

BRIDGE CAST

Owner's Manual

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BRIDGE CAST Owner's Manual



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.13)".

Supported operating systems

Access the website below to see which operating systems are supported.
https://roland.cm/bridgecast

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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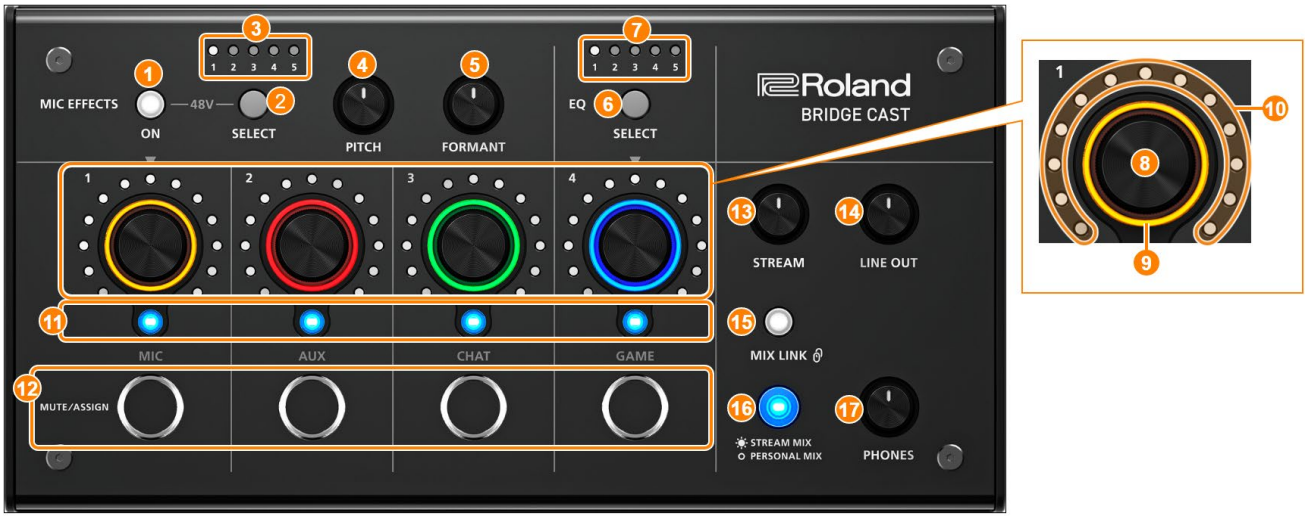
Panel Descriptions (on BRIDGE CAST)

This section explains the names of the components of the BRIDGE CAST and how each one works.

▶ **Top Panel(P.5)**

▶ **Rear Panel(P.9)**

Top Panel



You can use the "BRIDGE CAST" dedicated app to access more detailed settings. For details, refer to "About the BRIDGE CAST App(P.12)".

MIC EFFECTS area

These are the settings for the mic effects and for the mics that you use.

1. MIC EFFECTS [ON] button

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

Voice changer	Alters the pitch and tonal quality of your voice.
Reverb	Adds reverberation to the sound.

Selecting the type of mic to use

The type of mic to use must be set in order to input audio from a mic.

Hold down the MIC EFFECTS [ON] button and turn the CH [2] knob.

CH [2] knob	Type of 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)
Clockwise (the right half of the level meter lights up)	Headset

▶ BRIDGE CAST app: Selecting the type of mic(P.34)

Adjusting the input gain (sensitivity)

Hold down the MIC EFFECTS [ON] button and turn the CH [1] knob.

▶ BRIDGE CAST app: Adjusting the input gain (sensitivity)(P.35)

Supplying phantom power (+48 V) to the MIC connector

Long-press both the MIC EFFECTS [ON] and MIC EFFECTS [SELECT] buttons at the same time to switch phantom power on/off.

When you press the buttons at the same time, the MIC EFFECTS 1–5 indicators all light up or go dark, and the current phantom power setting is indicated.

MIC EFFECTS 1–5 indicators	Phantom power
All unlit	Off
All lit	On

Make sure that phantom power is turned off when you connect a dynamic mic. Dynamic mics may malfunction when supplied with phantom power.

2. MIC EFFECTS [SELECT] button

This recalls a mic effect preset. Each press of the button cycles between settings 1 through 5 in order.

About the presets

You can customize the mic effect settings and overwrite the presets when using the BRIDGE CAST app.

▶ Saving the Mic Effect Settings as a Preset(P.41)

3. MIC EFFECTS 1–5 indicators

The preset number of the currently selected mic effect lights up.

4. [PITCH] knob

Edits the voice changer pitch (how high or low your voice sounds).

▶ BRIDGE CAST app: Changing the audio (Voice Changer)(P.39)

5. [FORMANT] knob

Edits the voice changer formant (the character of your voice).

▶ BRIDGE CAST app: Changing the audio (Voice Changer)(P.39)

EQ area

Use the dedicated GAME effects (virtual surround, equalizer, limiter) to adjust the game sound that's input from the USB port (input source: GAME*1).

*1: The GAME effects are only applied to the game sound that's sent to the PERSONAL MIX bus. When the connection setting for the USB port is "CONSOLE/MOBILE", the input source is "CONSOLE (SPEAKER)".

6. EQ [SELECT] button

Recalls the GAME presets. Each press of the button cycles between settings 1–5 and OFF in order.

About the presets

You can customize the GAME settings and overwrite the presets when using the BRIDGE CAST app.

▶ Saving the Game Settings as a Preset(P.54)

7. EQ 1–5 indicators

The preset number of the currently selected GAME lights up.

Mixer area

Use this area to adjust the input sources assigned channels 1–4, and the respective output volumes.

You can edit the input/output settings for each bus (STREAM MIX, PERSONAL MIX).

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 sent to the buses is output as a mix.

* The mic audio can be output without going through a bus (meaning that the mic audio is not mixed with other audio). The mic audio can be used for voice chats.

8. CH [1]–[4] knobs

These adjust the volume of the input sources assigned to each channel.
Set the input source from "Input source(P.31)", accessed from the BRIDGE CAST app home screen → "CH.1"–"CH.4".

9. CH 1–4 color indicators

Indicates the mute state of the channels.
These indicators light up when mute is off, and blink when mute is on.
You can change the indicator colors. Set this from "LED color sliders(P.31)", accessed from the "HOME" tab of the BRIDGE CAST app → "CH.1"– "CH.4".
You can also make the indicators go dark when mute is on. Set this from the "SYSTEM" tab in the BRIDGE CAST app → "MUTE DISPLAY(P.77)".

10. CH 1–4 level meters

These indicate the input level for each channel. The volume is shown instead when you operate the CH [1]–[4] knobs.
You can disable the level meters so that only the volume is shown. The level meter display setting is in the menu screen of the BRIDGE CAST app, accessed from "SYSTEM" → "INDICATOR TYPE(P.77)".

11. CH 1–4 bus selection indicators

These indicators light up and go dark to indicate which bus each channel operates.
Select the bus used for each channel by using the bus selection buttons.

Lit	STREAM MIX bus
Unlit	PERSONAL MIX bus

When the input source is "MIC" (mic audio)
The buses are switched as followed.

Lit	STREAM MIX bus	–
Unlit	PERSONAL MIX bus	Set which to use from "INPUT Section(P.29)" in the BRIDGE CAST app.
	Mic audio (not routed through a bus)	

12. MUTE/ASSIGN [1]–[4] buttons

Use these buttons to mute the audio and to execute the functions assigned to the buttons.
Set the functions for the MUTE/ASSIGN [1]–[4] buttons from "MUTE/ASSIGN button functions(P.30)", accessed from the home screen → "CH.1"–"CH.4" of the BRIDGE CAST app.

MUTE/ASSIGN 1–4 indicators
These indicators go dark when the mute function assigned to the MUTE/ASSIGN [1]–[4] buttons is turned on.

13. [STREAM] knob

Adjusts the STREAM MIX bus volume that's output from the USB port.

14. [LINE OUT] knob

Adjusts the volume of audio that's output from the LINE OUT jack.

15. [MIX LINK] button

Links/unlinks the two buses (STREAM MIX, PERSONAL MIX). When linked, the button lights up.
When the link is on, 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.

16. Bus selection buttons

These buttons switch between the buses (STREAM MIX, PERSONAL MIX) to be used. The buses to be output to headphones/headset change at the same time.
The buttons light up and go dark to indicate which bus is being used.

Lit	STREAM MIX bus
Unlit	PERSONAL MIX bus

The CH 1–4 bus selection indicators also light up or go dark in tandem.

17. [PHONES] knob

Adjusts the volume of the headphones/headset.

MEMO

You can change the maximum volume of the headphones/headset.
Set this from “SYSTEM” → “PHONES GAIN(P.77)” in the menu screen of the BRIDGE CAST app.

* Change this setting only after turning the headphones/headset volume all the way down.

Rear Panel



1. 5V port (USB Type-C®)

Use either a commercially available USB cable or the included USB cable to connect a USB AC adaptor (commercially available). This unit powers up automatically when a USB AC adaptor is connected.
Use a USB AC adaptor with an output of at least 5 V/1.0 A.
You can power this unit via bus power without connecting a USB AC adaptor.

2. USB port (USB Type-C®)

Use the included USB cable (USB Type-C® to USB Type-C®, or USB Type-C® to USB A) to connect a computer, video game console or an iPad/iPhone.
The USB connection setting switch settings should be configured according to the device that's connected.

About bus power operation

This unit can operate on bus power. The unit operates on bus power when it is not connected to a USB AC adaptor (commercially available). The unit automatically turns on when it receives power from the device it is connected to via the USB port.
The unit switches between power modes according to the USB cable (included) that you connect.

USB cable	Power mode	Limitations
USB Type-C® to USB Type-C®	Full mode	No limitations
USB Type-C® to USB A	Save mode	The indicator brightness(P.77) is limited. To use this unit without restrictions on functionality, connect a commercially available USB AC adaptor (at least 5 V/1.0 A) to supply power to the 5V port during use.

If you don't want to power this unit via bus power or if it does not operate in a stable manner, or when you want to connect an iPad/iPhone to the USB port, connect a USB AC adaptor (commercially available) to the 5V port.

3. USB connection setting switch

Set this to "PC" or "CONSOLE/MOBILE", according to which device you connect to the USB port.
The USB connection setting switch settings are loaded when this unit starts up. Do not modify the switch settings after starting up this unit.

PC: when connecting to your computer
This lets you transmit and receive audio and MIDI messages between multiple devices.

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 (audio selected in the "OUTPUT" tab → "SUB MIX MODE(P.64) " in the BRIDGE CAST app))	BRIDGE CAST CTRL (for transmitting/receiving MIDI messages) ● See the "MIDI Implementation Chart" (PDF) for details on what MIDI messages can be transmitted and received. **https://roland.cm/bridgecast_om** ● "BRIDGE CAST V2 CTRL" and "BRIDGE CAST V2 APP" are recognized as MIDI devices, when accessing from a MIDI-compatible app on your computer.	Outputs the hot key that's assigned to the MUTE/ASSIGN button.

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

▶ Installing the BRIDGE CAST app and driver(P.13)

CONSOLE/MOBILE: when connecting to a video game console, iPad or iPhone
This lets you transmit and receive the following audio signals.
You can also connect a computer with the "CONSOLE/MOBILE" setting.

Audio input (source)	Audio output
CONSOLE (SPEAKER)	MIC (mic audio: not routed through a bus) or STREAM (STREAM MIX bus audio) Set the audio to output via the USB port from "OUTPUT" → "USB OUT MODE (CONSOLE/MOBILE)(P.64) " in the menu screen of the BRIDGE CAST app.

4. LINE OUT jack (stereo mini type)

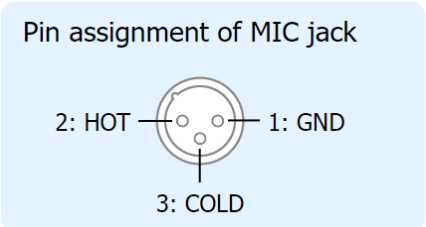
Connect this jack to your monitor speakers or other audio equipment. This is a 3.5 mm stereo mini plug.
Set the audio to output from "OUTPUT" → "LINE OUT MODE(P.64)" in the menu screen of the BRIDGE CAST app.

5. 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.

6. 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).
Phantom power on this unit: DC 48 V, 6mA max.



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

▶ BRIDGE CAST app: Getting Ready to Use a Mic(P.34)
▶ Operations on this unit: Selecting the type of mic to use(P.5), Adjusting the input gain (sensitivity) for the mic(P.5)

7. PHONES/HEADSET jack (four-conductor stereo mini phone type)

Connect your headphones or headset here. The audio from the bus being used is output from this jack.
When using a headset, the audio from the headset mic is input.
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.

▶ BRIDGE CAST app: Getting Ready to Use a Mic(P.34)
▶ Operations on this unit: Selecting the type of mic to use(P.5), Adjusting the input gain (sensitivity) for the mic(P.5)

Installing the Dedicated App and Driver

This section explains about the "BRIDGE CAST" dedicated app used for operating and configuring the settings on this unit, as well as how to install the dedicated driver.

▶ **About the BRIDGE CAST App(P.12)**

▶ **Installing the BRIDGE CAST app and driver(P.13)**

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).

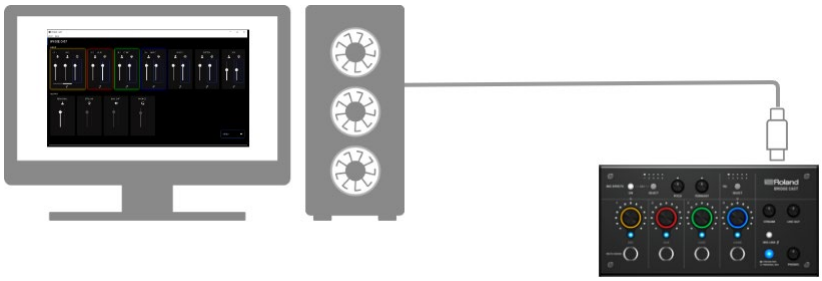
With the app, you can make detailed adjustments to the sound quality of the mic, such as suppressing unwanted sound picked up by the mic, leveling out differences in mic volume and so on.

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.13)" 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 Your Computer or External Equipment and Configuring the Settings(P.15)



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/MOBILE	Standard OS driver	Audio: 1 in/1 out

▶ Windows users

▶ Mac users

■ Windows users

Downloading and installing the dedicated driver

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

   https://roland.cm/bridgecast

2. **From the downloads page, search for "BRIDGE CAST USB Driver Ver.xxx for Windows" 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 setting switch on this unit to "PC".**
7. **Use a USB cable to connect the USB port to your computer, and then turn on this unit.**

Downloading the BRIDGE CAST app

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

   https://roland.cm/bridgecast

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.**

Installing the BRIDGE CAST app

1. **Right-click on the compressed file that was downloaded, and select "Extract All".**
2. **Open the decompressed folder and double-click on the "Roland_BRIDGE_CAST_Installer.exe" installer.**
3. **Follow the onscreen instructions to install the BRIDGE CAST app.**

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

Mac users

Downloading the dedicated driver

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

   https://roland.cm/bridgecast

2. **From the downloads page, search for "BRIDGE CAST 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.**

Downloading the BRIDGE CAST app

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

   https://roland.cm/bridgecast

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.**

Installing the dedicated driver and the BRIDGE CAST app

1. **Double-click the compressed file to decompress the dedicated driver you downloaded.**
2. **Open the decompressed folder and double-click on the "BRIDGECAST_USBDriver.pkg" file.**
3. **Follow the onscreen instructions to install the dedicated driver.**
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 Your Computer or External Equipment and Configuring the Settings

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

- **About the included USB cable(P.15)**
- **Connecting to a Computer/External Equipment(P.16)**
- **Configuring the Device Settings on Your Computer(P.19)**

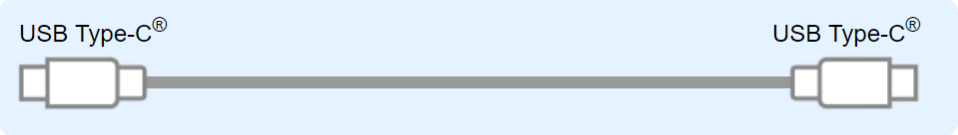
About the included USB cable

This unit includes two USB cables.

Make sure to use the included USB cables when connecting the USB port to a device (computer, video game console or iPad/iPhone).

Do not use the included USB cable with any other equipment besides this unit.

USB Type-C® to USB Type-C® cable



USB Type-C® to USB A cable



About bus power operation

This unit can operate on bus power. The unit operates on bus power when it is not connected to a USB AC adaptor (commercially available).

The unit switches between power modes according to the USB cable (included) that you connect.

USB cable	Power mode	Limitations
USB Type-C® to USB Type-C®	Full mode	No limitations
USB Type-C® to USB A	Save mode	The indicator brightness(P.77) is limited. To use this unit without restrictions on functionality, connect a commercially available USB AC adaptor (at least 5 V/1.0 A) to supply power to the 5V port during use.

MEMO

- Use either a commercially available USB cable or the included USB cable to connect to the USB AC adaptor (commercially available).
- When connecting an iPad/iPhone to the USB port, connect a commercially available USB AC adaptor (at least 5 V/1.0 A) to the 5V port. This unit may operate in an erratic manner if you don't use a USB AC adaptor, due to insufficient bus power.

Connecting to a Computer/External Equipment

This example shows how to connect this unit and adjust the audio for a computer game app or voice chat.

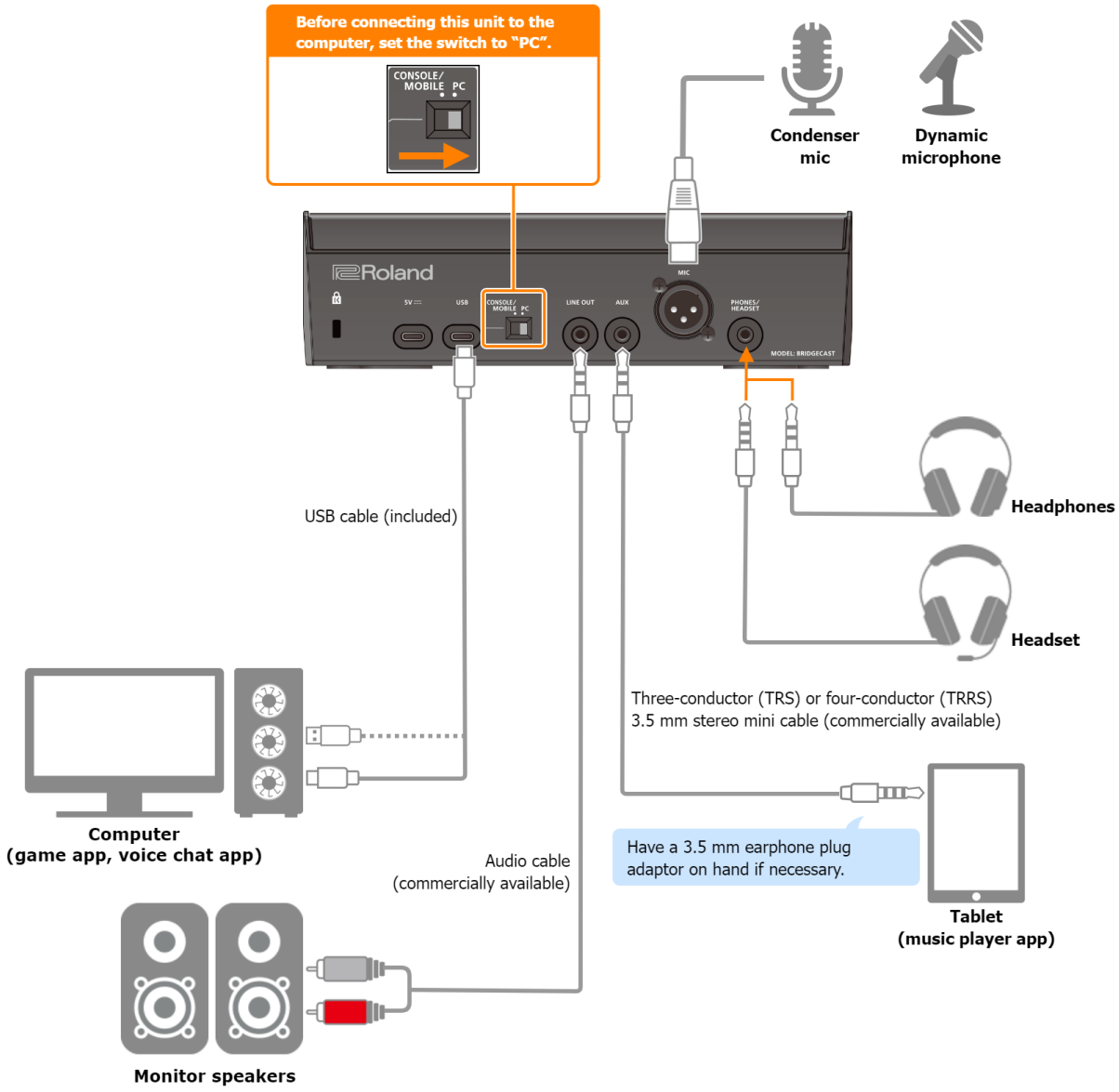
* To prevent malfunction and equipment failure, always turn down the volume, and turn off all the units before making any connections.
* Before turning the unit on/off, always be sure to turn the volume down. Even with the volume turned down, you might hear some sound when switching the unit on/off.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

1. **Connect your mic, monitor speakers, headphones or other external equipment to this unit.**
2. **Set the USB connection settings switch to "PC".**
3. **After booting up your computer, use the included USB cable (USB Type-C® to USB Type-C®, or USB Type-C® to USB A) to connect the USB port of this unit to the computer.**

   This unit automatically turns on, and the indicators on the operating panel light up.

Windows users	The dedicated driver is automatically downloaded and installed (first time only).
Mac users	A dedicated driver must be installed.

