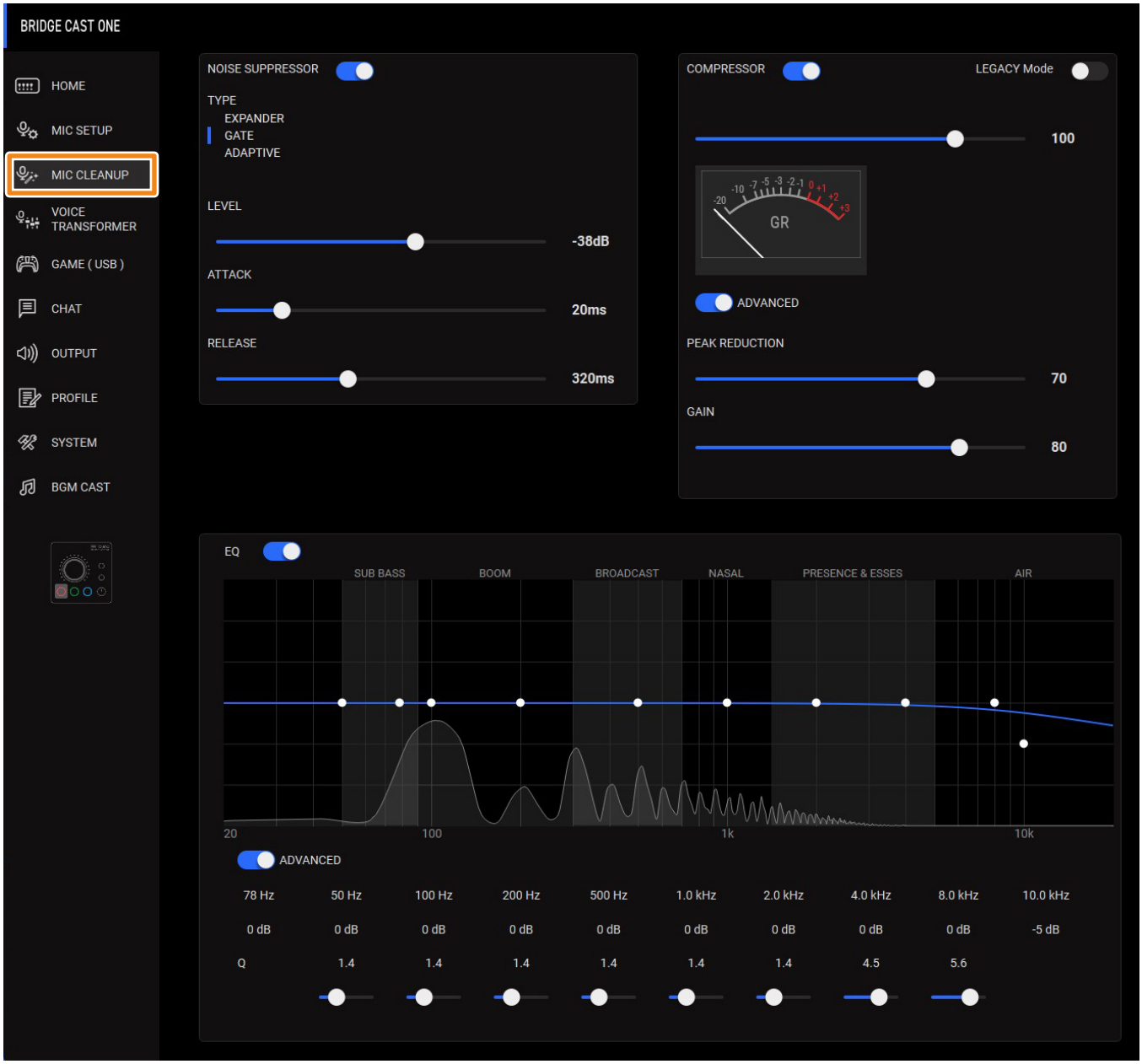
Adjusting the mic audio

This section explains how to adjust the mic audio.

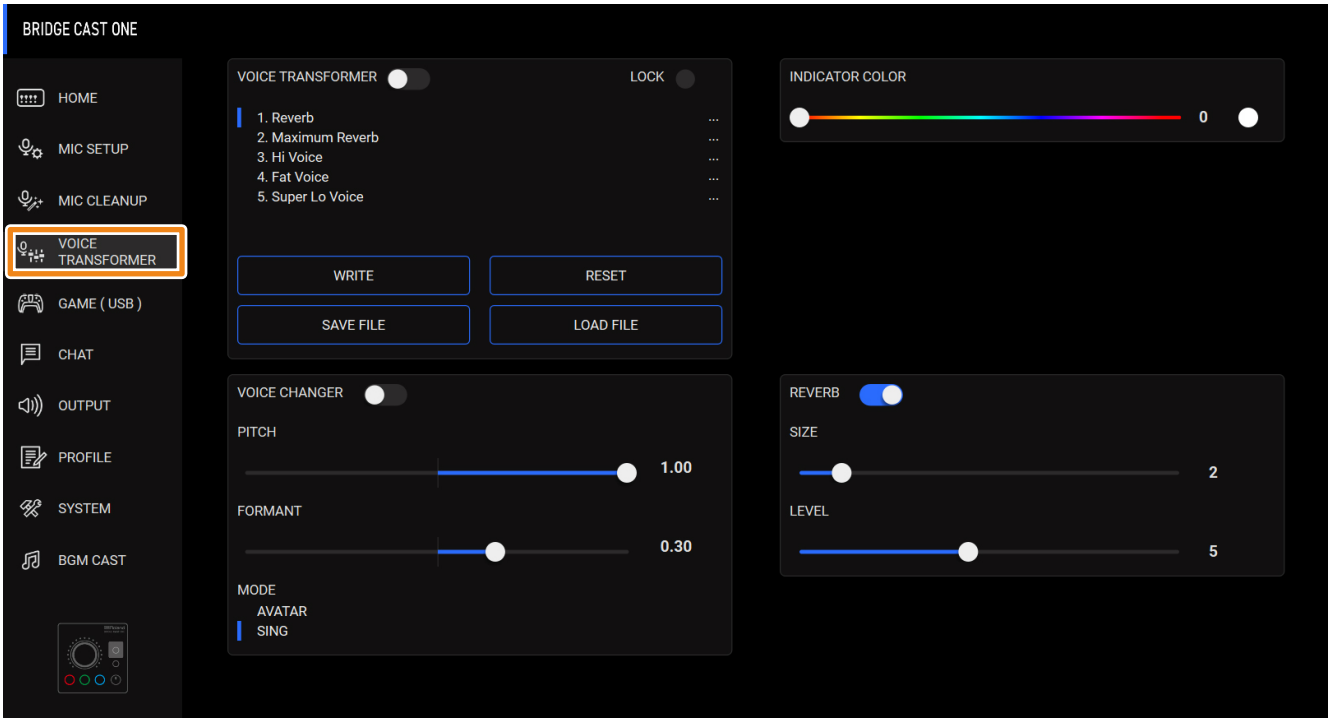
MIC SETUP



MIC CLEANUP


BRIDGE CAST ONE
HOME
MIC SETUP
MIC CLEANUP
VOICE TRANSFORMER
GAME (USB)
CHAT
OUTPUT
PROFILE
SYSTEM
BGM CAST
NOISE SUPPRESSOR
TYPE
EXPANDER
GATE
ADAPTIVE
LEVEL
-38dB
ATTACK
20ms
RELEASE
320ms
COMPRESSOR
LEGACY Mode
100
GR
ADVANCED
PEAK REDUCTION
70
GAIN
80
EQ
SUB BASS
BOOM
BROADCAST
NASAL
PRESENCE & ESSES
AIR
20
100
1k
10k
ADVANCED
78 Hz
50 Hz
100 Hz
200 Hz
500 Hz
1.0 kHz
2.0 kHz
4.0 kHz
8.0 kHz
10.0 kHz
0 dB
0 dB
0 dB
0 dB
0 dB
0 dB
0 dB
0 dB
0 dB
-5 dB
Q
1.4
1.4
1.4
1.4
1.4
1.4
4.5
5.6

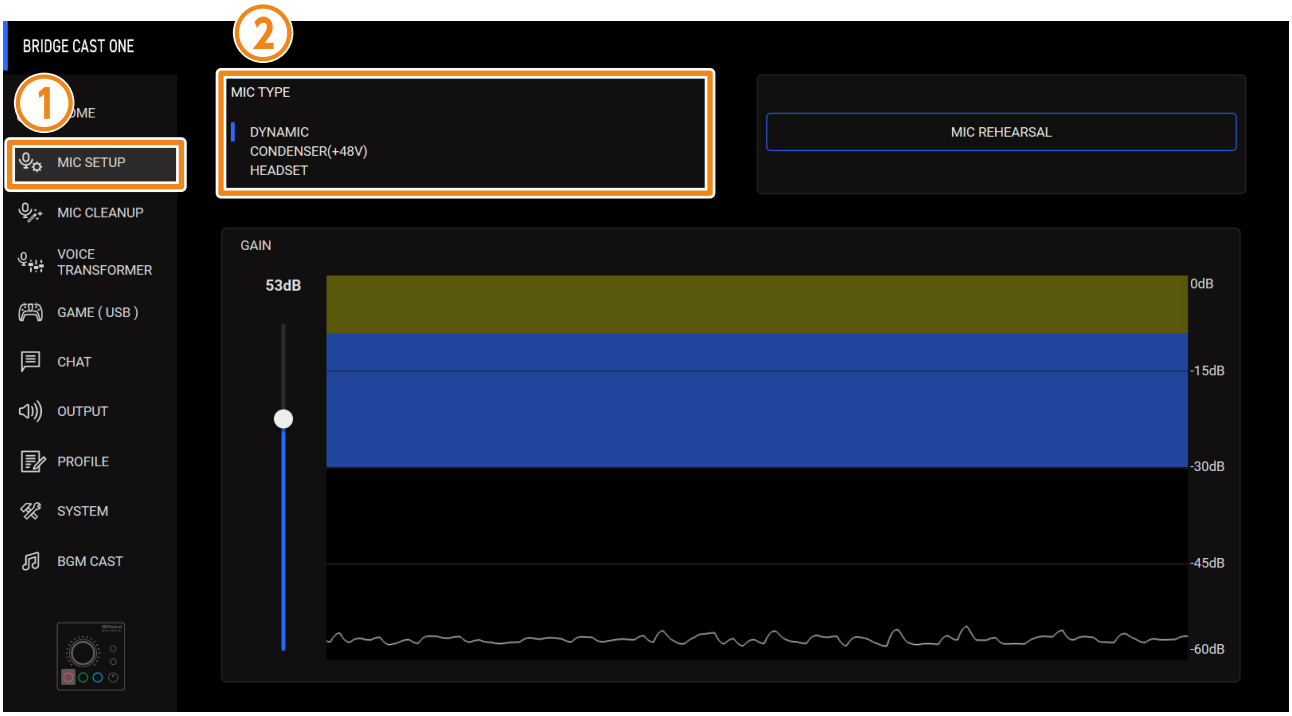
VOICE TRANSFORMER



Selecting the type of mic

Select a mic type according to the mic you're using.

1 On the menu screen, click the "MIC SETUP" tab → set the "MIC TYPE".

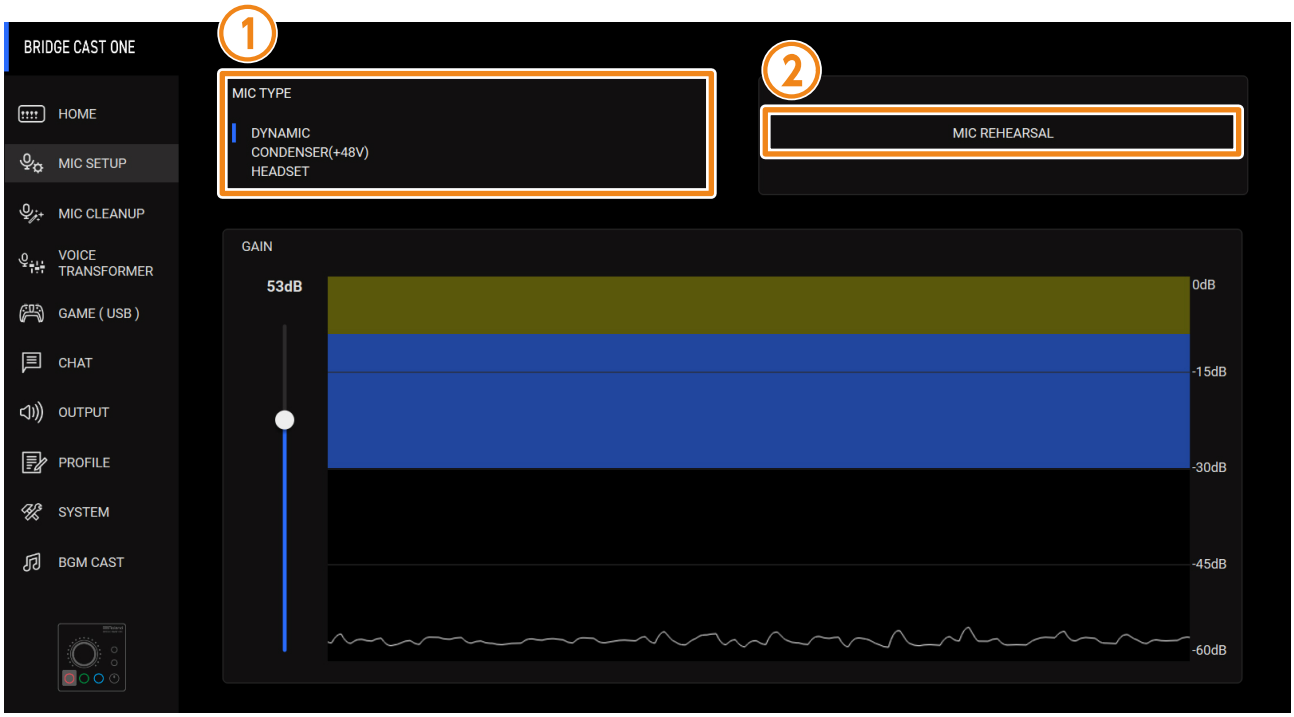


Menu	Value	Explanation
MIC TYPE	DYNAMIC	Dynamic microphone
	CONDENSER(+48V)	Condenser mic • When "CONDENSER (+48V)" is selected, phantom power is supplied from the MIC jack, and the 48V indicator on the BRIDGE CAST ONE's top panel lights up. • Don't use the "CONDENSER(+48V)" setting if you are using a dynamic mic. Dynamic mics may malfunction when supplied with phantom power.
	HEADSET	Headset

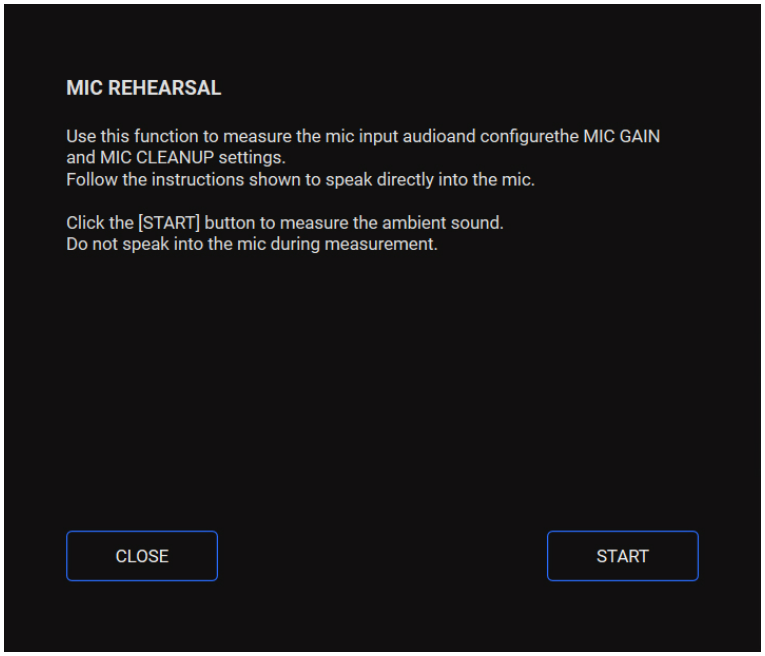
Configuring the microphone automatically (mic rehearsal)

Follow the instructions in BRIDGE CAST app and input audio into your mic to automatically configure the mic settings.

1 Set the “MIC TYPE” and then click the “MIC REHEARSAL” button.



A message appears.



2 Follow the onscreen instructions to continue.

Refer to the following for the individual settings.

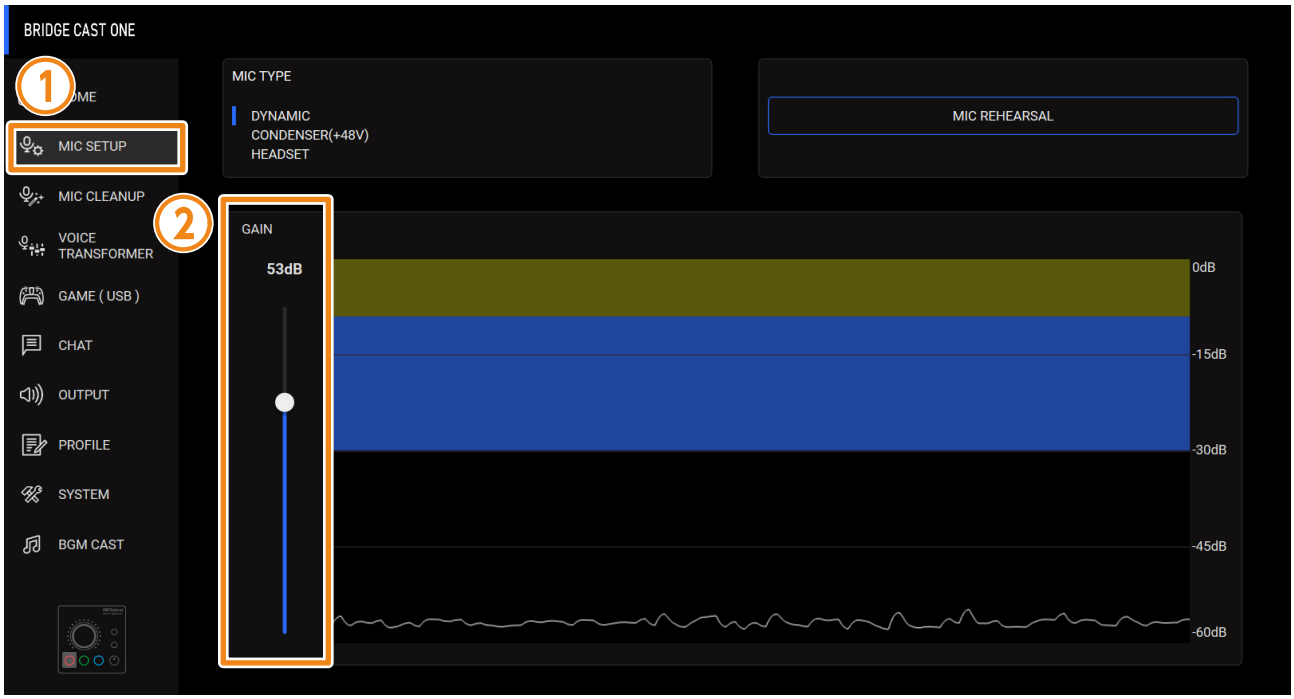
► Adjusting the input gain (sensitivity) for the mic (p. 48)
► Calibrating the mic sound quality (Cleanup) (p. 49)

Adjusting the input gain (sensitivity) for the mic

Here's how to adjust the mic's input gain so that the input audio is at the appropriate level.

1 On the menu screen, click the "MIC SETUP" tab and speak into the mic while adjusting the "GAIN".

Raise the input gain as high as possible, while making sure that the waveform in the graph stays within the blue area.

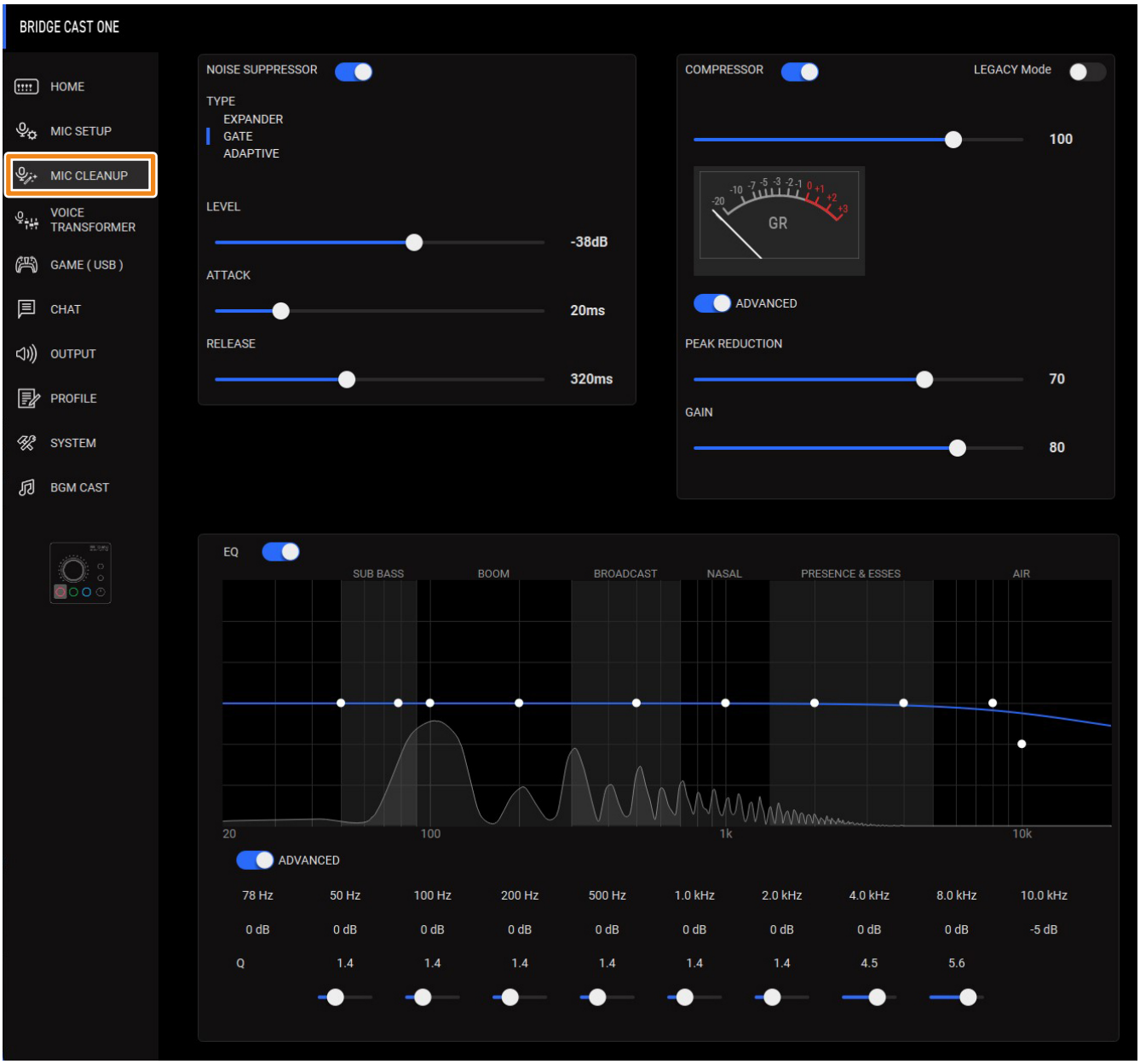


Calibrating the mic sound quality (Cleanup)

Here's how to adjust the sound quality of the mic audio to make your voice sound listenable and clear.

This feature helps you to suppress ambient noise or to normalize the differences in volume between mics, for instance.

1 On the menu screen, click the "MIC CLEANUP" tab and set the parameters in the respective menus.



Menu	Value	Explanation
LOW CUT: This cuts out unneeded low-band audio.		
LOW CUT	Off, On	Turns the low cut on/off.
	Flat–500Hz	Sets the frequency point from which the output is cut. The frequencies below the frequency point you set are cut.
NOISE SUPPRESSOR: This suppresses noises picked up from the surrounding environment by the mic.		

Menu	Value	Explanation
NOISE SUPPRESSOR	Off, On	Switches the noise suppressor on/off.
TYPE	Sets the noise suppressor type.	
	EXPANDER	Brings down the volume on sounds that are lower in volume than the threshold. This helps keep down white noise and other such sounds during silence.
	GATE	Suppresses sounds that are lower in volume than the threshold. This helps remove white noise and other such sounds during silence.
	ADAPTIVE	Analyzes the ambient sound to suppress unnecessary environmental noise.
LEVEL	-60–0dB (when using the expander)	Sets the threshold level at which the sound is reduced.
	-96–0dB When GATE is used	Specifies the level used as the threshold for suppressing audio.
	0–9 When ADAPTIVE is used	Sets the level for suppressing noise. Larger values suppress more noise. * If you hear unwanted changes in the sound when using the noise suppressor, such as quieter audio or changes in sound quality, these issues may be resolved if you increase the input gain for the mic.
ATTACK	0–100ms When GATE is used	Sets how long it takes for the noise suppressor to be applied. * The time is for reference only. This also changes depending on the volume.
RELEASE	0–4000ms (when using the expander)	Sets how long it takes for the noise suppressor effect to be cancelled. * The time is for reference only. This also changes depending on the volume.
	50–5000ms When GATE is used	
DE-ESSER: Reduces sibilant noise (the sounds you hear when pronouncing "s" words and other hissing sounds).		
DE-ESSER	Off, On	Turns the de-esser on/off.
	1–10	Adjusts the intensity of the de-esser effect.
COMPRESSOR: Makes louder sounds quieter. This reduces the difference between the louder and softer sounds, making the audio more listenable.		
COMPRESSOR	Off, On	Turns the compressor on/off.
LEGACY MODE	This selects the compressor type. The parameters displayed depend on the LEGACY MODE setting.	
	Off	Simulates a compressor used in a recording studio.
	On	A regular compressor. The detailed parameters can be adjusted.
LEGACY MODE: Off		
COMPRESSOR	0–127	Larger values cause the sound to be compressed.
GR (GAIN REDUCTION) meter	Displays the audio compression status.	
ADVANCED	When this is on, you can set the PEAK REDUCTION and GAIN.	
PEAK REDUCTION	0–100	Adjusts the degree of compression.
GAIN	0–100	Adjusts the final output volume level after applying the compressor.
LEGACY MODE: On		
THRESHOLD	-48–0dB	Specifies the level used as the threshold at which the compressor is applied. Reduces the level of sounds that exceed the level you specify here.

