BOSS

GX-10

Reference Manual

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

Contents

Getting ready

This chapter explains how to get ready to play with the GX-10, including connecting the devices, the instruments to use, how to make the basic settings suitable for your amp and so on.

Connecting the equipment

* To prevent malfunction and equipment failure, always turn down the volume, and turn off all the units before making any connections.

Name of jack, port or connector	Explanation
INPUT	Connect your guitar here.
OUTPUT L/MONO, R	Connect these to your guitar amp, mixer or other external audio equipment. If using a mono connection, connect only to the L/MONO jack.
PHONES	Connect your headphones here.
SEND/RETURN	Connect an external effect processor here. You can connect an external effects processor between the SEND jack and RETURN jack, and use it as one of the GX-10's effects processors. The sound that is input to SEND/RETURN within the effect chain will be output to the SEND jack. The sound that is input via the RETURN jack will be input to SEND/RETURN within the effect chain.

CTL 2,3/EXP 2	You can control various parameters by connecting an expression pedal (Roland EV-5, BOSS EV-30: sold separately) or a footswitch (FS-5U, FS-6, FS-7: sold separately).
	
	  * Use only the specified expression pedal. Connecting expression pedals made by third-party manufacturers may cause this unit to malfunction.
	
	  * For more about footswitch settings, refer to "Connecting external pedals (p. 87)".

Bluetooth® ADAPTOR	Connect the Bluetooth® Audio MIDI Dual Adaptor (part number BT-DUAL, sold separately) to wirelessly play back music from your mobile device such as a smartphone or tablet (hereafter "mobile device"), or to edit the effects using an app on your mobile device. Use the volume control on your audio player to adjust the volume of signal output received from the OUTPUT L/MONO, R jacks and PHONES jack. ➡ "Wireless connection with a mobile device (p. 50)"
⊷ (USB COMPUTER)	Use a USB cable to connect to a computer, for exchanging audio/MIDI data between the GX-10 and the computer. You can use the GX-10 dedicated editor for editing and otherwise managing sounds. * Do not use a USB cable that is designed only for charging. Charge-only cables cannot transmit data.

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Name of jack, port or connector	Explanation
DC IN	Connect the included AC adaptor here.
Ground terminal	Connect this to an external earth or ground. This should be connected when necessary.

Turning the power on/off

Turning the power on

* 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 instrument on/off. This is normal and does not indicate a malfunction.

1 **Turn down the volume of the connected device.**

2 **Connect your equipment to the OUTPUT jack(s).**

3 **Connect the guitar to the INPUT jack.**

4 **Press the [POWER] button to turn on the power of the GX-10.**

When you turn the unit on, the following screen appears.

If the Auto Off function is set to "OFF", this screen doesn't appear.

To change the Auto Off function settings, touch <SETUP>. For details, refer to "Making the power automatically turn off after a time (AUTO OFF) (p. 5)".

5 **To configure this later, touch <EXIT>.**

6 **Turn on your amp.**

NOTE

- Touch operations do not work correctly if your fingers or other objects are touching the screen while you turn on the power. Don't touch the screen with your fingers or any other objects while you turn on the power.

- Do not press hard on the screen with your fingers or palms. It may cause malfunction.

Turning the power off

To turn the power off, reverse the order.