4. **Turn on your external equipment.**
5. **Launch the BRIDGE CAST app.**
6. **Adjust the volume to ensure a listenable volume balance while playing the game or voice chat sound on your computer, or while talking into the mic.**



About the Power Supply

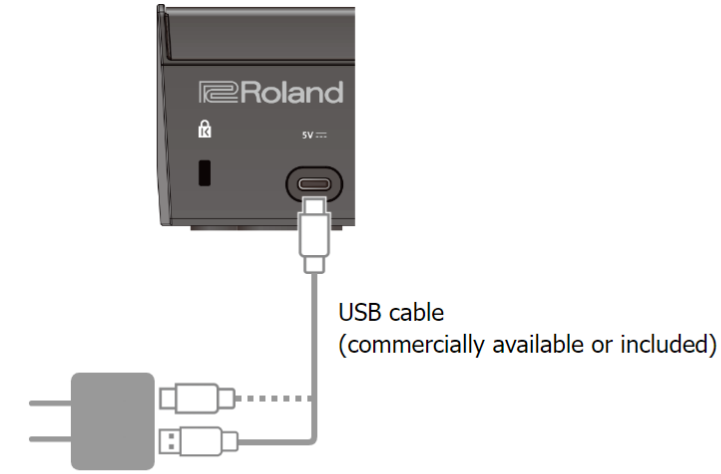
This unit does not have a power switch. The power automatically turns on when this unit is connected to a computer (bus power).

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

Restrictions on functionality when operating on bus power

When using the included **USB Type-C® to USB A cable** to connect this unit to a computer, the brightness of the indicators(P.77) on this unit is limited.

To use this unit without restrictions on functionality, connect a commercially available USB AC adaptor (at least 5 V/1.0 A) to supply power to the 5V port during use.



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.

▶ BRIDGE CAST app: Getting Ready to Use a Mic(P.34)

▶ Operations on this unit: Selecting the type of mic to use(P.5), Adjusting the input gain (sensitivity) for the mic(P.5)

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.19)

Adjusting the Volume

Adjust the input/output volume by operating this unit or the app.

▶ Adjusting the Volume (Home Screen)(P.28)

MEMO

You can change the maximum volume of the headphones/headset.
Set this from "SYSTEM" → "PHONES GAIN(P.77)" in the menu screen of the BRIDGE CAST app.

* Change this setting only after turning the headphones/headset volume all the way down.

Related links:

Installing the BRIDGE CAST app and driver(P.13)

Configuring the Device Settings on Your Computer

Configure the input/output device and playback/recording device settings on your computer according to the game app, voice chat app or other software to be used, if you wish to transmit/receive audio as desired between your computer and this unit.

► List of devices

► Examples of settings

► Transmitting and receiving MIDI messages

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 V2)	Voice chat app audio
	SPEAKER (BRIDGE CAST V2) or GAME (BRIDGE CAST V2) * Either one of these names appears, depending on the application.	Game app audio 5.1 /7.1 audio output is supported. ► Outputting 5.1 /7.1 Audio from a Windows PC (P.50) On the BRIDGE CAST app, this is shown as "GAME (SPEAKER)".
	MUSIC (BRIDGE CAST V2)	Audio content including BGM CAST background music as well as music player app and browser audio content
	SYSTEM (BRIDGE CAST V2)	BGM CAST sound effects, OS system audio
Recording device	Select the recording device according to the audio signal you want to input from this unit to the computer.	
	MIC (BRIDGE CAST V2)	Mic audio (not routed through a bus)
	SUB MIX (BRIDGE CAST V2)	Outputs the audio selected on the "OUTPUT" tab → "SUB MIX MODE(P.64)" in the BRIDGE CAST app.
	STREAM (BRIDGE CAST V2)	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 "GAME (BRIDGE CAST V2)".

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 V2)	CHAT (BRIDGE CAST V2)

When using a music player 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 V2)".

Transmitting and receiving MIDI messages

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 [1]–[4] buttons to which a MIDI control message is assigned.
  Set the functions for the MUTE/ASSIGN [1]–[4] buttons from "CH.1"–"CH.4" → "MUTE/ASSIGN button functions(P.30)", in the home screen of the BRIDGE CAST app.
- Set the MIDI input device on your MIDI-compatible app to "BRIDGE CAST V2 CTRL".

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

- Set the MIDI output device on your MIDI-compatible app to "BRIDGE CAST V2 CTRL".
- See the "MIDI Implementation Chart" (PDF) for details on which MIDI messages can be received.
  https://roland.cm/bridgecast_om

Related links:

Installing the BRIDGE CAST app and driver(P.13)

Connecting to a Video Game Console, iPad or iPhone

This section explains how to connect this unit to a video game console, iPad or iPhone.

▶ **Connecting to a Video Game Console(P.21)**

▶ **Connecting to an iPad/iPhone(P.24)**

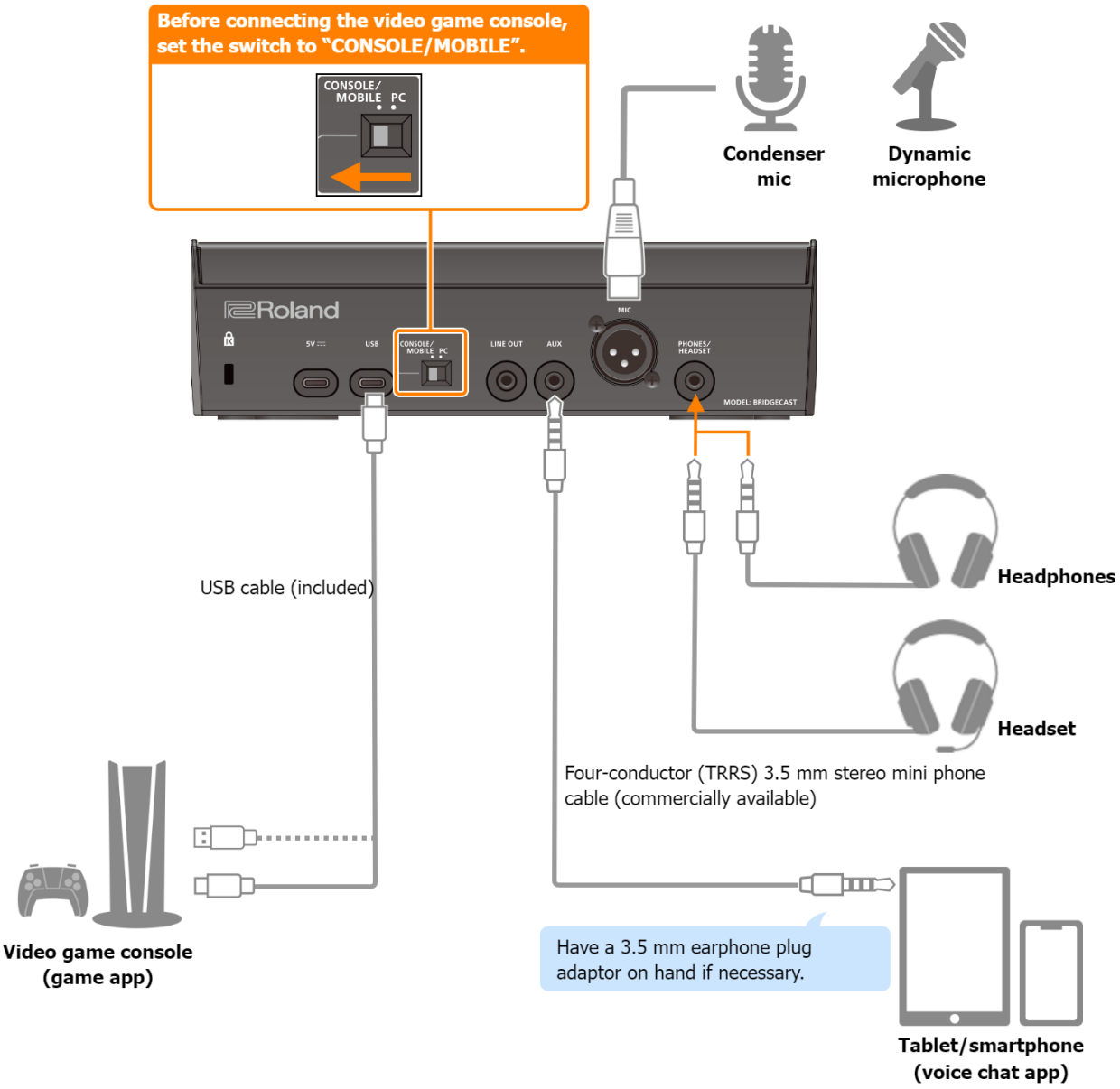
Connecting to a Video Game Console

This is an example of how to connect the devices when you want to use your tablet or smartphone to have a voice chat while listening to the sound of the game.

* 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/MOBILE".**
3. **After booting up your video game console, use the included USB cable (USB Type-C® to USB Type-C®, or USB Type-C® to USB A) to connect the video game console to the USB port of this unit.**

   This unit automatically turns on, and the indicators on the operating panel light up.
4. **Turn on your external equipment.**
5. **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.**



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.

Restrictions on functionality when operating on bus power

When using the included **USB Type-C® to USB A cable** to connect this unit to a video game console, the brightness of the indicators(P.77) on this unit is limited.

To use this unit without restrictions on functionality, connect a commercially available USB AC adaptor (at least 5 V/1.0 A) to supply power to the 5V port during use.

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.

▶ Selecting the type of mic to use(P.5)

▶ Adjusting the input gain (sensitivity) for the mic(P.5)

Adjusting the Volume

Operate the CH [1]–[4] knobs to adjust the volume.

Bus selection buttons	CH [1] knob	CH [2] knob	CH [3] knob	CH [4] knob
STREAM MIX (lit)	Volume for monitoring your own voice (mic audio)	Volume of the other party's voice during voice chat (AUX jack audio)	Game volume (USB port audio)	Sound effect volume
PERSONAL MIX (unlit)	Adjusts one of the following volumes. ● Volume for monitoring your own voice (mic audio; default factory setting) ● Volume of your own voice, as heard by the other party in the voice chat (mic audio output from the AUX jack) Change the bus to be used beforehand as necessary. Set which to use from the home screen(P.28) in the BRIDGE CAST app.	Volume of the other party's voice during voice chat (AUX jack audio)	Game volume (USB port audio)	Sound effect volume

For details on the voice chat app settings, see the help contents or the owner's manual for your app.

MUTE/ASSIGN [1]–[4] buttons

With the factory settings, the following functions are assigned.

MUTE/ASSIGN [1]–[3] buttons	MUTE/ASSIGN [4] button
Mutes/unmutes the audio for each channel.	Plays a sound effect (preset sound).

MEMO

- You can't use the BRIDGE CAST app while a video game console is connected to the USB port. Before connecting the video game console, make the appropriate settings in the BRIDGE CAST app.
- When you want to use the mic audio in a voice chat within the game app, change the settings so that only your voice is output via the USB port.
  From "OUTPUT" in the menu screen of the BRIDGE CAST app, set "USB OUT MODE (CONSOLE/MOBILE)(P.64) " to "MIC".

Connecting to an iPad/iPhone

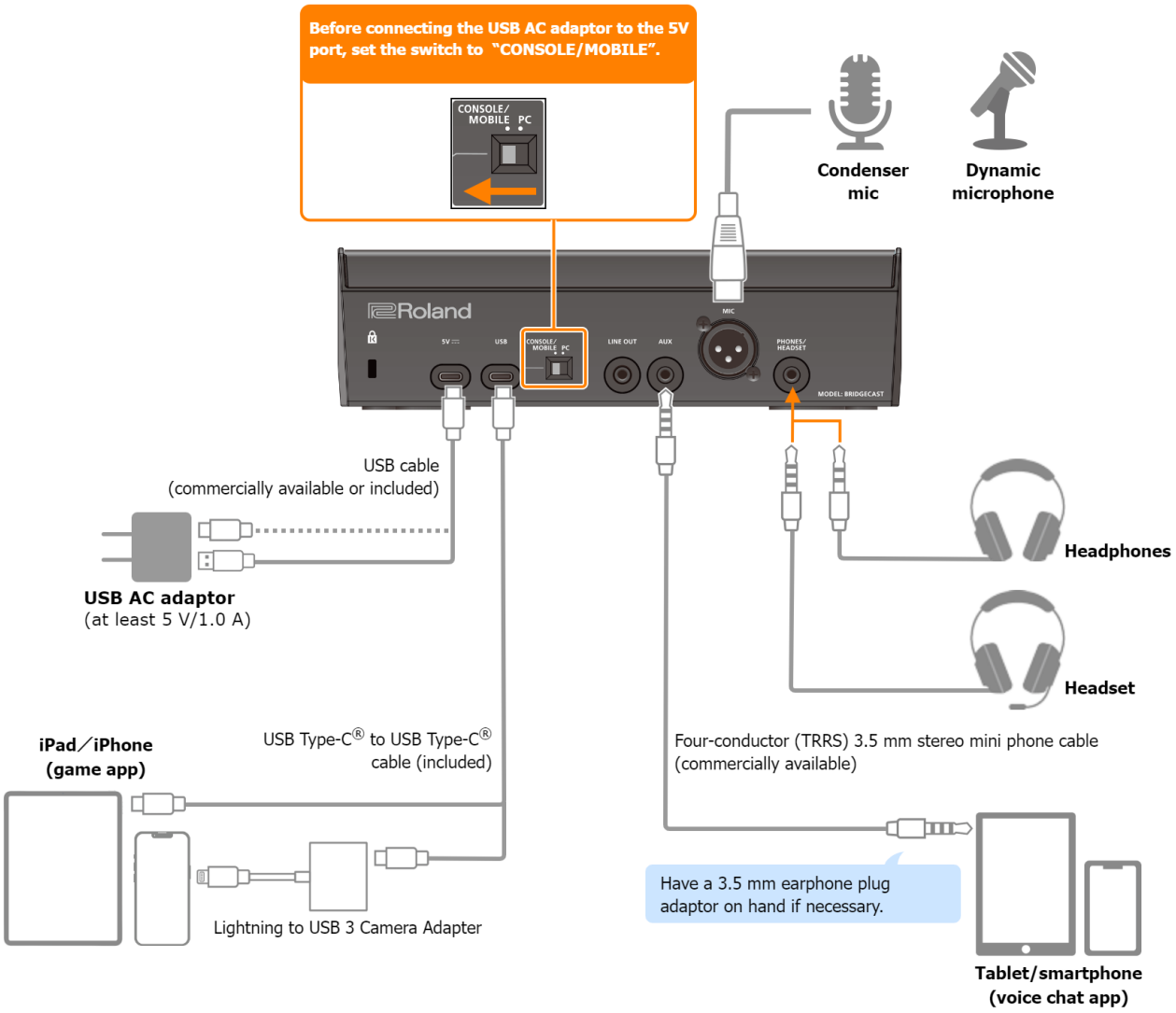
This is an example of how to connect the devices when you want to use your tablet or smartphone to have a voice chat while listening to the sound of the game.

* 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 or other external equipment to this unit.**
2. **Set the USB connection settings switch to "CONSOLE/MOBILE".**
3. **Plug your commercially available USB AC adaptor (at least 5 V/1.0 A) into the power outlet.**
4. **Use either a commercially available USB cable or the included USB cable to connect a USB AC adaptor to the 5V port.**

   This unit automatically turns on, and the indicators on the operating panel light up.
5. **Use a commercially available USB Type-C® to USB Type-C® cable to connect the USB port to your iPad or iPhone.**

   When connecting to an iPad/iPhone that has a Lightning connector, use a Lightning to USB 3 Camera Adapter, available separately.
   We recommend the use of Apple genuine products.
6. **Turn on your external equipment.**
7. **Adjust the volume on this unit to ensure a listenable volume balance while testing the sound from the game app (iPad/iPhone), voice chat and mic.**



About the Power Supply

- **This unit does not have a power switch. The power automatically turns on once you connect a USB AC adaptor (commercially available) to supply power.**
- **This unit may operate in an erratic manner if you try to power it from your iPad/iPhone (bus power), due to insufficient bus power. Connect a commercially available USB AC adaptor (at least 5 V/1.0 A) into the 5V port.**
- **To turn off the power, first turn off all external equipment and then unplug the USB cables in the following order.**

  (1) USB cable connected to iPad/iPhone
  (2) USB cable connected to USB AC adaptor

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.

▶ Selecting the type of mic to use(P.5)

▶ Adjusting the input gain (sensitivity) for the mic(P.5)

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Operate the CH [1]–[4] knobs to adjust the volume.

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For details on the voice chat app settings, see the help contents or the owner's manual for your app.

MUTE/ASSIGN [1]–[4] buttons

With the factory settings, the following functions are assigned.

MUTE/ASSIGN [1]–[3] buttons	MUTE/ASSIGN [4] button
Mutes/unmutes the audio for each channel.	Plays a sound effect (preset sound).

MEMO

- You can't use the BRIDGE CAST app while an iPad/iPhone is connected to the USB port. Before connecting the iPad/iPhone, make the appropriate settings in the BRIDGE CAST app.
- When you want to use the mic audio in a voice chat within the game app, change the settings so that only your voice is output via the USB port.
  From "OUTPUT" in the menu screen of the BRIDGE CAST app, set "USB OUT MODE (CONSOLE/MOBILE)(P.64) " to "MIC".

■ ■ ■ App ■ ■ ■

Adjusting the Volume (Home Screen)(P.28)

Adjusting the mic audio

Getting Ready to Use a Mic(P.34)

Calibrating the Mic Sound Quality (Cleanup)(P.36)

Processing the Mic Audio (Mic Effects)(P.38)

Saving the Mic Effect Settings as a Preset(P.41)

Exporting a Mic Effect Preset File(P.44)

Adjusting the game sound / Using the game effects

Listening to Game Audio in Virtual Surround(P.48)

Using the Equalizer to Adjust the Game Sound(P.51)

Using the Limiter to Limit the Volume of a Game(P.53)

Saving the Game Settings as a Preset(P.54)

Exporting a Game Preset File(P.59)

Using the Settings in the Game Effect Library as Presets(P.62)

Adjusting the chat audio

Making the Voice Chat Audio Easier to Hear(P.63)

Output settings

Editing the Output Audio Settings(P.64)

Configuring a profile

Creating a Profile(P.65)

Exporting a Profile(P.69)

System settings

Backing up/Restoring the Settings on This Unit(P.72)

Restoring the Factory Settings (Factory Reset)(P.76)

Other Settings(P.77)

Background music and sound effects

Registering a Sound Effect(P.78)

Using Background Music and Sound Effects from Roland Cloud (BGM CAST)(P.80)

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 is "PC".

For details on the audio signal flow, refer to "Mixer Block Diagram (PC)(P.89)" and "Mixer Block Diagram (CONSOLE/MOBILE)(P.90)".

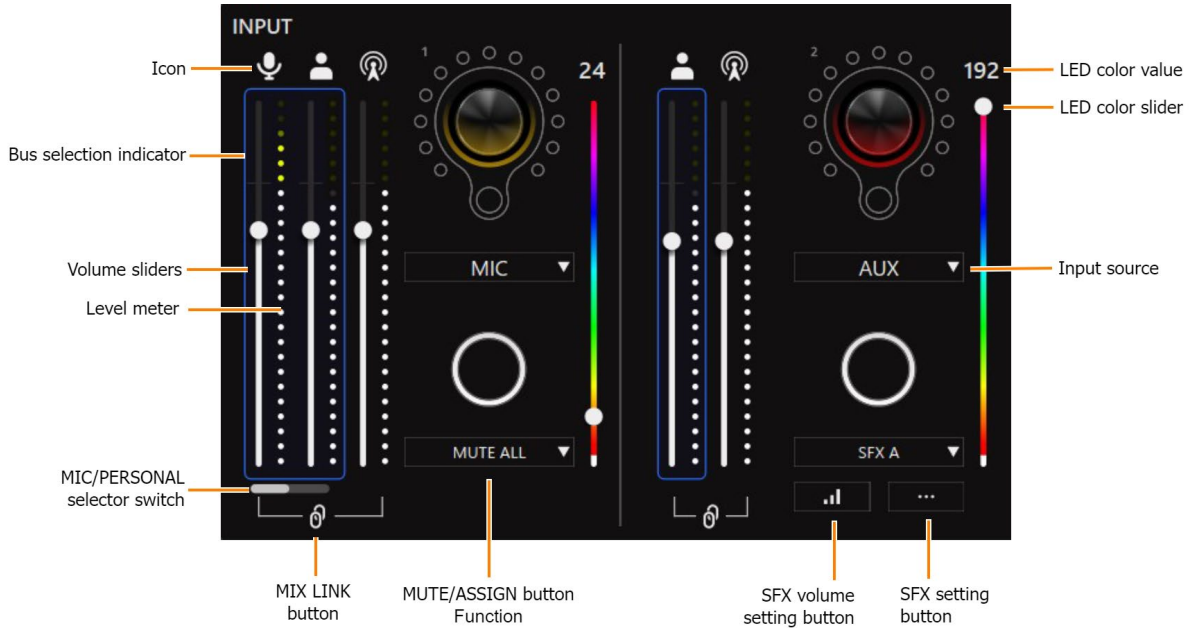
1. ▶ **INPUT Section(P.29)**
2. ▶ **OUTPUT Section(P.33)**
3. **Menu tab**

   Switches between screens.