Menu		Value	Explanation
RATIO		1.00:1– Inf:1	Sets the ratio at which the sound level is reduced, when it crosses the threshold. For example, if you set "RATIO" to "2.00:1", audio levels that cross the threshold are reduced by 1/2.
ATTACK		0–100ms	Sets how long it takes for the compressor to be applied. * The time is for reference only. This also changes depending on the volume.
RELEASE		50–5000ms	Sets how long it takes for the compressor to be cancelled. * The time is for reference only. This also changes depending on the volume.
POST GAIN		+0–+30dB	Adjusts the final output volume level after applying the compressor.
EQ: This is a 10-band equalizer, which lets you adjust the volume for each frequency band.			
EQ		Off, On	Turns the equalizer on/off.
Frequency characteristics graph		Displays the frequency characteristics of the input sound as a graph.	
		Frequency band	**Effect**
		SUB BASS	Adds weight and thickness to your voice.
		BOOM	Adjusts the degree of muddiness in the sound.
		BROADCAST	Adjusts the clarity and solidity of the voice. By precisely controlling this frequency band, the voice recorded by microphone is optimized for broadcasting, bringing it closer to the clear, solid "broadcast voice" that's like what you hear on the radio.
		NASAL	Sharpens the contour of the sound. Adjusts clangorous sounds or sounds that seem thin.
		PRESENCE & ESSES	Adjusts the brightness and coherence of the sound, as well as the sibilance.
		AIR	Adjusts the airiness of the sound.
ADVANCED		Off, On	When this is on, the frequency and gain values are shown. Also, you can set the Q (frequency bandwidth).
Frequency/gain		The frequency/gain of each band is shown as points. Drag and drop a point to set the frequency/gain. * When "ADVANCED" is off, only four bands (2, 4, 7 and 10) can be set.	
Frequency	**Band 1**	20–400Hz	Specifies the boost/cut center frequency for each frequency band.
	Bands 2–4	20–470Hz	
	Bands 5–7	315Hz–3.3kHz	
	Bands 8, 9	3.0–20.0kHz	
	Band 10	800Hz–20.0kHz	
Gain	**Bands 1–10**	-12–+12	Sets the amount of boost/cut for each frequency band.
Q		0.3–16.0	Adjusts the bandwidth used for boosting or attenuating each frequency band. * This setting is available when the "ADVANCED" switch is enabled.

Processing the mic audio (voice transformer)

You can apply effects to the mic audio (voice changer and reverb) to process the voice.

1 On the menu screen, click the “VOICE TRANSFORMER” tab and set the parameters in the respective menus.



1 **Voice transformer**

2 **Voice changer**

3 **Indicator color**

4 **Reverb**

Voice transformer

Menu	Value	Explanation
VOICE TRANSFORMER	Off, On	Turns the voice transformer on/off.
LOCK	Off, On	Locks the voice transformer so that it can’t be accidentally switched on/off. When this is ON, the voice transformer can’t be turned on/off with the [VOICE TRANSFORMER] button on the BRIDGE CAST ONE.

Changing the audio (Voice Changer)

This effect alters the pitch and tonal quality of your voice. You can create transformations such as “from a female to a male voice”, “from a male to a female voice”, and so on.

Menu	Value	Explanation
VOICE CHANGER	Off, On	Turns the voice changer on/off.

Menu	Value	Explanation
PITCH	-1.00–1.00	Adjusts the pitch of the sound. A setting of "0" is the original pitch.
FORMANT	-1.00–1.00	Adjusts the character (formant) of the voice. Settings in the negative (–) range produce a more masculine vocal character, and settings in the positive (+) range produce a more feminine vocal character. A setting of "0" is the original voice.
MODE	AVATAR, SING	Sets whether to always convert the pitch and formant (AVATAR) or not (SING).

Adding reverb to audio (Reverb)

You can add reverb to a voice to give the impression of spatial depth. This is also effective for giving emphasis when announcing the title of a production or program.

Menu	Value	Explanation
REVERB	Off, On	Turns reverb on/off. * To add reverb to audio, both "REVERB" and "VOICE TRANSFORMER" must be turned on.
SIZE	1–10	Sets the size of the room. Larger values simulate larger spaces, making the reverberation sound longer.
LEVEL	1–10	Sets the size of the reverberations.

MEMO

You can save up to five voice transformer settings (voice changer, reverb) as presets, and recall them whenever you like.

► Saving the voice transformer settings as a preset (p. 55)

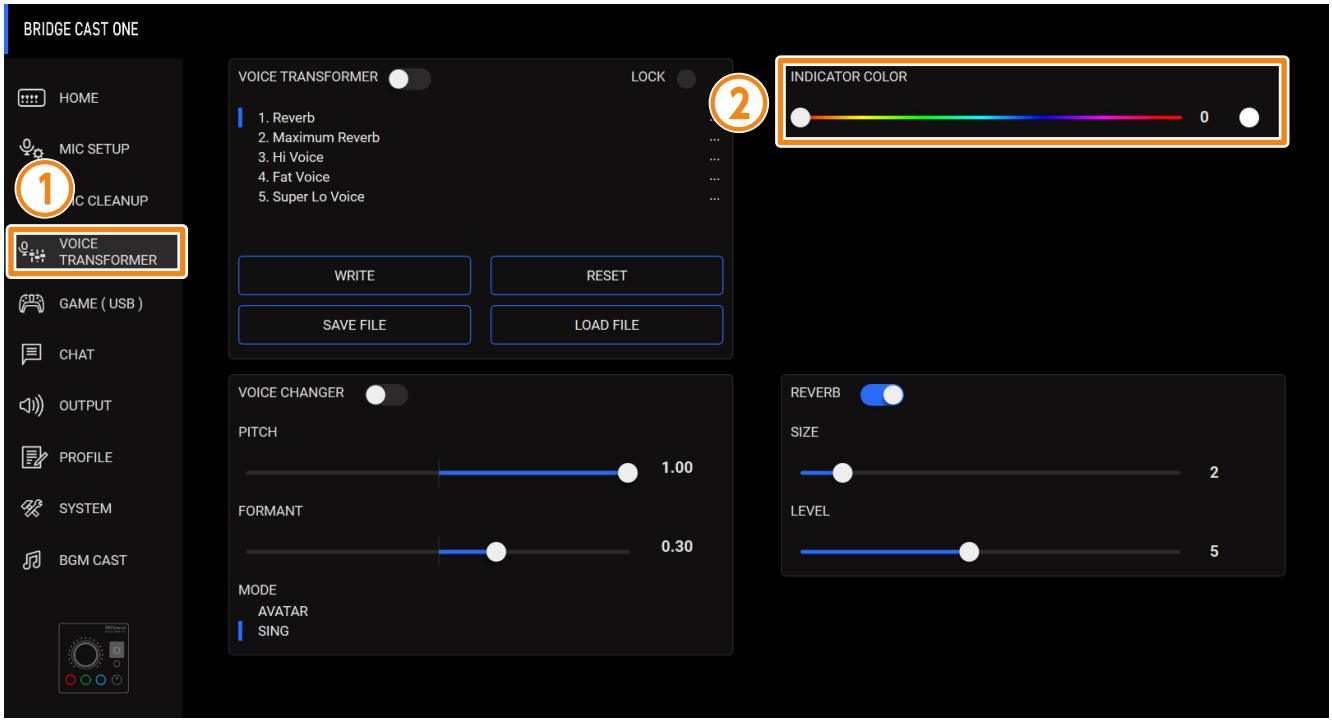
You can also save the voice transformer presets as a single file.

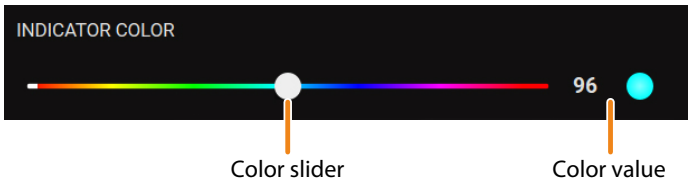
► Exporting the voice transformer preset file (p. 58)

Setting the LED color of the [VOICE TRANSFORMER] button

You can set the LED color of the [VOICE TRANSFORMER] button on the BRIDGE CAST ONE.

1 On the menu screen, click the "VOICE TRANSFORMER" tab and set the INDICATOR COLOR.



Menu	Value	Explanation
INDICATOR COLOR	0–192	The color and color value of the button change as you move the color slider. 

Saving the voice transformer settings as a preset

The current voice transformer (voice changer, reverb) and INDICATOR COLOR settings can be saved as a preset for use when needed.

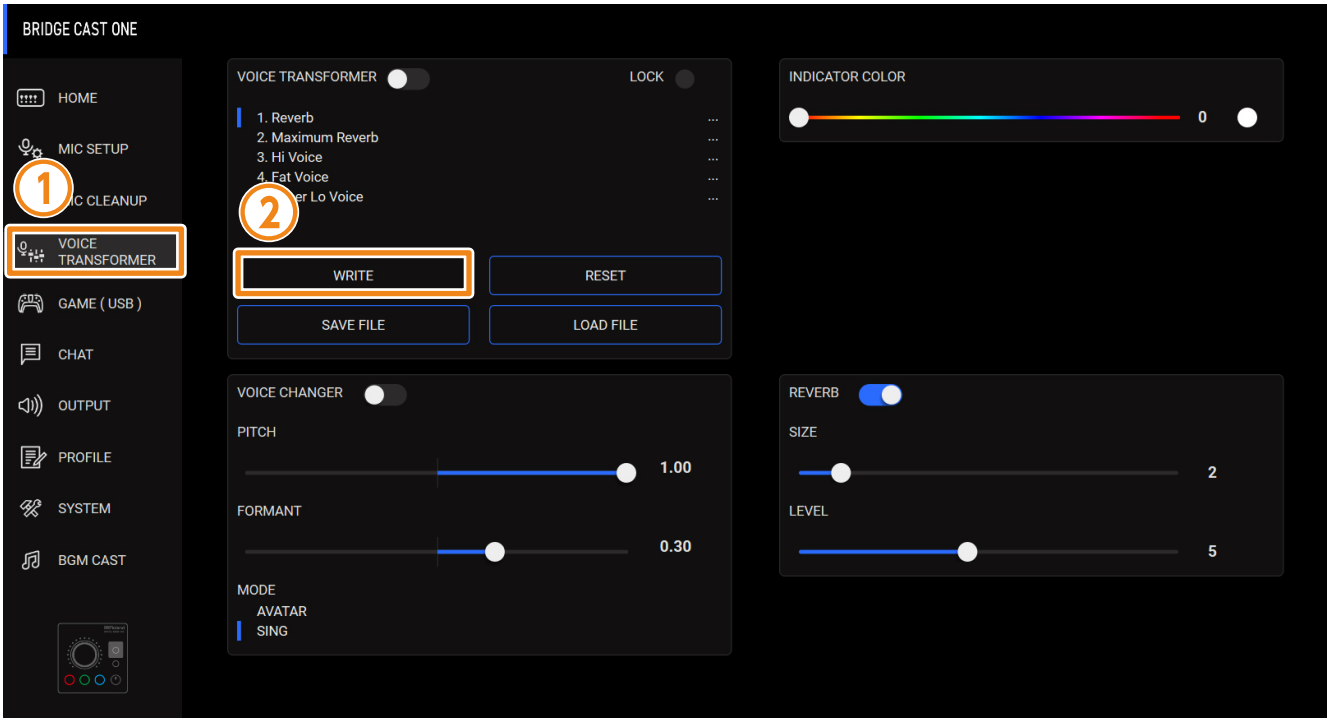
You can save up to five presets.

* Editable presets are preregistered by factory default.

Saving your settings as a preset

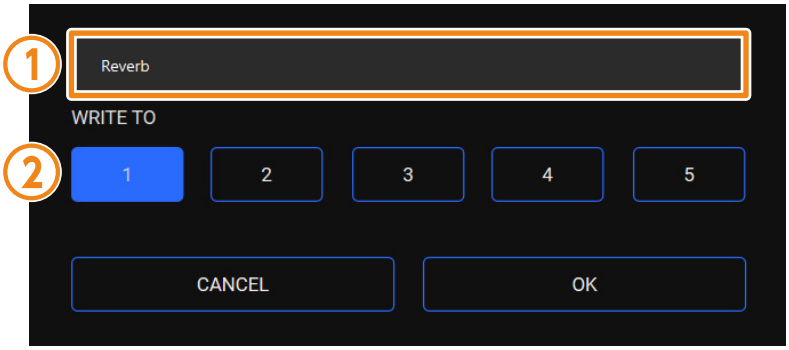
* The ON/OFF settings for VOICE TRANSFORMER and LOCK are not saved.

1 On the menu screen, click the "VOICE TRANSFORMER" tab and then click the [WRITE] button.



2 Input the preset name and click the save destination preset number in "WRITE TO".

Preset names can contain up to 18 single-byte alphanumeric characters or symbols.



3 Click the [OK] button.

This overwrites the effect settings.

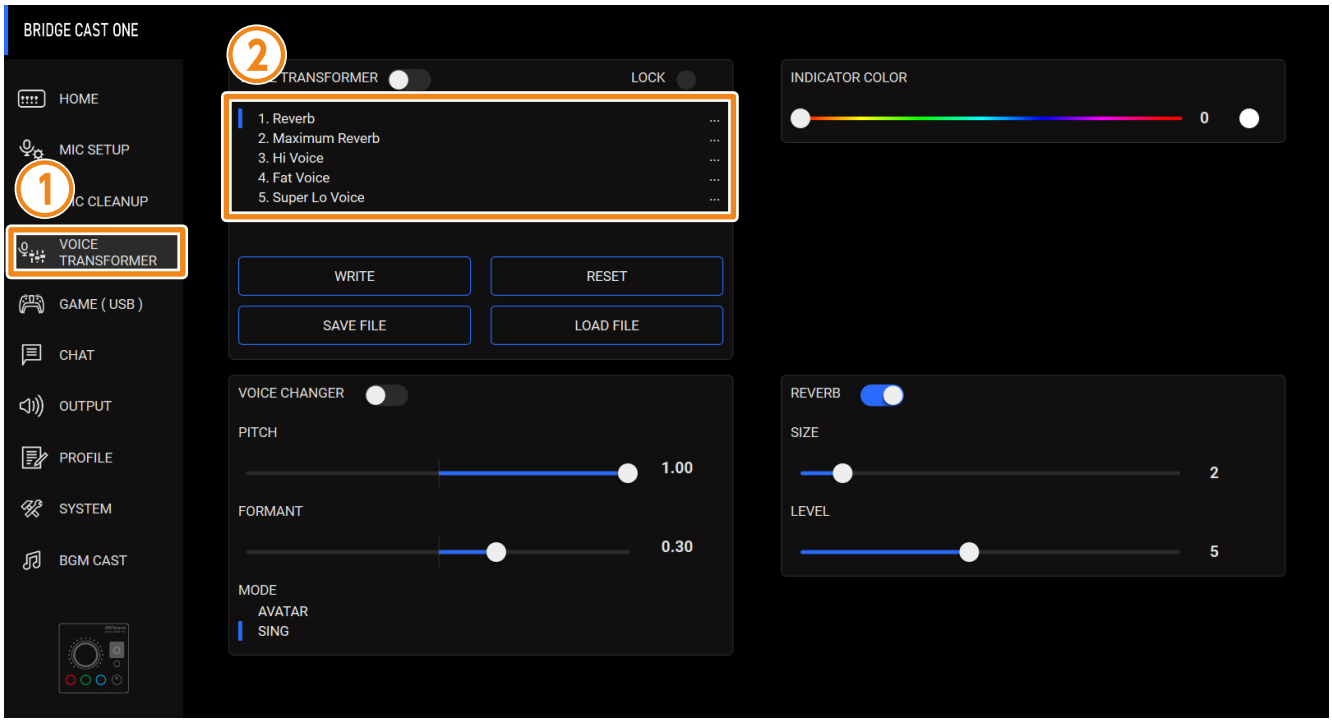
MEMO

You can edit the preset names later.

To do this, click ▪▪▪ next to the preset name, input the name in the rename window and click the [OK] button.

Recalling a preset

1 On the menu screen, click the "VOICE TRANSFORMER" tab and then click the preset you want to recall.



This recalls the effect settings.

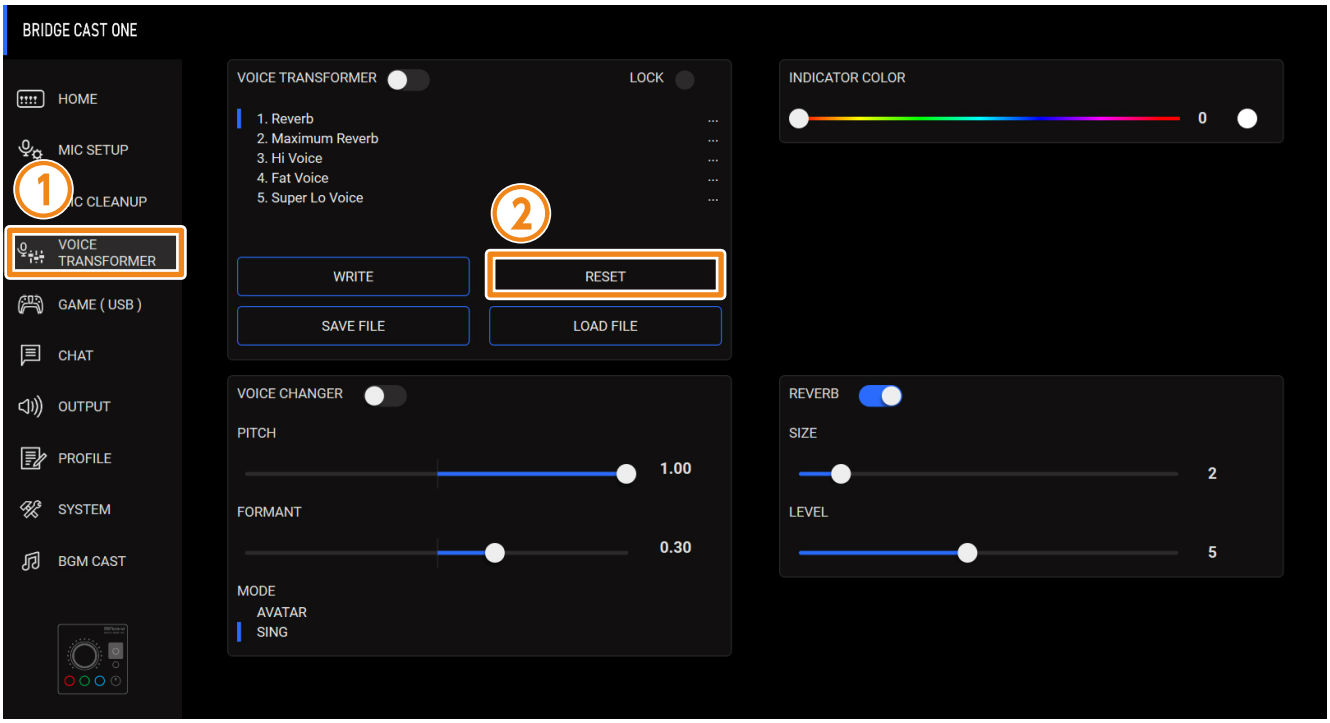
MEMO

When you edit the settings of a preset you recalled, the preset name changes from white to yellow.

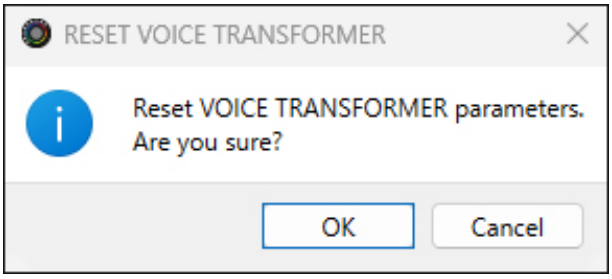
Initializing a preset

Here's how to initialize a preset and restore the settings of presets 1–5 to their default state.

1 On the menu screen, click the “VOICE TRANSFORMER” tab and then click the [RESET] button.



A confirmation message appears.



2 Click the [OK] button.

A confirmation message appears after the data has been initialized.



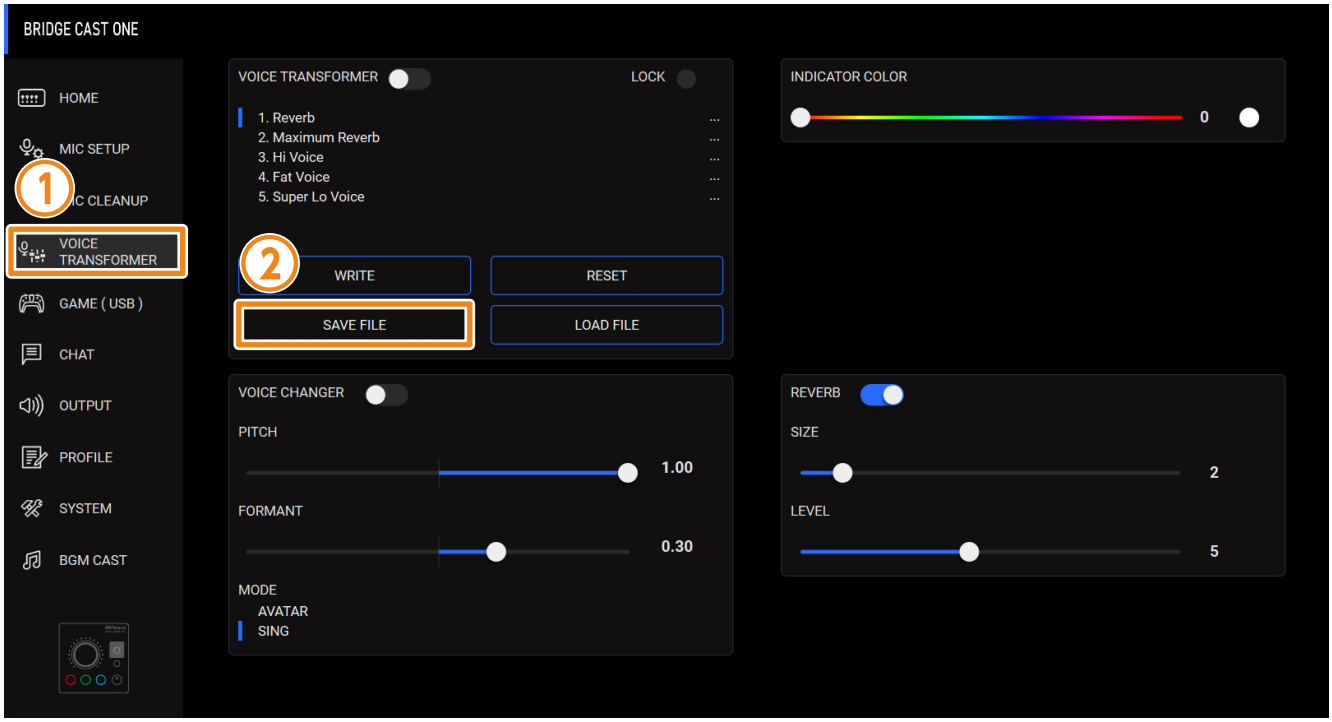
3 Click the [OK] button to close the message.

Exporting the voice transformer preset file

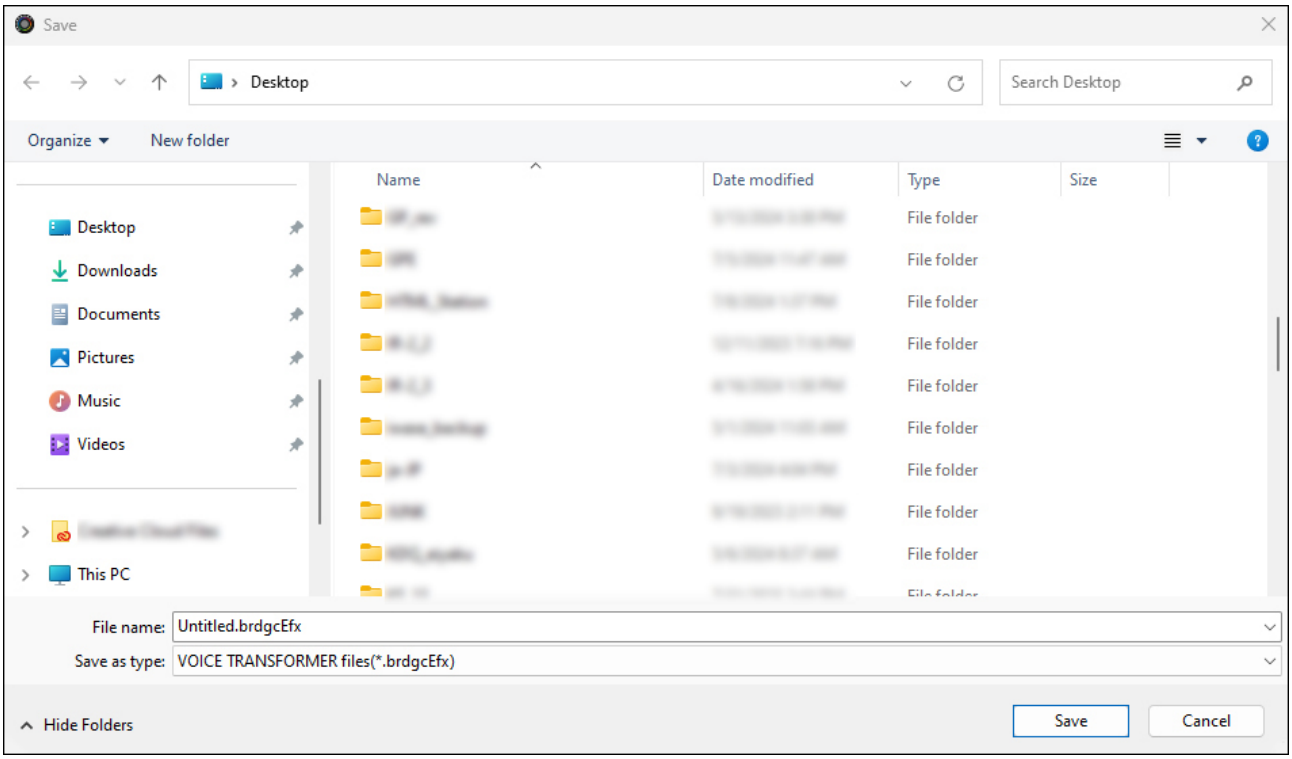
You can save the effect presets (1–5) as a single file (.brdgcEfx) to your computer. Use the BRIDGE CAST app when you want to reload the saved file into this unit.