3. Connect your guitar

2. Connect your audio equipment

4. Turn the power on

1. Turn down the volume

5. Turn on the amp
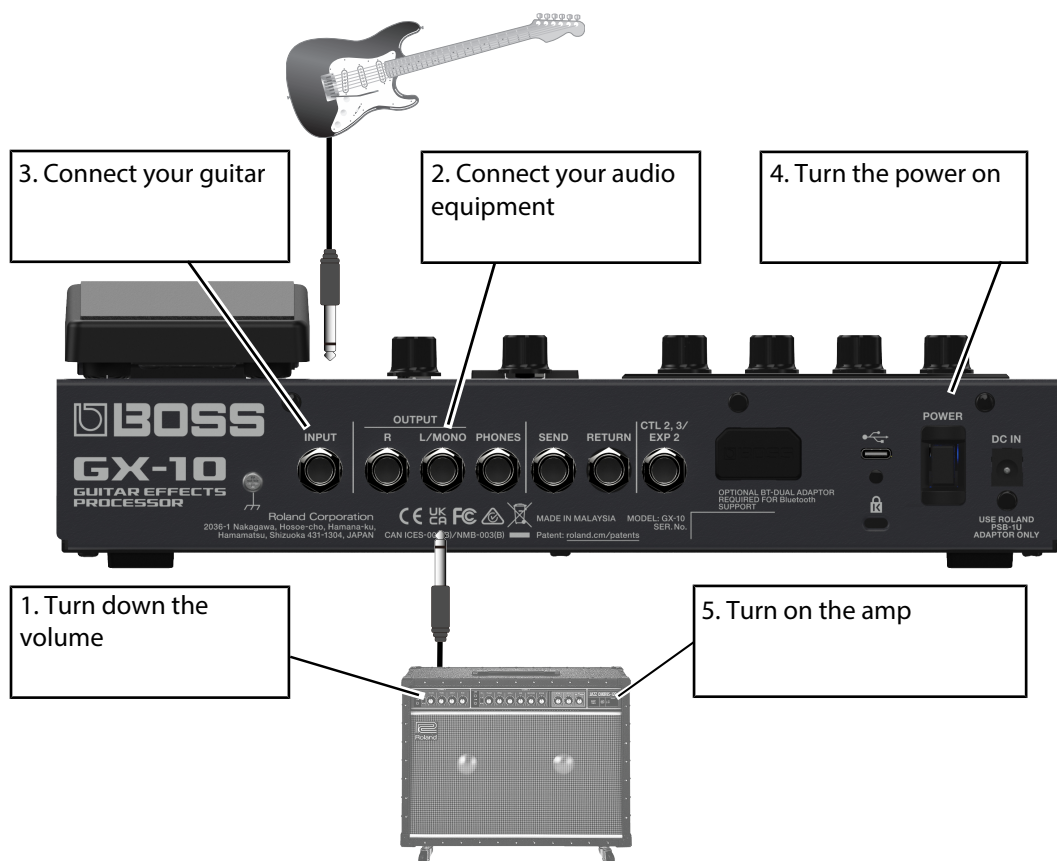
Making the power automatically turn off after a time (AUTO OFF)

The power to this unit turns off automatically to save energy after a certain amount of time (20 minutes by default) has passed since it was last used or since its buttons or controls were operated.

- If the power automatically turns off, any unsaved data is lost. Before turning the power off, save the data that you want to keep.

- If you don't want the unit to turn off automatically, turn this setting off. Note that when the setting is turned off, the unit may consume more power.

- You can simply turn the power back on after it has turned off automatically.

1 **Press the [MENU] button.**
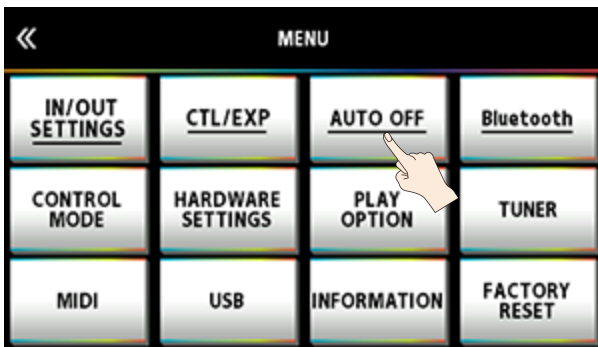
2 **Touch <AUTO OFF>.**

3 **Touch the screen to set the Auto Off function.**

Value	Explanation
OFF	The power does not turn off automatically.