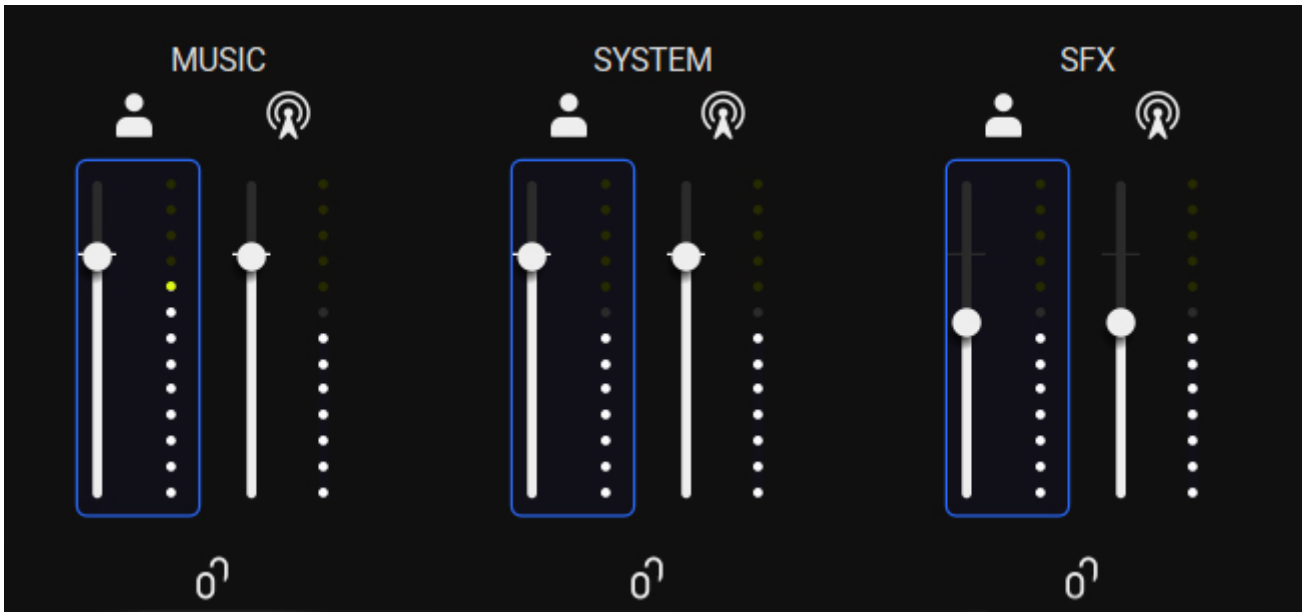
Menu tab	See the pages below for details.
HOME	INPUT Section(P.29) ● Registering a Sound Effect(P.78) OUTPUT Section(P.33)
MIC SETUP	Getting Ready to Use a Mic(P.34)
MIC CLEANUP	Calibrating the Mic Sound Quality (Cleanup)(P.36)
MIC EFFECTS	Processing the Mic Audio (Mic Effects)(P.38) Saving the Mic Effect Settings as a Preset(P.41) Exporting a Mic Effect Preset File(P.44)
GAME	Listening to Game Audio in Virtual Surround(P.48) Using the Equalizer to Adjust the Game Sound(P.51) Using the Limiter to Limit the Volume of a Game(P.53) Saving the Game Settings as a Preset(P.54) Exporting a Game Preset File(P.59) Using the Settings in the Game Effect Library as Presets(P.62)
CHAT	Making the Voice Chat Audio Easier to Hear(P.63)
OUTPUT	Editing the Output Audio Settings(P.64)
PROFILE	Creating a Profile(P.65) Exporting a Profile(P.69)
SYSTEM	Backing up/Restoring the Settings on This Unit(P.72) Restoring the Factory Settings (Factory Reset)(P.76) Other Settings(P.77)
BGM CAST	Signing in to Roland Cloud(P.80) Using background music(P.81) Using the Sound Effects(P.83) Configuring the Roland Cloud and Background Music Settings(P.84)

INPUT Section

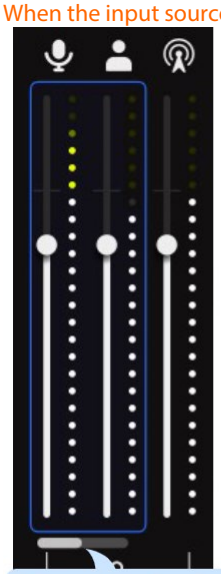
These controls adjust the volume of each input source.



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



Name	Explanation
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

Name	Explanation	
Bus selection indicator	The blue border indicates which bus is being controlled, and changes when you operate the bus selection buttons on the BRIDGE CAST.	
Volume sliders	Drag the volume sliders to adjust the volume. You can use the cursor keys on the keyboard to fine-tune the settings.	
Level meter	Indicates the volume levels.	
MIC/PERSONAL selector switch	When you've selected "PERSONAL MIX" using the bus selection button on the BRIDGE CAST, this selects whether to control either the mic audio (not routed through a bus) or the PERSONAL MIX bus. When the input source is "MIC"  The white bar indicates the bus that's being controlled on this unit. Click the white bar to switch between buses. For the mic audio (not routed through a bus) and PERSONAL MIX, use the BRIDGE CAST app to set which one is being controlled on this unit.	
MIX LINK button	Links/unlinks the two buses (STREAM MIX, PERSONAL MIX). This works the same as the [MIX LINK] button on the BRIDGE CAST. When the link is on, 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.	
MUTE/ASSIGN button functions	This sets the functions for the MUTE/ASSIGN [1]–[4] buttons.	
	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.78)
	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 headphone or headset audio.
	PROFILE 1–5	Switches between profile 1–5.
	GAME EQ 1–5	Recalls equalizer presets 1–5.
	GAME EQ OFF	Turns the equalizer off.

Name	Explanation	
	MIC EFFECTS 1–5	Recalls mic effect 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 port connection setting is “PC”.
	SOUND EFFECTS A (BGM CAST)–SOUND EFFECTS D (BGM CAST)	Plays back the sound effects you selected for SOUND EFFECTS A–D. ▶ Using the Sound Effects(P.83)
	HOT KEY	Recalls the keyboard shortcut keys. ▶ Hot Key Settings(P.32)
	REVERB SW	Turns the mic effects reverb on/off.
	BGM CAST PLAY/STOP	Starts/stops BGM CAST playback.
	BGM CAST NEXT SONG	Switches to the next BGM CAST song.
LED color slider	Sets the color of the CH1–4 indicators. The color of the CH 1–4 indicators and LEDs change according to the motion of the LED color slider.	
Input source	Assigns input sources to the CH [1]–[4] knobs on this unit. Use the CH [1]–[4] knobs on this unit to change the volume of the assigned input sources.	
	MIC	The audio of the dynamic mic, condenser mic connected to the MIC jack, or the audio of the headset mic connected to the PHONES/HEADSET jack * When this is set to “MIC”, you must select the mic type. ▶ Selecting the type of mic(P.34)
	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 port connection setting is “PC”.
	CONSOLE (SPEAKER)	Audio input from the USB port * This can be set when the connection setting for the USB port is “CONSOLE/MOBILE”.
	SFX	Sound effects (SFX A, SFX B, SFX BEEP)
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). 	
SFX setting button	A popup screen for selecting the sound effect appears. ▶ Registering a Sound Effect(P.78)	

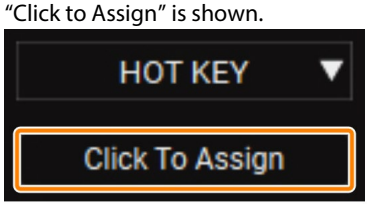
(*1) This doesn’t work when “SOURCE” is set to “SFX”.

Hot Key Settings

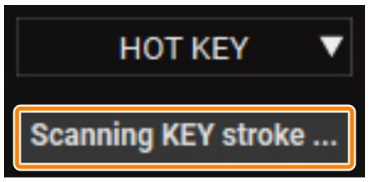
By setting the function of a MUTE/ASSIGN button to “HOT KEY”, you can just press a button to execute an action easily instead of using keyboard shortcuts (which are combinations of key presses).

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.**

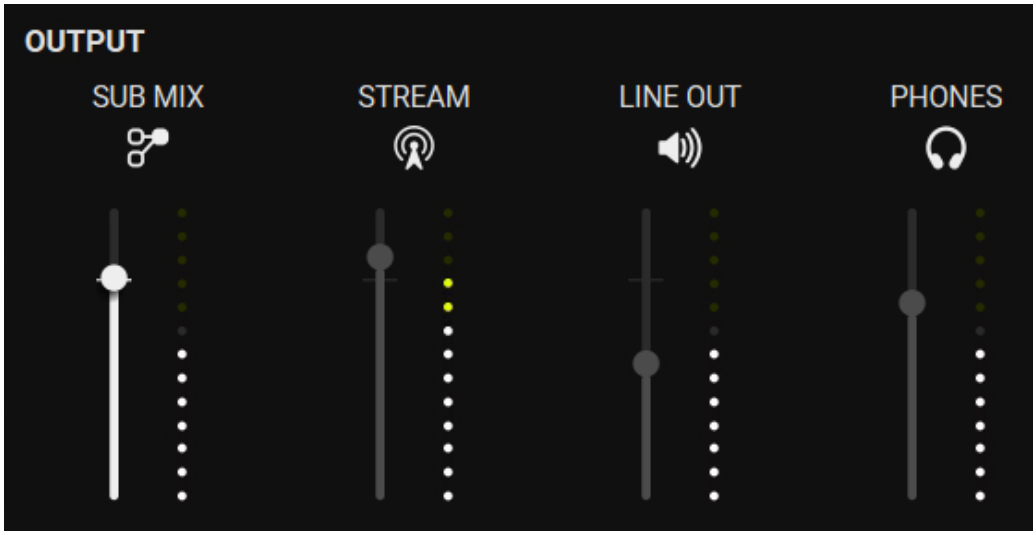


5. **To set a different hot key, click the input box again.**

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

OUTPUT Section

This adjusts the output volume.



You can't adjust the volume for STREAM, LINE OUT and PHONES by using the BRIDGE CAST app. Adjust the volume with the knobs on this unit instead.

Click the icon to mute/unmute the audio.

Name	Icon	Explanation	Operations on this unit
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.64) " in the BRIDGE CAST app. * Only when the USB port connection setting is "PC".	–
STREAM		Shows the STREAM MIX bus volume that's output from the USB port (cannot be controlled).	[STREAM] knob
LINE OUT		Shows the volume of audio that's output from the LINE OUT jack (cannot be controlled).	[LINE OUT] knob
PHONES		Shows the headphones/headset volume (cannot be controlled).	[PHONES] knob

Adjusting the Mic Audio

This section explains how to adjust the mic audio.

- ▶ **Getting Ready to Use a Mic(P.34)**
- ▶ **Calibrating the Mic Sound Quality (Cleanup)(P.36)**
- ▶ **Processing the Mic Audio (Mic Effects)(P.38)**
- ▶ **Saving the Mic Effect Settings as a Preset(P.41)**
- ▶ **Exporting a Mic Effect Preset File(P.44)**

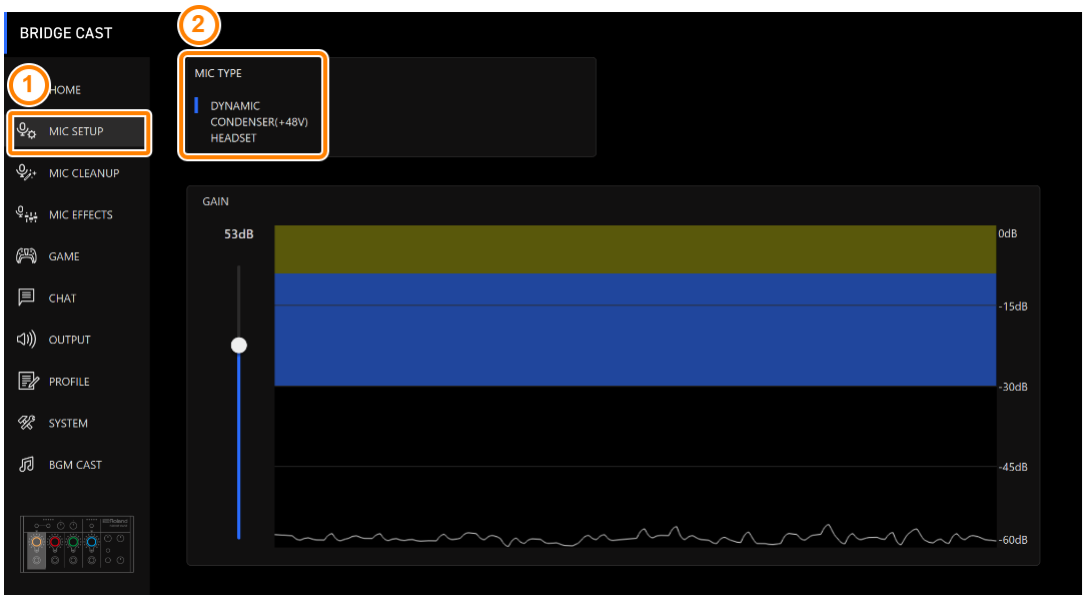
Getting Ready to Use a Mic

Here's how to set the type of mic used and the mic input gain (sensitivity).

- ▶ Selecting the type of mic to use
- ▶ Adjusting the input gain (sensitivity)

Selecting the type of mic to use

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



Menu	Value	Explanation
MIC TYPE	Select a mic type according to the mic you're using.	
	DYNAMIC	Dynamic microphone
	CONDENSER (+48V)	Condenser mic * If you select "CONDENSER(+48V)", phantom power is supplied from the MIC jack. * 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

Adjusting the input gain (sensitivity)

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.



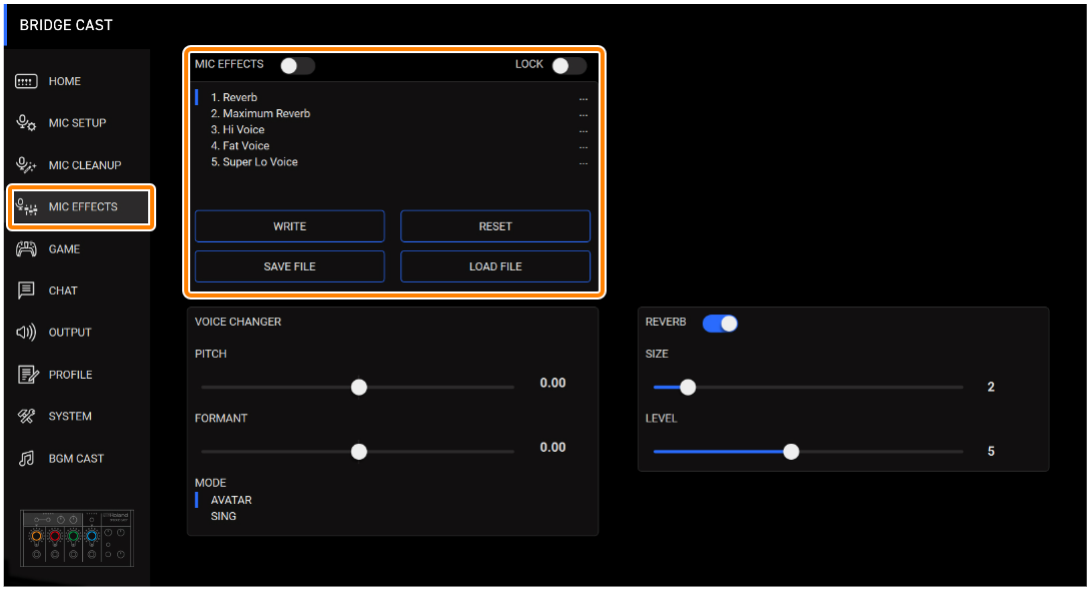
Menu	Value	Explanation
LOW CUT: This cuts out unneeded low-band audio.		
LOW CUT	Off, On	Turns the low cut on/off.
	Flat–500 Hz	Sets the frequency point from which the output is cut. The frequencies below the frequency point you set are cut.
NOISE SUPPRESSOR: This suppresses noises picked up from the surrounding environment by the mic.		
NOISE SUPPRESSOR	Off, On	Switches the noise suppressor on/off.
TYPE	Sets the noise suppressor type.	
	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	-96–0 dB When GATE is used	Specifies the level used as the threshold for suppressing audio.
	0–9 When ADAPTIVE is used	Set 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		0–100 ms	Sets how long it takes for the noise suppressor to be applied. * Times are approximate. This also changes depending on the volume.
RELEASE		50–5000 ms	Sets how long it takes for the noise suppressor effect to be cancelled. * Times are approximate. This also changes depending on the volume.
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.
THRESHOLD		-48–0 dB	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		0–100 ms	Sets how long it takes for the compressor to be applied. * Times are approximate. This also changes depending on the volume.
RELEASE		50–5000 ms	Sets how long it takes for the compressor effect to be cancelled. * Times are approximate. This also changes depending on the volume.
POST GAIN		+0–+30 dB	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.
DETAIL		Off, On	When this is on, you can set the center frequency and the Q (the frequency bandwidth).
Gain (vertical sliders)		-12–+12	Sets the amount of boost/cut for each frequency band.
Frequency (horizontal sliders)	Band 1	20.9–396 Hz	Specifies the boost/cut center frequency for each frequency band. * This setting is available when the "DETAIL" switch is enabled.
	Bands 2–4	20.9–471 Hz	
	Bands 5–7	341 Hz–3.36 kHz	
	Bands 8, 9	3.00–20.2 kHz	
	Band 10	793 Hz–20.2 kHz	
Q		0.3–16.0	Adjusts the bandwidth used for boosting or attenuating each frequency band. * This setting is available when the "DETAIL" switch is enabled.

Processing the Mic Audio (Mic Effects)

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

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

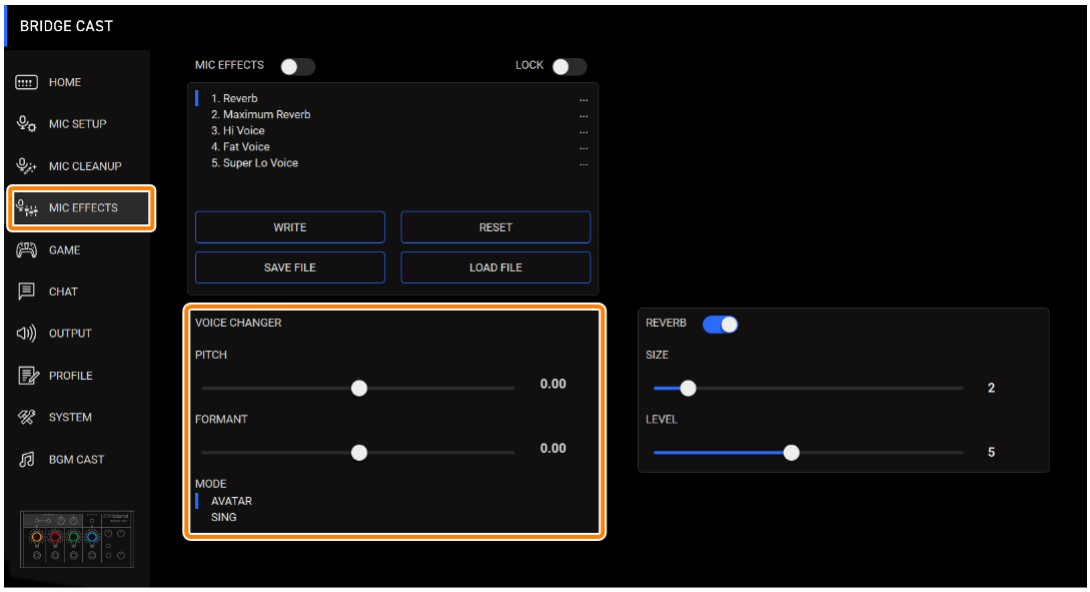


Menu	Value	Explanation
MIC EFFECTS	Off, On	Turns mic effects on/off.
LOCK	Off, On	Locks the mic effects so that it can't be accidentally switched on/off. When this is ON, the mic effects can't be turned on/off with the [MIC EFFECTS] button on the BRIDGE CAST.

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.

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

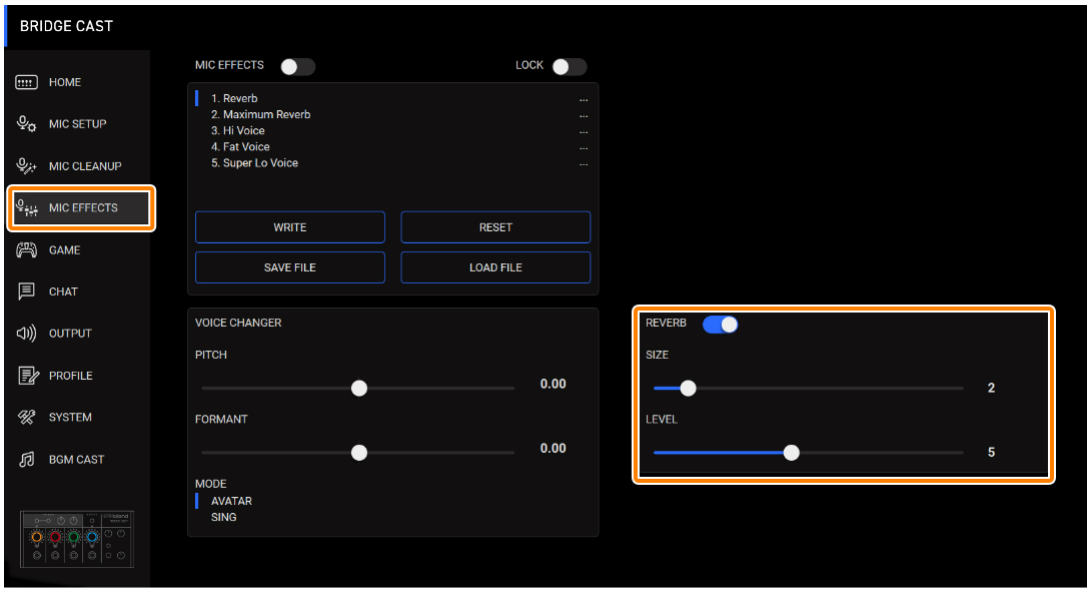


Menu	Value	Explanation
PITCH	-1.00–1.00	Adjusts the pitch of the sound. A setting of “0” is the original pitch.
FORMANT	-1.00–1.00	Adjusts the character (formant) of the voice. Settings in the negative (–) range produce a more masculine vocal character, and settings in the positive (+) range produce a more feminine vocal character. A setting of “0” is the original voice.
MODE	AVATAR, SING	Specifies whether pitch and formants are always converted (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.

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



Menu	Value	Explanation
REVERB	Off, On	Turns reverb on/off. * To add reverb to audio, both “REVERB” and “MIC EFFECTS” 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 effect settings as presets and recall them whenever you like.

► Saving the Mic Effect Settings as a Preset(P.41)

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

► Exporting a Mic Effect Preset File(P.44)

Saving the Mic Effect Settings as a Preset

You can save the current mic effect settings as presets and recall them as needed.

You can save up to five presets.

* Editable presets are preregistered by factory default.