Exporting a preset file

1 On the menu screen, click the "VOICE TRANSFORMER" tab and then click the [SAVE FILE] button.



2 In the Save dialog box, name the file and specify the save destination, and click the [Save] button.

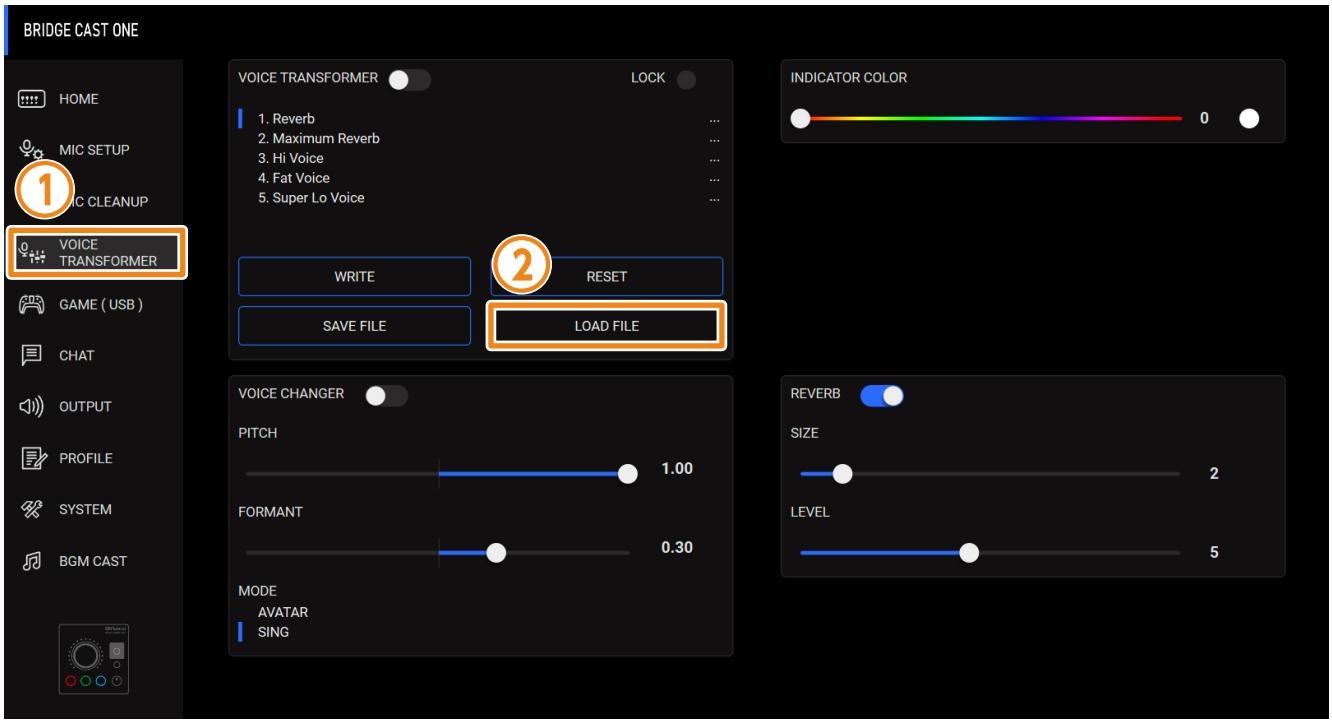


This saves the file (.brdgcEfx).

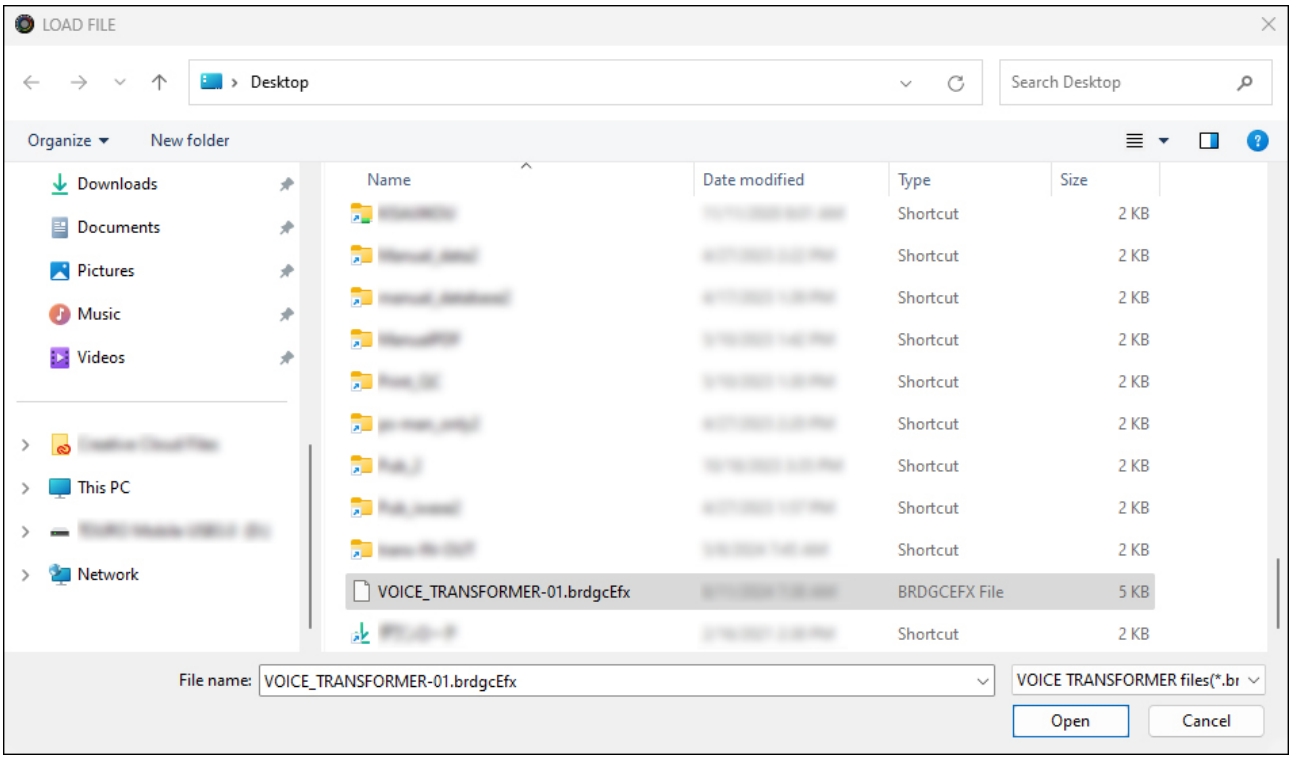
Loading a preset file

Here's how to apply the settings you saved for the effect presets (1–5) back to this unit.

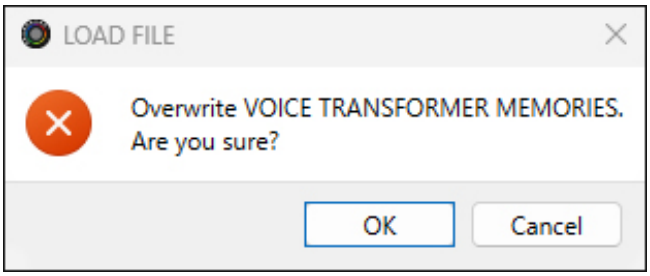
1 **On the menu screen, click the “VOICE TRANSFORMER” tab and then click the [LOAD FILE] button.**



2 In the LOAD FILE dialog box, select the file you wish to load (.brdgcEfx), and then click the [Open] button.

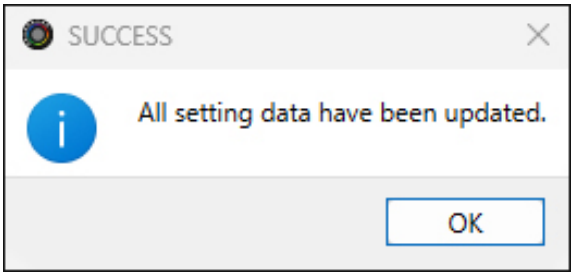


A confirmation message appears.



3 Click the [OK] button.

A message appears after the effect preset settings have been applied.



4 Click the [OK] button to close the message.

Adjusting the game sound

This section shows you how to adjust the game sound (input source: GAME (SPEAKER) [*1]) that's input from the USB port.

*1: The game effect is only applied to the game sound that's sent to the PERSONAL MIX bus.

On the menu screen, click the "GAME" tab and set the respective parameters.

The state of the [GAME EFFECTS] setting switch (USB or AUX) on the BRIDGE CAST ONE is shown in parentheses.



1 **Game effects**

2 **Limiter**

3 **Equalizer**

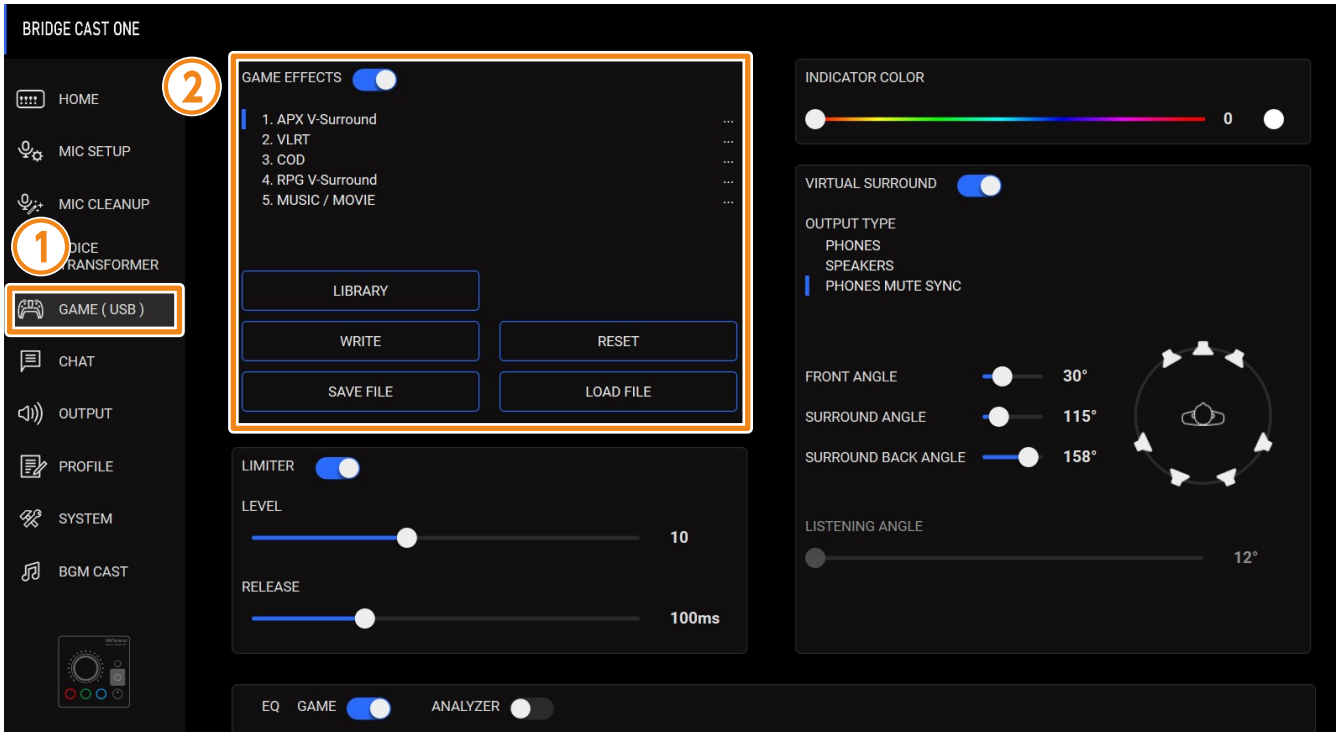
4 **Indicator color**

5 **Virtual surround**

Using the game effects

You can apply game effects (virtual surround, equalizer, limiter) to the audio of your game.

1 On the menu screen, click the “GAME” tab and configure the game effects.



Menu	Value	Explanation
GAME EFFECTS	Off, On	Turns the game effect on/off.

MEMO

You can save up to five game effect settings (virtual surround, equalizer, limiter) as presets, and recall them whenever you like.

► Saving the game effect settings as a preset (p. 72)

You can also save the game effect presets as a single file.

► Exporting a game effect preset file (p. 76)

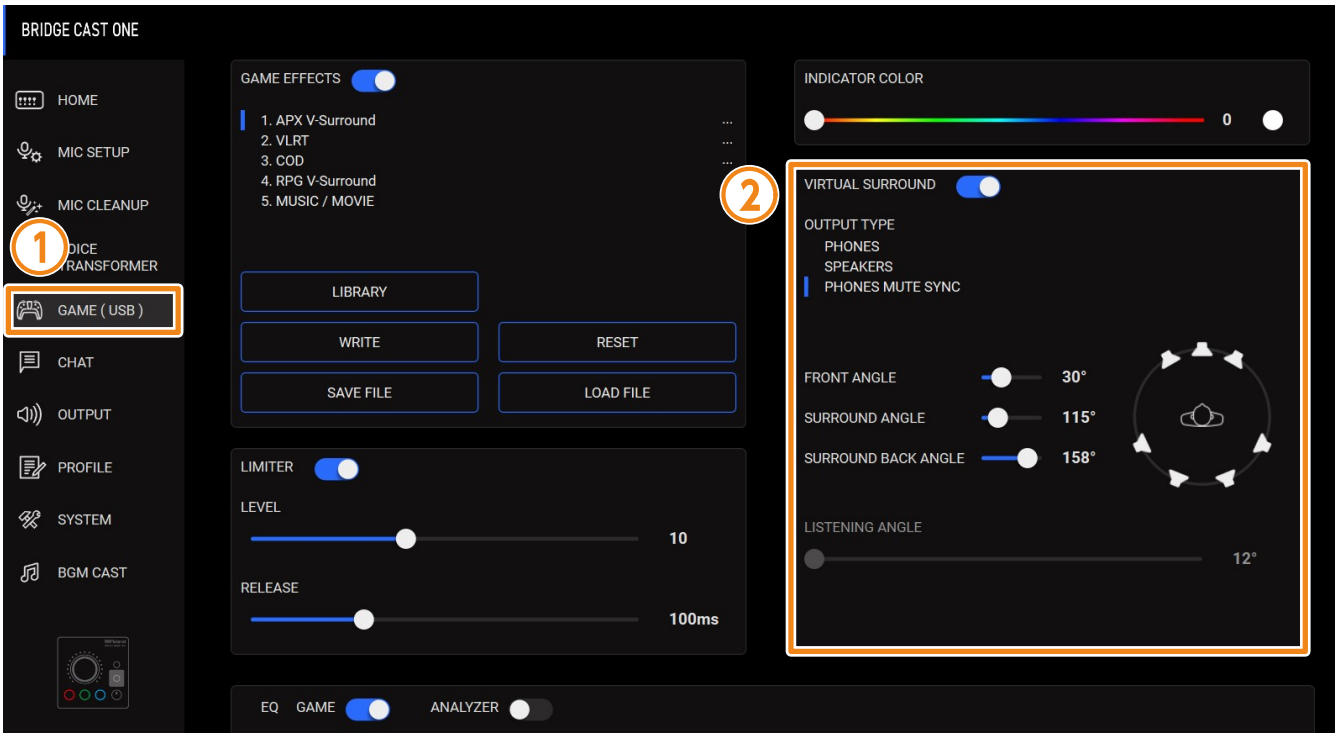
Listening to game audio in virtual surround

Roland's unique three-dimensional acoustic technology lets you listen in virtual surround sound to the 5.1 ch/7.1 ch audio signal that's input from the USB port (input source: GAME (SPEAKER)) when using headphones.

This lets you experience a spacious stereo image that goes beyond the base-level stereo image, even with headphones.

► Outputting 5.1 /7.1 audio from a Windows PC (p. 67)

1 On the menu screen, click the "GAME" tab to configure the virtual surround.



Menu	Value	Explanation
VIRTUAL SURROUND	Off, On	Turns virtual surround on/off.
OUTPUT TYPE	PHONES	Outputs audio in virtual surround for listening in headphones.
	SPEAKERS	Outputs audio in virtual surround for listening with speakers.
	PHONES MUTE SYNC	If PHONES in the OUTPUT section is unmuted, "PHONES" is selected as the OUTPUT TYPE; and if PHONES in the OUTPUT section is muted, "SPEAKERS" is selected as the OUTPUT TYPE. ► BRIDGE CAST app: "HOME" tab → "OUTPUT section (p. 40)"
FRONT ANGLE	1–89°	Adjusts the angle of the front speakers. "1°" positions the speakers directly in front of you, and "89°" positions them directly to the side.
SURROUND ANGLE	91–179°	Adjusts the angle of the surround speakers. "91°" positions the speakers directly to the side, and "179°" positions them directly behind you.
SURROUND BACK ANGLE	91–179°	Adjusts the angle of the surround back speakers. "91°" positions the speakers directly to the side, and "179°" positions them directly behind you.

Menu	Value	Explanation
LISTENING ANGLE	12–78°	Set this according to how the speakers are actually positioned, and the position from which you are listening to them. * This is enabled when OUTPUT TYPE is “SPEAKER”.

When audio is input from the USB port, the speaker that is outputting the audio lights up blue.



MEMO

You can save up to five game effect settings (virtual surround, equalizer, limiter) as presets, and recall them whenever you like.

► Saving the game effect settings as a preset (p. 72)

You can also save the game effect presets as a single file.

► Exporting a game effect preset file (p. 76)

Outputting 5.1 /7.1 audio from a Windows PC

To listen to the audio from your Windows computer on the BRIDGE CAST ONE in virtual surround sound, the computer must be outputting 5.1/7.1 audio.

* Set the USB connection setting switch to "PC" and install the dedicated driver.

1. **From the Start button → "Settings" → "System" → select "Sound".**
2. **Windows 11:**
   Select "More sound settings".

   Windows 10:
   Select "Sound Control Panel".
3. **From the "Playback" tab, select "Speakers (BRIDGE CAST ONE)", and click the [Configure] button.**



The setup screen appears.

4. **For the audio channels, select either "5.1 Surround" or "7.1 Surround".**
5. **Select all of the "Optional speaker" items.**
6. **Select all of the "Full-range speaker" items.**
7. **Press the [Done] button.**

Using the equalizer to adjust the game sound

You can use the equalizer to adjust the tonal character of the game sound (input source: GAME (SPEAKER)). This lets you emphasize important frequency ranges in the game or de-emphasize unnecessary frequency ranges.

For instance, you can use this to suppress the sound of wind or other environmental noises during an FPS game, or make sounds like footsteps or gunshots easier to hear.

1 On the menu screen, click the "GAME" tab to adjust the equalizer.



Menu	Value	Explanation
EQ	Off, On	Turns the equalizer on/off that's applied to the game sound (input source: GAME (SPEAKER)).

Menu		Value	Explanation
ANALYZER		Off, On	When turned on, this measures the game audio and shows the frequency characteristics as a graph. * The audio from SUB MIX (USB) is used for measurement. Note that the SUB MIX (USB) temporarily changes when the analyzer is on. * Turn the analyzer off when you're not using the equalizer.
ADVANCED		Off, On	When this is on, the frequency and gain values are shown. Also, you can set the Q (frequency bandwidth).
Frequency/gain		The frequency/gain of each band is shown as points. Drag and drop a point to set the frequency/gain.	
Frequency	**Band 1**	20–400Hz	Specifies the boost/cut center frequency for each frequency band.
	Bands 2–4	20–470Hz	
	Bands 5–7	315Hz–3.3kHz	
	Bands 8, 9	3.0–20.0kHz	
	Band 10	800Hz–20.0kHz	
Gain	**Bands 1–10**	-12–+12	Sets the amount of boost/cut for each frequency band.
Q		0.3–16.0	Adjusts the bandwidth used for boosting or attenuating each frequency band. * This setting is available when the "ADVANCED" switch is enabled.

MEMO

You can save up to five game effect settings (virtual surround, equalizer, limiter) as presets, and recall them whenever you like.

► Saving the game effect settings as a preset (p. 72)

You can also save the game effect presets as a single file.

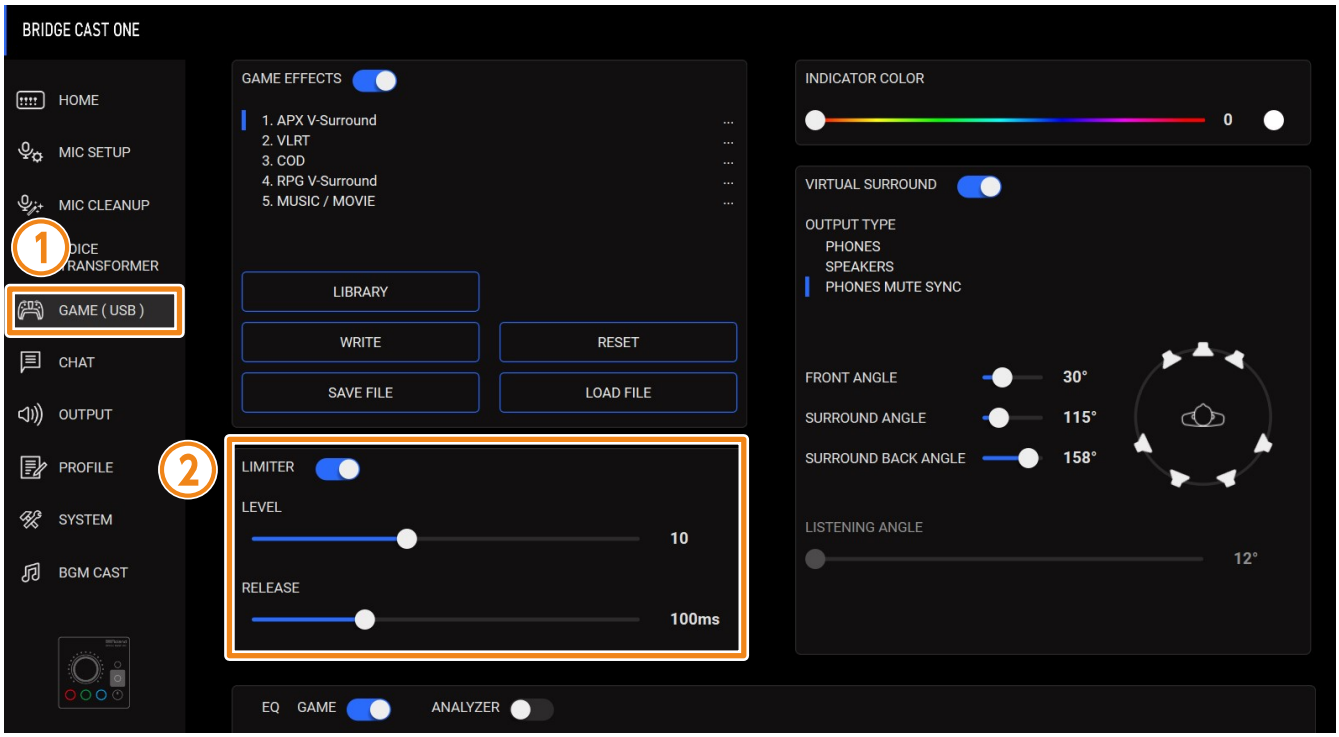
► Exporting a game effect preset file (p. 76)

Using the limiter to limit the volume of a game

You can use the limiter to keep the volume down, which helps prevent damage to your ears from sudden loud sounds.

For example, you can prevent gunshots from being louder than necessary in a first-person shooter game.

1 On the menu screen, click the “GAME” tab and configure the limiter.



Menu	Value	Explanation
LIMITER	Off, On	Switches the limiter on/off.
LEVEL	0–25	Sets the volume limiting effect. Larger values limit the volume more.
RELEASE	10–5000ms	Sets how long it takes for the limiter effect to be canceled. * The time is for reference only. This also changes depending on the volume.

MEMO

You can save up to five game effect settings (virtual surround, equalizer, limiter) as presets, and recall them whenever you like.

► Saving the game effect settings as a preset (p. 72)

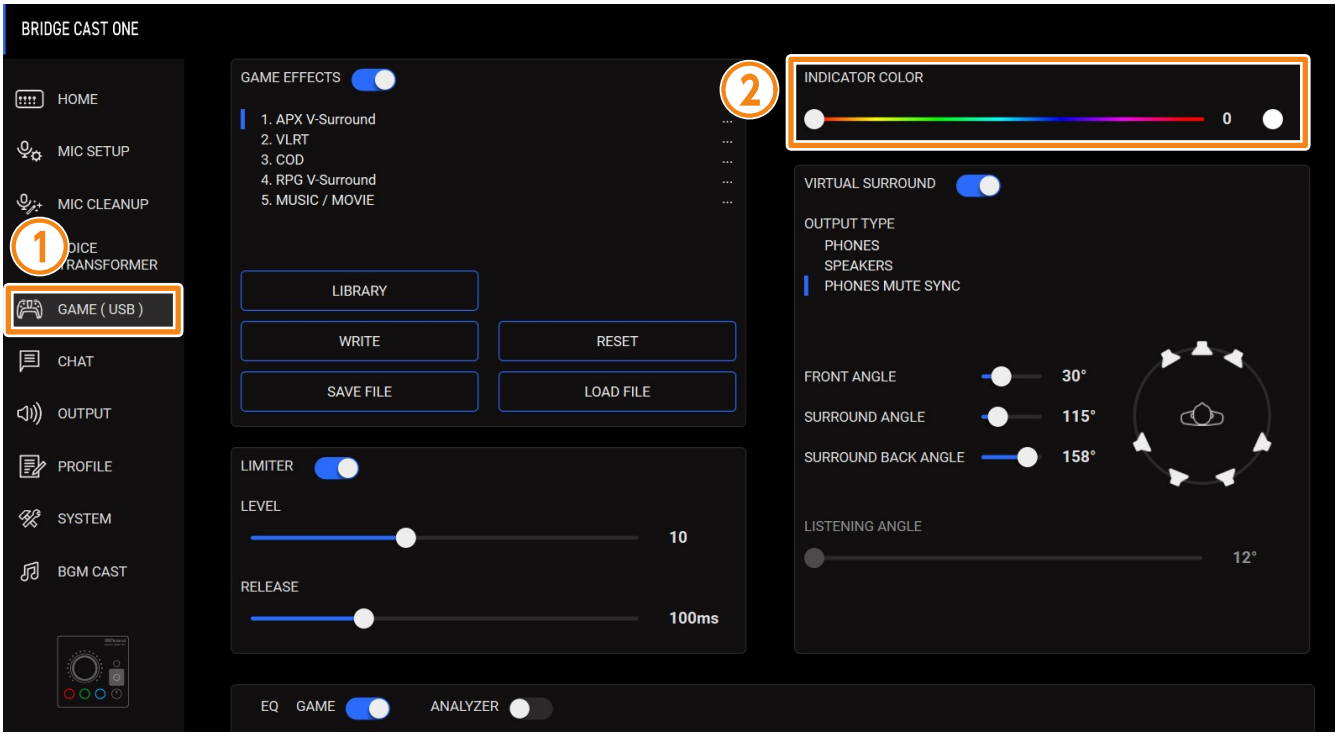
You can also save the game effect presets as a single file.