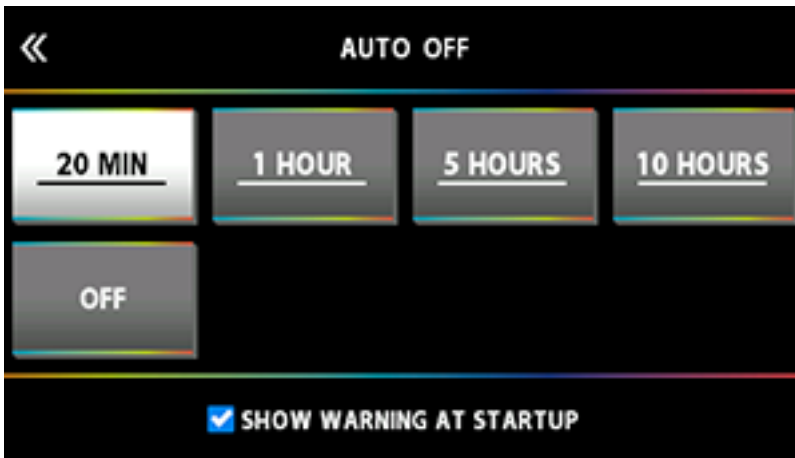| Value	Explanation
20 MIN (factory setting)	The power turns off automatically after you have not played your instrument or operated the unit for a certain amount of time (20 min., 1 hr., 5 hr., 10 hr.).
1 HOUR	
5 HOURS	
10 HOURS	

A confirmation message appears if you select a value besides "20 MIN". Touch <OK>.

One of the following screens is shown.

4 **Press <EXIT> a number of times to return to the play screen.**

MEMO

If you set Auto Off to "20 MIN", "1 HOUR", "5 HOURS" or "10 HOURS", the time remaining (in minutes) before the unit turns off is shown from five minutes prior to shutdown. A countdown begins at the one-minute mark, as shown onscreen. The screen returns to the previous state once you operate the unit or play your instrument.

Configuring the input to match the instrument you connect
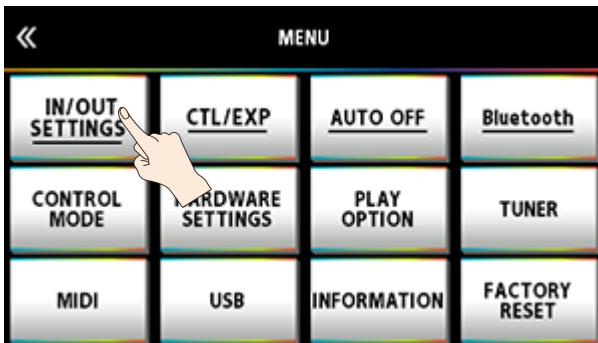
This shows you how to set the type of instrument to connect (guitar/bass), and how to adjust the input level to match the output level of your instrument.