► Saving your settings as a preset

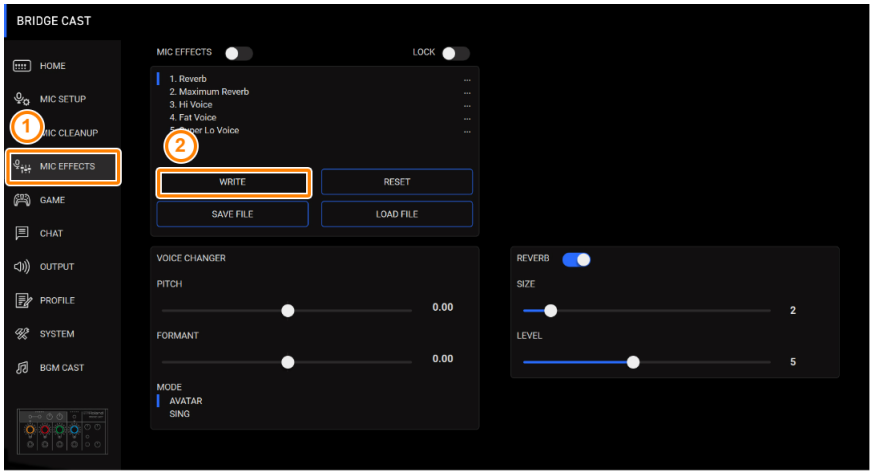
► Recalling a preset

► Initializing a preset

Saving your settings as a preset

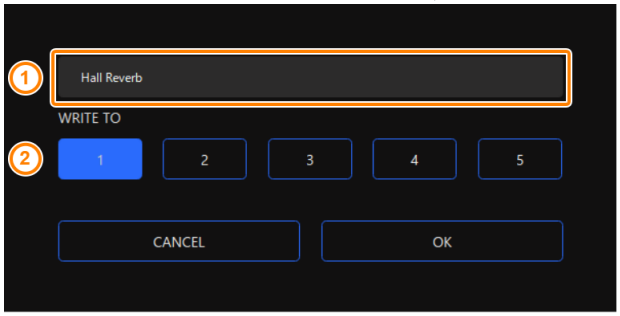
* The on/off settings for “MIC EFFECTS” are not saved.

1. On the menu screen, click the “MIC EFFECTS” 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.

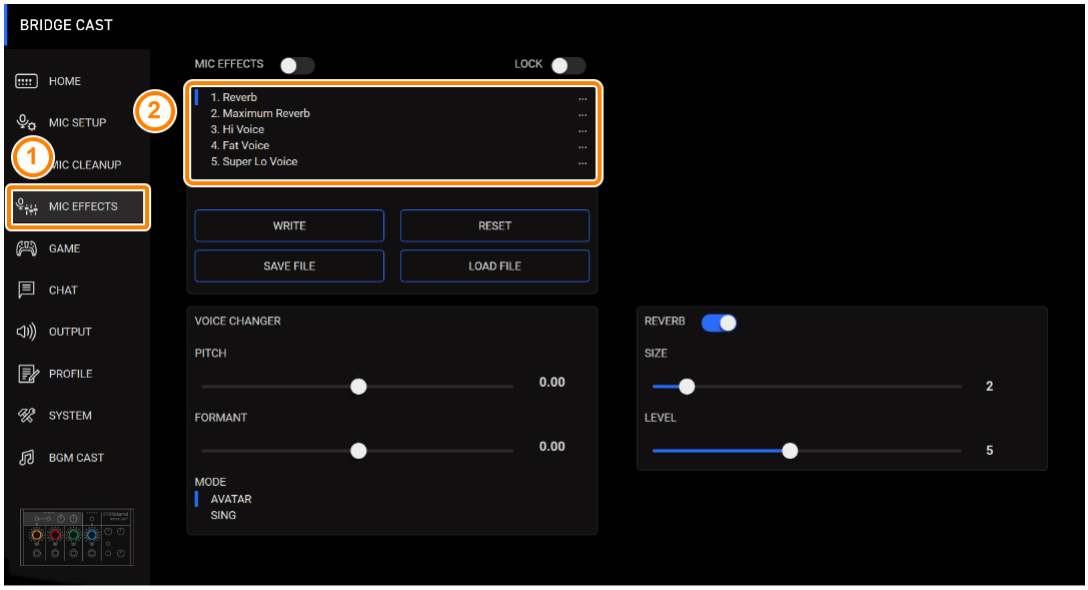
MEMO

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 “MIC EFFECTS” tab and then click the preset you want to recall.**



This recalls the effect settings.

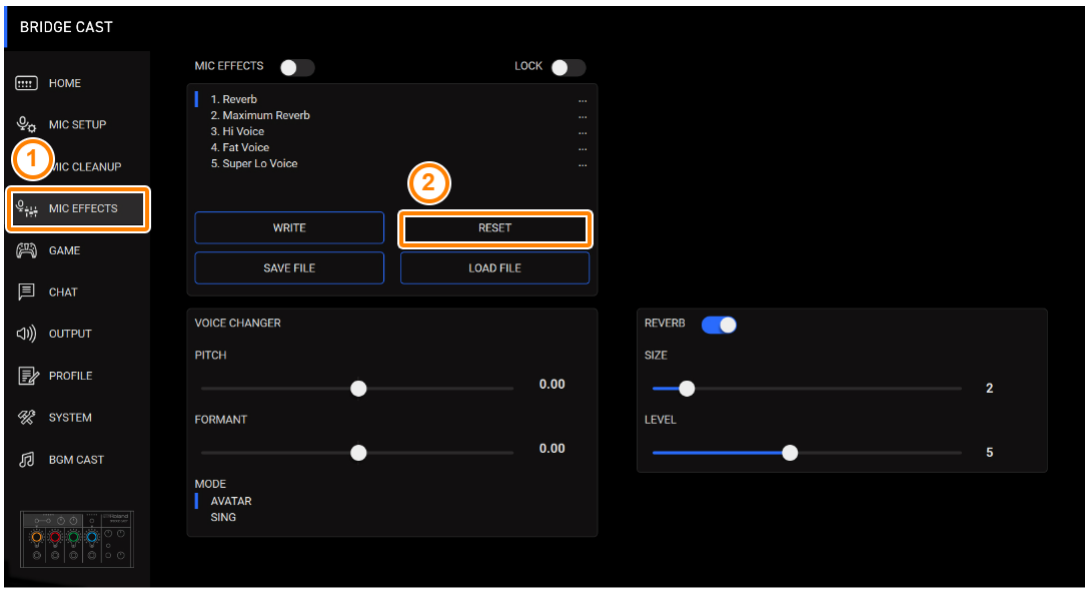
MEMO

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

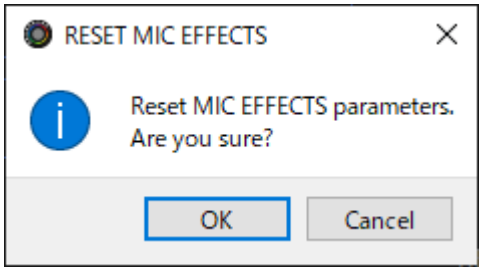
Initializing a preset

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 "MIC EFFECTS" tab and then click the [RESET] button.**

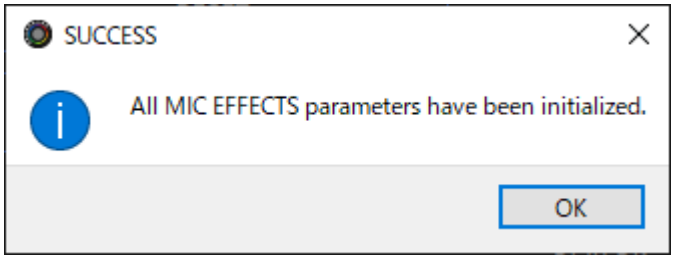


A confirmation message appears.



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

A confirmation message appears after the data has been initialized.



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

Related links:

Exporting a Mic Effect Preset File(P.44)

Exporting a Mic Effect Preset File

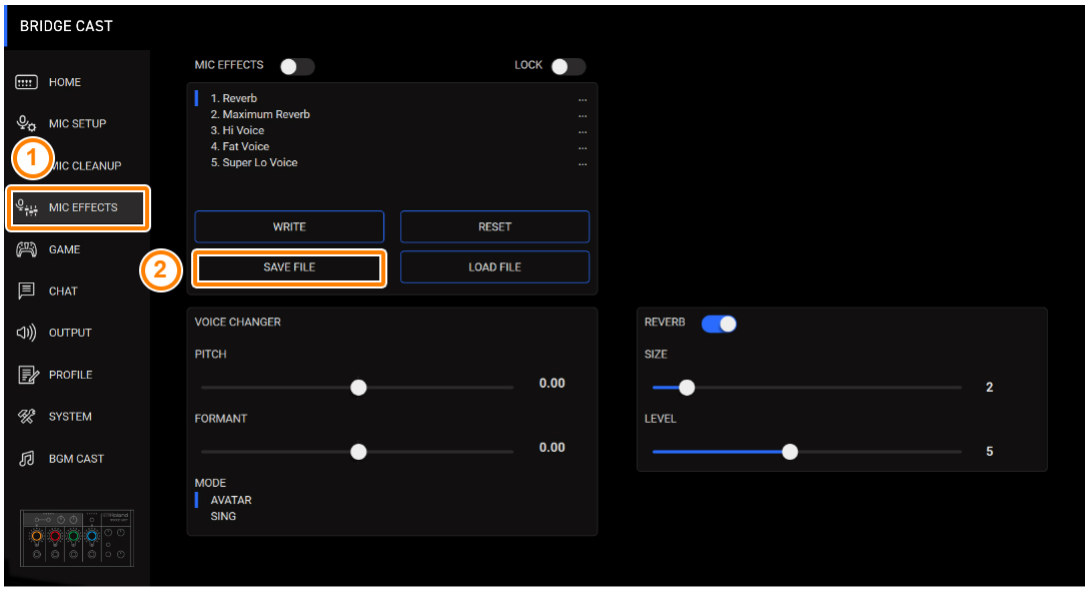
You can save the effect presets (1–5) as a single file (.brdgcEfx) to your computer. Use the BRIDGE CAST app when you want to reload the saved file into this unit.

▶ Saving a preset file

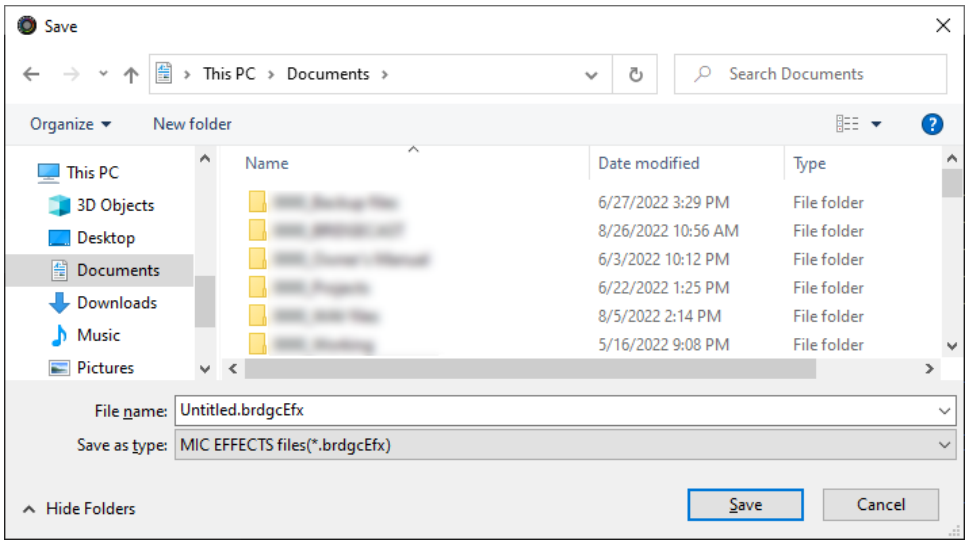
▶ Loading a preset file

Saving a preset file

1. **On the menu screen, click the "MIC EFFECTS" 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.**

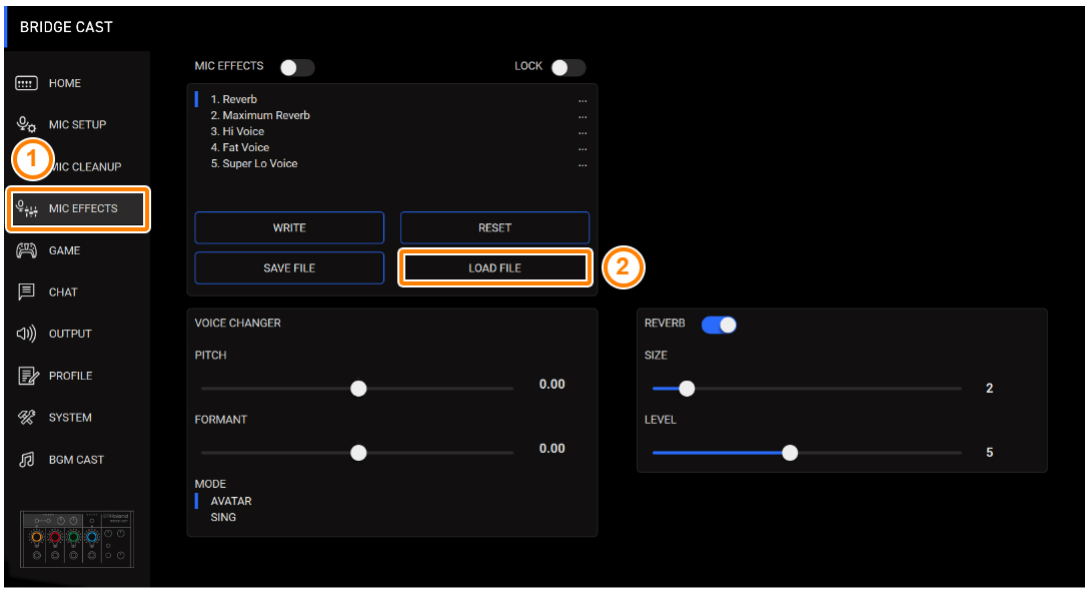


This saves the file (.brdgcEfx).

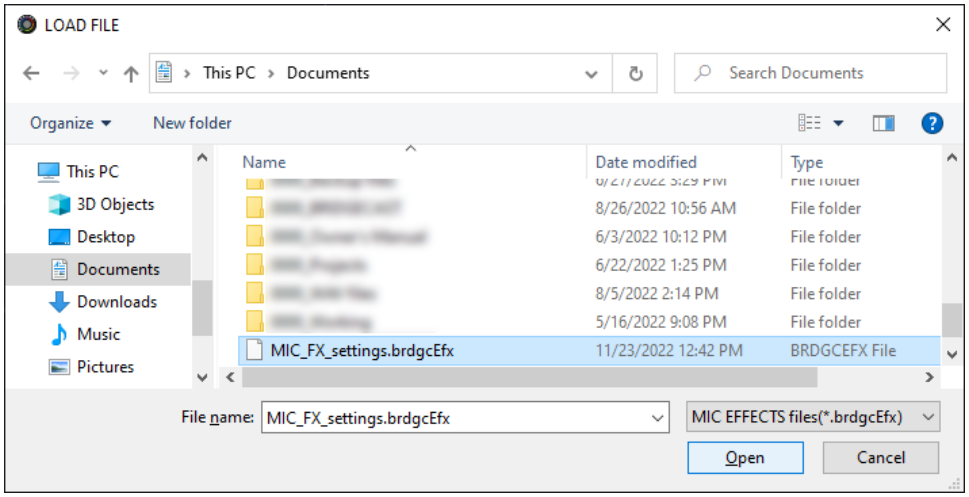
Loading a preset file

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

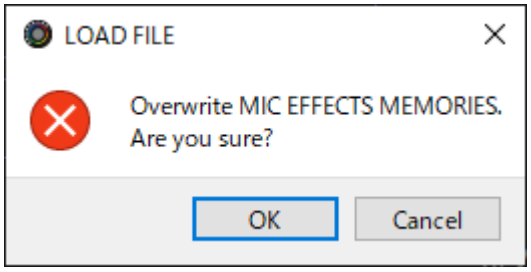
1. **On the menu screen, click the "MIC EFFECTS" tab and then click the [LOAD FILE] button.**



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

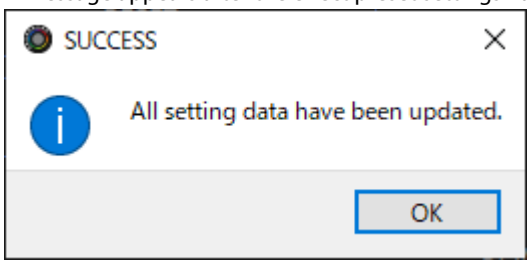


A confirmation message appears.



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.**

Related information:

Saving the Mic Effect Settings as a Preset(P.41)

Adjusting the Game Sound / Using the Game Effects

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

*1: When the connection setting for the USB port is "CONSOLE/MOBILE", the input source is "USB".

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 to configure the game effects.**



- ▶ **Listening to Game Audio in Virtual Surround(P.48)**
- ▶ **Using the Equalizer to Adjust the Game Sound(P.51)**
- ▶ **Using the limiter to limit the volume of a game(P.53)**
- ▶ **Saving the Game Settings as a Preset(P.54)**
- ▶ **Exporting a Game Preset File(P.59)**
- ▶ **Using the settings in the game effect library as presets(P.62)**

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 /7.1 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.50)

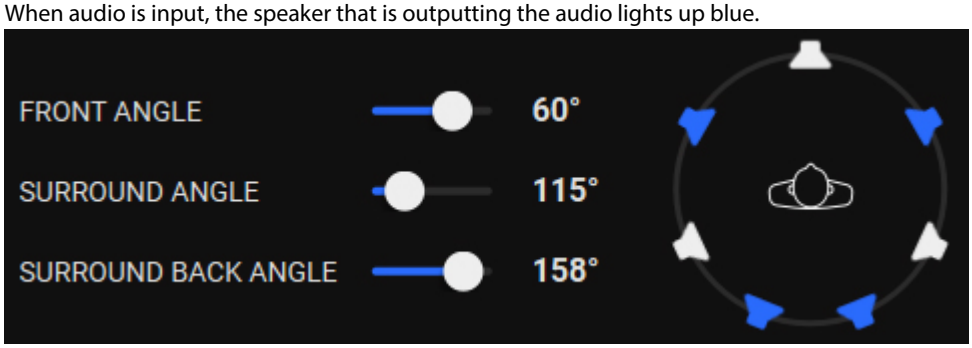
1. On the menu screen, click the "GAME" tab to configure the virtual surround.



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.
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.

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, the speaker that is outputting the audio lights up blue.



MEMO

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

► Saving the Game Settings as a Preset(P.54)

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

► Exporting a Game Preset File(P.59)

Outputting 5.1 /7.1 Audio from a Windows PC

To listen to the audio from your Windows computer on the BRIDGE CAST 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”.**

Windows 11:

2. **Select “More sound settings”.**

Windows 10:

2. **Select “Sound Control Panel”.**

3. **From the “Playback” tab, select “Speakers (BRIDGE CAST V2)”, 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[*1]). 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: The equalizer is only applied to the game sound that's sent to the PERSONAL MIX bus. When the connection setting for the USB port is "CONSOLE/MOBILE", the input source is "USB".

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



Menu		Value	Explanation
EQ		Off, On	Turns the equalizer on/off.
DETAIL		Off, On	When this is on, you can set the center frequency and the Q (the frequency bandwidth).
Gain (vertical sliders)		-12–+12	Sets the amount of boost/cut for each frequency band.
Frequency (horizontal sliders)	Band 1	20.9–396 Hz	Specifies the boost/cut center frequency for each frequency band. * This setting is available when the "DETAIL" switch is enabled.
	Bands 2–4	20.9–471 Hz	
	Bands 5–7	341 Hz–3.36 kHz	
	Bands 8, 9	3.00–20.2 kHz	
	Band 10	793 Hz–20.2 kHz	

Q	0.3–16.0	Adjusts the bandwidth used for boosting or attenuating each frequency band. * This setting is available when the “DETAIL” switch is enabled.

MEMO

You can save up to five game settings (virtual surround, equalizer, limiter) as presets, and recall them whenever you like.
► Saving the Game Settings as a Preset(P.54)

You can also save the game presets as a single file.
► Exporting a Game Preset File(P.59)

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 to 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	10–5000 ms	Sets how long it takes for the limiter effect to be canceled. * Times are approximate. This also changes depending on the volume.

MEMO

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

► Saving the Game Settings as a Preset(P.54)

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

► Exporting a Game Preset File(P.59)

Saving the Game Settings as a Preset

You can save the current game settings (virtual surround, equalizer, limiter) as presets, and recall them whenever you like.

You can save up to five presets.

* Editable presets are preregistered by factory default.