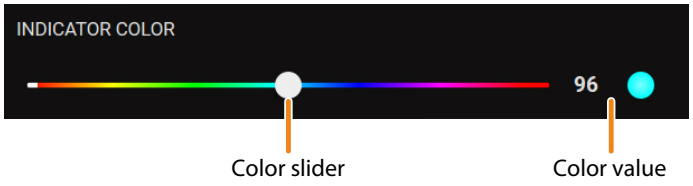
► Exporting a game effect preset file (p. 76)

Setting the LED color of the [GAME EFFECTS] button

You can set the LED color of the [GAME EFFECTS] button on the BRIDGE CAST ONE.

1 On the menu screen, click the "GAME" tab to set the indicator color.



Menu	Value	Explanation
INDICATOR COLOR	0–192	The color and color value of the button change as you move the color slider. 

Saving the game effect settings as a preset

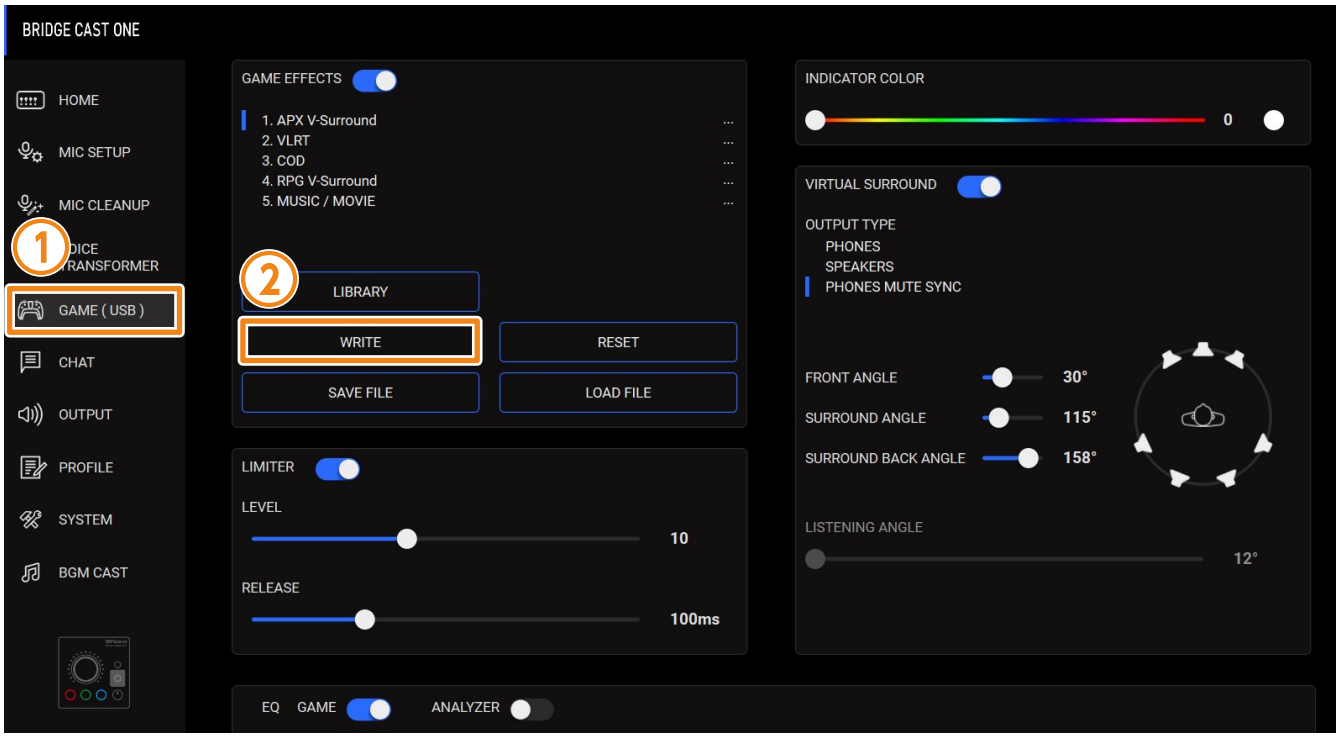
You can save the settings (virtual surround, equalizer, limiter) for the current game effect and the indicator color setting as a preset, and recall the preset whenever you like.

You can save up to five presets.

* Editable presets are preregistered by factory default.

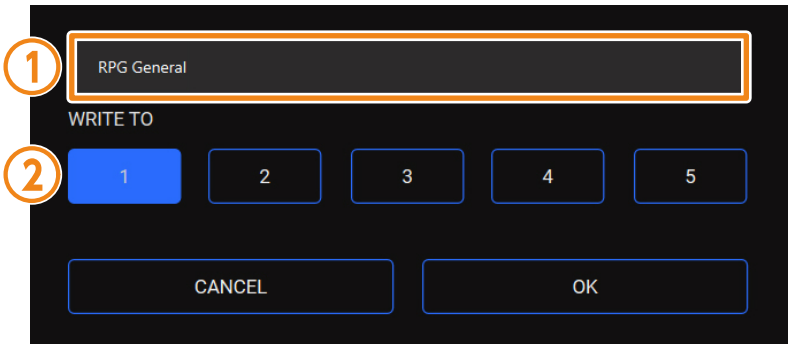
Saving your settings as a preset

1 On the menu screen, click the “GAME” tab and then click the [WRITE] button.



2 Input the preset name and click the save destination preset number in “WRITE TO”.

Preset names can contain up to 18 single-byte alphanumeric characters or symbols.



3 Click the [OK] button.

This overwrites the game effect settings.

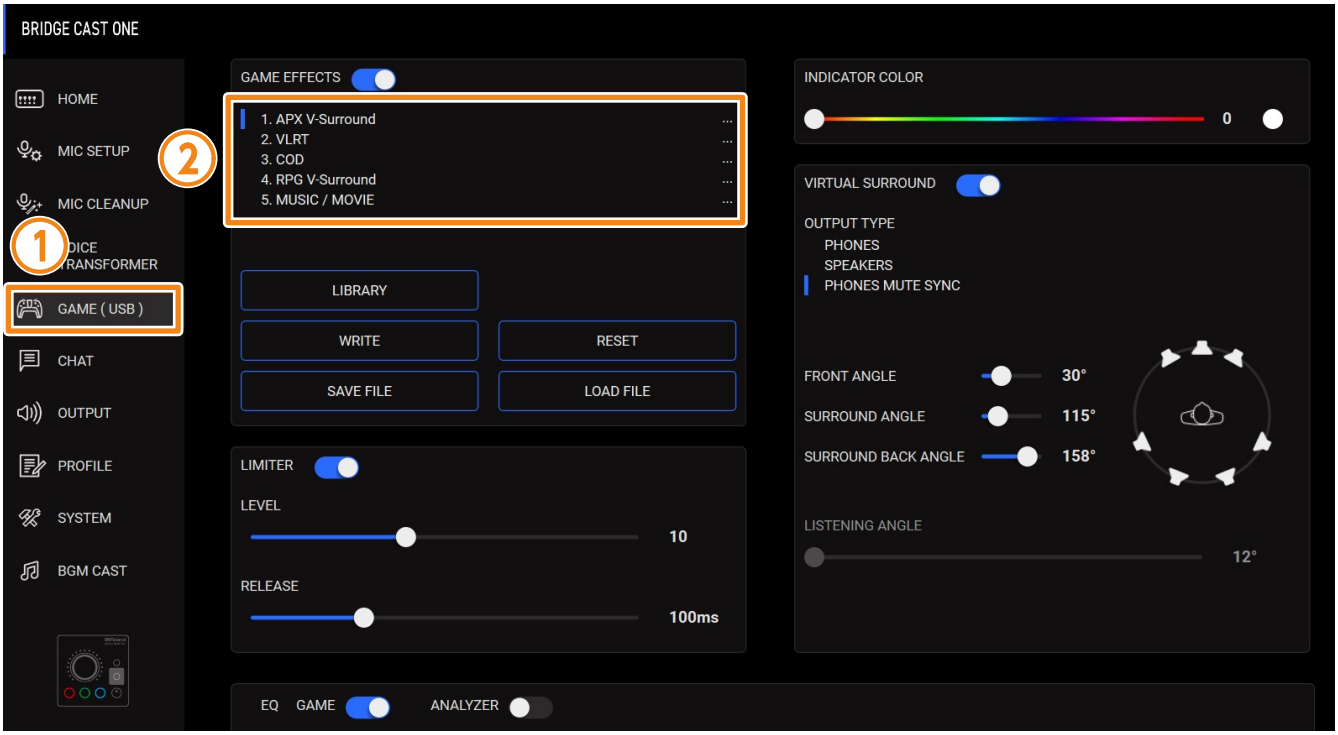
MEMO

You can edit the preset names later.

To do this, click ▪▪▪ next to the preset name, input the name in the rename window and click the [OK] button.

Recalling a preset

1 On the menu screen, click the "GAME" tab and then click the preset you want to recall.



This recalls the game effect settings.

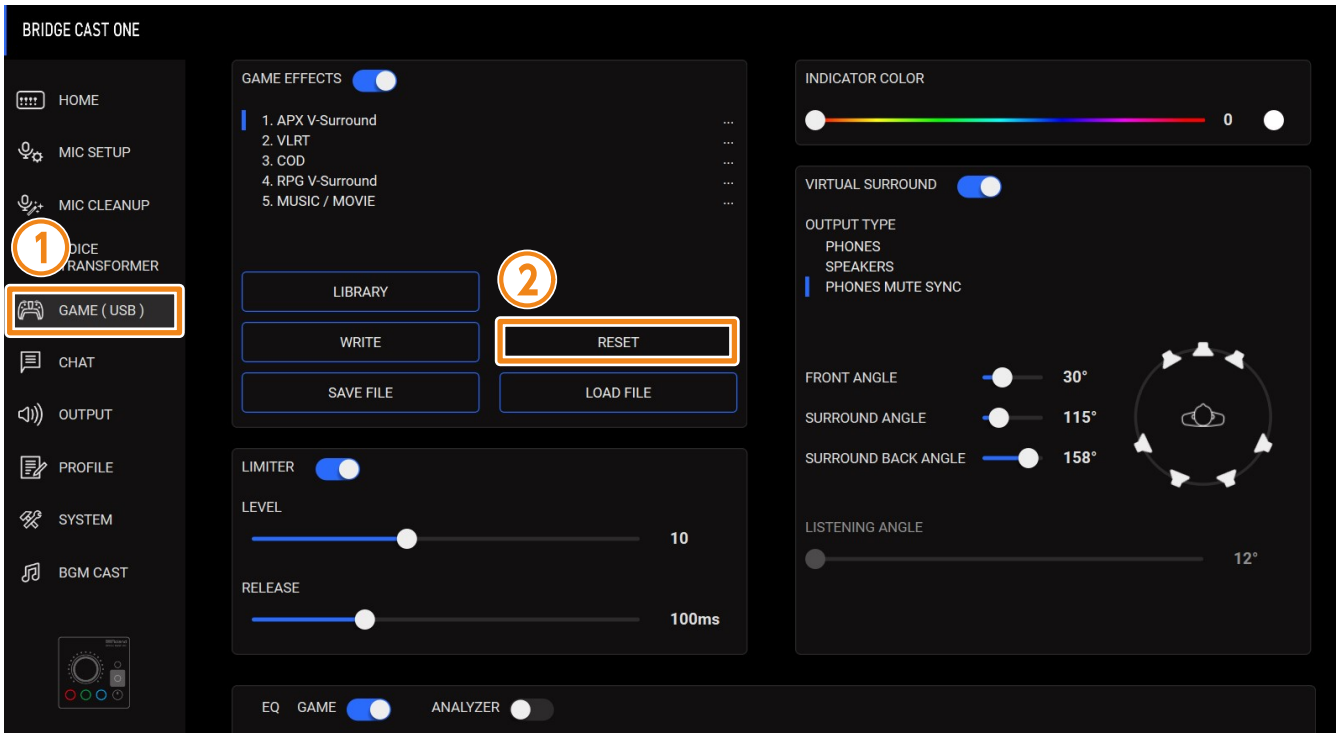
MEMO

When you edit the settings of a preset you recalled, the preset name changes from white to yellow.

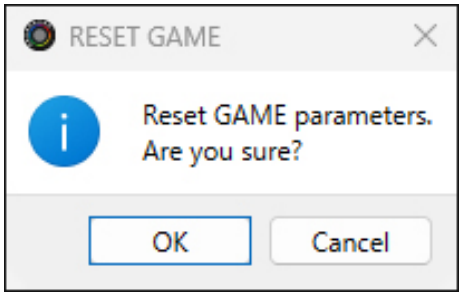
Initializing a preset

Here's how to initialize a preset and restore the settings of presets 1–5 to their default state.

1 **On the menu screen, click the “GAME” tab and then click the [RESET] button.**

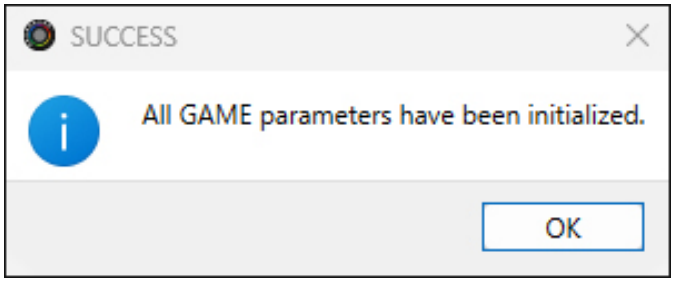


A confirmation message appears.



2 **Click the [OK] button.**

A confirmation message appears after the data has been initialized.



3 **Click the [OK] button to close the message.**

MEMO

You can save the game effect presets as a single file.

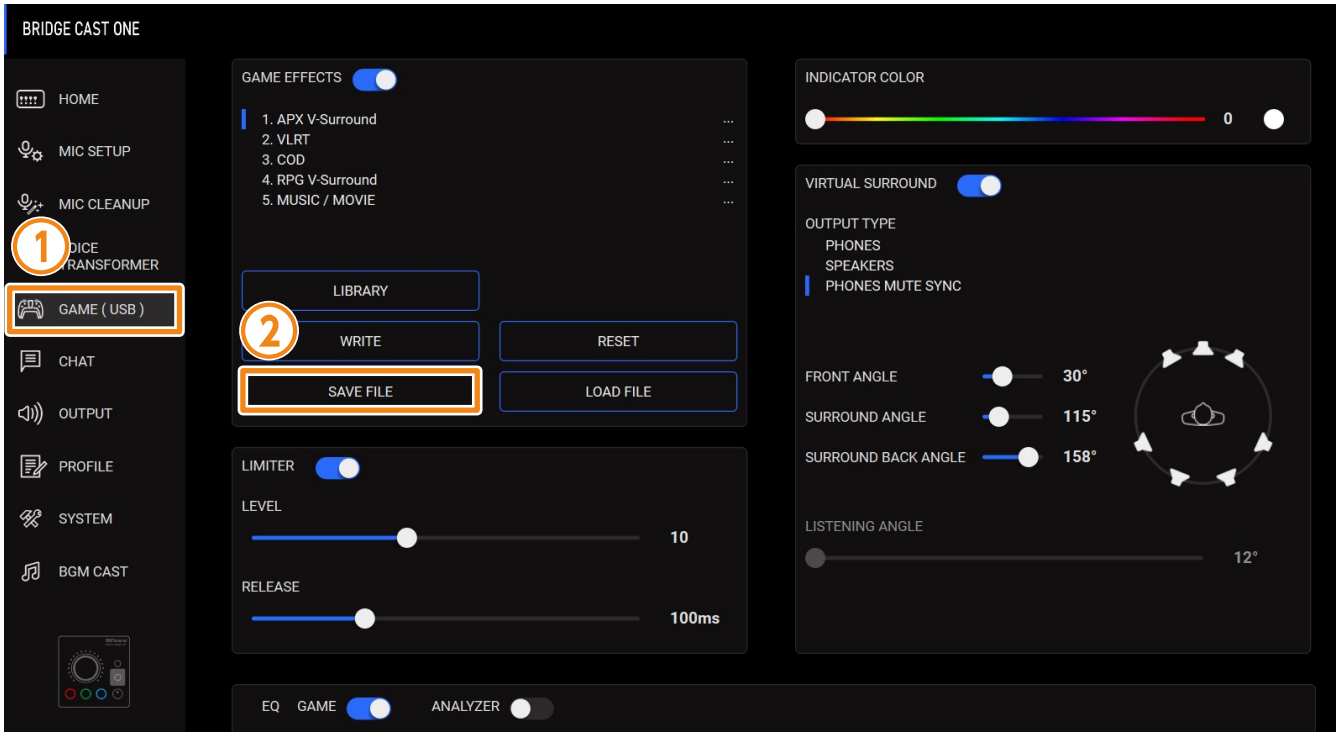
► Exporting a game effect preset file (p. 76)

Exporting a game effect preset file

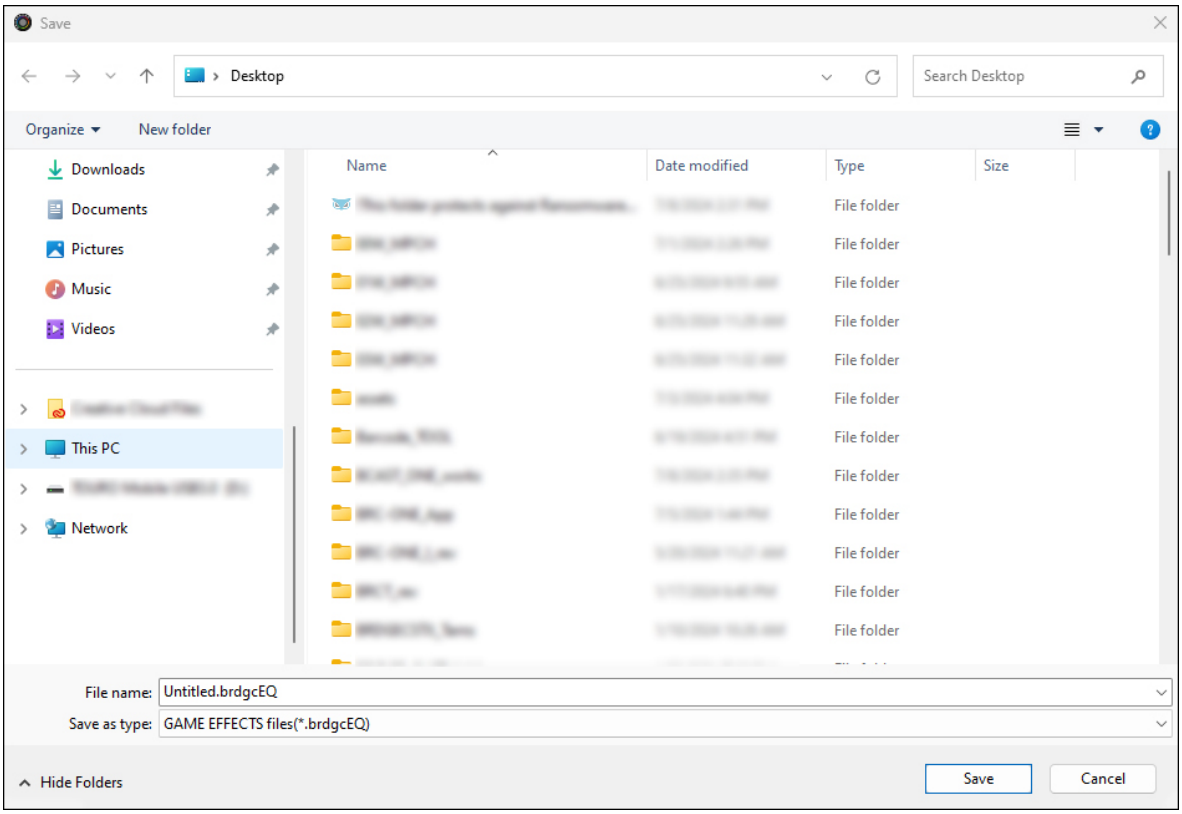
You can save the game effect presets (1–5) as a single file (.brdgcEQ) to your computer. Use the BRIDGE CAST app when you want to reload the saved file into this unit.

Exporting a preset file

1 On the menu screen, click the “GAME” tab and then click the [SAVE FILE] button.



2 In the Save dialog box, name the file and specify the save destination, and click the [Save] button.

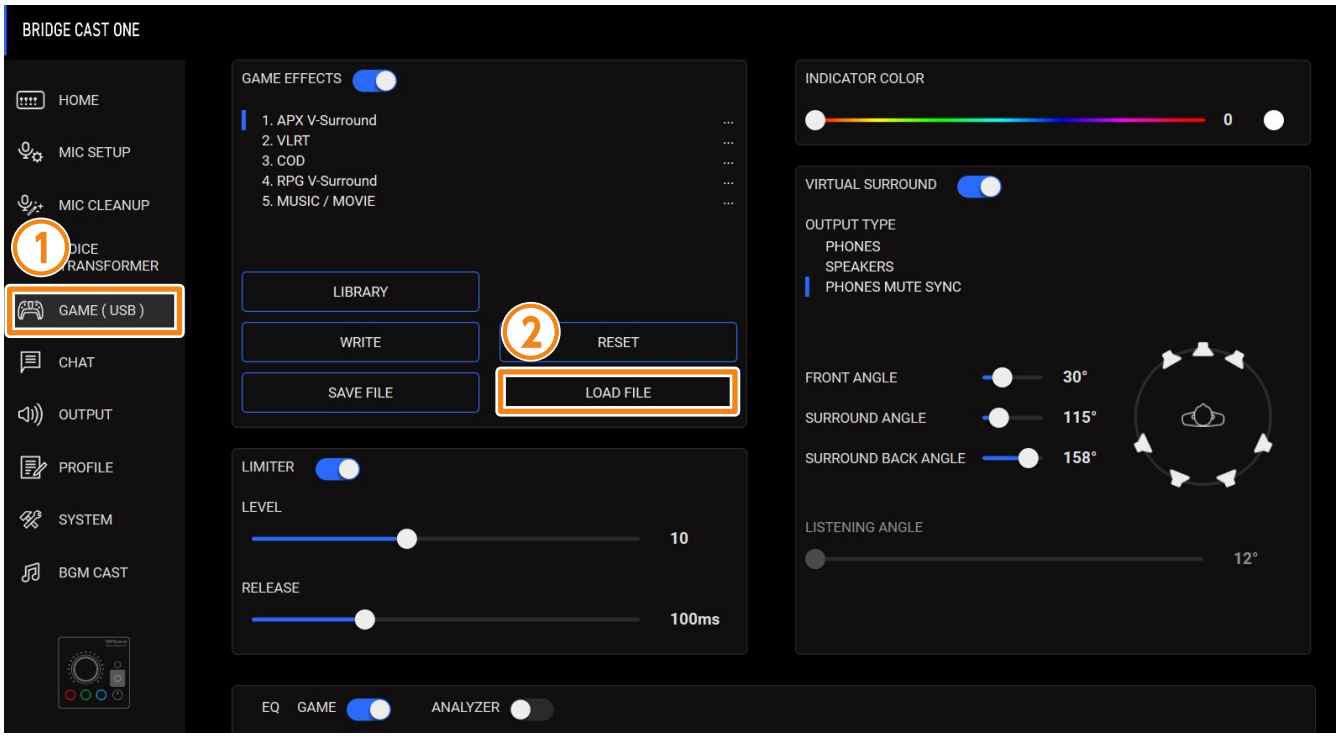


This saves the file (.brdgcEQ).

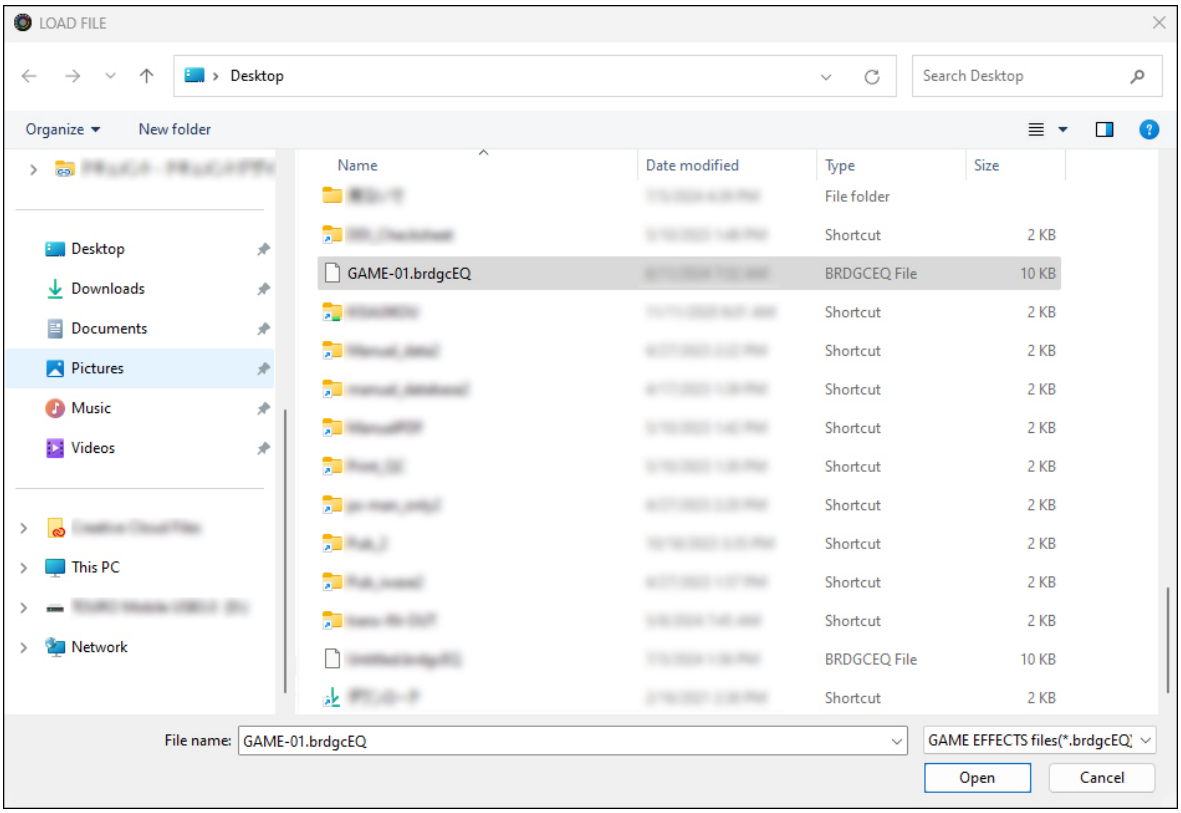
Loading a preset file

Below are the steps for reapplying the effect preset (1–5) settings you saved.