1 **Press the [MENU] button.**

2 **Touch <IN/OUT SETTINGS> on the screen (or press the [1] knob).**

3 **Touch <INPUT SETTINGS> on the screen (or press the [1] knob).**
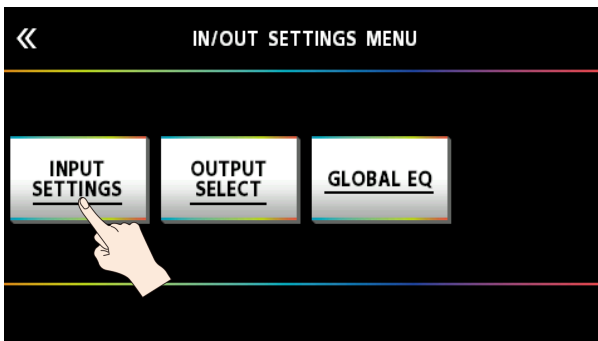
4 **Turn the [3] knob to select "GUITAR" or "BASS".**
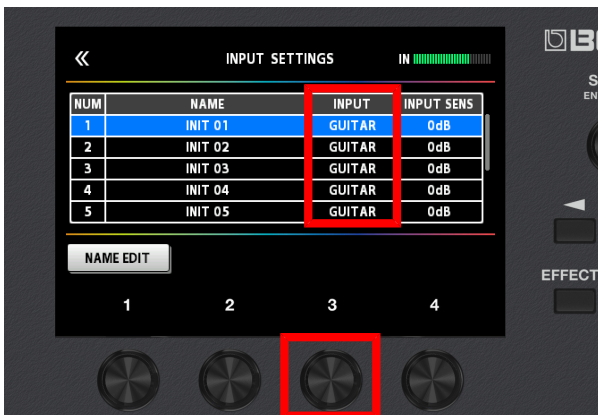
5 **Turn the [4] knob while watching the level meter at the top right-hand part of the screen to adjust the input level.**

Adjust the input levels so that the yellow peak indicator lights momentarily when a guitar is strummed strongly.
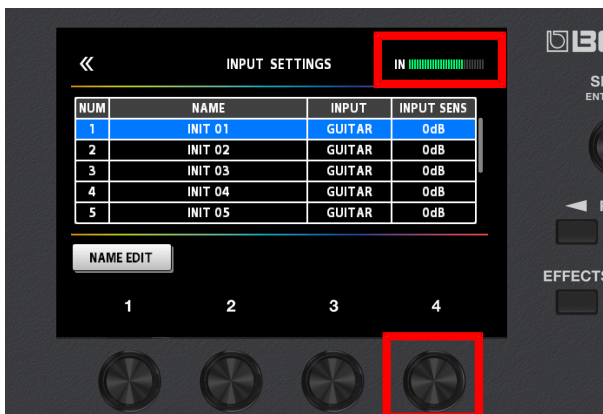
6 **To configure INPUT SETTINGS: 2–10, use the [1] knob to select the setting, and repeat steps 4–5.**

The blue-colored setting that's selected using the [SELECT] knob is the setting that's currently used (SYSTEM).
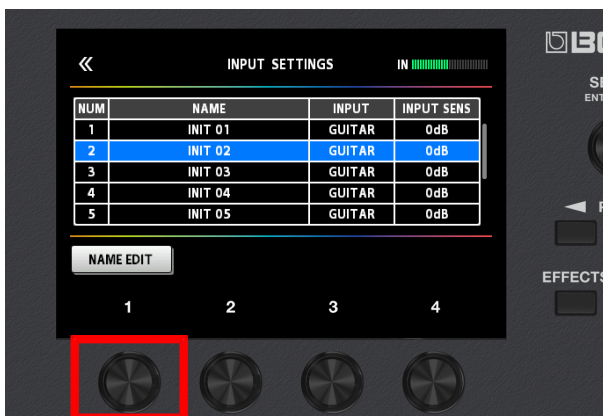
> **MEMO**
>
> • You can select INPUT SETTINGS for each memory. Select 1–10 or SYSTEM in the INPUT SETTING of MASTER for the last component in the effect chain.

• You can name and save INPUT SETTINGS: 1–10. For details on the settings, refer to "Naming INPUT SETTINGS: 1–10 (p. 10)".