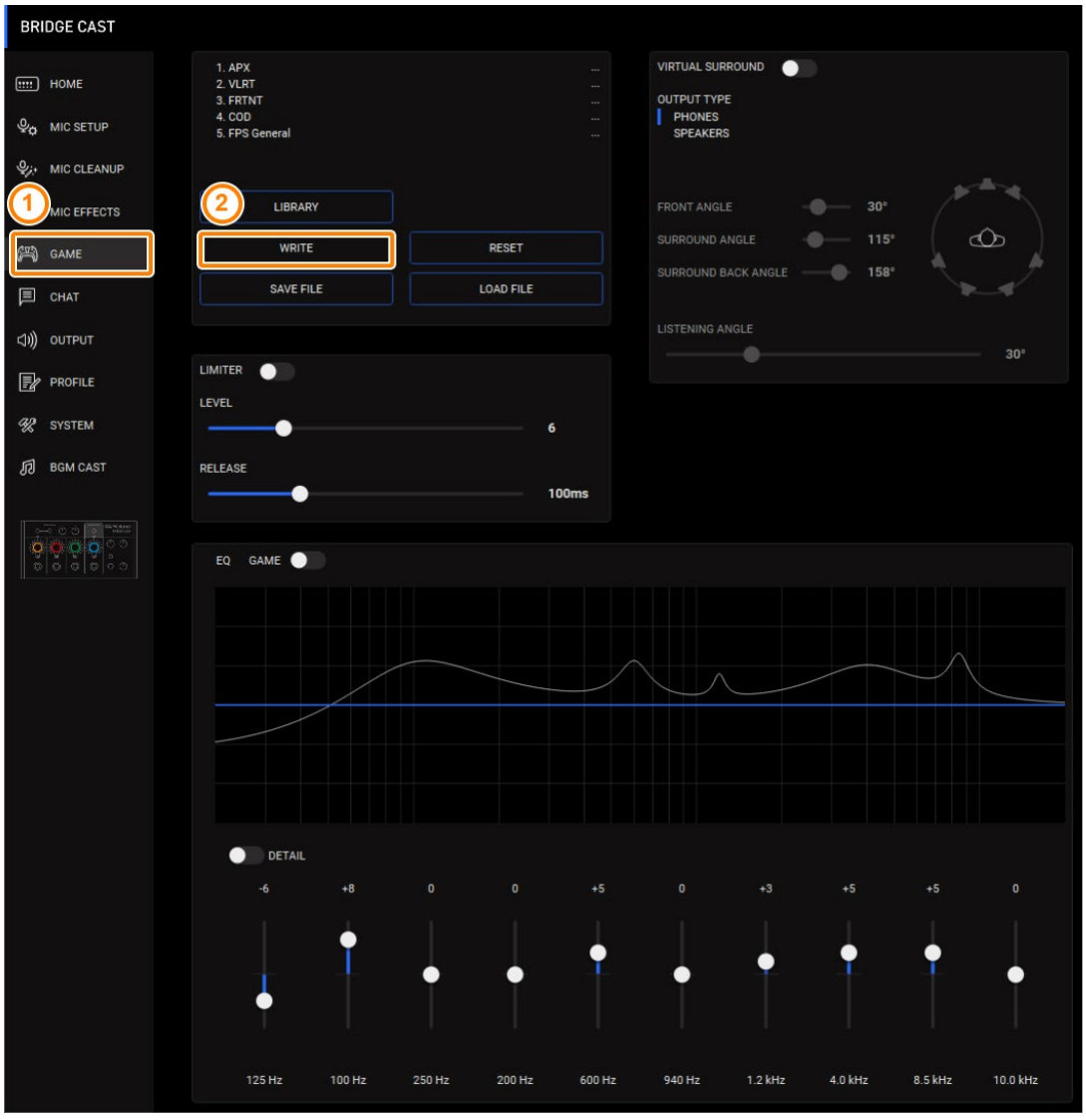
► Saving your settings as a preset

► Recalling a preset

► Initializing a preset

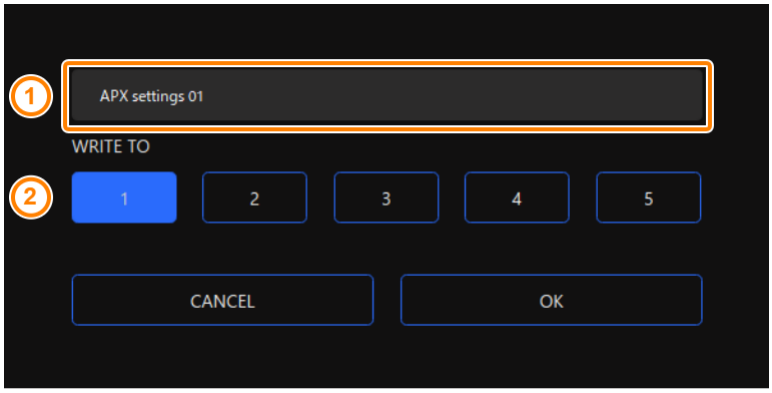
Saving your settings as a preset

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 equalizer 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 effect settings.

MEMO

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

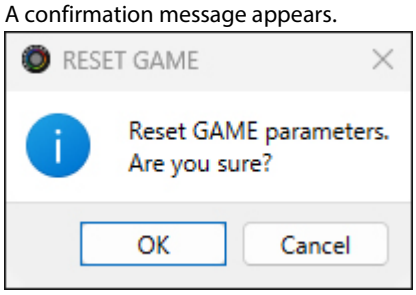
Initializing a preset

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.**

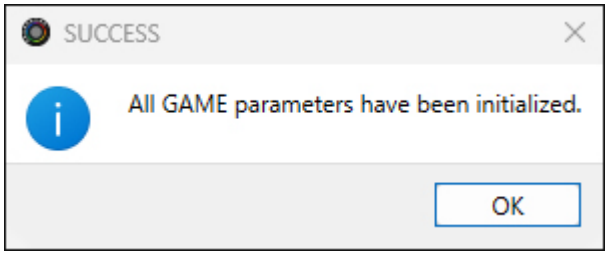


A confirmation message appears.



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 presets as a single file.

► Exporting a Game Preset File(P.59)

Exporting a Game Preset File

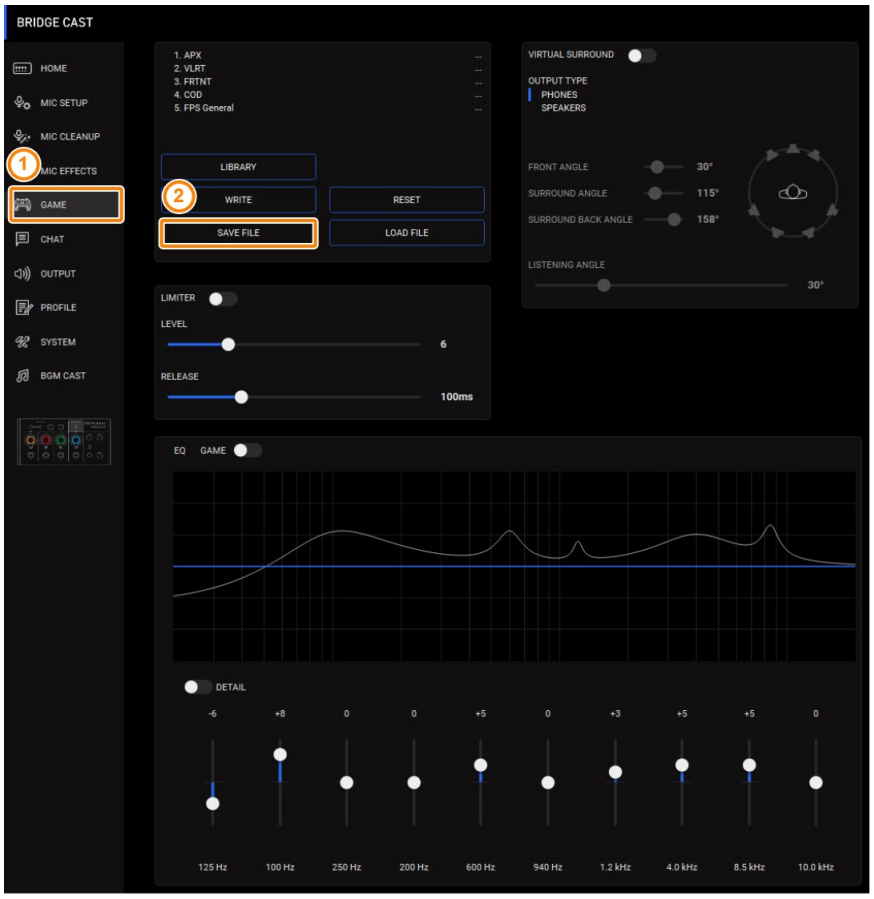
You can save the game presets (1–5) as a single file (.brdgcEQ) to your computer. Use the BRIDGE CAST app when you want to reload the saved file into this unit.

► Saving a preset file

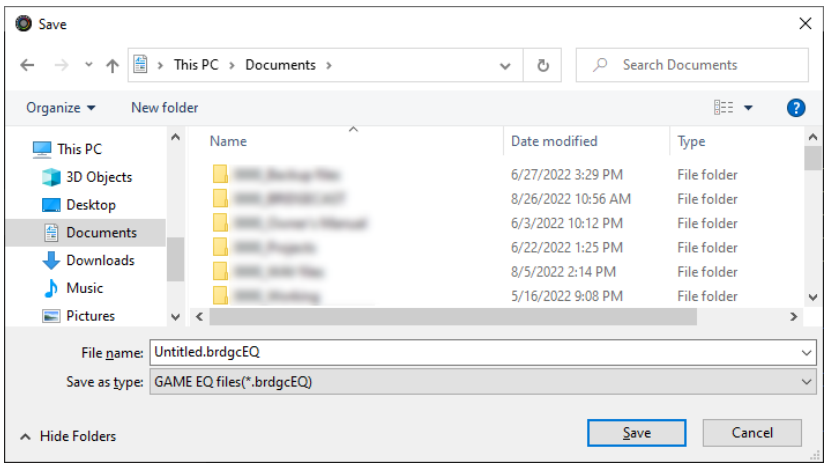
► Loading a preset file

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.

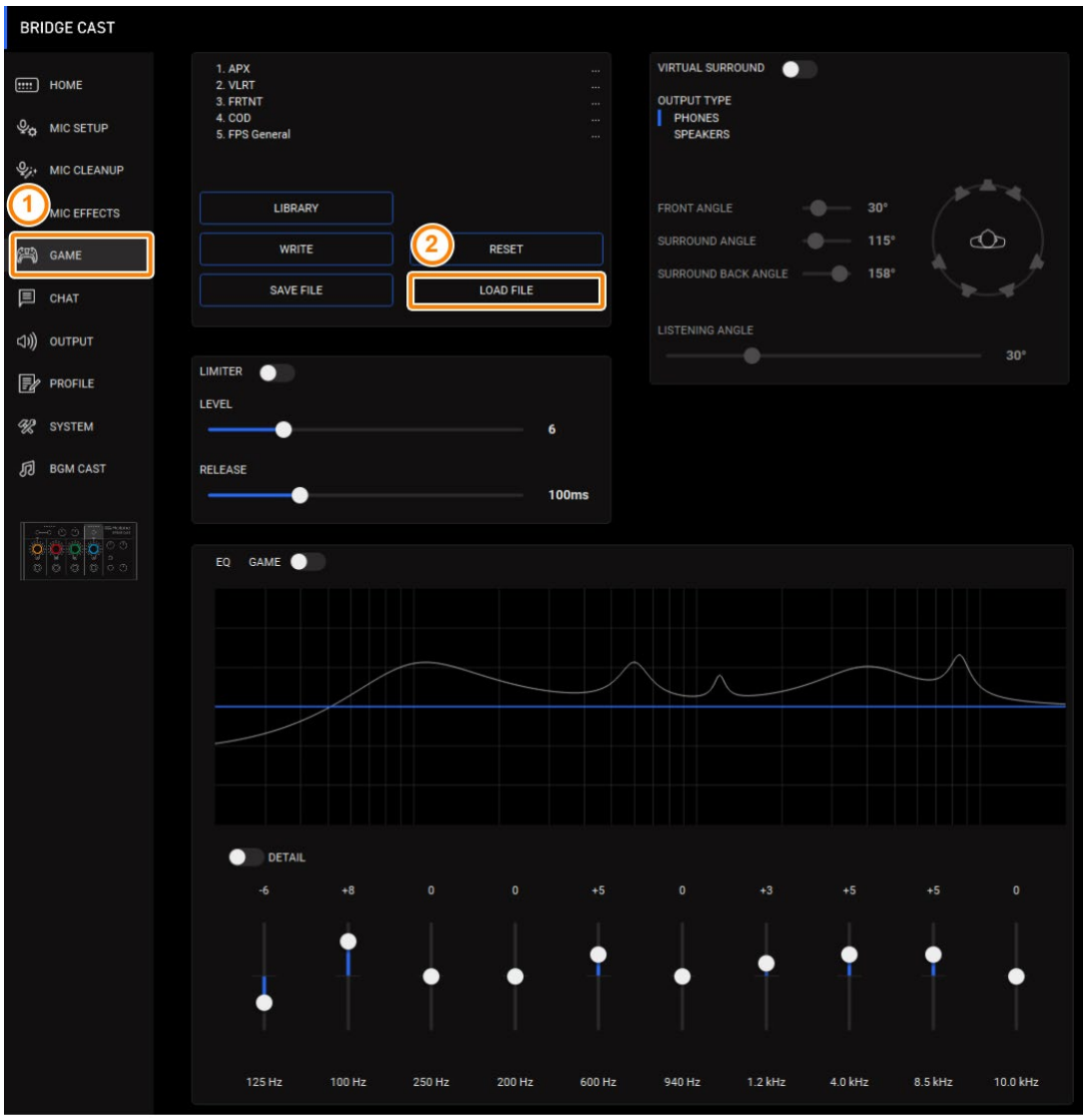


This saves the file (.brdgcEQ).

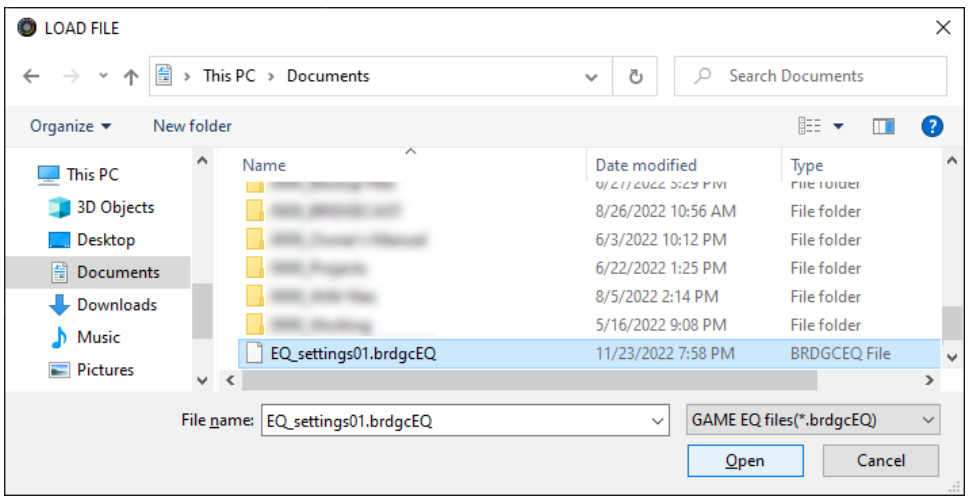
Loading a preset file

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

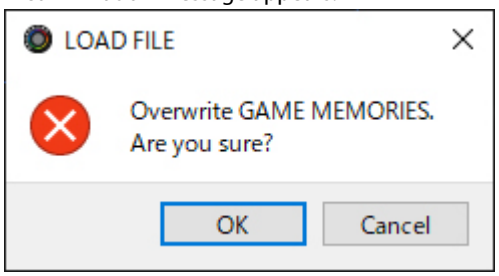
1. **On the menu screen, click the "GAME" tab and then click the [LOAD FILE] button.**



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

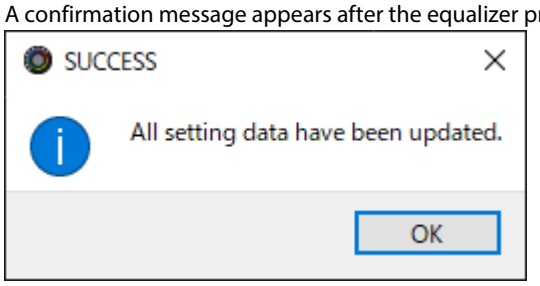


A confirmation message appears.



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

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



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

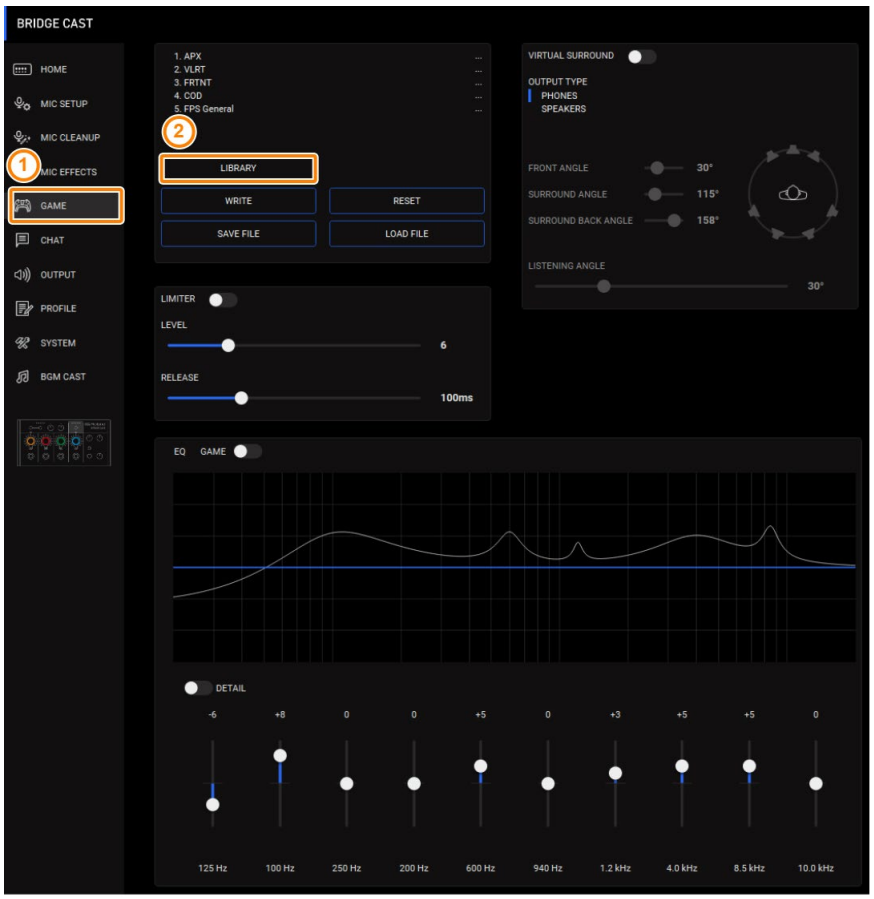
Related links:

Saving the Game Settings as a Preset(P.54)

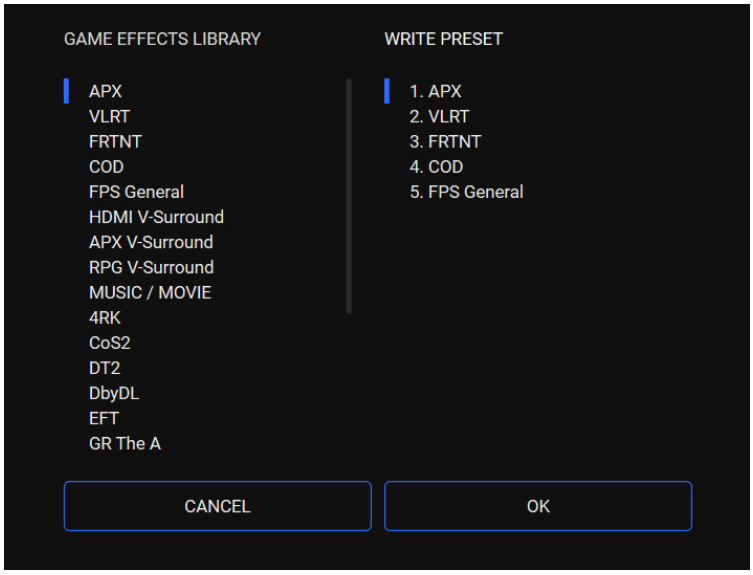
Using the Settings in the Game Effect Library as Presets

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 click 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.**

Adjusting the Voice Chat Audio

This section shows you how to adjust the voice chat sound (input source: CHAT*1) that's input from the USB port.

*1: When the connection setting for the USB port is "CONSOLE/MOBILE", the input source is "USB".

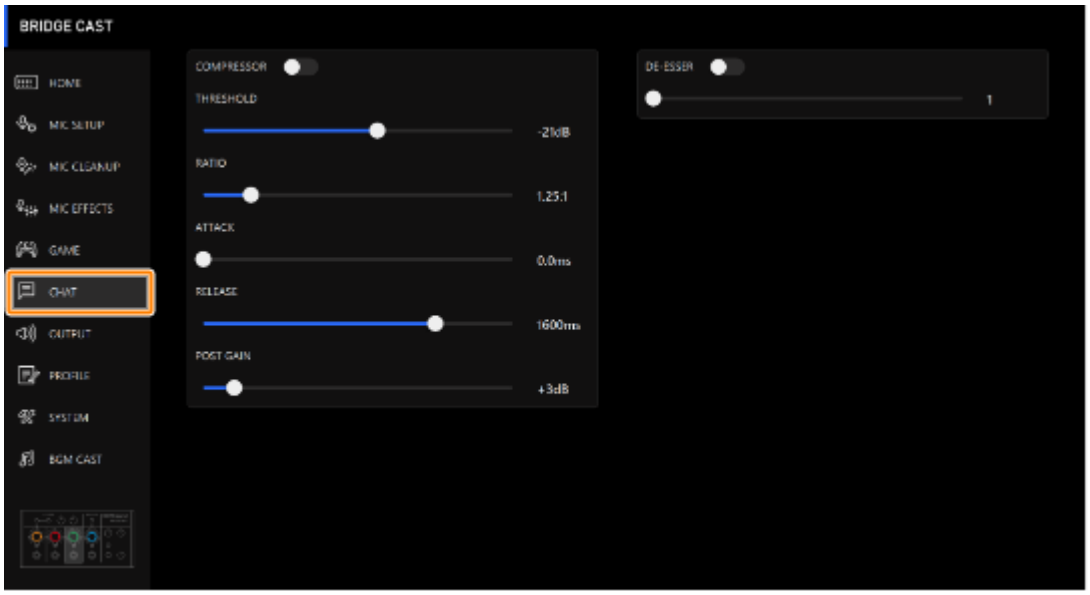
▶ **Making the Voice Chat Audio Easier to Hear(P.63)**

Making the Voice Chat Audio Easier to Hear

Here's how to adjust the sound of the other party's voice in a voice chat (input source: CHAT*1). 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: When the connection setting for the USB port is "CONSOLE/MOBILE", the input source is "USB".

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.		
COMPRESSOR	Off, On	Turns the compressor on/off.
THRESHOLD	-48–0 dB	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	0–100 ms	Sets how long it takes for the compressor to be applied. * Times are approximate. This also changes depending on the volume.
RELEASE	50–5000 ms	Sets how long it takes for the compressor effect to be cancelled. * Times are approximate. This also changes depending on the volume.
POST GAIN	+0–+30 dB	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).		
DE-ESSER	Off, On	Turns the de-esser on/off.
LEVEL	1–10	Adjusts the intensity of the de-esser effect.