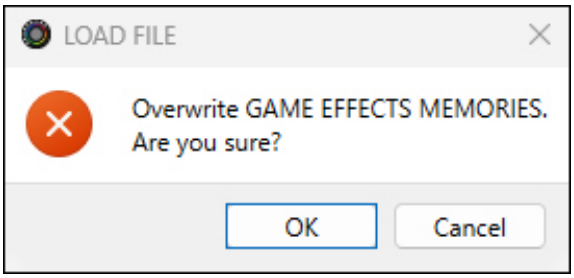
1 **On the menu screen, click the “GAME” tab and then click the [LOAD FILE] button.**



2 **In the LOAD FILE dialog box, select the file you wish to load (.brdgcEQ), and then click the [Open] button.**

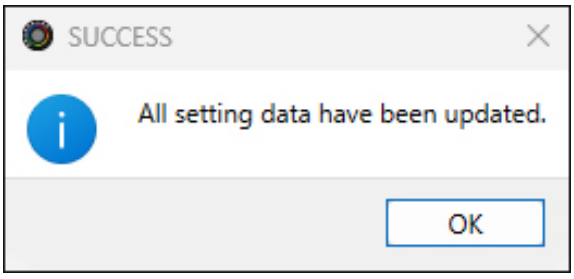


A confirmation message appears.



3 **Click the [OK] button.**

A confirmation message appears after the game effect preset settings have been applied.

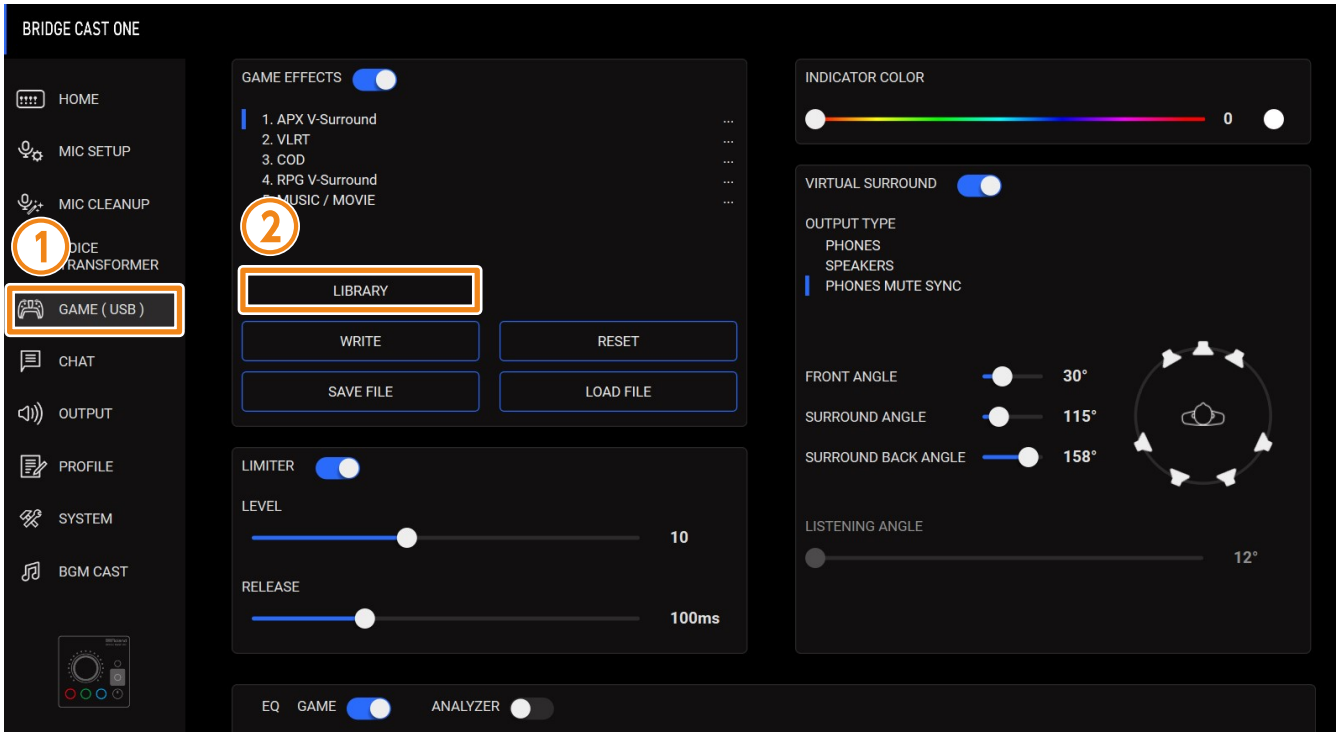


4 **Click the [OK] button to close the message.**

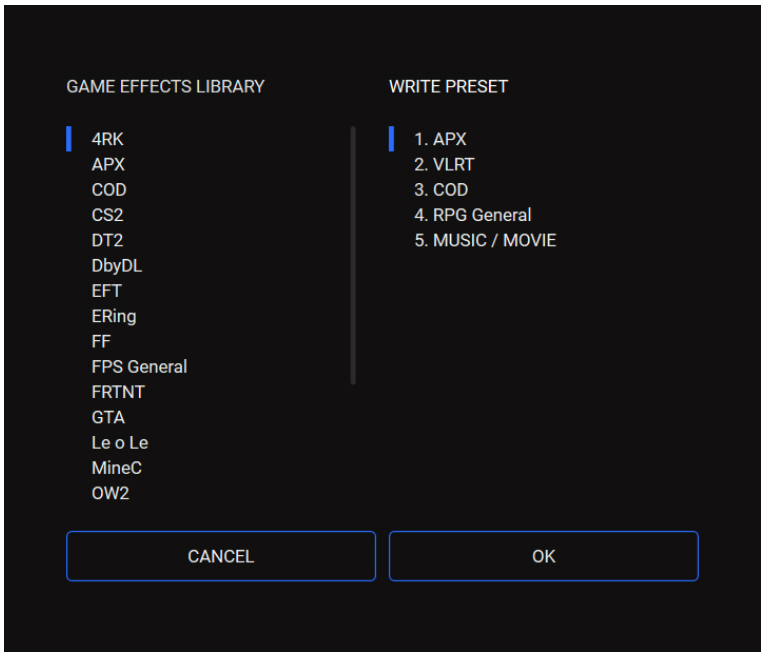
Using the settings in the game effect library as presets

The game effect settings stored in the game effects library can be used as presets.

1 On the menu screen, click the “GAME” tab and then the [LIBRARY] button.



2 From “GAME EFFECTS LIBRARY”, click the setting you want to use as a preset.



3 From “WRITE PRESET”, click the preset you want to write to.

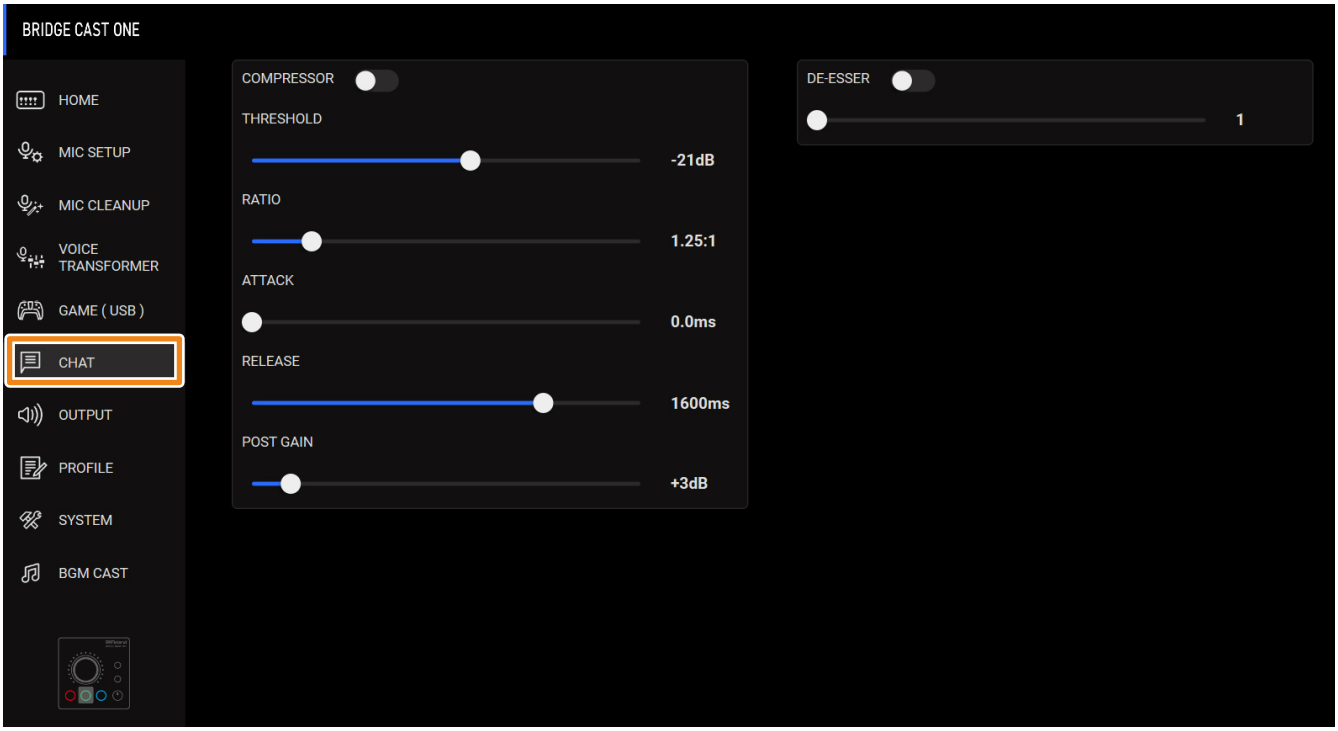
4 Click the [OK] button.

Making the voice chat audio easier to hear

This section shows you how to adjust the voice chat sound (input source: CHAT) that's input from the USB port.

By leveling out the differences in volume between softer and louder voices as well as reducing sibilants (the sounds you hear when pronouncing "s" words and other hissing sounds), this can make the voice chat easier to listen to.

1 On the menu screen, click the "CHAT" tab and set the parameters in the respective menus.

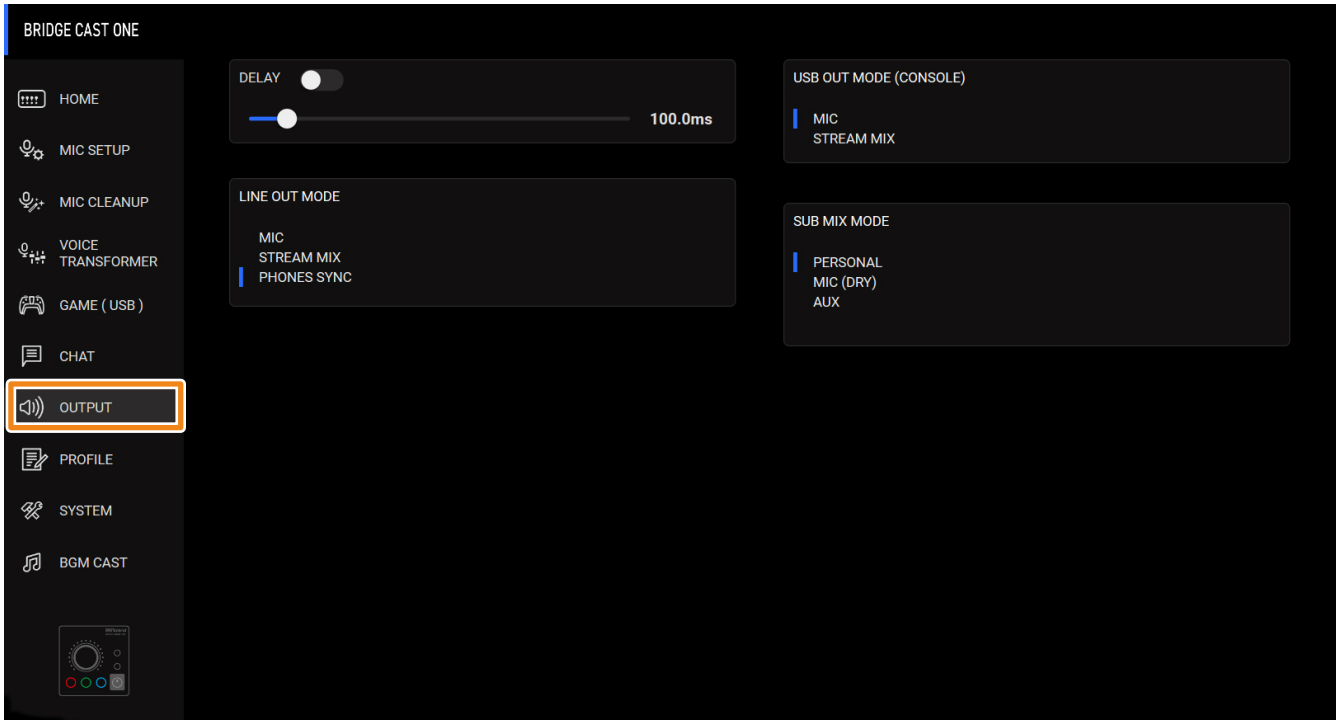


Menu	Value	Explanation
COMPRESSOR	**Makes louder sounds quieter. This reduces the difference between the louder and softer sounds, making the audio more listenable.**	
	Off, On	Turns the compressor on/off.
THRESHOLD	-48–0dB	Specifies the level used as the threshold at which the compressor is applied. Reduces the level of sounds that exceed the level you specify here.
RATIO	1.00:1–Inf:1	Sets the ratio at which the sound level is reduced, when it crosses the threshold. For example, if you set "RATIO" to "2.00:1", audio levels that cross the threshold are reduced by 1/2.
ATTACK	0–100ms	Sets how long it takes for the compressor to be applied. * The time is for reference only. This also changes depending on the volume.
RELEASE	50–5000ms	Sets how long it takes for the compressor to be cancelled. * The time is for reference only. This also changes depending on the volume.
POST GAIN	+0–+30dB	Adjusts the final output volume level after applying the compressor.
DE-ESSER	**Reduces sibilant noise (the sounds you hear when pronouncing "s" words and other hissing sounds).**	
	Off, On	Turns the de-esser on/off.
Level	1–10	Adjusts the intensity of the de-esser effect.

Editing the output audio settings

This shows you how to set the delay time for the output audio and modify the audio that's output from the LINE OUT jack and USB port.

1 On the menu screen, click the "OUTPUT" tab and set the parameters in the respective menus.



Menu	Value	Explanation
DELAY	Off, On	Turns the delay on/off. When this is "On", the audio output is delayed by the specified time. * Delay is applied to the STREAM MIX bus audio that's output from the USB port. **Correcting timing discrepancies between video and audio** When streaming games on your computer, you might notice that what you see on the game screen is not in sync with the game sound (the audio signal that's input from the BRIDGE CAST ONE to your computer). By applying delay to the audio output, you can make the timing of the video and audio match.
	0.0–1000.0ms	Adjusts the delay time (audio latency).
LINE OUT MODE	This selects the audio to be output from the LINE OUT jack.	
	MIC	Mic audio (not routed through a bus)
	STREAM MIX	STREAM MIX bus audio
	PHONES SYNC	Same audio as the headphones output
USB OUT MODE (CONSOLE)	When the USB connection setting switch is set to "CONSOLE", this configures the audio that's output from the USB port.	
	MIC	Mic audio (not routed through a bus)
	STREAM MIX	STREAM MIX bus audio
SUB MIX MODE	When the USB connection setting switch is set to "PC", this sets which audio signal is output from the USB port.	
	PERSONAL	The PERSONAL MIX bus audio is output.
	MIC (DRY)	The mic audio before passing through the MIC CLEANUP section and the voice transformer is output.
	AUX	The audio that's input from the AUX jack is output.

Creating a profile

Profiles

The profile function lets you save your own custom settings.

By creating profiles for different uses, you can recall your custom settings for each, simply by switching between profiles.

You can create up to five profiles.

Preset profiles

BRIDGE CAST ONE

Profile	VOICE TRANSFORMER	GAME EFFECTS	DIAL MODE	Explanation
Streaming	OFF	OFF	SEPARATE	Settings used for streaming content
FPS	OFF	VIRTUAL SURROUND LIMITER EQ (APX)	BALANCE	For first-person shooter games
Avatar	VOICE CHANGER LOCK	OFF	SEPARATE	For altering voices during voice chat For VTubers
RPG	OFF	VIRTUAL SURROUND	SEPARATE	For role-playing games
Music/Movie	Reverb	EQ (MUSIC)	SEPARATE	For listening to/watching music and movies

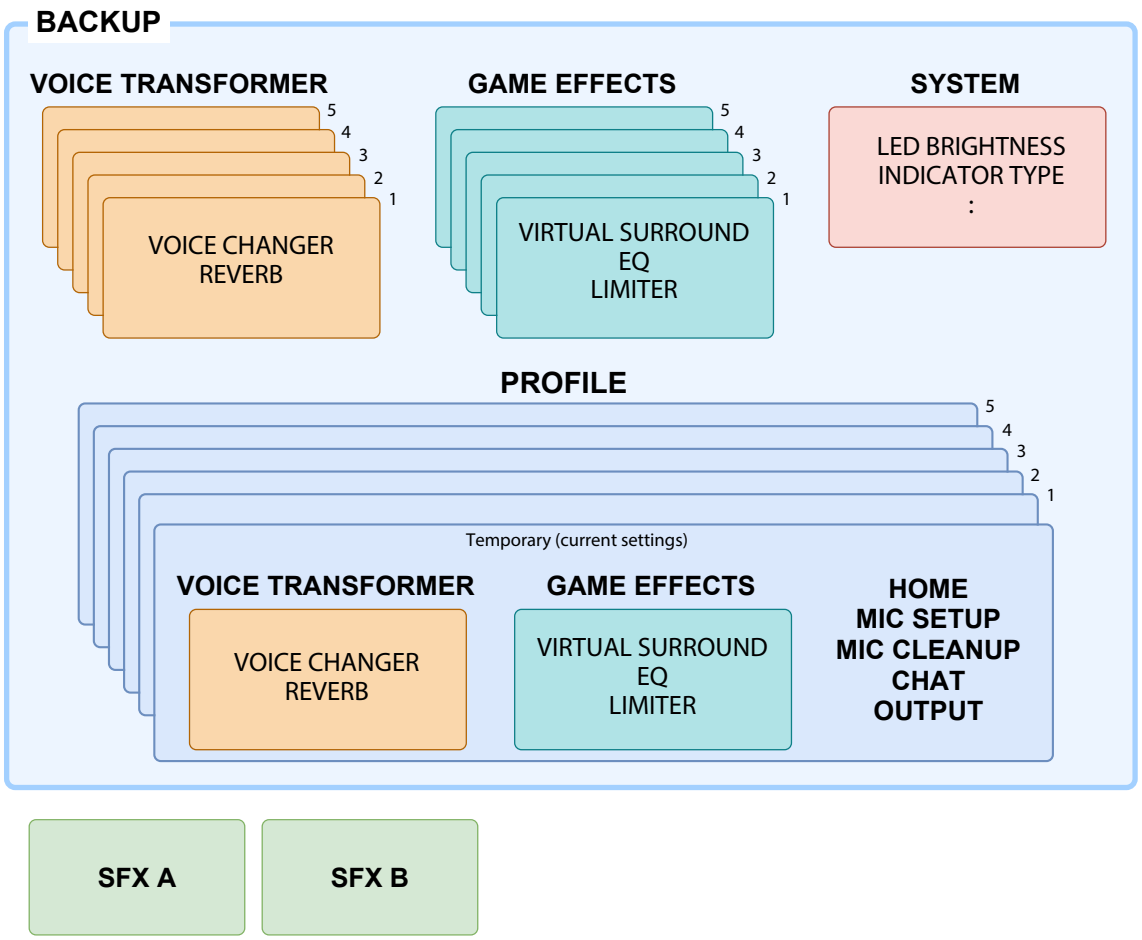
MUTE/ASSIGN button settings for preset profiles

Profile	[MIC]	[CHAT]	[GAME]
Streaming	CH MUTE ALL	CH MUTE ALL	CH MUTE ALL
FPS	CH MUTE ALL	CH MUTE ALL	CH LEVEL RESET
Avatar	CH MUTE ALL	SFX BEEP	REVERB
RPG	CH MUTE ALL	PHONES/LINE OUT	CH MUTE ALL
Music/Movie	CH MUTE ALL	PHONES/LINE OUT	HOT KEY (SPACE)

Content that is saved to a profile

Profiles contain the settings shown in the “PROFILE” area, in the illustration below.

* The voice transformer and game effect preset names are not saved.



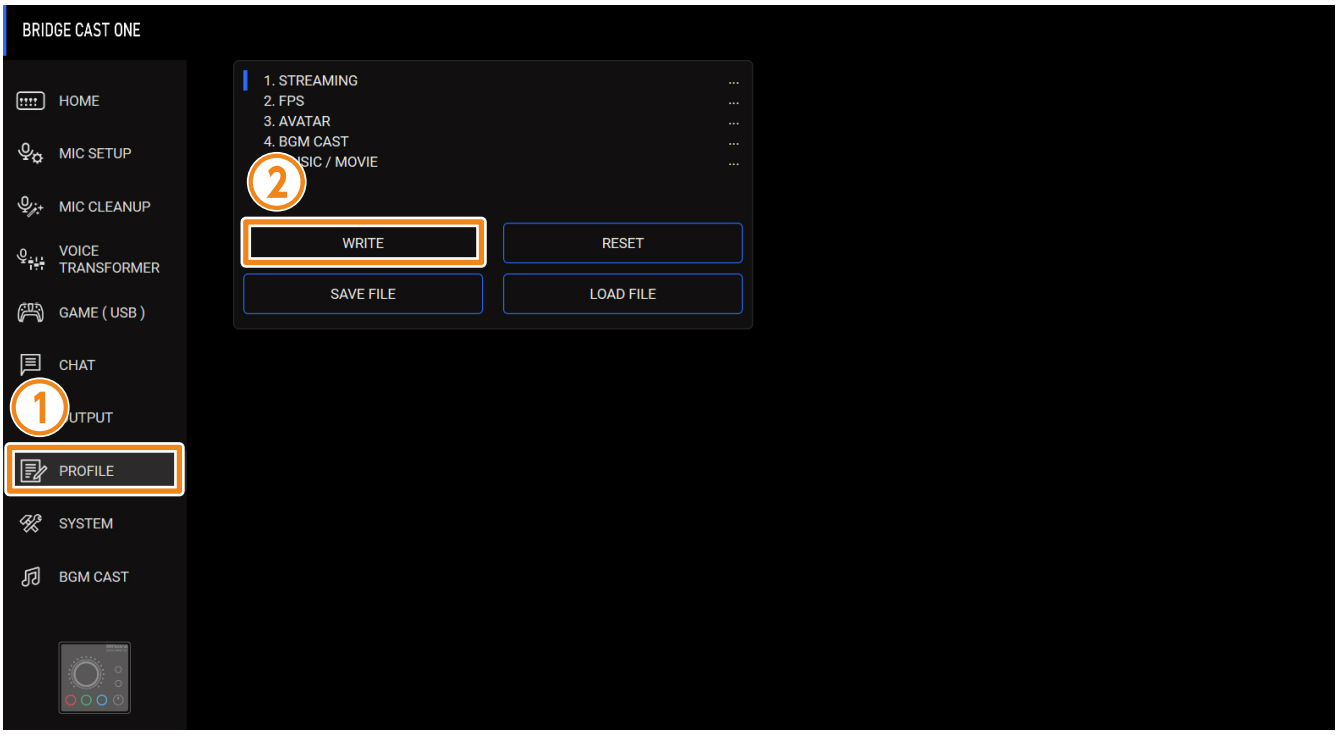
MEMO

Turn the dial while pressing the [VOICE TRANSFORMER] and [GAME EFFECTS] buttons at the same time to toggle between the profiles (1–5).

Creating a profile

1 Customize the settings on this unit.

2 On the menu screen, click the “PROFILE” tab and then click the [WRITE] button.



3 Input the profile name and click the save destination memory number in “WRITE TO”.

Profile names can contain up to 18 single-byte alphanumeric characters or symbols.



4 Click the [OK] button.

This overwrites the profile.

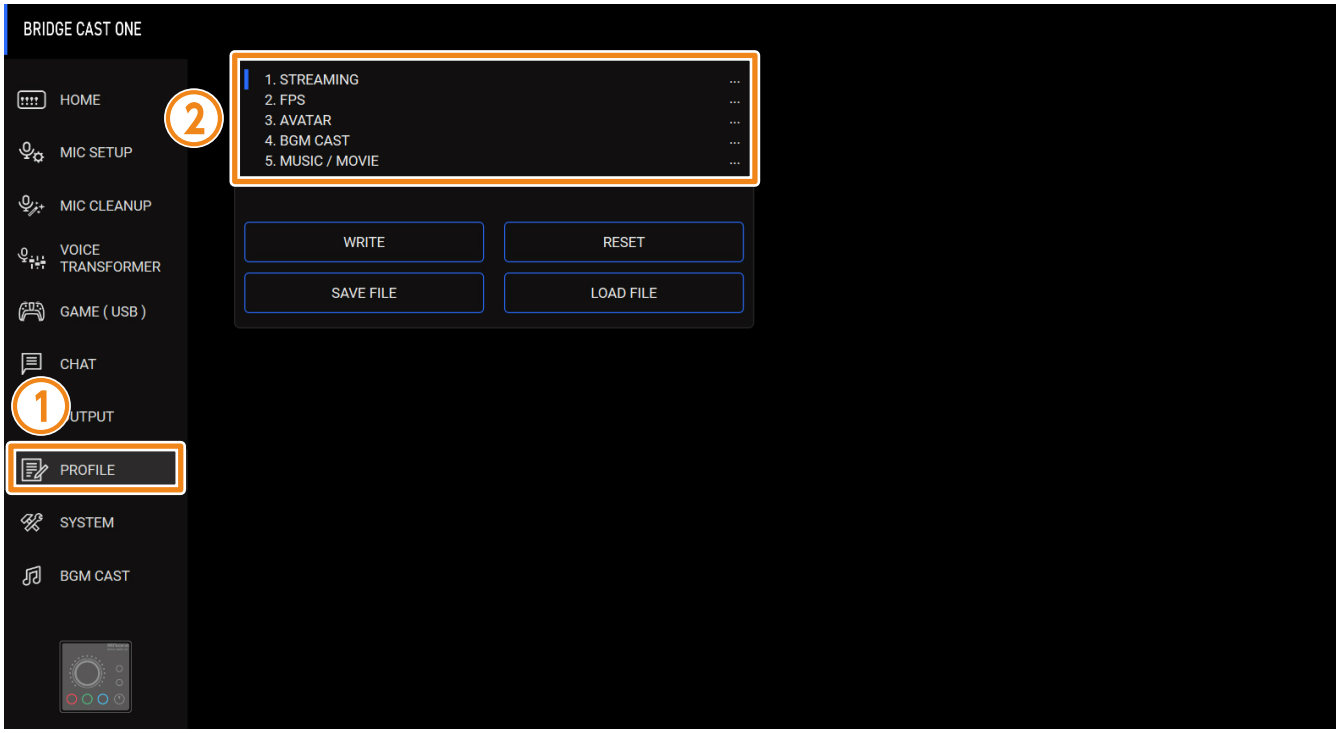
MEMO

You can edit the profile names later.