Naming INPUT SETTINGS: 1–10

1 **Touch <NAME EDIT> on the screen.**
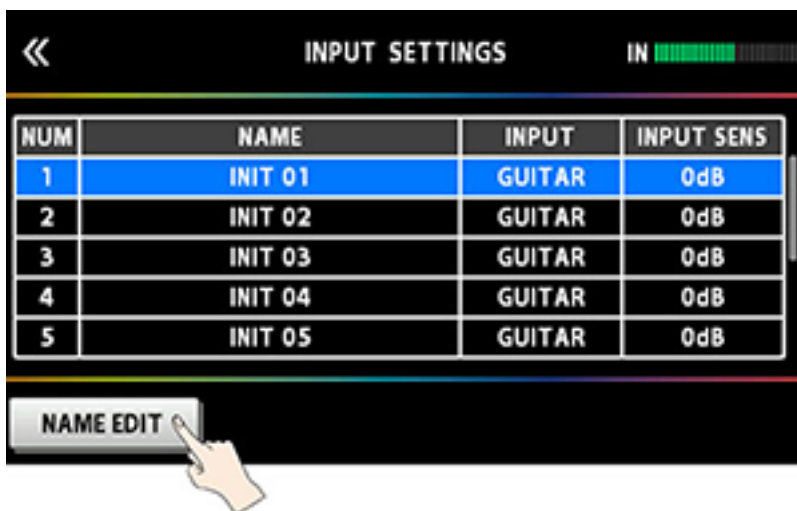
2 Use the PAGE [◄] [►] buttons to move the cursor and use the [SELECT] knob to change the character.

Operation	Function
Turn the [2] knob	Selects the type of characters
Turn the [3] knob	Switches uppercase/lowercase
Press the [3] knob	Deletes one character (delete)
Press the [4] knob	Inserts one space (insert)
Turn the [SELECT] knob	Changes the character
Press the PAGE [◄][►] button.	Moves the cursor
Touch <DELETE ALL>	Deletes all characters

3 Touch <EXEC: [WRITE]>.

MEMO

You can also write the name by pressing the [WRITE] button.
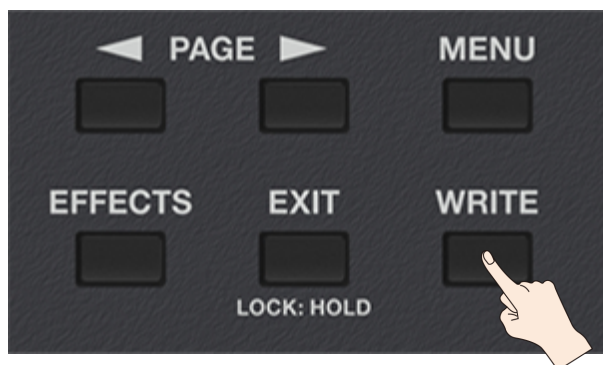
Specify the type of amplifier you have connected

1 **Press the [MENU] button.**

2 **Touch <IN/OUT SETTINGS> on the screen (or press the [1] knob).**
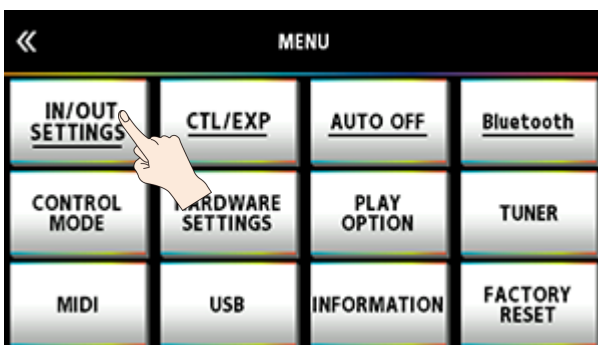
3 **Touch <OUTPUT SELECT> on the screen (or press the [2] knob).**
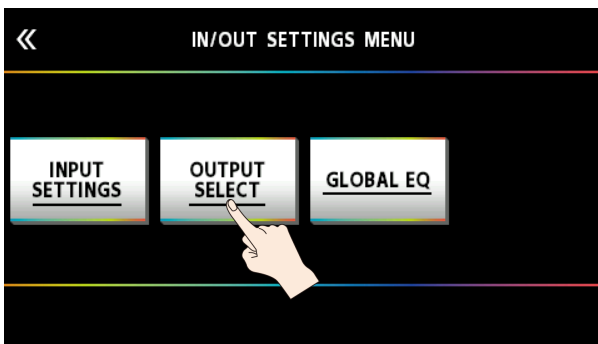
4 **Turn the [4] knob or [SELECT] knob to select the item that you want to set.**

* For details on the amp types, refer to the "GX-10 Parameter Guide" (BOSS website).