Output Settings

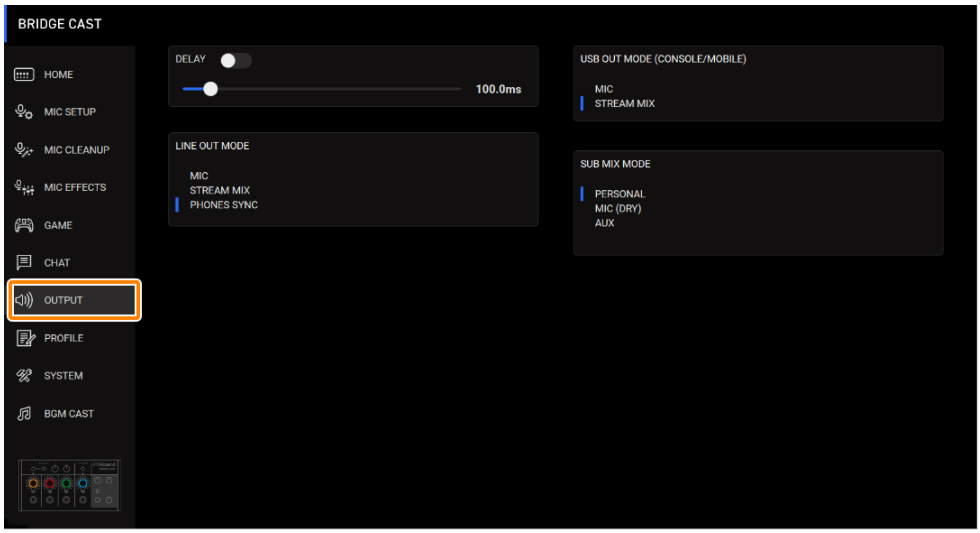
This section explains about the audio output settings.

▶ **Editing the Output Audio Settings(P.64)**

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 to your computer). By applying delay to the audio output, you can make the timing of the video and audio match.
	0.0–1000.0 ms	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/MOBILE)	When the connection setting for the USB port is "CONSOLE/MOBILE", this sets 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 connection setting for the USB port is "PC", this sets the audio that's 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.

Configuring a Profile

This section explains how to create and use profiles.

▶ **Creating a Profile(P.65)**

▶ **Exporting a Profile(P.69)**

Creating a Profile

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.

▶ Content that is saved to a profile

▶ Creating a profile

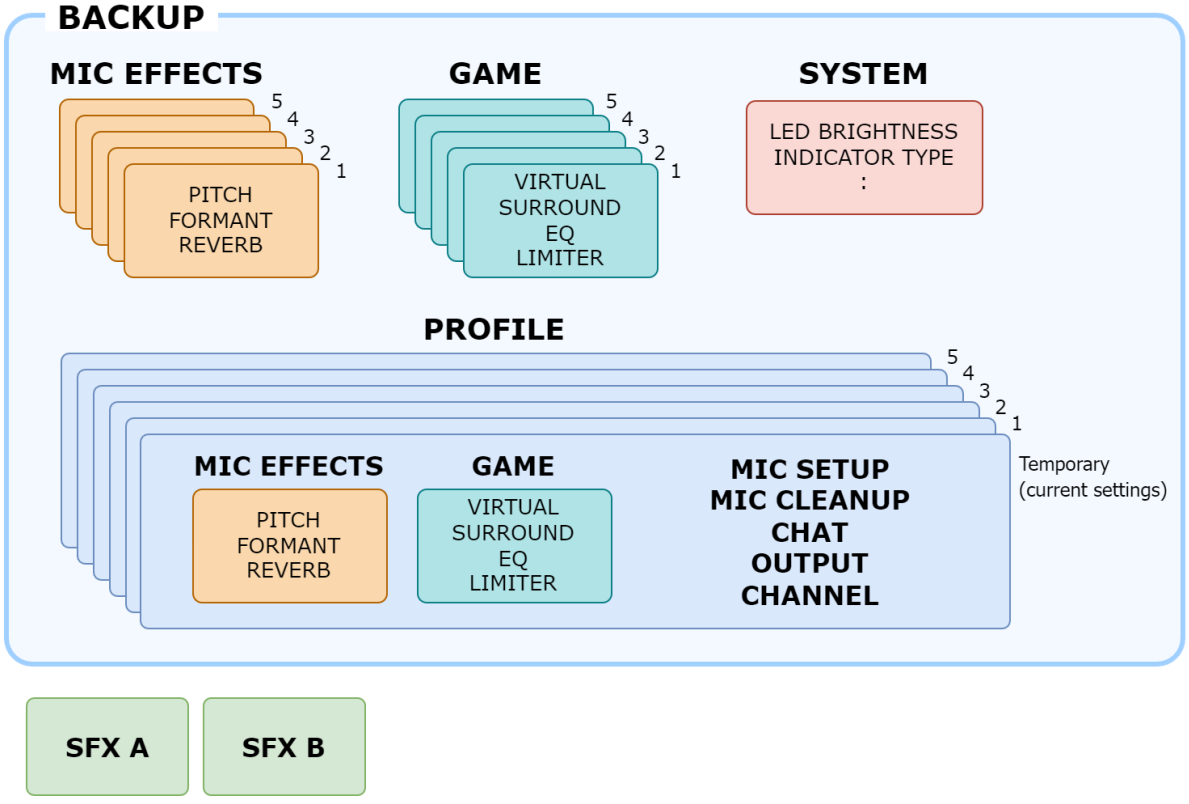
▶ Switching between profiles

▶ Initializing a profile

Content that is saved to a profile

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

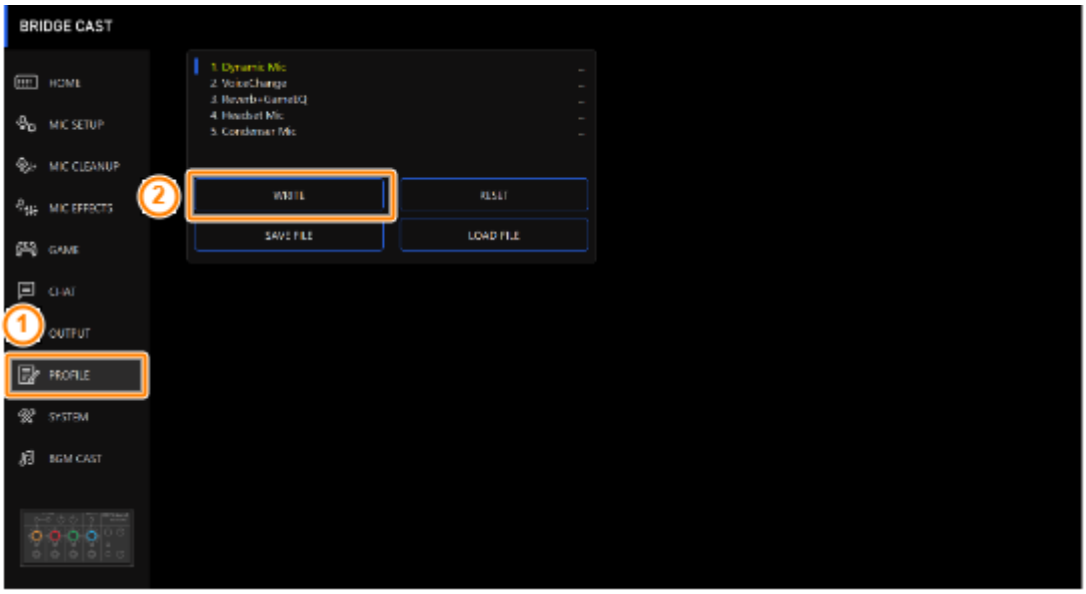
* The preset names are not saved for the mic effect and game.



Creating a profile

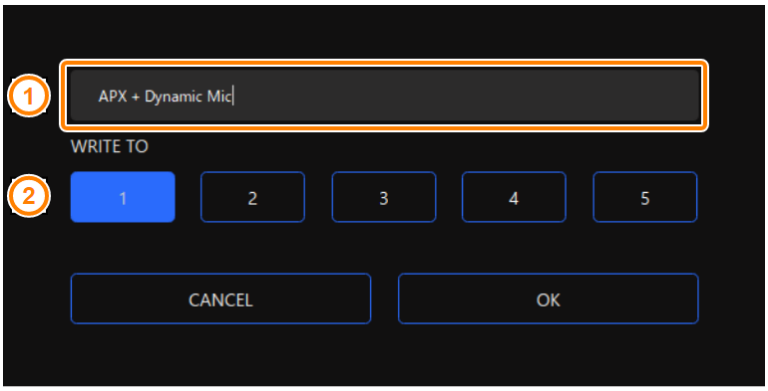
* Editable profiles are preregistered by factory default.

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.**

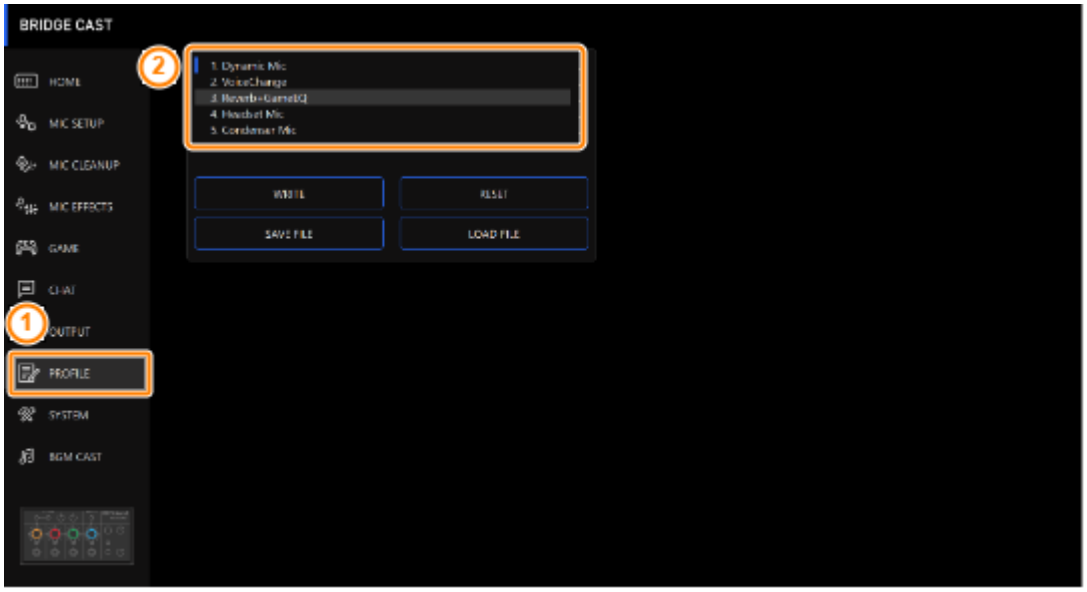
This overwrites the profile.

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.

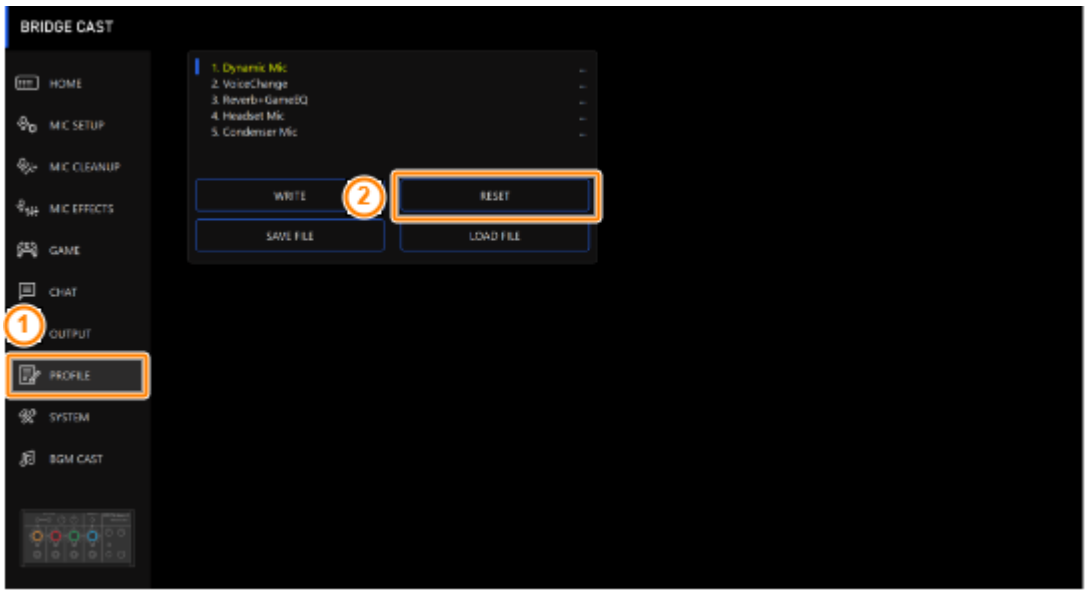
MEMO

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

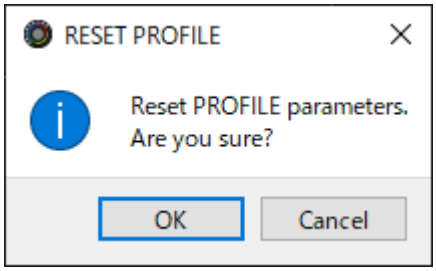
Initializing a profile

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.**

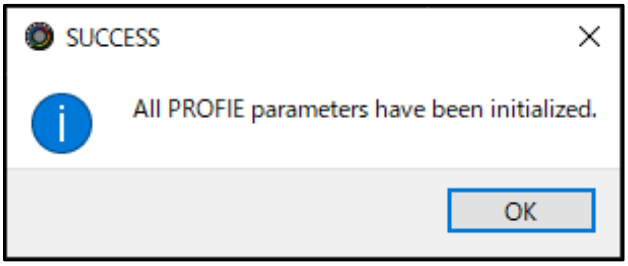


A confirmation message appears.



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.69)

Exporting a Profile

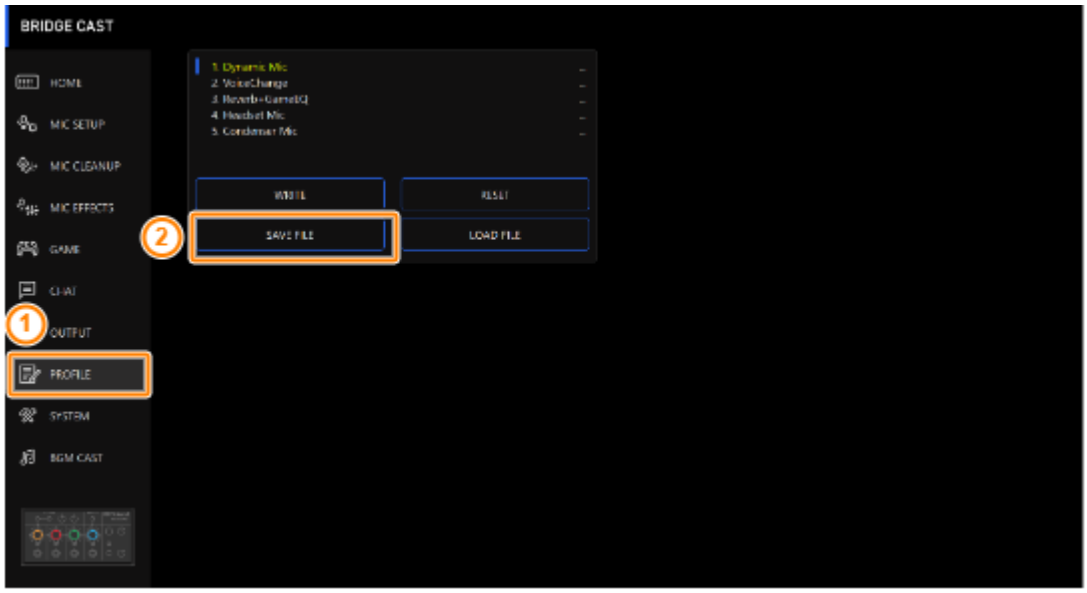
You can save the profiles (1–5) as a single file (.brdgcProfile) to your computer. Use the BRIDGE CAST app when you want to reload the saved file into this unit.

▶ Exporting a profile

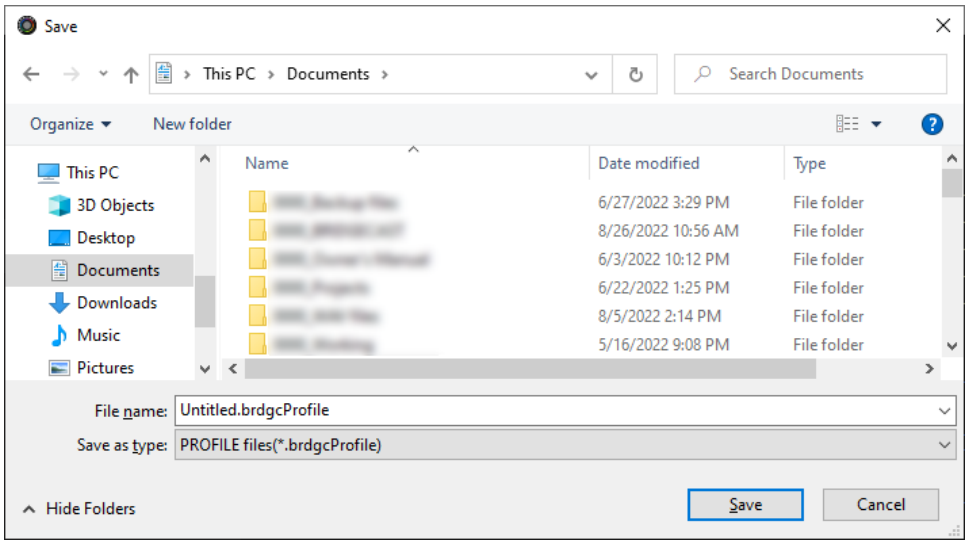
▶ Loading a profile

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.**

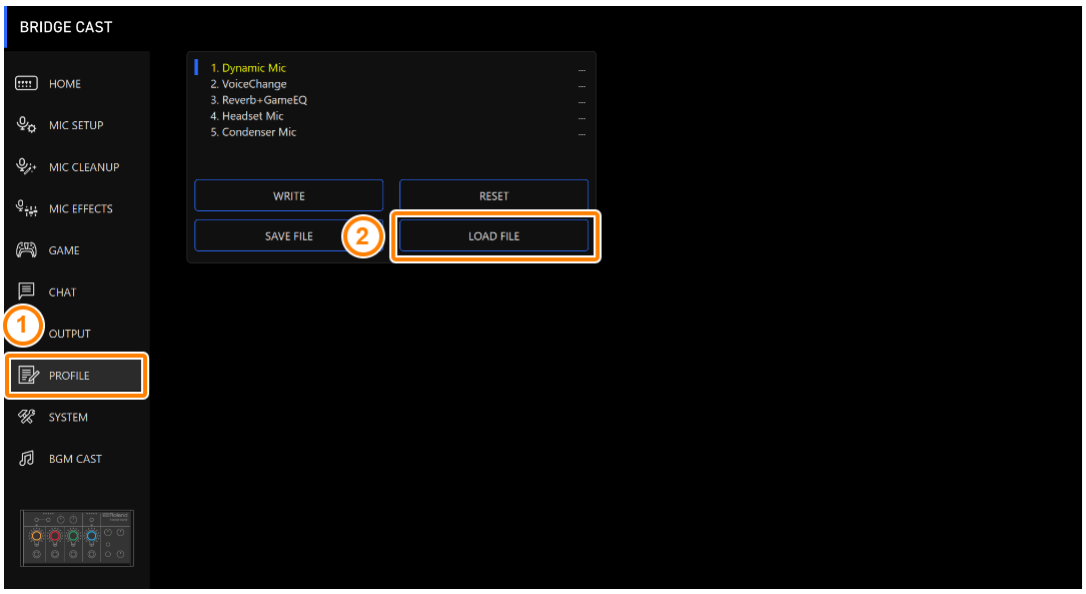


This saves the file (.brdgcProfile).

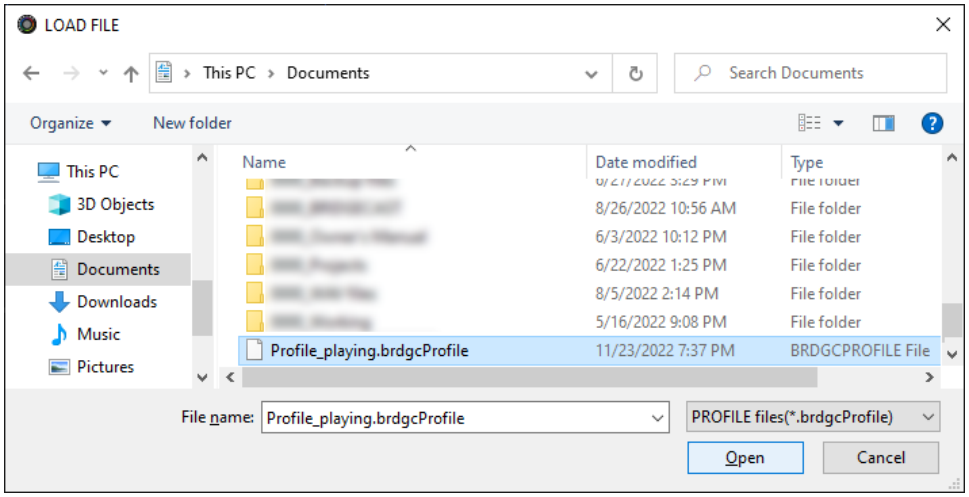
Loading a profile

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

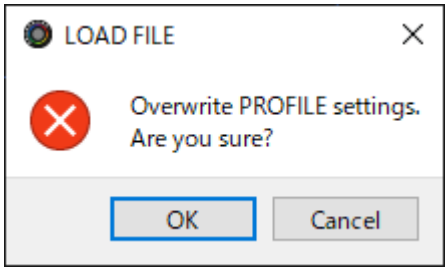
1. **On the menu screen, click the "PROFILE" tab and then click the [LOAD FILE] button.**



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

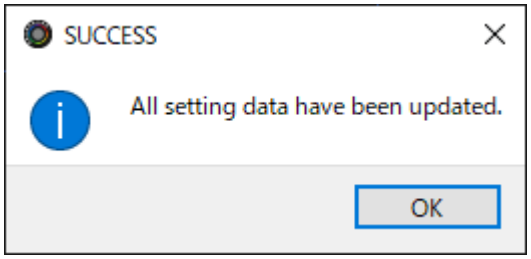


A confirmation message appears.