To do this, click → next to the profile name, input the name in the rename window and click the [OK] button.

Switching between profiles

1 On the menu screen, click the “PROFILE” tab and then click the profile you want to switch to.



This switches between settings on this unit.

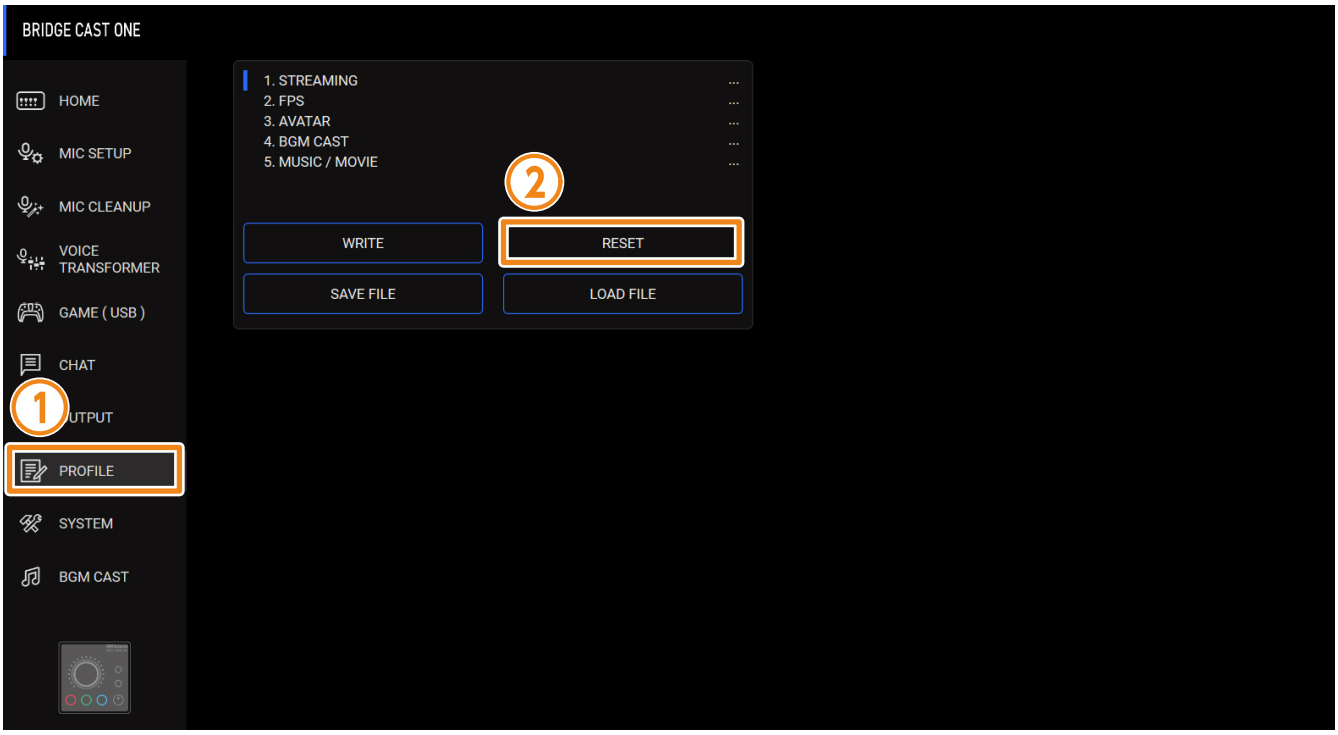
MEMO

When you edit the settings of a profile you recalled, the profile name changes from white to yellow.

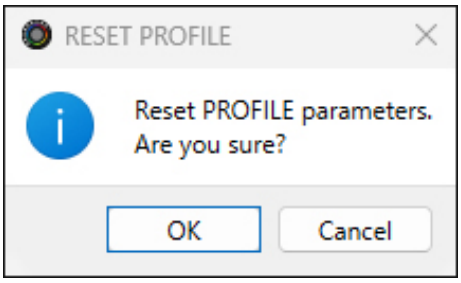
Initializing a profile

Here’s how to initialize a profile and restore the settings of profiles 1–5 to their default state.

1 On the menu screen, click the “PROFILE” tab and then click the [RESET] button.

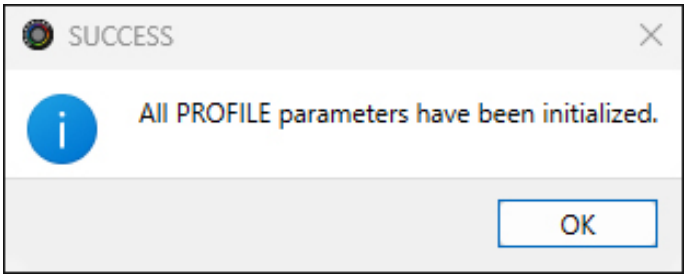


A confirmation message appears.



2 Click the [OK] button.

A confirmation message appears after the data has been initialized.



3 Click the [OK] button to close the message.

MEMO

You can save the profiles (1–5) as a single file.

► Exporting a profile (p. 89)

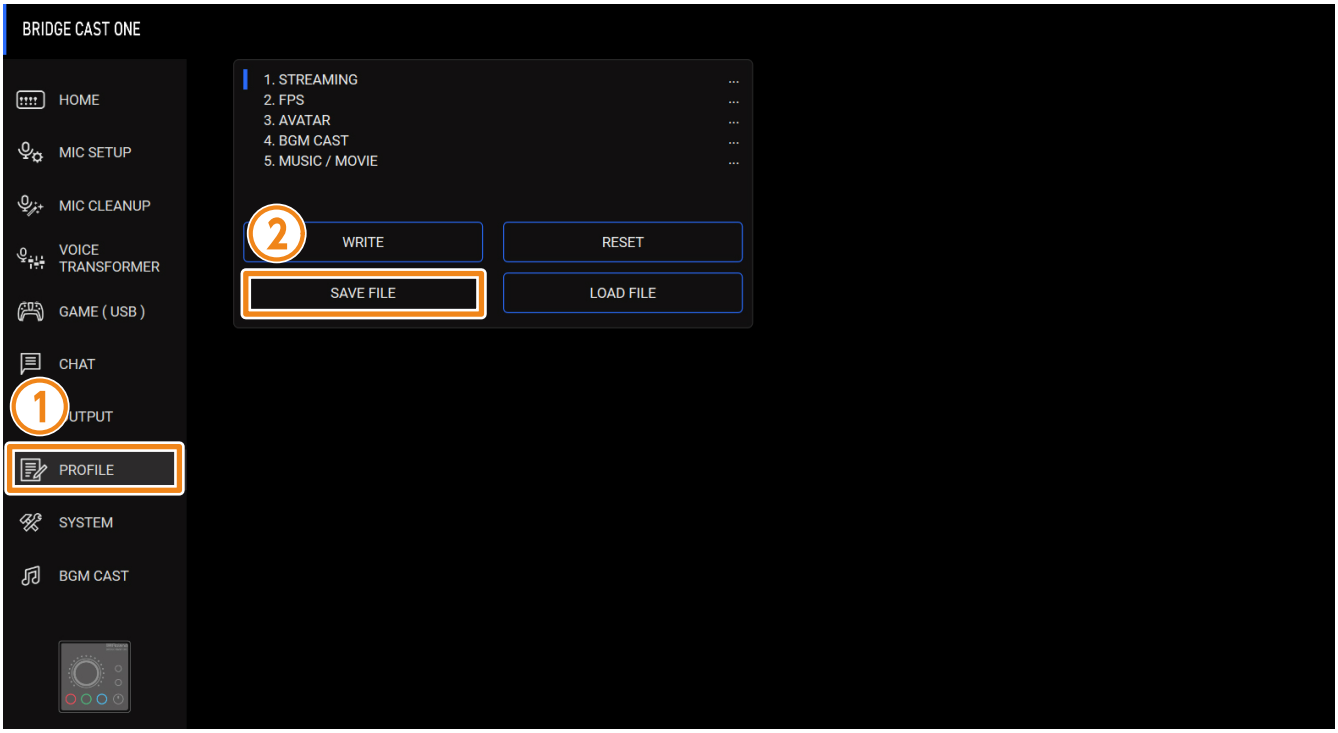
Exporting a profile

You can save the profiles (1–5) as a single file (.brdgcProfile) to your computer.

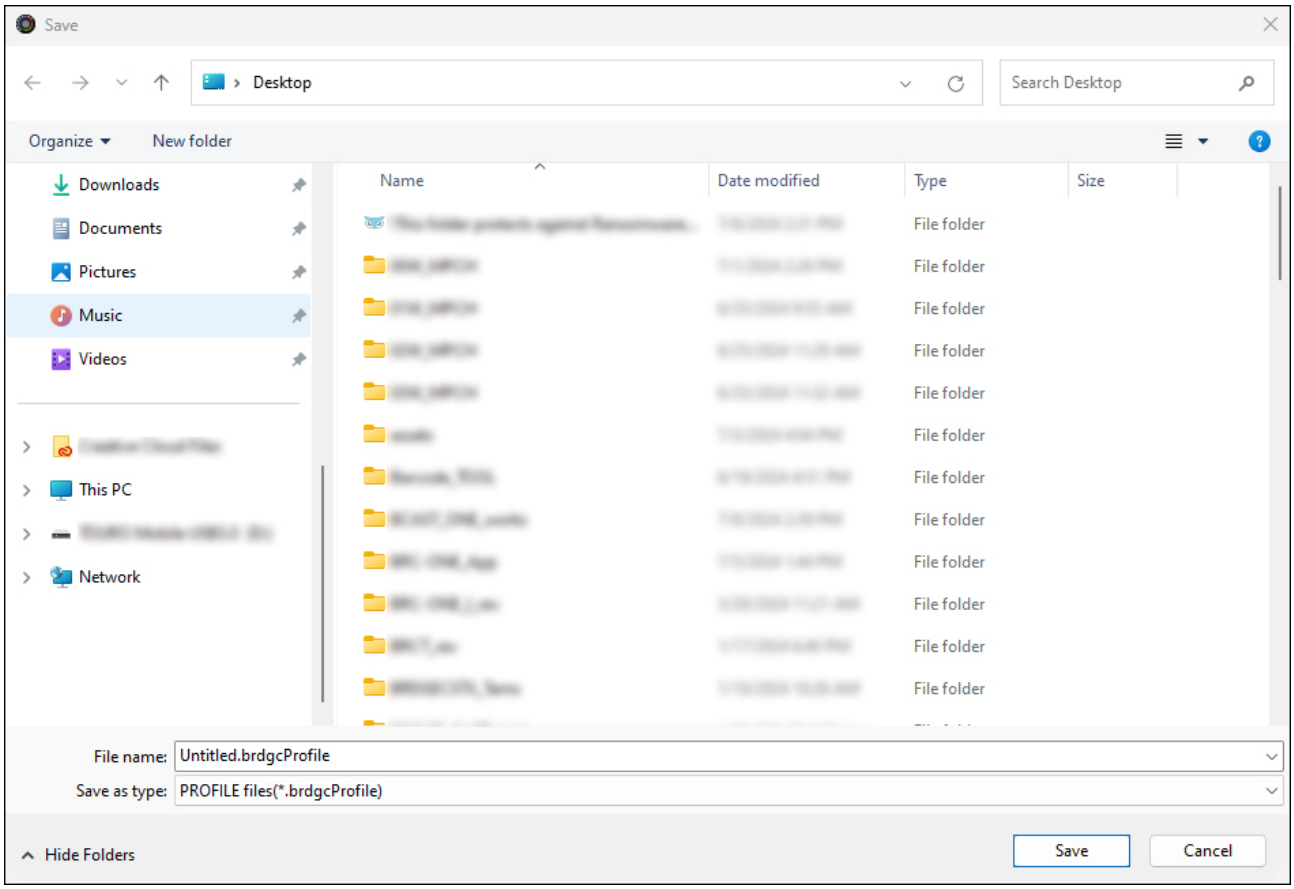
Use the BRIDGE CAST app when you want to reload a saved file back into this unit.

Exporting a profile

1 On the menu screen, click the “PROFILE” tab and then click the [SAVE FILE] button.



2 In the Save dialog box, name the file and specify the save destination, and click the [Save] button.

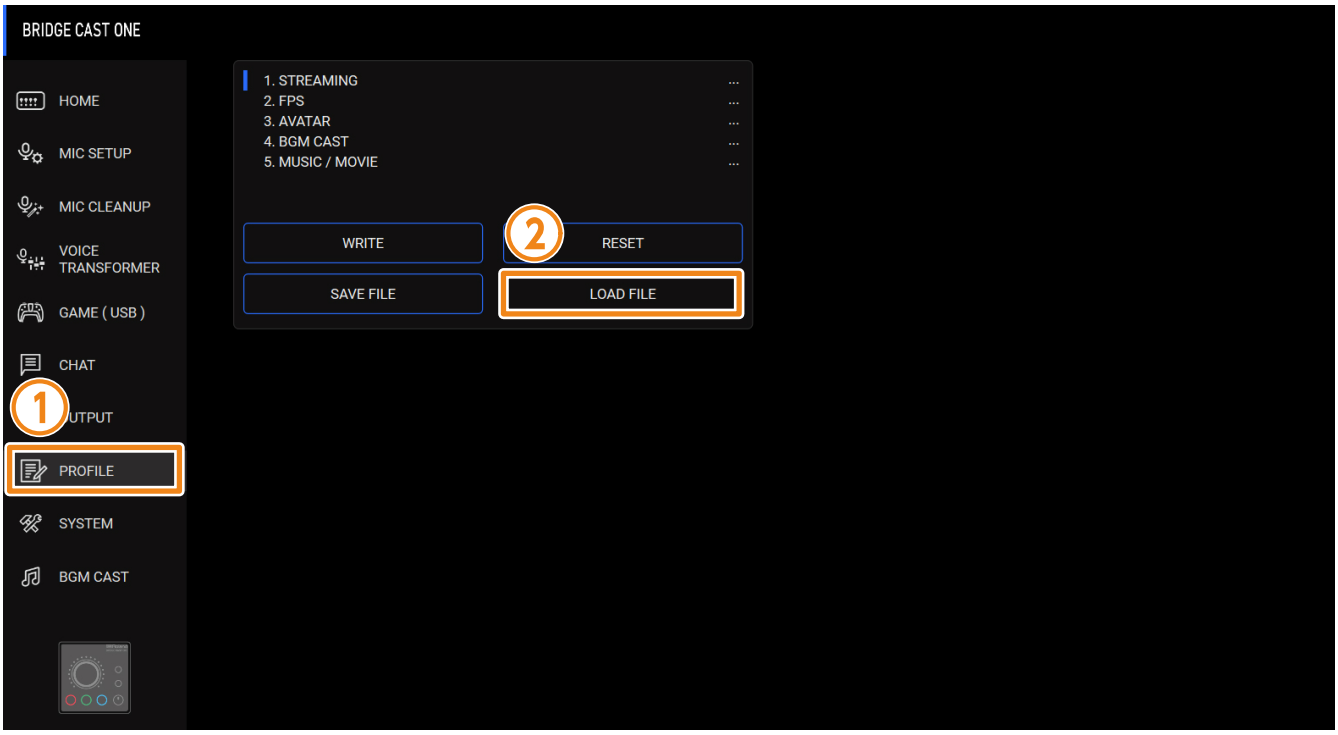


This saves the file (.brdgcProfile).

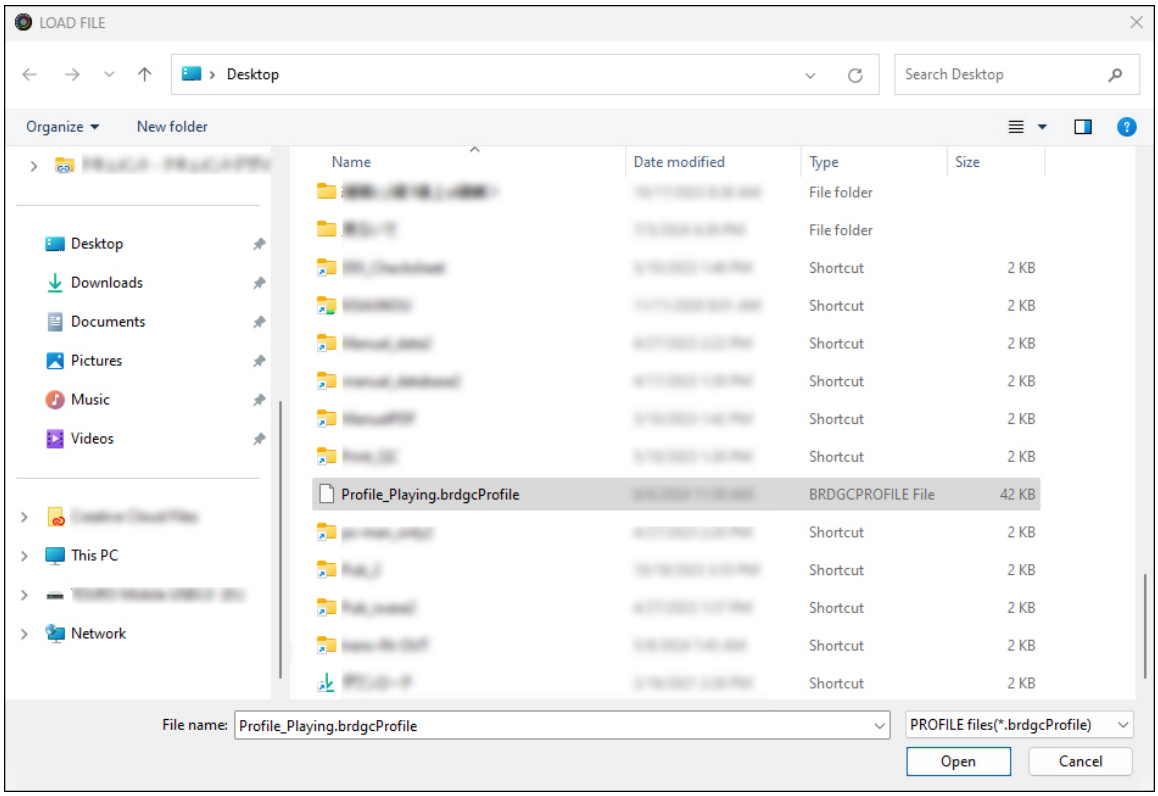
Loading a profile

Here's how to apply the settings you saved for the profile (1–5) back to this unit.

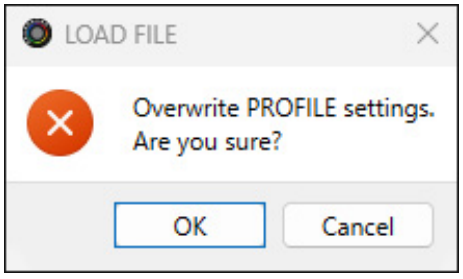
1 **On the menu screen, click the “PROFILE” tab and then click the [LOAD FILE] button.**



2 In the LOAD FILE dialog box, select the file you wish to load (.brdgcProfile), and then click the [Open] button.

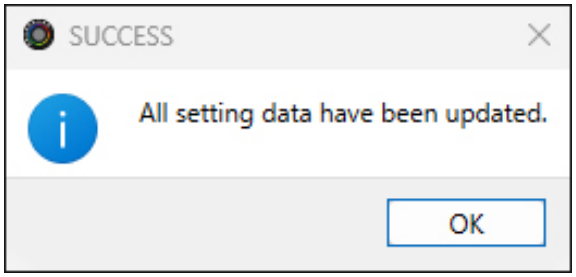


A confirmation message appears.



3 Click the [OK] button.

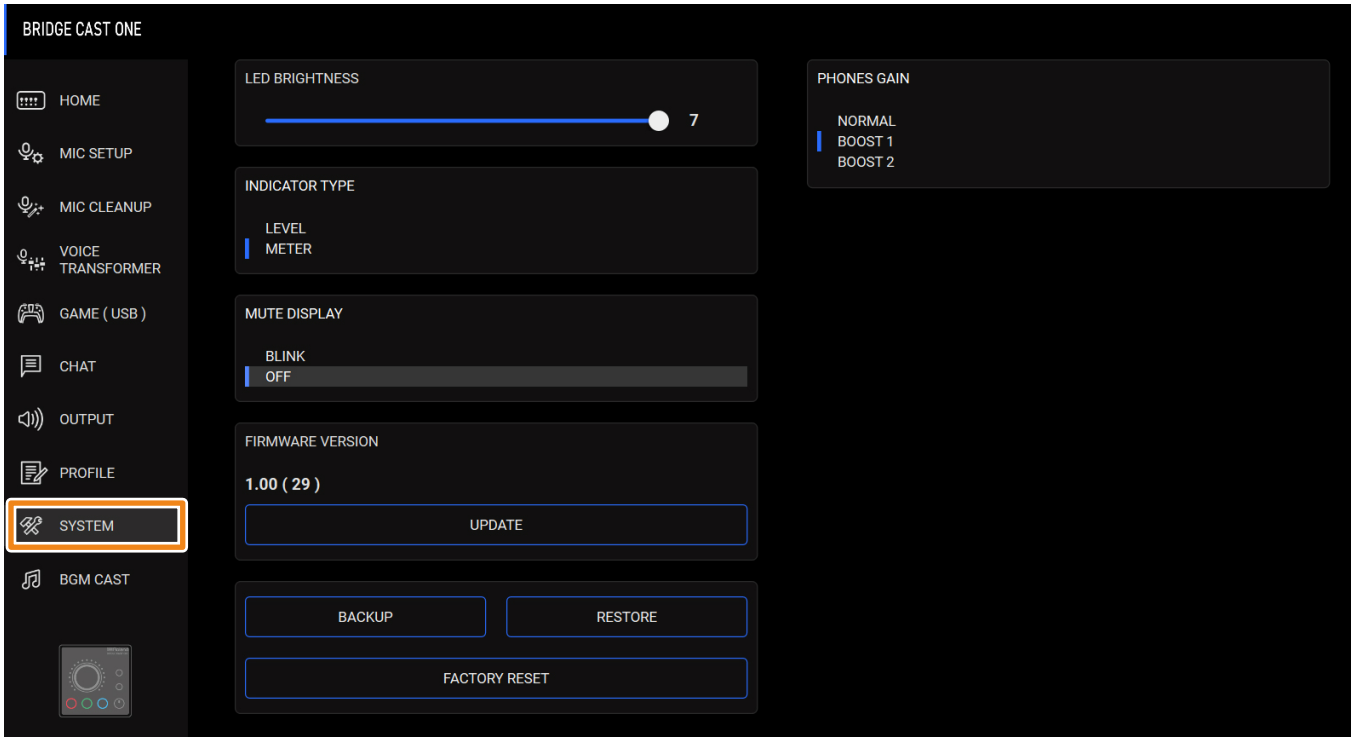
A confirmation message appears after the profile settings have been applied.



4 Click the [OK] button to close the message.

System settings

This section explains about the system-related operations and settings on the BRIDGE CAST ONE.



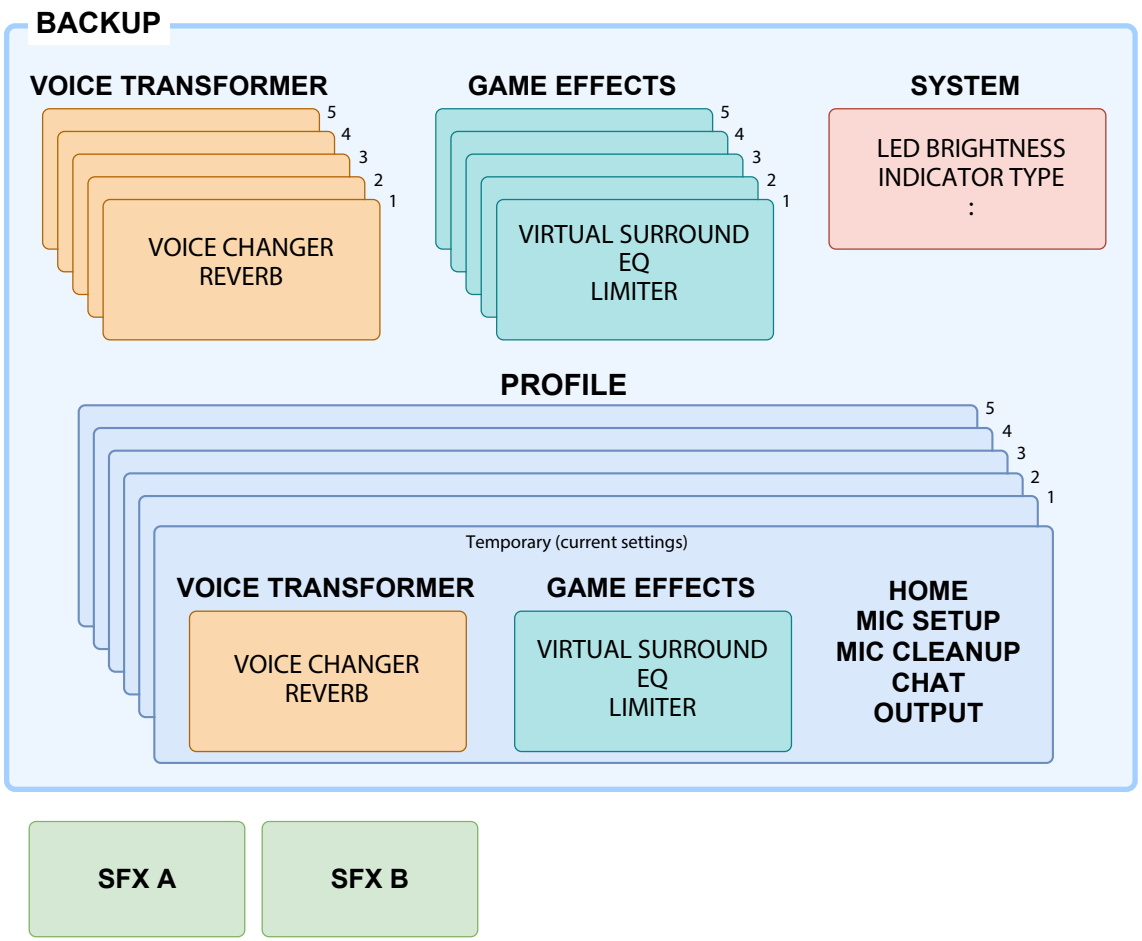
Backing up/restoring the settings on this unit

You can back up the settings on this unit as a single file (.brdgcBackup). You can access the backed up file and restore it into the unit via the BRIDGE CAST app for use.