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.**

Related information:

Creating a Profile(P.65)

System Settings

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

- **Backing up/Restoring the Settings on This Unit(P.72)**
- **Restoring the Factory Settings (Factory Reset)(P.76)**
- **Other Settings(P.77)**

Backing up/Restoring the Settings on This Unit

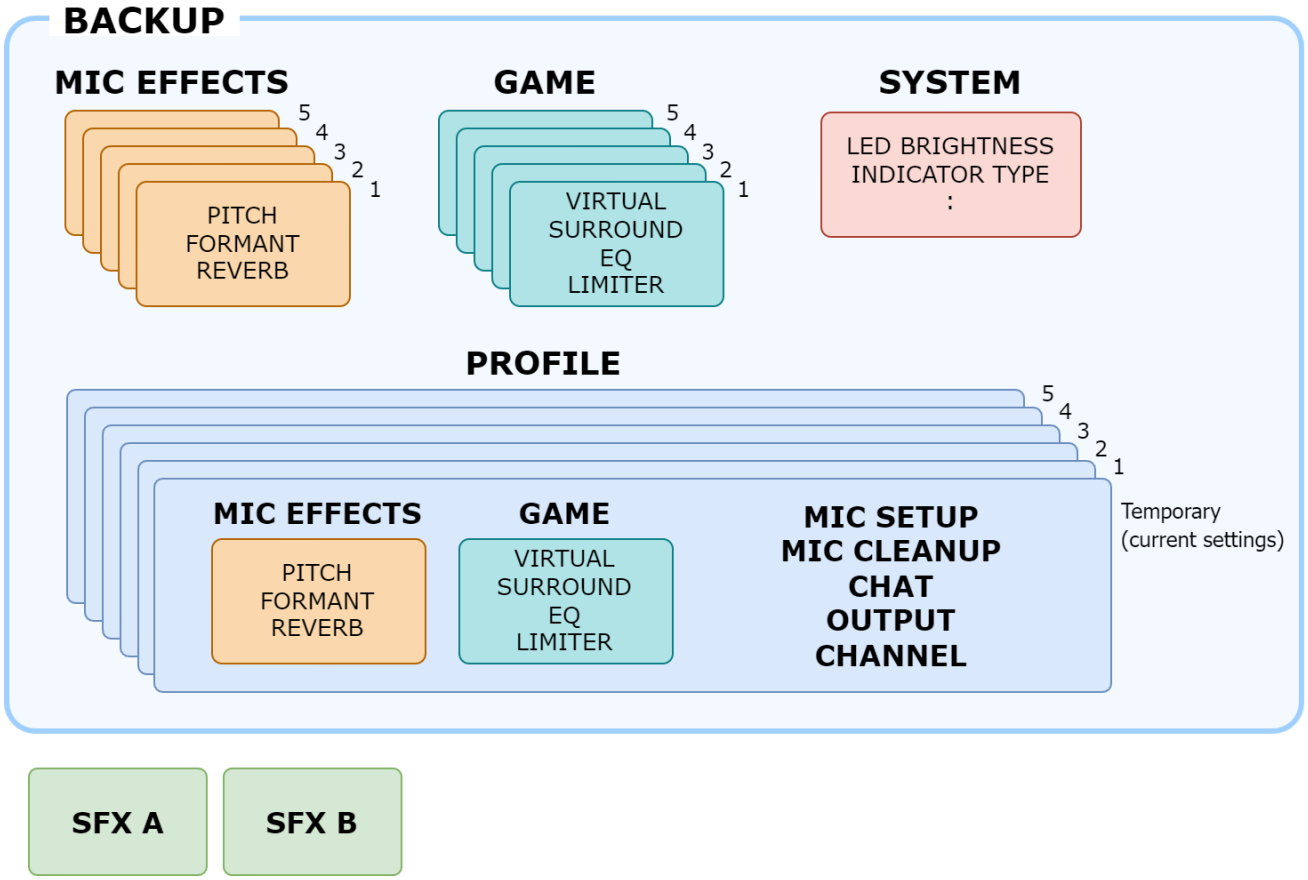
You can back up the settings on this unit as a single file (.brdgcBackup). You can access the backed up file and restore it into the unit via the BRIDGE CAST app for use.

- Contents that are backed up
- Backing up
- Restoring

Contents that are backed up

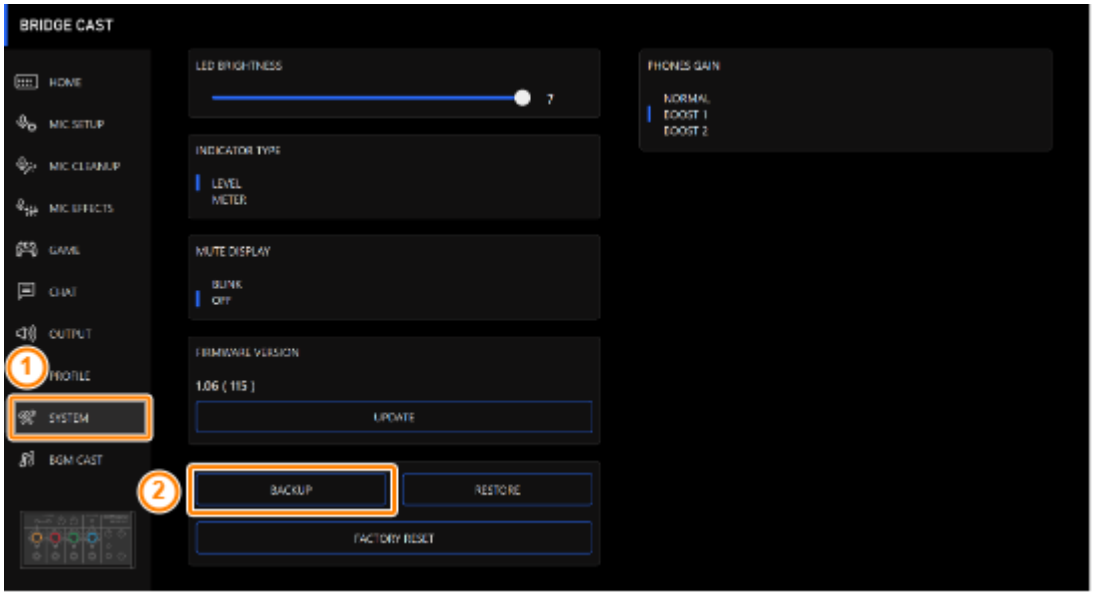
The settings that are backed up are shown in the illustration below.

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

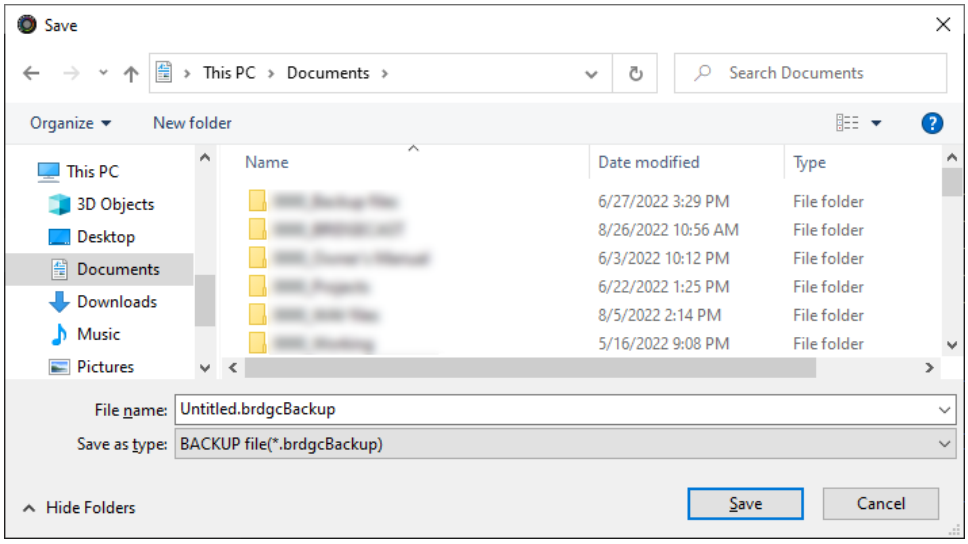


Backing up

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.**

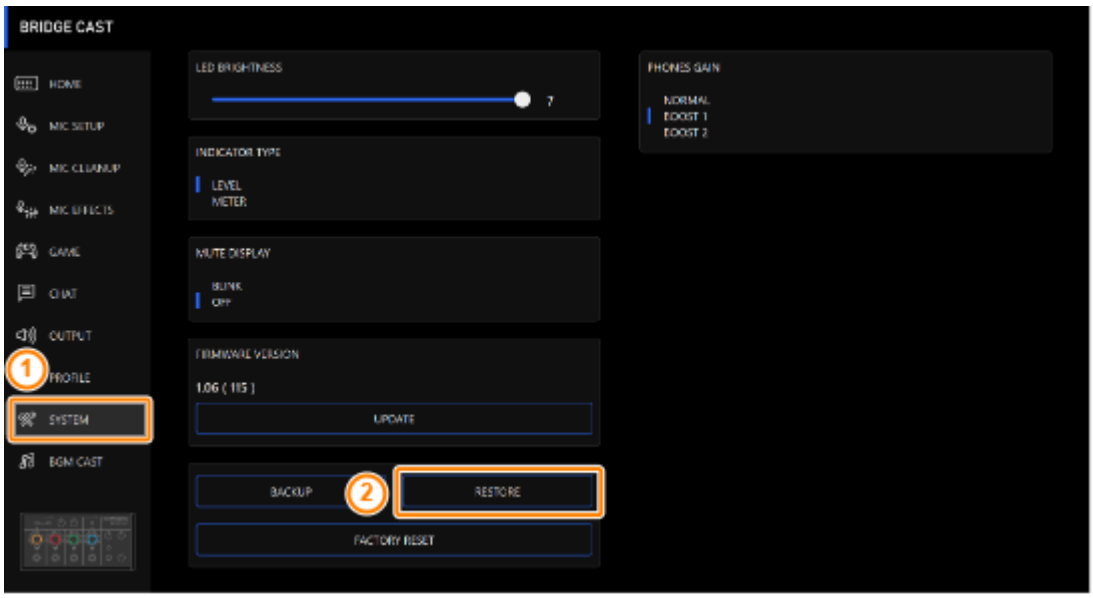


This backs up the file (.brdgcBackup).

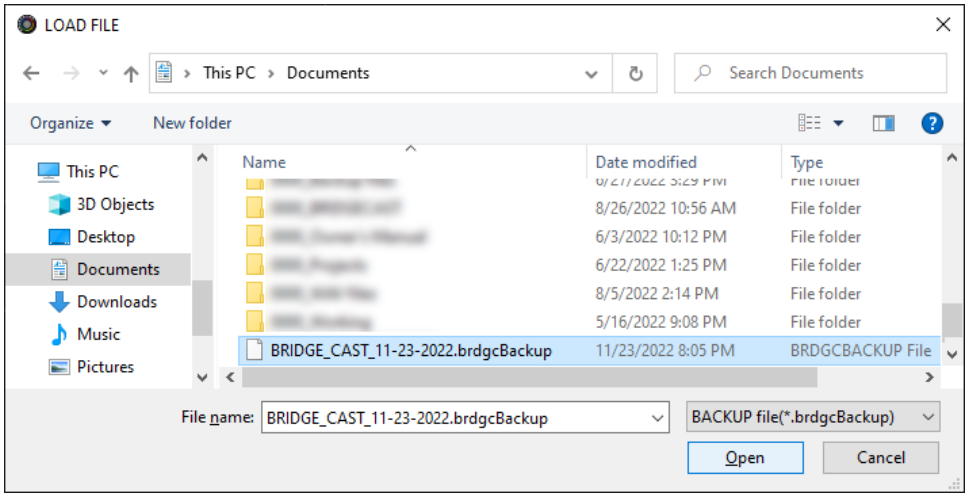
Restoring

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

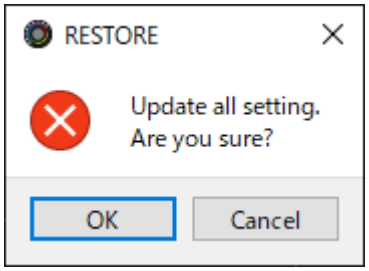
1. **On the menu screen, click the "SYSTEM" tab and then click the [RESTORE] button.**



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

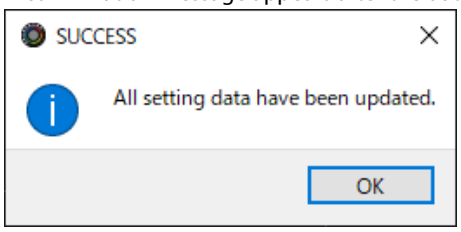


A confirmation message appears.



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

A confirmation message appears after the data has been restored.



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

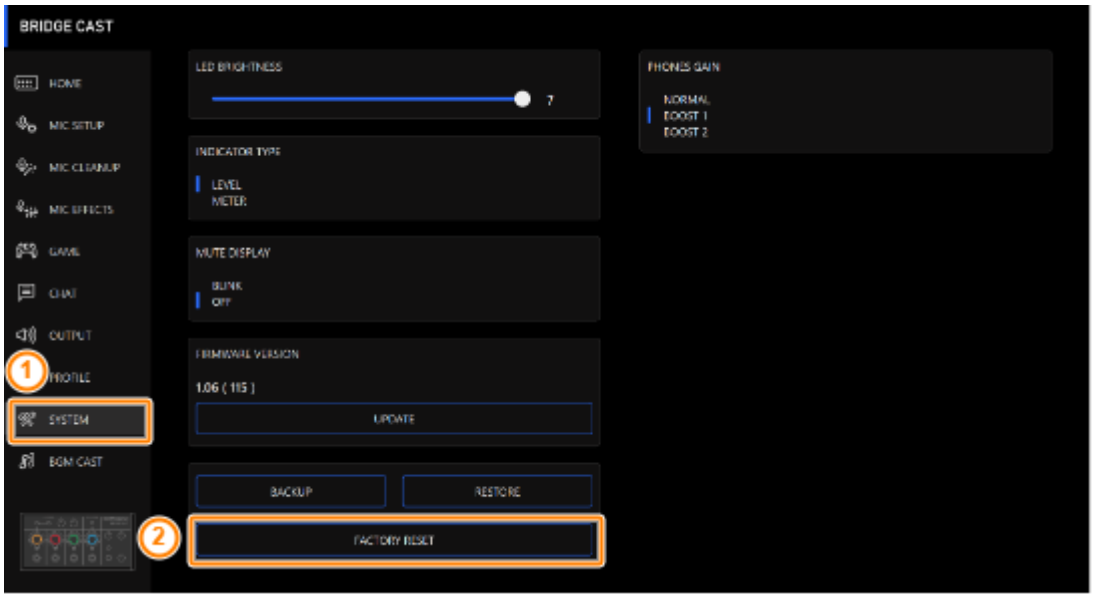
Restoring the Factory Settings (Factory Reset)

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

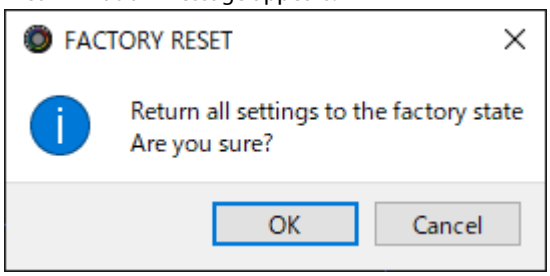
* When you execute a factory reset, all of the settings except for the sound effects (SFX A, SFX B) are restored to their factory settings. We recommend that you back up any important settings beforehand that you may have made.

For details on how to back up the data, refer to "Backing up/Restoring the Settings on This Unit(P.72)".

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



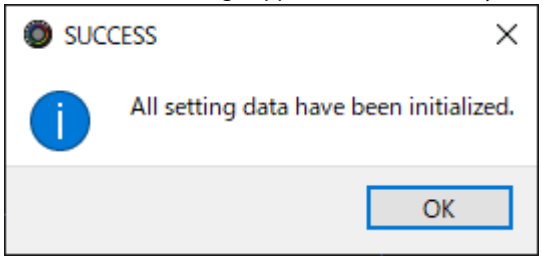
A confirmation message appears.



To cancel, click the [Cancel] button.

2. Click the [OK] button.

A confirmation message appears after the factory reset is finished.

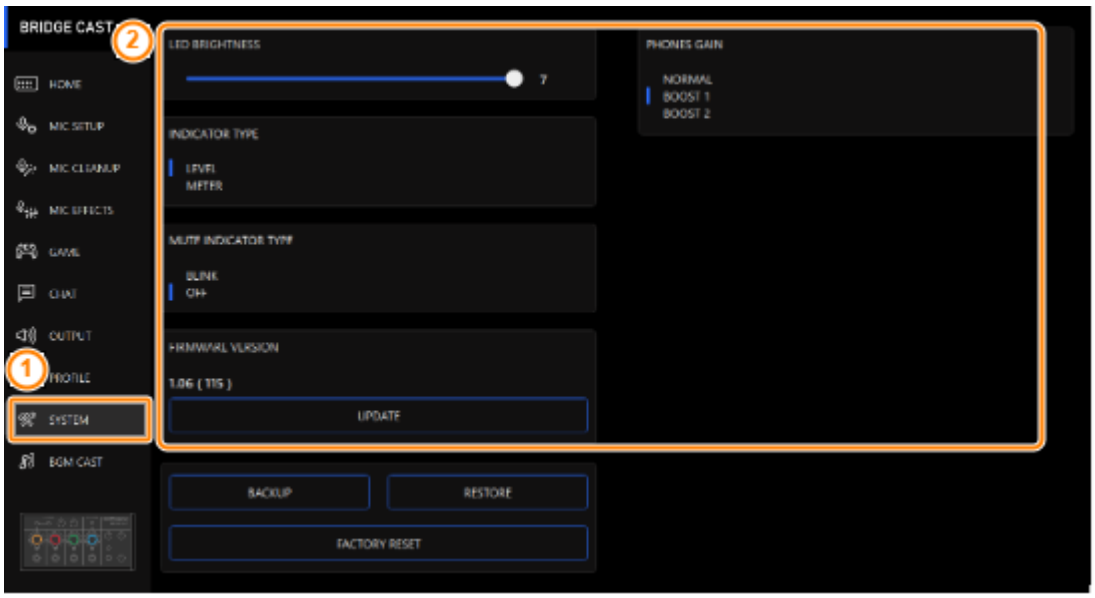


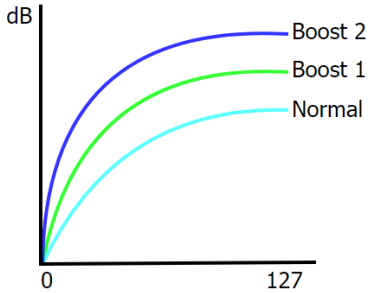
3. Click the [OK] button to close the message.

Other Settings

These are the settings for the brightness of the indicators on the BRIDGE CAST 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 indicators. * Even with the minimum setting of "0", the indicators do not go completely dark. * In save mode(P.9), the indicator brightness is limited. When in this mode, the brightness does not go above a certain level even when you increase the setting.
INDICATOR TYPE	Sets what is shown by the CH 1–4 level meters.	
	LEVEL	The volume is always shown.
	METER	The level meters operate as a level meter that shows the input levels for each channel. The volume is shown instead when you operate the CH [1]–[4] knobs on this unit.
MUTE DISPLAY	When mute is on, this sets how the color indicators light up.	
	BLINK	The color indicators blink.
	OFF	The color indicators go dark.
PHONES GAIN	Normal Boost 1 Boost 2	When this is set to "Boost 1" or "Boost 2", this amplifies the headphone volume. 
[UPDATE] button	–	Updates the system program of the BRIDGE CAST. Click the [UPDATE] button and operate by following the instructions shown.

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.30)” 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.

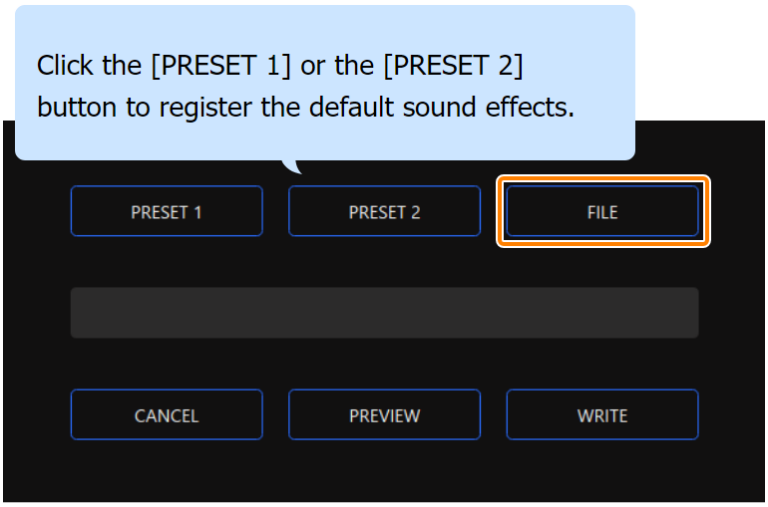
Music files that can be registered

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

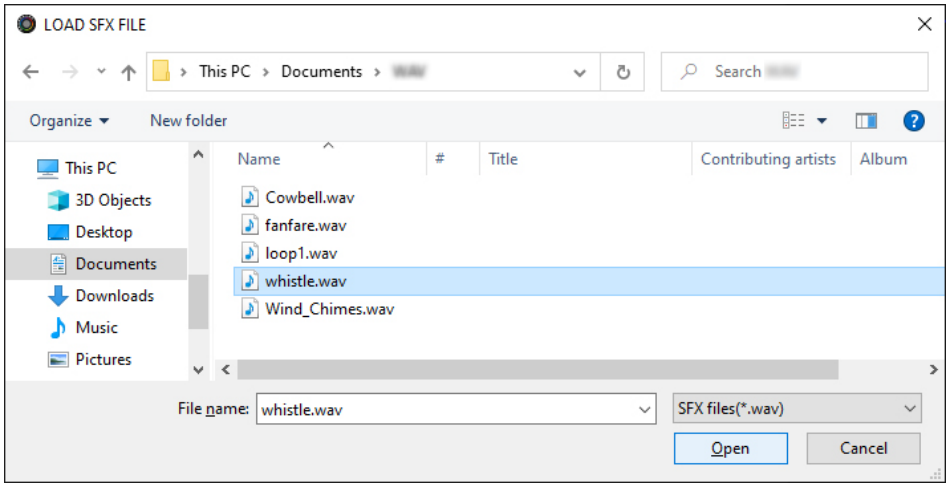
Registering a sound effect

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.**



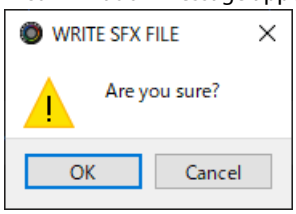
The WAV file path is shown.



Click the [PREVIEW] button to playback a preview of the WAV file you set.
You can adjust the preview volume in "SYSTEM*1" of the input source.
*1: When the connection setting for the USB port is "CONSOLE/MOBILE", the input source is "USB".

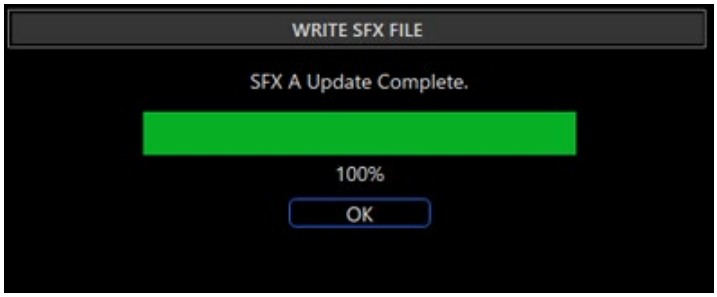
6. Click the [WRITE] button.

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.

Using Background Music and Sound Effects from Roland Cloud (BGM CAST)

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

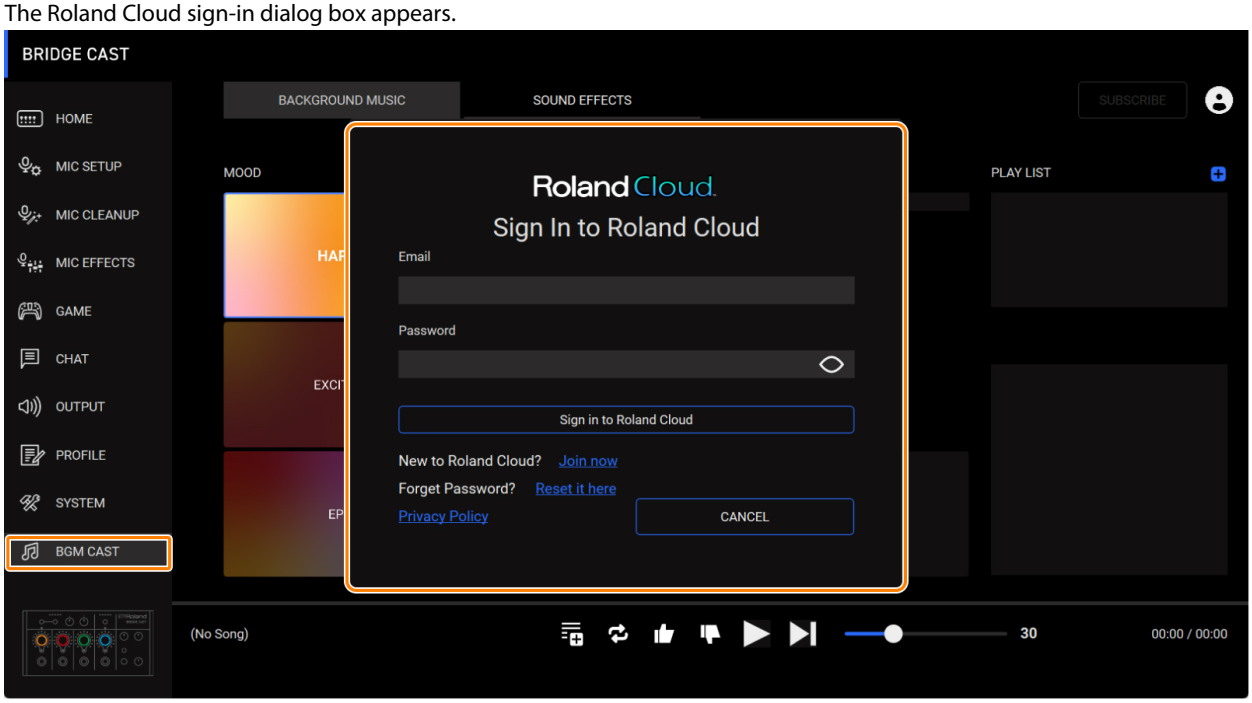
- **Signing in to Roland Cloud(P.80)**
- **Using background music(P.81)**
- **Using the Sound Effects(P.83)**
- **Configuring the Roland Cloud and Background Music Settings(P.84)**

Signing in to Roland Cloud

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

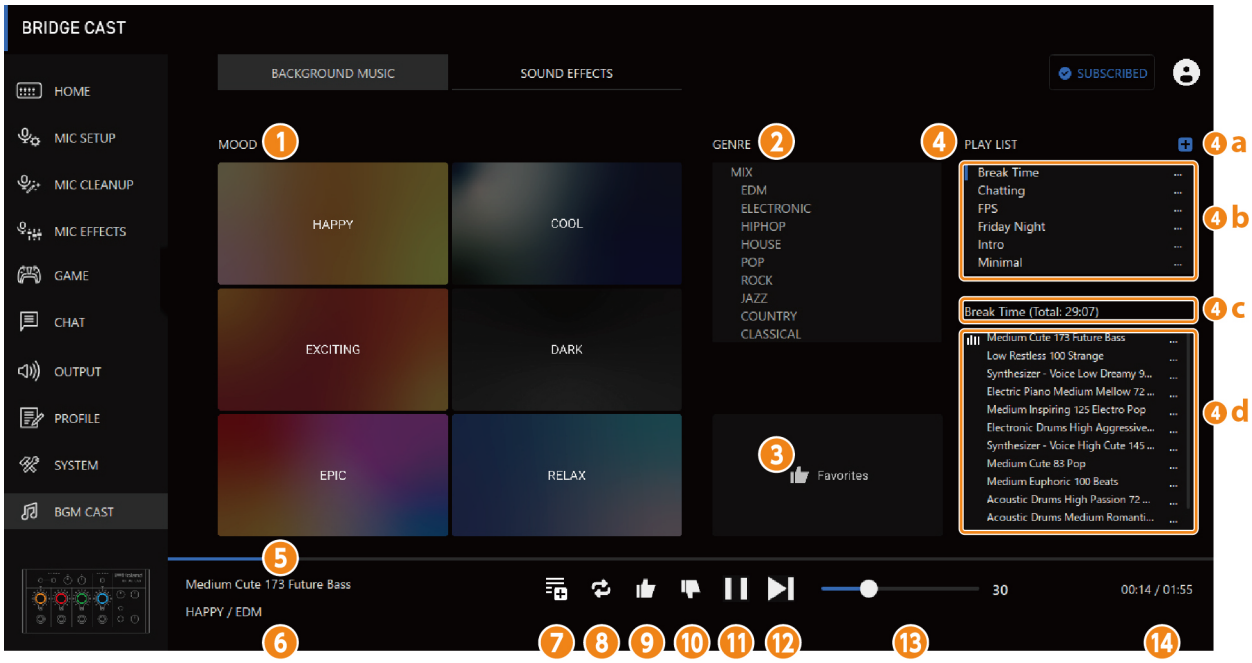
You can use the background music (songs) on the BRIDGE CAST that are available via Roland Cloud.

Many background music tracks are available. You can select just the track you want in MOOD and GENRE, according to the mood and genre 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. By assigning "MUSIC" to the CH [1]–[4] knobs, you can adjust the volume of the background music 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 regardless of mood and genre.
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	**Play**		Plays back the background music.
12	**Next song**		Plays back the next background music track.
13	**Volume**	Example: 	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 the Sound Effects

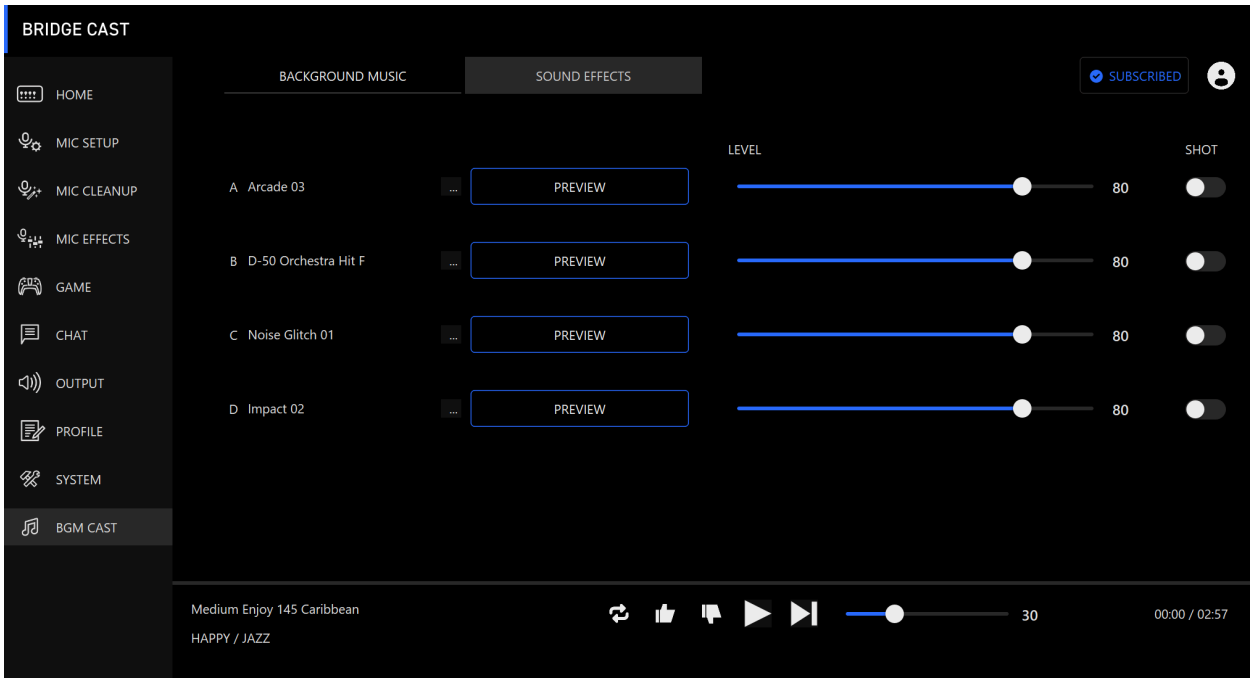
You can download the sound effects that are available via Roland Cloud into the app, to be used on the BRIDGE CAST.

By assigning the sound effects you downloaded into the app to the MUTE/ASSIGN [1]–[4] buttons on the BRIDGE CAST, 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 from Roland Cloud are input to the "SYSTEM" input source. By assigning "SYSTEM" to the CH [1]–[4] knobs, you can adjust the volume of the sound effects 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.
SHOT	Specifies how the sound effect plays back.		
		Off	Plays back the sound effect only while you're holding down the MUTE/ASSIGN [1]–[4] buttons.
		On	Plays the sound effect through to the end when you press the MUTE/ASSIGN [1]–[4] buttons.

4. Assign the sound effects to the MUTE/ASSIGN [1]–[4] buttons.

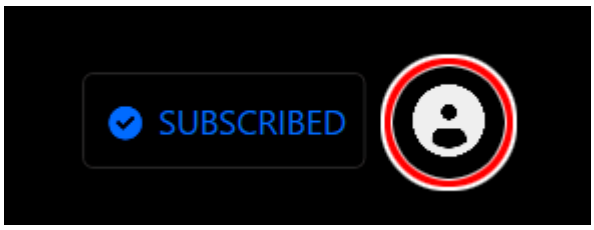
Select one of the sound effects ("SOUND EFFECTS A (BGM CAST)"–"SOUND EFFECTS D (BGM CAST)") from "MUTE/ASSIGN(P.30)".

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 button.

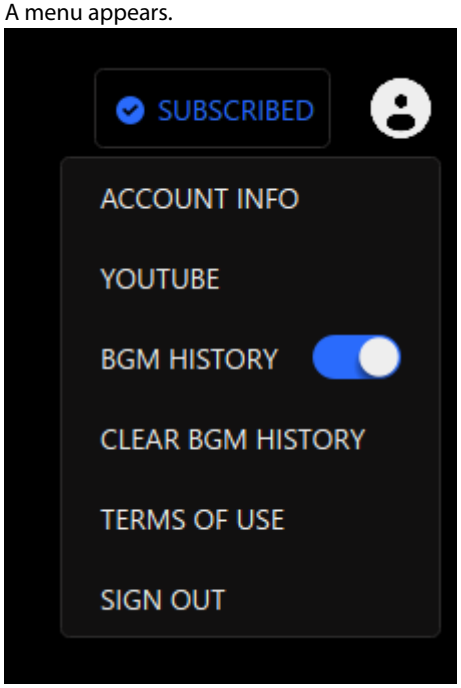
Configuring the Roland Cloud and Background Music Settings

Here's how to view your information on Roland Cloud and configure the background music playback.

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



A menu appears.



Item	Explanation
ACCOUNT INFO	Shows your Roland Cloud account information.
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	Turn this on to ensure that the upcoming background music considers all the previous background music you have played. When this is off, the upcoming background music is selected without regard to what was played before.
CLEAR BGM HISTORY	Erases your background music playback history, as well as the "Liked" and "Disliked" data for what you've played.
TERMS OF USE	Shows the Terms of Use for BGM CAST.
SIGN OUT	Signs out of your Roland Cloud account.

■ ■ ■ Appendix ■ ■ ■

Removing and Attaching the Faceplate of This Unit(P.86)
Main Specifications(P.88)
Mixer Block Diagram (PC)(P.89)
Mixer Block Diagram (CONSOLE/MOBILE)(P.90)

Removing and Attaching the Faceplate of This Unit

You can remove the faceplate of this unit when you want to customize the top panel.

NOTE

- When removing or attaching the faceplate, be careful not to cut your fingers or hands on the edges of the faceplate.
- The faceplate may warp when exposed to strong impact when removed. If this happens, you may not be able to reattach it.

What you'll need

Hex wrench (1.5 mm, commercially available)



Removing the faceplate

1. **Use a commercially available hex wrench to remove the two screws on the left side of this unit.**



2. **Remove the two screws on the right side of this unit.**



3. **Remove the faceplate.**

Attaching the faceplate

Follow the steps from above in reverse order when attaching the faceplate.

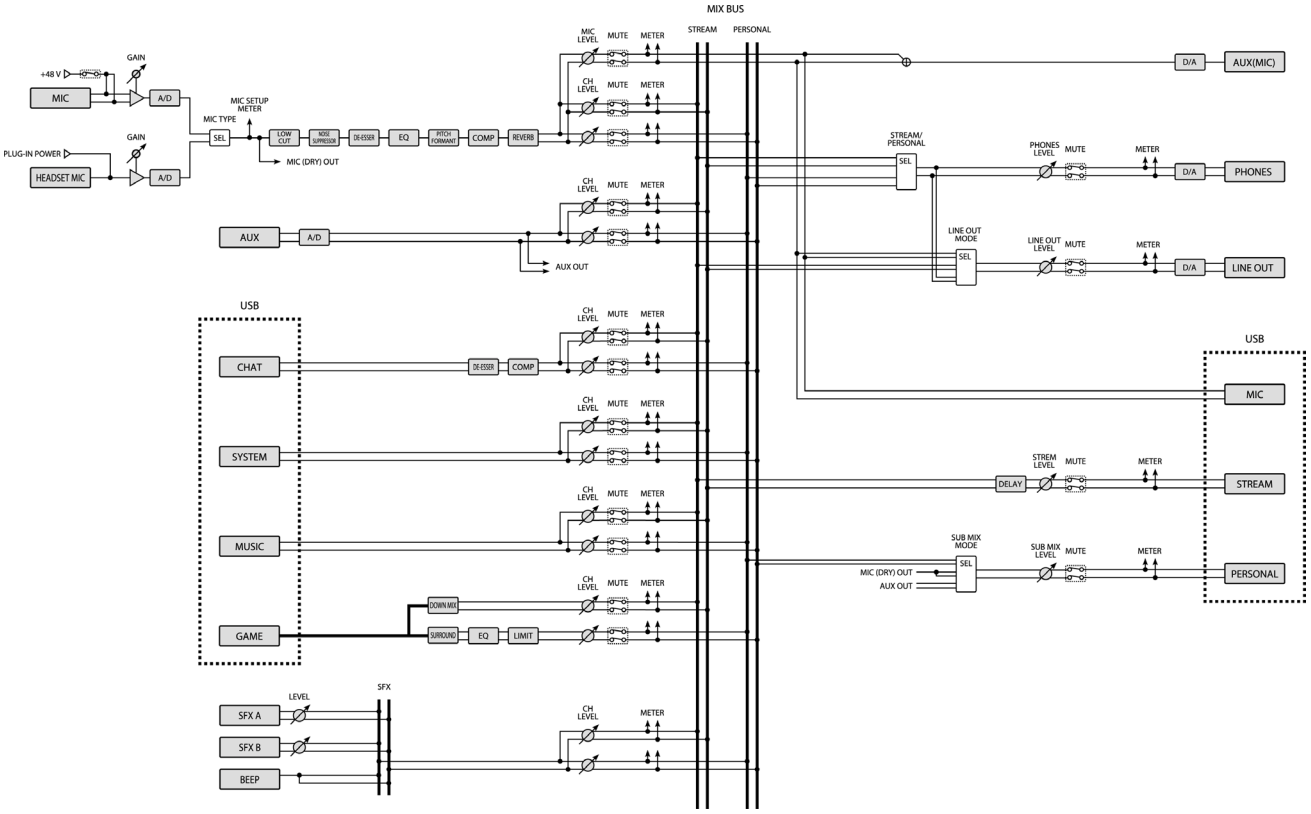
1. **Place the faceplate on top on this unit.**
2. **Make sure that all of the buttons and indicators are protruding and visible from the holes in the faceplate.**
3. **Use a commercially available hex wrench to firmly tighten the two screws on the right side of this unit, and then the two screws on the left side.**

   Don't overtightening the screws, as this may damage the screw holes.

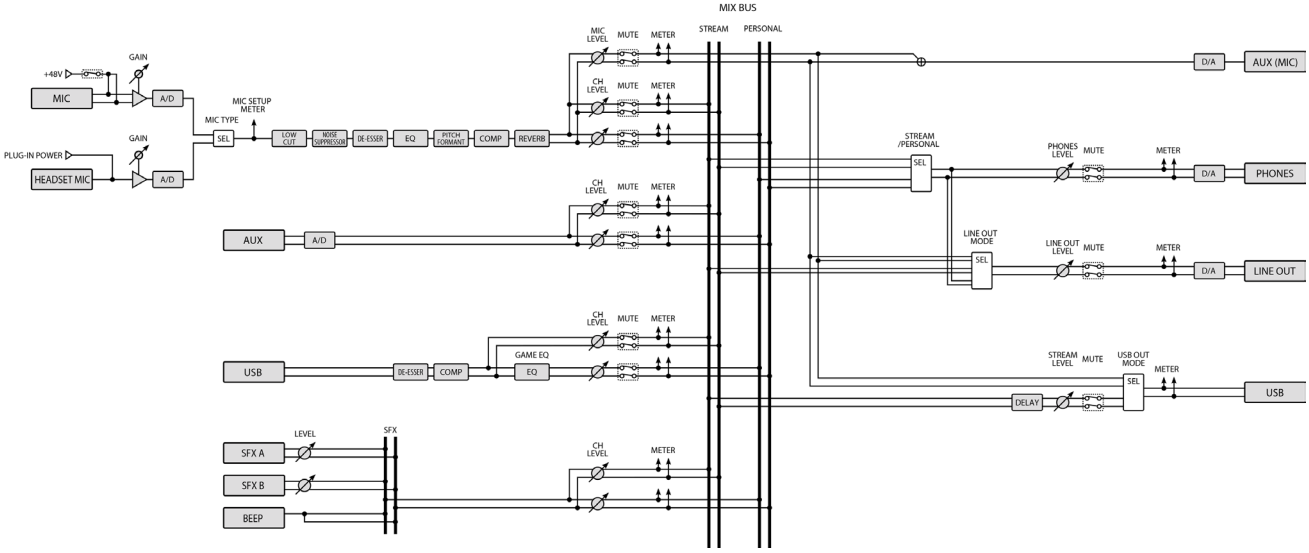
Main Specifications

Input Channel	MIC AUX CHAT (*1) GAME (*1) MUSIC (*1) SYSTEM (*1) USB (*2) (*1) When the USB port connection setting is “PC” (*2) When the USB port connection setting is “CONSOLE/MOBILE”	
Output Channel	LINE OUT PHONES MIC (*3) STREAM (*3) PERSONAL (*3) USB (*4) (*3) When the USB port connection setting is “PC” (*4) When the USB port connection setting is “CONSOLE/MOBILE”	
Connectors	MIC jack	XLR type (Phantom power DC 48 V, 6 mA Max)
	PHONES/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®
	USB DC 5V port	USB Type-C®
Audio Mixing Bus	2 (STREAM MIX, PERSONAL MIX)	
Sampling Frequency	44.1 kHz, 48 kHz, 96 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	Equalizer
	STREAM	Delay
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	-85.5–10.5 dBu (Maximum: +1.5 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)
	PHONES/HEADSET	-1 dBu (Maximum: +11 dBu)
	PHONES/HEADSET	78 mW + 78 mW (32 Ω)
	PHONES/HEADSET	35 mW + 35 mW (250 Ω)
Output Impedance	LINE OUT	1 kΩ
	PHONES/HEADSET	10 Ω
Power	USB bus power USB AC adaptor (commercially available) * Use an USB AC adaptor that can supply 5 V, 1.0 A or more.	
Current Draw	5 V DC, 900 mA	
Dimensions	222 (W) x 110 (D) x 70 (H) mm 8.7 (W) x 4.3 (D) x 2.8 (H) inches	
Weight	450 g 1 lb	
Accessories	Leaflet “Read Me First” USB Type-C® to USB Type-C® Cable (2 m, 6.5 feet) USB Type-C® to USB A Cable (2 m, 6.5 feet)	

Mixer Block Diagram (PC)



Mixer Block Diagram (CONSOLE/MOBILE)



BRIDGE CAST

Owner's Manual

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