Contents that are backed up

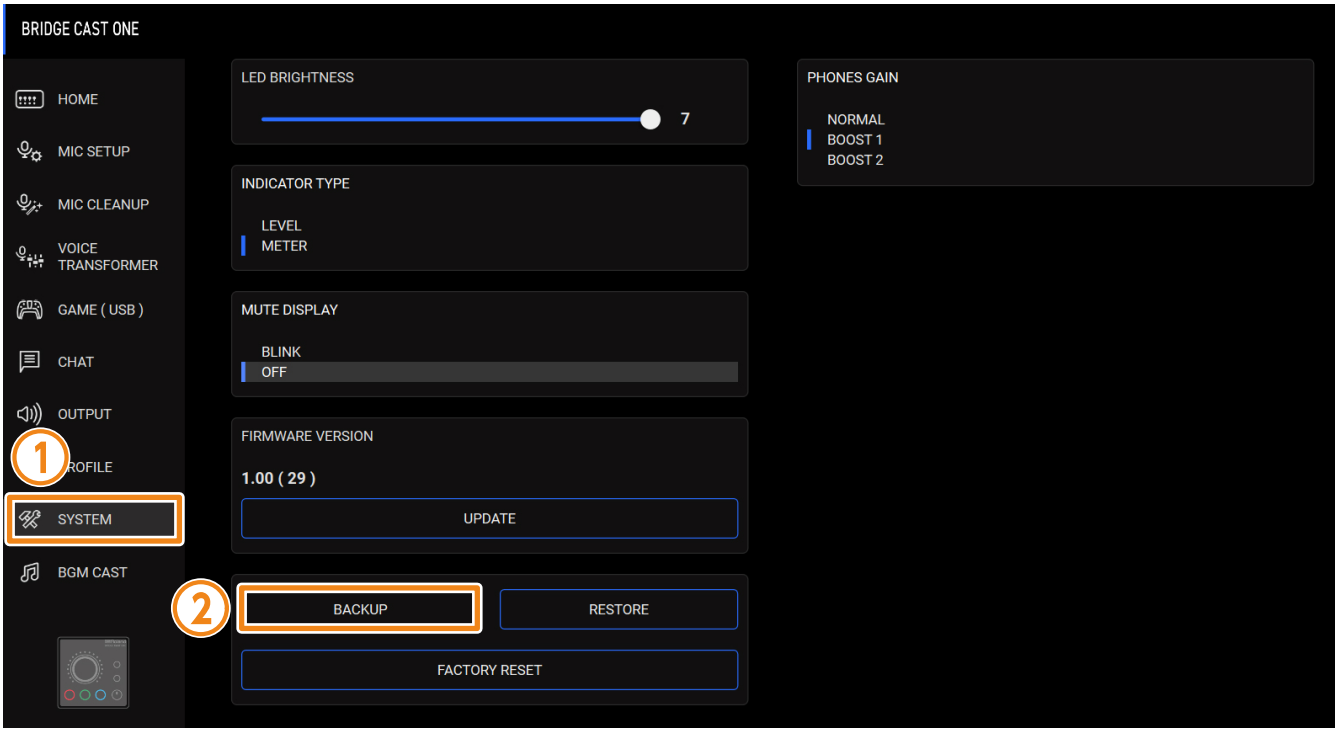
The settings that are backed up are shown in the illustration below.

* Sound effects (the WAV files for SFX A and SFX B) are not backed up.

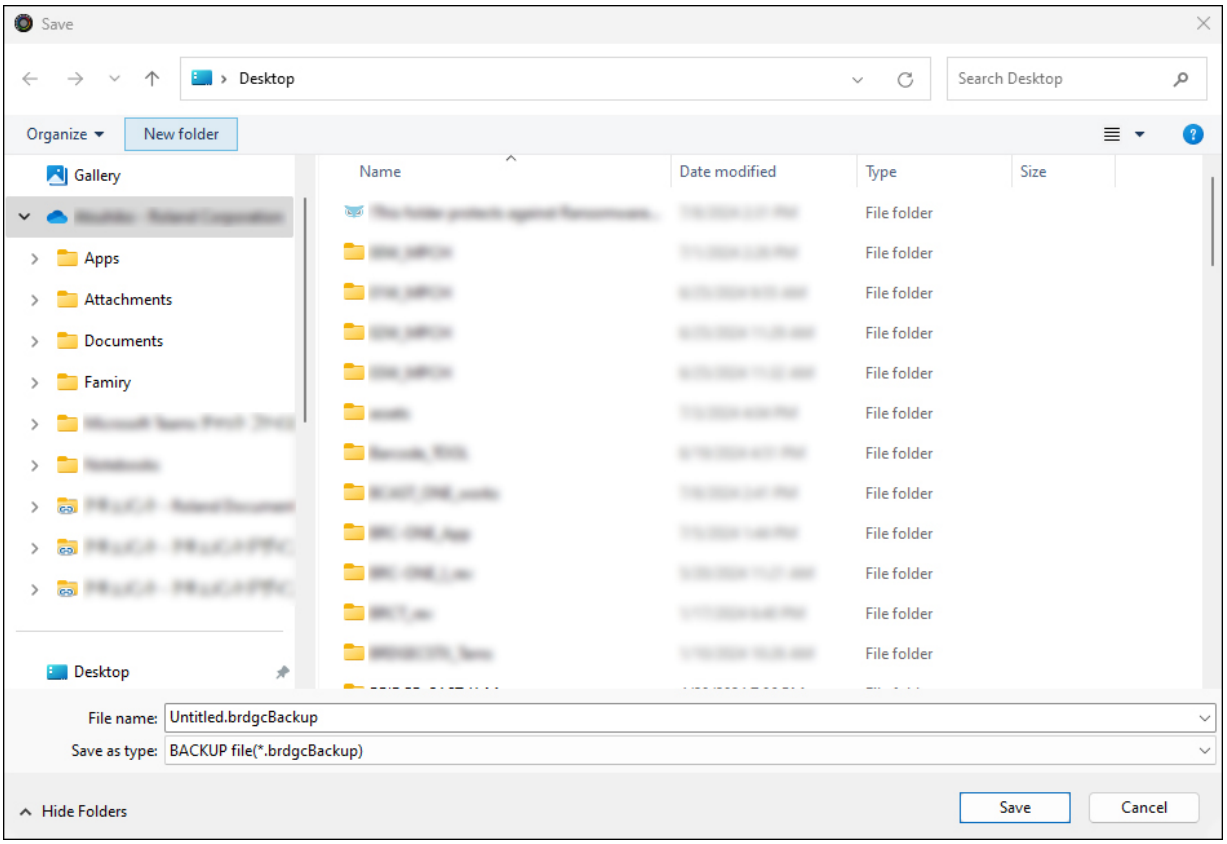


Backing up

1 On the menu screen, click the “SYSTEM” tab and then click the [BACKUP] button.



2 In the Save dialog box, name the file and specify the save destination, and click the [Save] button.

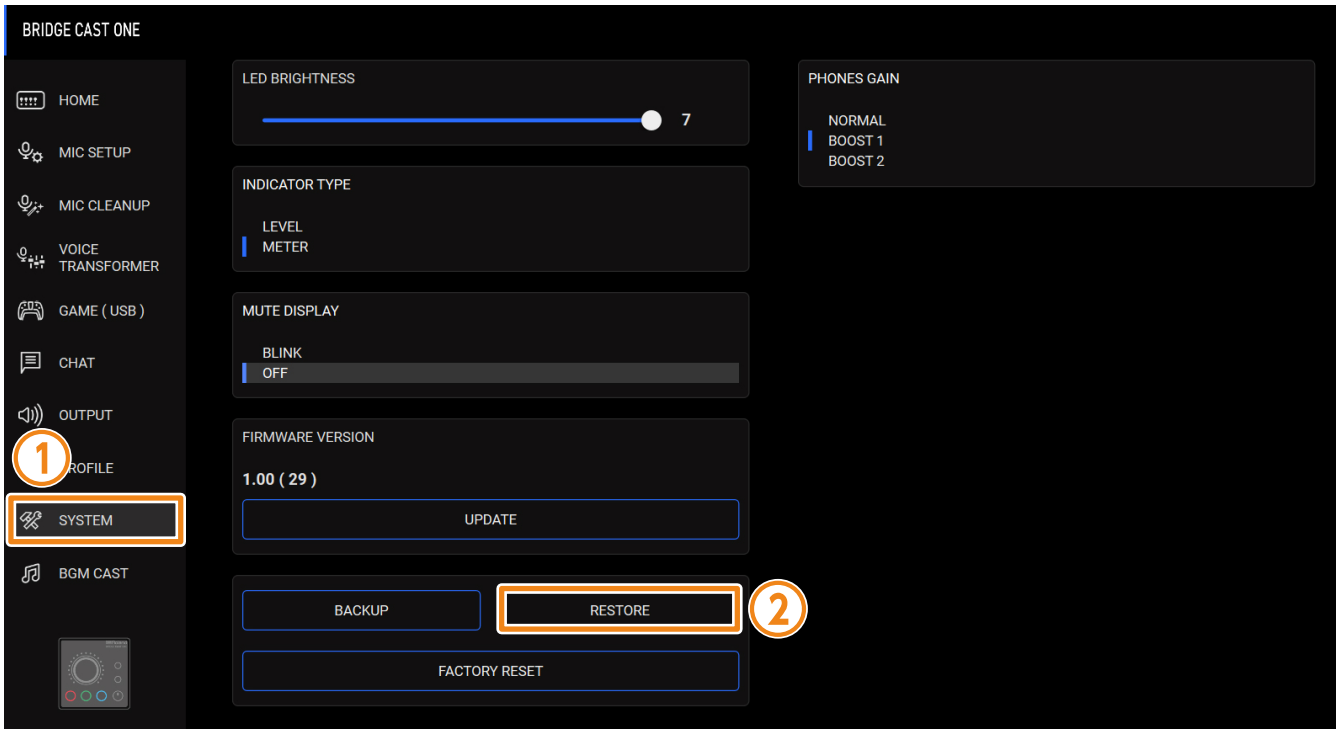


This backs up the file (.brdgcBackup).

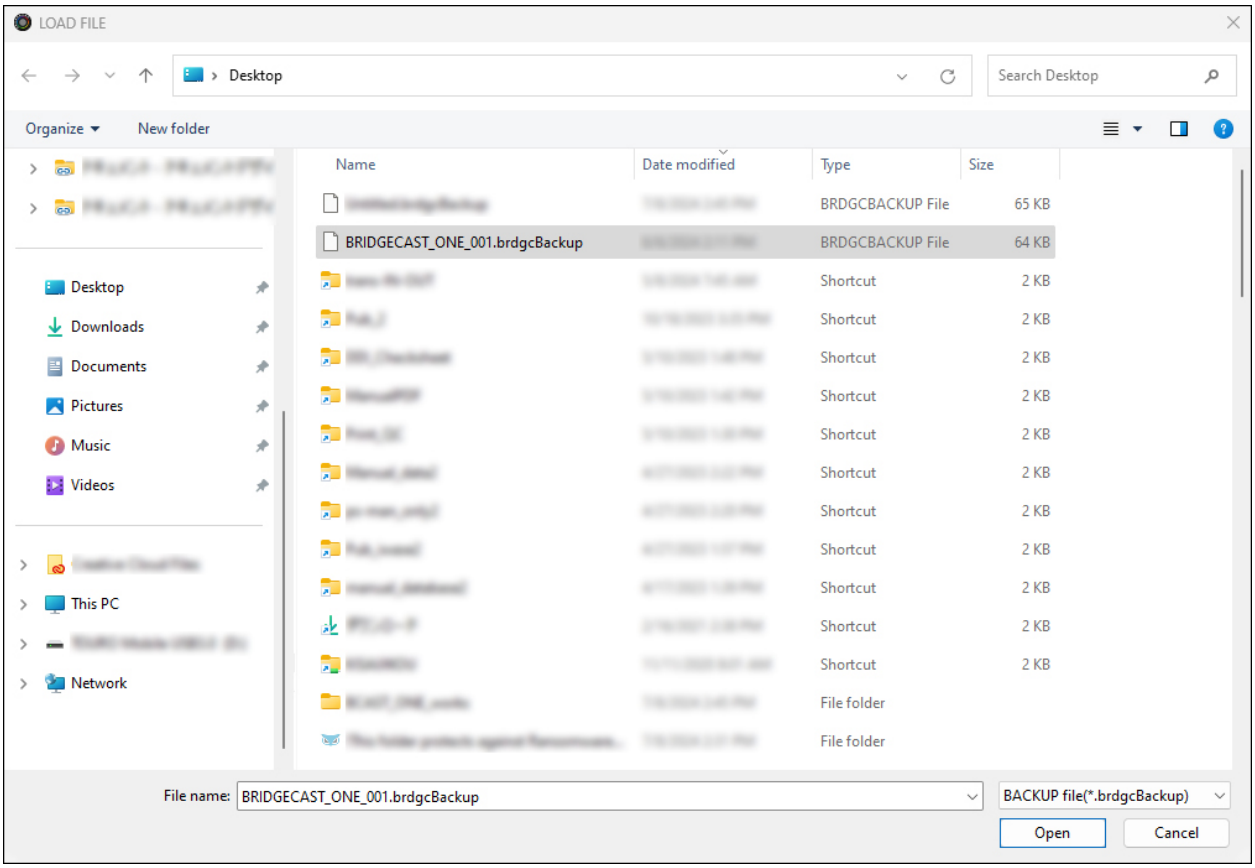
Restoring

Here's how to restore the settings for this unit that you backed up. Restoring the settings overwrites the current settings.

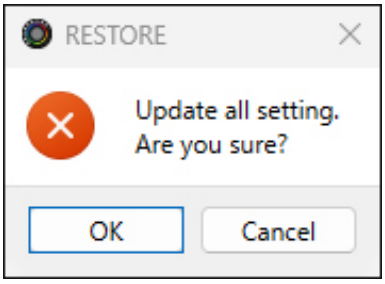
1 On the menu screen, click the "SYSTEM" tab and then click the [RESTORE] button.



2 **In the LOAD FILE dialog box, select the file you wish to load (.brdgcBackup), and then click the [Open] button.**

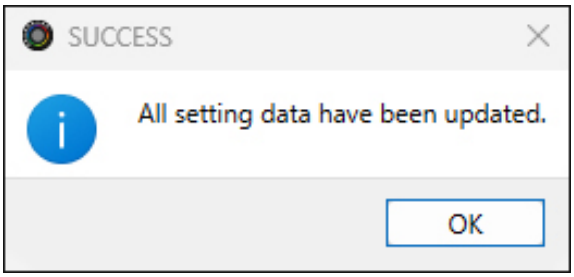


A confirmation message appears.



3 **Click the [OK] button.**

A confirmation message appears after the data has been restored.



4 **Click the [OK] button to close the message.**

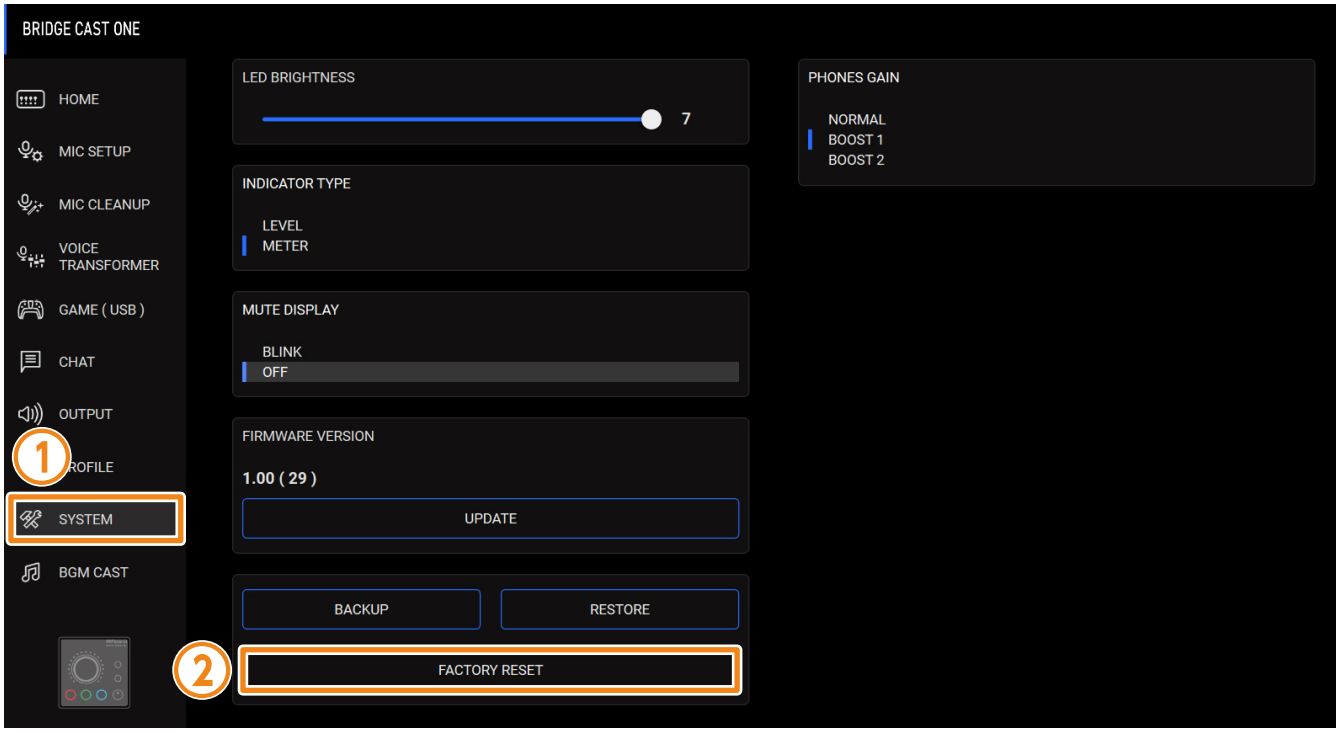
Restoring the factory settings (Factory reset)

This shows you how to restore this unit to its factory settings.

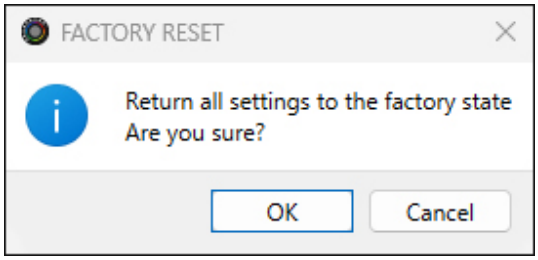
When you execute a factory reset, all of the settings except for the sound effects (SFX A, SFX B) are restored to their factory settings. We recommend that you back up any important settings beforehand that you may have made.

For details on how to back up the data, refer to "Backing up/restoring the settings on this unit (p. 94)".

1 On the menu screen, click the "SYSTEM" tab and then click the [FACTORY RESET] button.



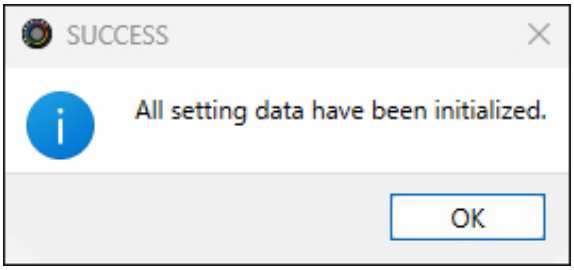
A confirmation message appears.



To cancel, click the [Cancel] button.

2 Click the [OK] button.

A confirmation message appears after the factory reset is finished.

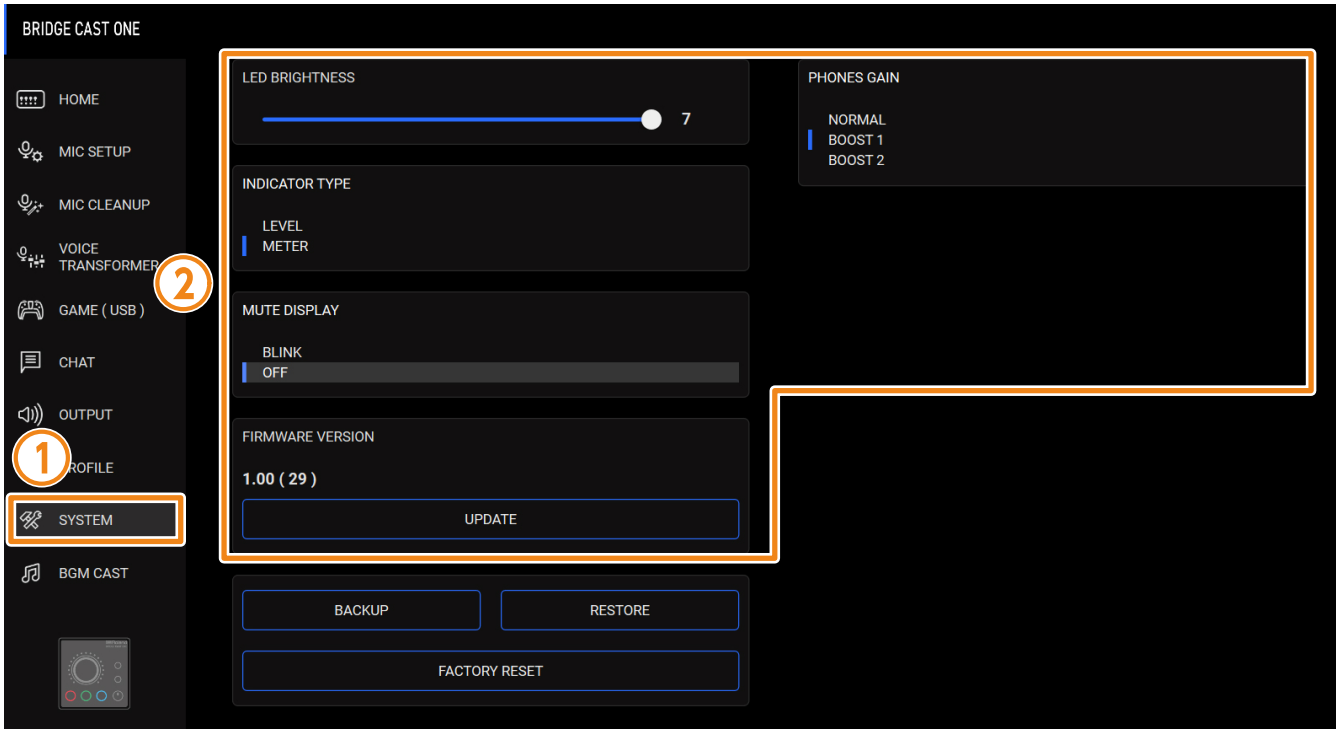


3 Click the [OK] button to close the message.

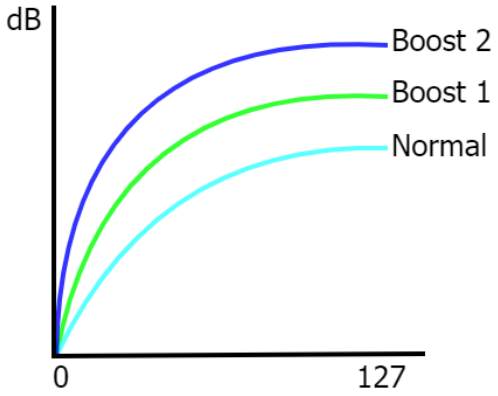
Other settings

These are the settings for the brightness of the indicators on the BRIDGE CAST ONE as well as for what the level meters display.

1 On the menu screen, click the “SYSTEM” tab and set the parameters in the respective menus.

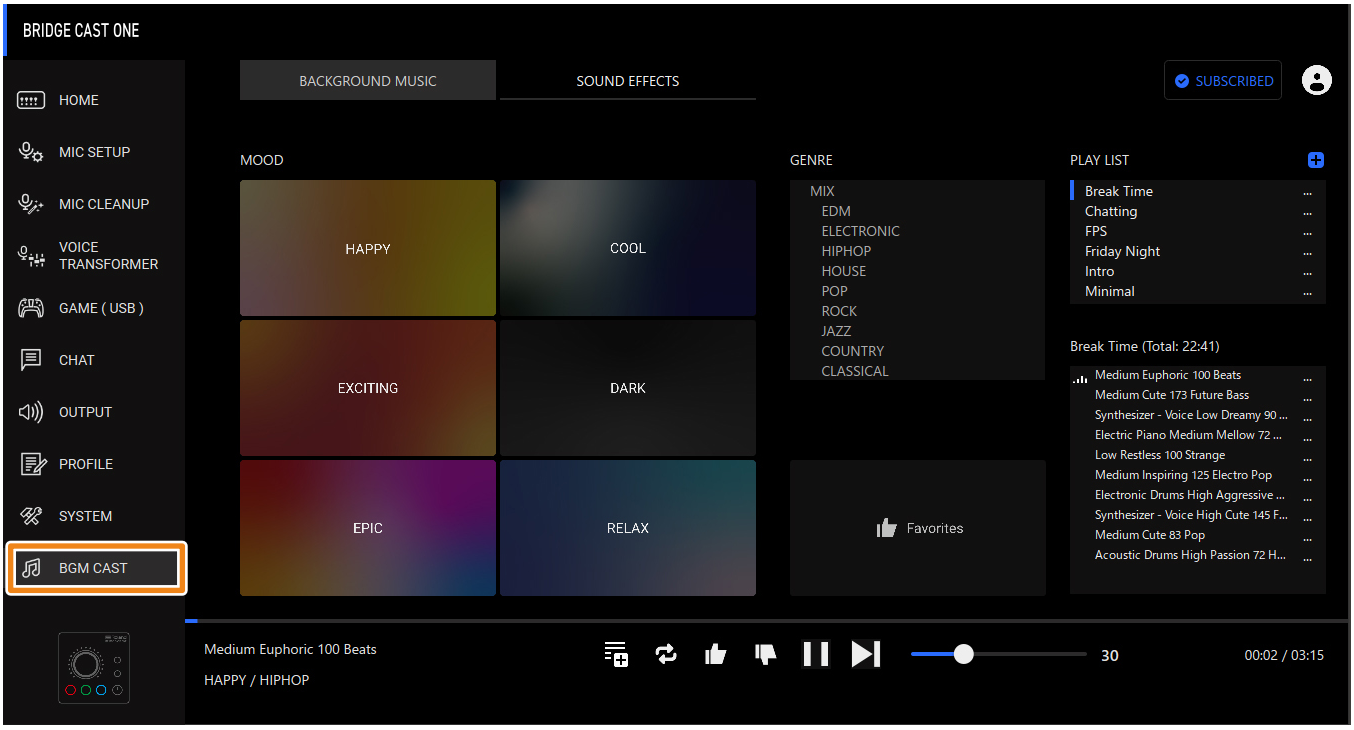


Menu	Value	Explanation
LED BRIGHTNESS	0–7	Adjusts the brightness of all the buttons and indicators. * Even with the minimum setting of “0”, the indicators do not go completely dark.
INDICATOR TYPE	Sets the level meter indications for the MIC, CHAT and GAME channels.	
	LEVEL	The volume is always shown.
	METER	The level meters operate as a level meter that shows the input levels for each channel. This shows the volume when you operate the dial on this unit.
MUTE DISPLAY	When mute is on, this sets how the MUTE/ASSIGN indicators light up.	
	BLINK	The MUTE/ASSIGN indicators blink.
	OFF	The MUTE/ASSIGN indicators go dark.

Menu	Value	Explanation
PHONES GAIN	Normal Boost 1 Boost 2	When this is set to “Boost 1” or “Boost 2”, this amplifies the headphone volume.  * Change this setting only after turning the headphones/headset volume all the way down.
[UPDATE] button	–	Updates the system program of the BRIDGE CAST ONE. Click the [UPDATE] button and follow the instructions that are shown.

Using background music and sound effects from Roland Cloud (BGM CAST)

You can use the background music and sound effects on the BRIDGE CAST ONE that are available via Roland Cloud.

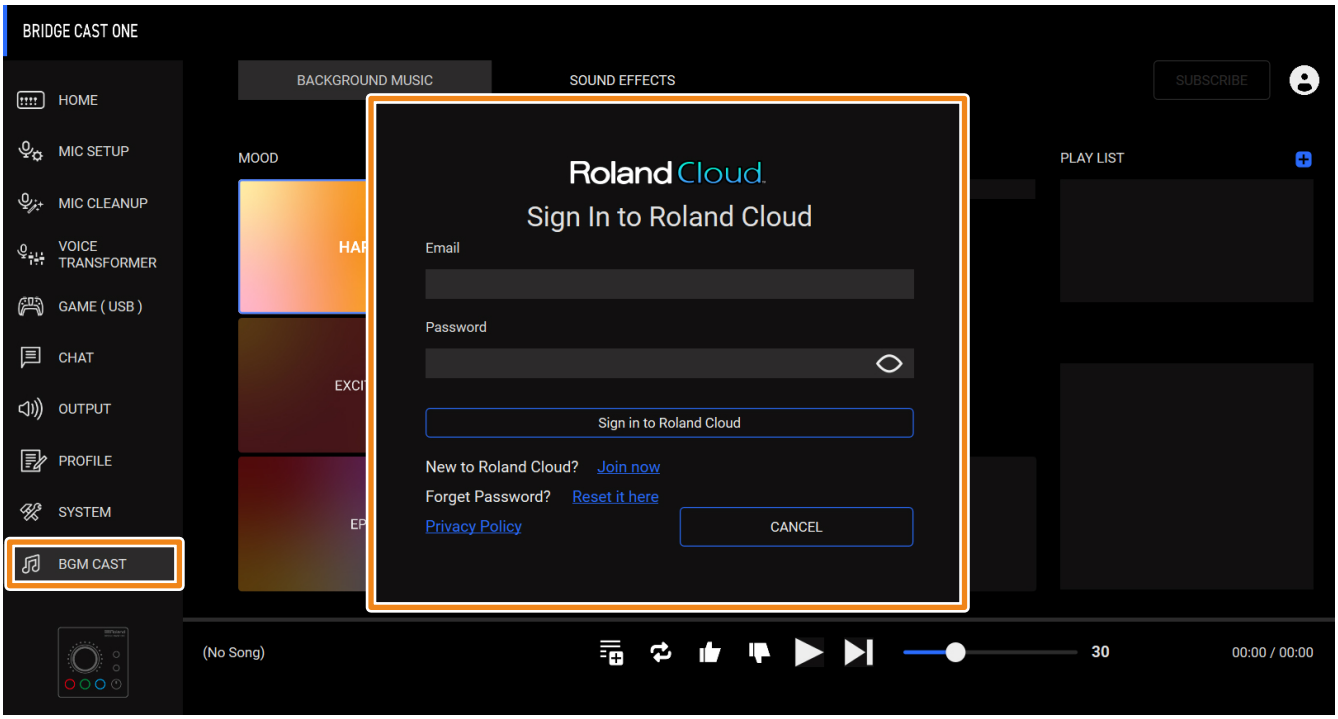


Signing in to Roland Cloud

This shows you how to sign in to Roland Cloud.

1 On the menu screen, click the “BGM CAST” tab.

The Roland Cloud sign-in dialog box appears.



2 Sign in to your Roland account.

If you don’t have a Roland account, click “Join now”.

Using background music

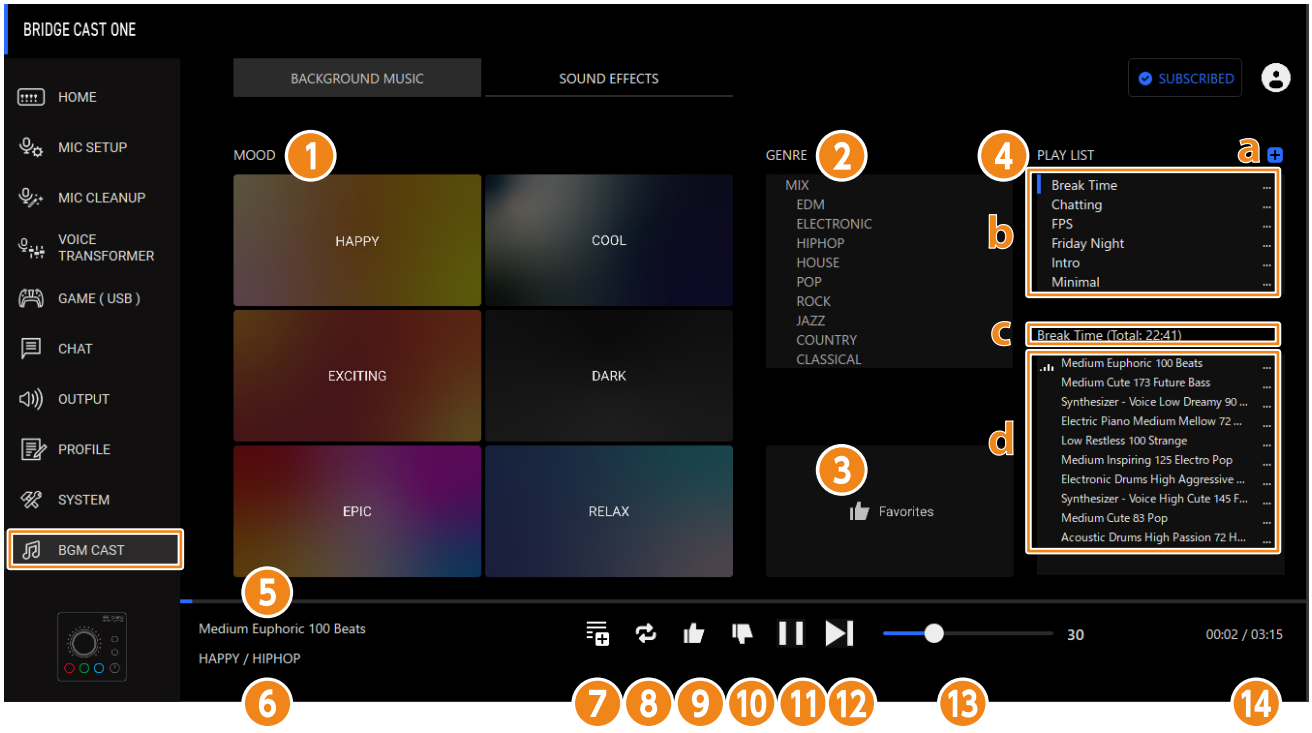
You can use the background music (songs) on the BRIDGE CAST ONE that's available via Roland Cloud.

Many background music tracks are available. You can use MOOD and GENRE to narrow down the options to find the track you desire.

MEMO

- The background music from Roland Cloud is streamed during playback via the app.
- The Roland Cloud background music is input to the "MUSIC" input source. When you've selected a channel to which the "MUSIC" input source is assigned, you can adjust the volume of the background music with the dial on this unit.

1 On the menu screen, click the "BGM CAST" tab, and then click the "BACKGROUND MUSIC" tab.



Name		Explanation
1	**MOOD**	Selects the mood of the background music you desire.
2	**GENRE**	Filters the available background music by genre that matches the mood you selected. **MEMO** • The "GENRE" changes according to the mood you select. • When you select "MIX", this selects the background music for all genres within the mood you selected.
3	**"Favorites" button**	Plays back all background music tracks that you marked by pressing the [ ] button. **MEMO** The background music plays back, regardless of mood and genre.

Name		Explanation	
4	PLAYLIST	a	Creates a new playlist. You can click ▪▪▪ to change the playlist name or delete the playlist.
		b	Shows the list of all playlists.
		c	The name of the currently selected playlist is shown. The total time for the background music in the playlist is shown within parentheses.
		d	Shows a list of background music that's registered in the currently selected playlist. You can drag and drop to change the order of the background music. Click ▪▪▪ to delete background music.

Name		Display	Explanation
5	Background music name	Example: Woodwind Section Low Healing 77 Small Emotions	Shows the name (song title) of the background music.
6	MOOD/GENRE	Example: relax / cinematic	Shows the mood and genre of the selected background music.
7	Add song to playlist		Adds the current background music to the playlist.
8	Repeat one song		Repeatedly plays back the current background music.
9	Liked		Press this to mark the current background music as a track you like. Press the [Favorites] button to play back all background music for which you've pressed the [] button.
10	Disliked		Press this to mark the current background music as a track you don't like. The background music for which you pressed the [] button is not selected from the next time onward.
11	Playback		Plays back the background music.
12	Next song		Plays back the next background music track.
13	Volume	Example: 30	Adjusts the volume of the background music.
14	Elapsed time	Example: 00:00 / 03:08	Shows the background music time (the elapsed time and the background music's total time).

Using sound effects

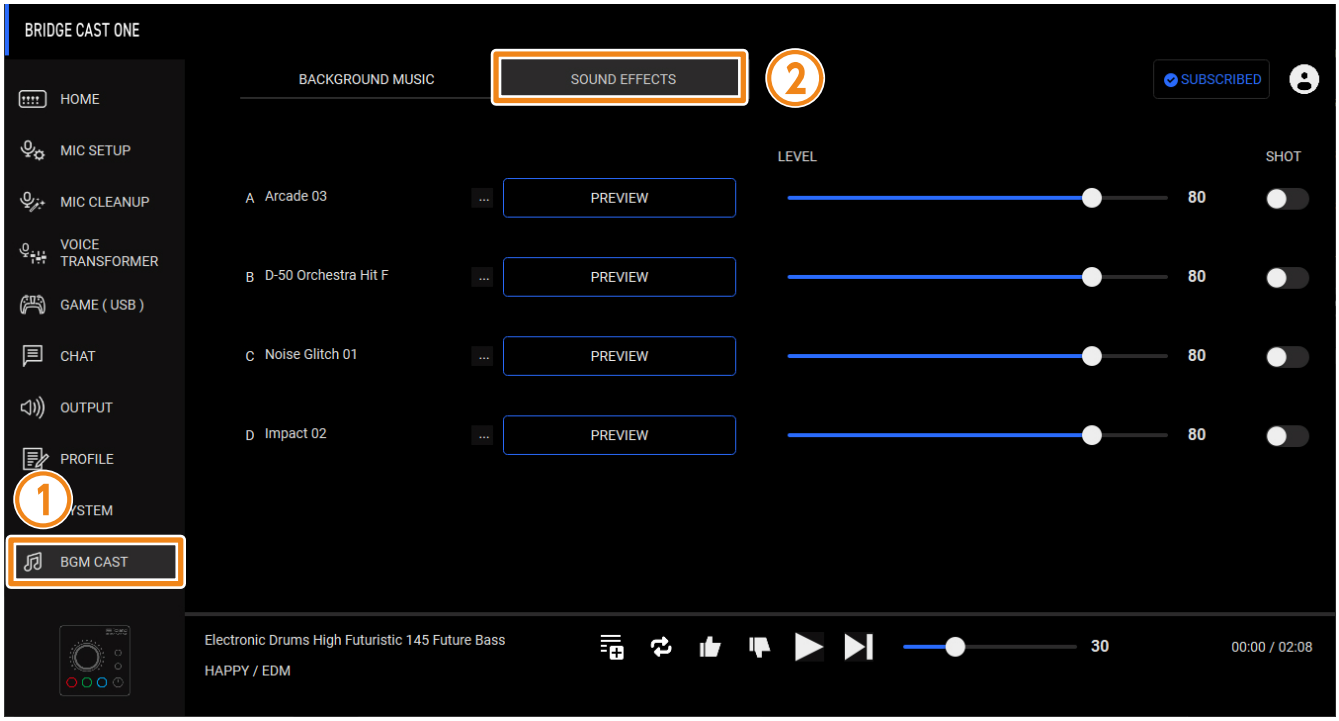
You can download the sound effects that are available via Roland Cloud into the app, to be used on the BRIDGE CAST ONE.

By assigning the sound effects you downloaded into the app to the MUTE/ASSIGN [MIC] [CHAT] [GAME] buttons on the BRIDGE CAST ONE, you can play them back at the timing you like.

MEMO

- The sound effects on Roland Cloud are played back via the app. The method of playback differs from the sound effects that use SFX A and B.
- The sound effects on Roland Cloud are input to the "SYSTEM" input source. When you've selected a channel to which "SYSTEM" is assigned, you can adjust the volume of the sound effects using the dial on this unit.

1 On the menu screen, click the "BGM CAST" tab, and then click the "SOUND EFFECTS" tab.



2 Click the ▪▪▪ buttons for A–D to select the sound effect.

You can press the [PREVIEW] button to play back (check) the selected sound effect.

3 Configure the settings for the selected sound effect.

Name	Display	Value	Explanation
LEVEL		0–100	Adjusts the sound effect volume.

Name	Display	Value	Explanation
SHOT		Specifies how the sound effect plays back.	
		Off	Plays back the sound effect only while you're holding down the [MIC] [CHAT] [GAME] buttons.
		On	Plays the sound effect through to the end when you press the [MIC] [CHAT] [GAME] buttons.

4 Assign the sound effects to the MUTE/ASSIGN [MIC] [CHAT] [GAME] buttons.

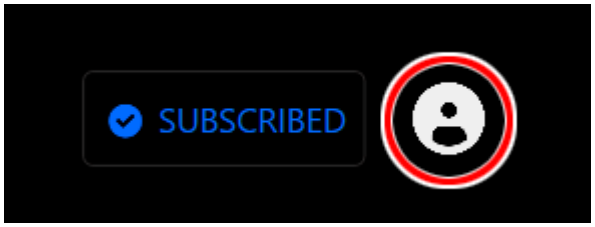
Select one of the sound effects ("SOUND EFFECTS A (BGM CAST)"–"SOUND EFFECTS D (BGM CAST)") from "MUTE/ASSIGN".

For instance, if you select "SOUND EFFECTS A (BGM CAST)", the sound effect you registered to "A" in step 2 is assigned to the MUTE/ASSIGN [MIC] [CHAT] [GAME] buttons.

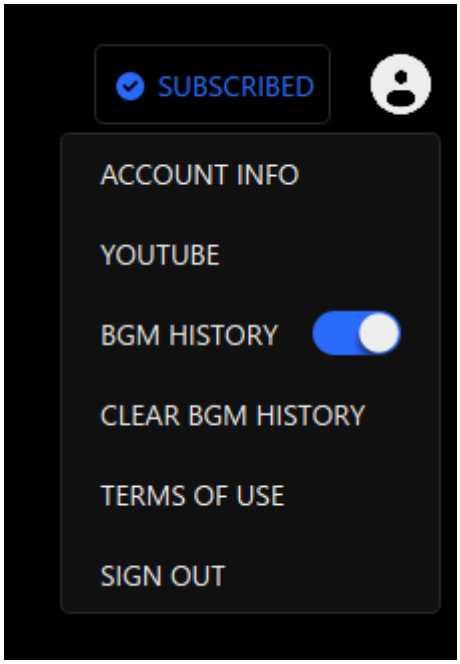
Making the settings for Roland Cloud and background music

Here's how to check the data in Roland Cloud and configure the playback settings for background music.

1 Click the icon at the top right-hand part of the screen.



A menu appears.



Item	Explanation
ACCOUNT INFO	Shows the account information for the Roland Cloud.
YOUTUBE	Registers a YouTube channel. You need to register a YouTube channel if you want to stream video content with the background music provided on Roland Cloud. You don't need to register if you're using the free plan.
BGM HISTORY	When this is on, the next background music track is chosen based on the background music playback history. When this is off, the next background music track is chosen without regard to the background music playback history.
CLEAR BGM HISTORY	Erases the background music playback history along with the "Liked" and "Disliked" data that's attached to the background music.
TERMS OF USE	Shows the BGM CAST Terms of Use.
SIGN OUT	Signs out of your Roland Cloud account.

===== Appendix =====

Main specifications (p. 110)
Mixer block diagram (PC) (p. 112)
Mixer block diagram (CONSOLE) (p. 113)

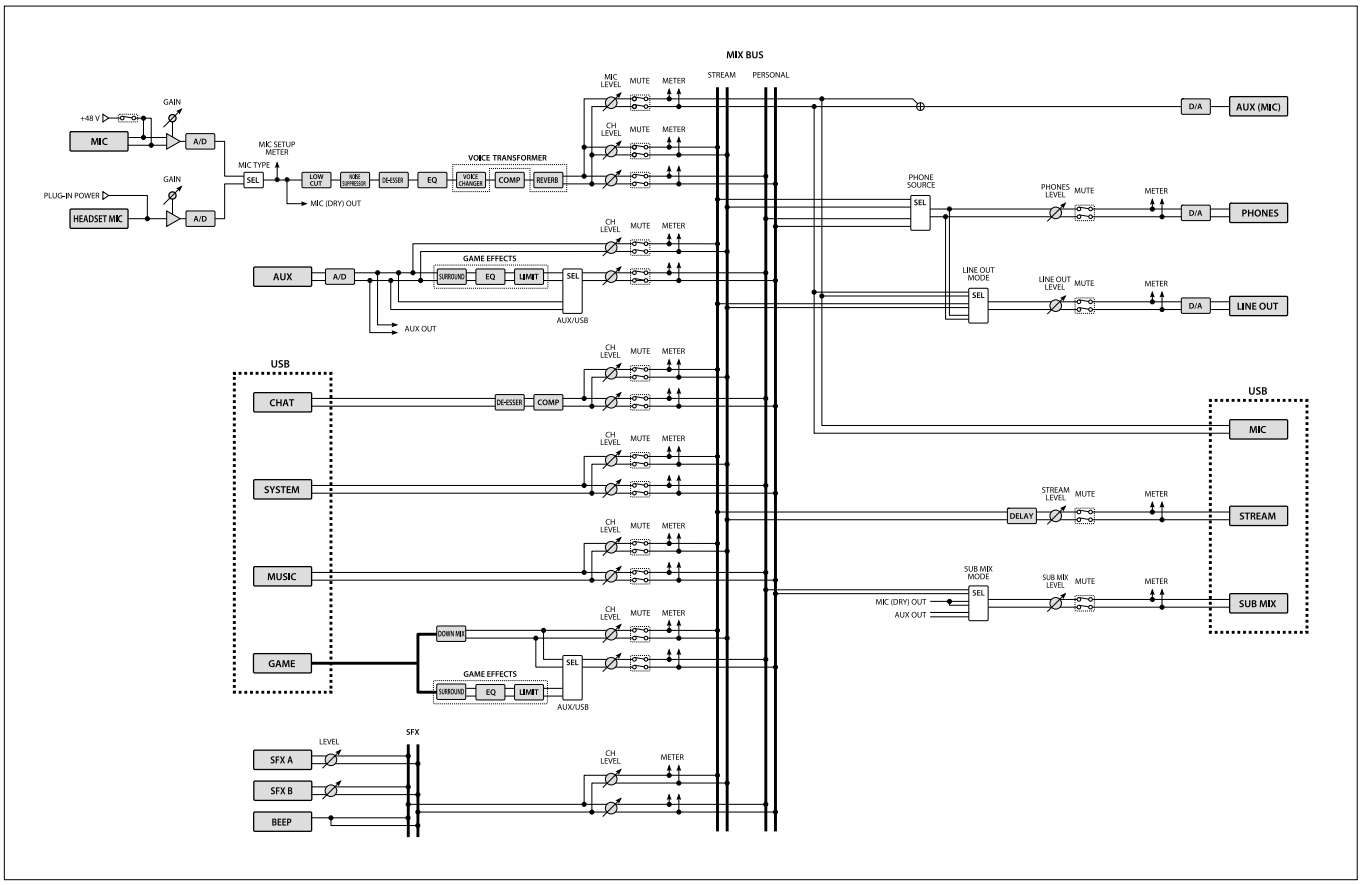
Main specifications

Input Channel	MIC AUX USB CHAT (*1) USB GAME (Speakers) (*1) USB MUSIC (*1) USB SYSTEM (*1) USB CONSOLE (Speakers) (*2) (*1) When the USB port connection setting is “PC” (*2) When the USB port connection setting is “CONSOLE”	
Output Channel	LINE OUT PHONES AUX (*3) USB MIC (*4) USB STREAM (*4) USB PERSONAL (*4) USB CONSOLE (Microphone) (*5) (*3) Microphone audio is output from the CTIA MIC jack (*4) When the USB port connection setting is “PC” (*5) When the USB port connection setting is “CONSOLE”	
Audio Mixing Bus	2 (STREAM MIX, PERSONAL MIX)	
Sampling Frequency	Windows	44.1 kHz, 48 kHz, 96 kHz
	macOS/Others	48 kHz
Signal Processing	AD/DA	24 bits
	Internal Processing	32-bit Floating point
Effects	MIC	Voice Changer, Noise Suppressor, Compressor, Equalizer, De-esser, Reverb, Low Cut
	CHAT	De-esser, Compressor
	GAME AUX (*6)	Equalizer, Limiter, Virtual Surround
	STREAM	Delay
	(*6) Select with GAME EFFECTS setting	
Audio File Player	Number of tracks	2
	Data Formats	WAV (Linear PCM, 48 kHz, 16 bits, stereo/mono)
	Maximum Time	5 seconds/track
Input Level	MIC	-85– -10 dBu (Maximum: +2 dBu)
	HEADSET MIC	-58.5– -20.5 dBu (Maximum: -8.5 dBu)
	AUX	-10 dBu (Maximum: +2 dBu)
Input Impedance	MIC	3.4 kΩ
	HEADSET MIC	1.3 kΩ
	AUX	10 kΩ
Output Level	LINE OUT	-4 dBu (Maximum: +8 dBu)
	HEADSET	+1 dBu (Maximum: +13 dBu)
		78 mW + 78 mW (32 Ω)
		35 mW + 35 mW (250 Ω)

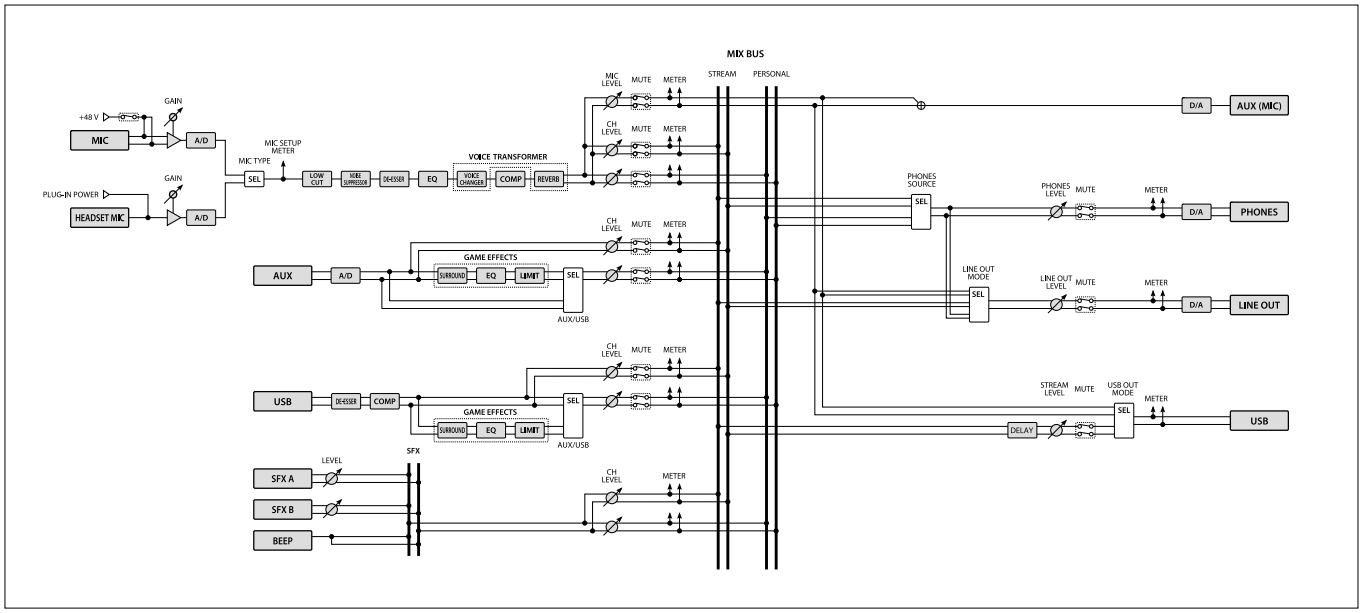
Output Impedance	LINE OUT	1 kΩ
	HEADSET	10 Ω
Connectors	MIC jack	XLR type (Phantom power DC 48 V, 6 mA Max)
	HEADSET jack	Stereo miniature phone type (CTIA, PLUG-IN power)
	AUX jack	Stereo miniature phone type (TRRS)
	LINE OUT jack	Stereo miniature phone type (TRS)
	USB port	USB Type-C® (Audio/MIDI/HID Supported)
Power	USB bus power * Connect to a USB port that can supply 5 V, 900 mA or more.	
Current Draw	5 V DC, 900 mA	
Operating System	Microsoft Windows 10, Windows 11 Apple macOS 12 or later * Although Roland has tested numerous configurations, and has determined that on average, a computer system similar to that described above will permit normal operation of the BRIDGE CAST ONE, Roland cannot guarantee that a given computer can be used satisfactorily with the BRIDGE CAST ONE based solely on the fact that it meets the above requirements. This is because there are too many other variables that may influence the processing environment, including differences in motherboard design and the particular combination of other devices involved.	
Dimensions	111 (W) x 109 (D) x 56 (H) mm 4.4 (W) x 4.3 (D) x 2.2 (H) inches	
Weight	275 g 9.7 oz	
Accessories	Leaflet “Read Me First” USB 2.0 Type-C® to Type-C® Cable (2 m, 6.5 feet)	

* This document explains the specifications of the product at the time that the document was issued. For the latest information, refer to the Roland website.

Mixer block diagram (PC)



Mixer block diagram (CONSOLE)



BRIDGE CAST ONE
Owner's Manual
01
Roland Corporation

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