MEMO

In order to take full advantage of the GX-10's capabilities, we recommend that you connect to an input that is not affected by a preamp; for example, you should connect to a RETURN jack rather than to a guitar input jack which is affected by the preamp of your guitar amp.

Adjusting the volume

Use [OUTPUT LEVEL] knob to adjust the overall volume of this unit.

The output level is shown in the top right-hand part of the screen.

Using the tuner

The GX-10 is equipped with a conventional monophonic tuner which lets you tune your instrument one string at a time, and a polyphonic tuner which lets you play and tune all of your open strings simultaneously.

1 **Press the [▼] and [▲] switches at the same time.**

The tuner screen appears.

MEMO

- You can also start the tuner from the play screen by pressing the PAGE [◄] button.
  ➡ "About the play screen (p. 24)"

- With the factory settings, you can move the expression pedal to minimum setting to start the tuner. See "Footswitch and expression pedal settings (p. 53)" for how to assign a different function.

Switching the tuner display

You can turn the [SELECT] knob to switch the tuner display.

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Monophonic (normal)/polyphonic display
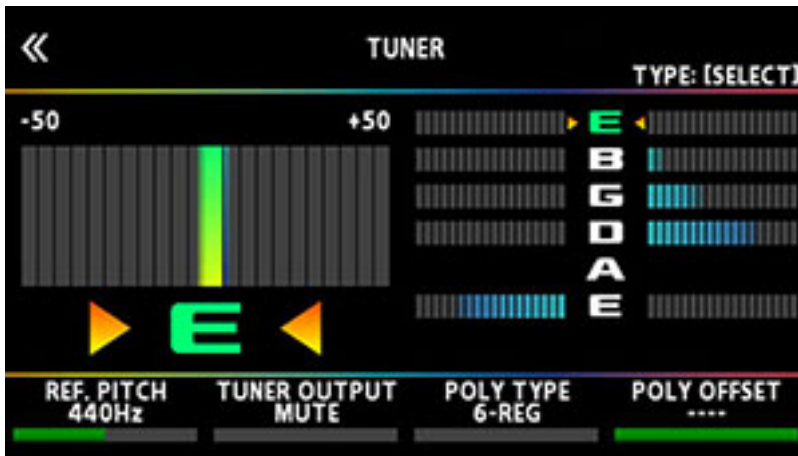
Monophonic (streaming)/polyphonic display
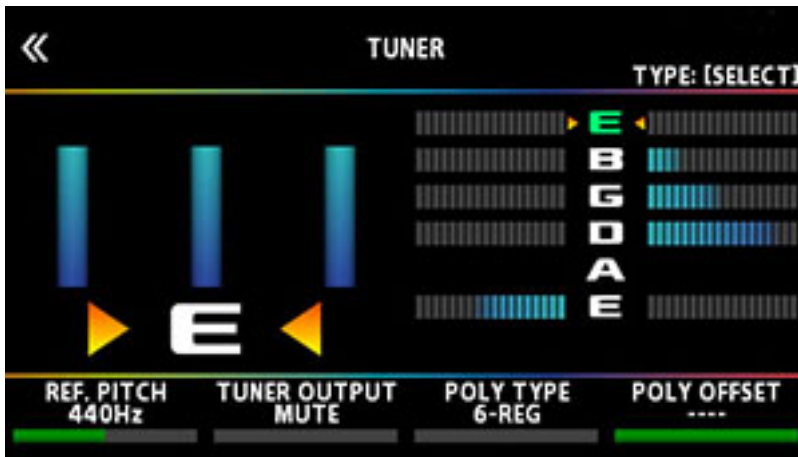
Monophonic (normal) display
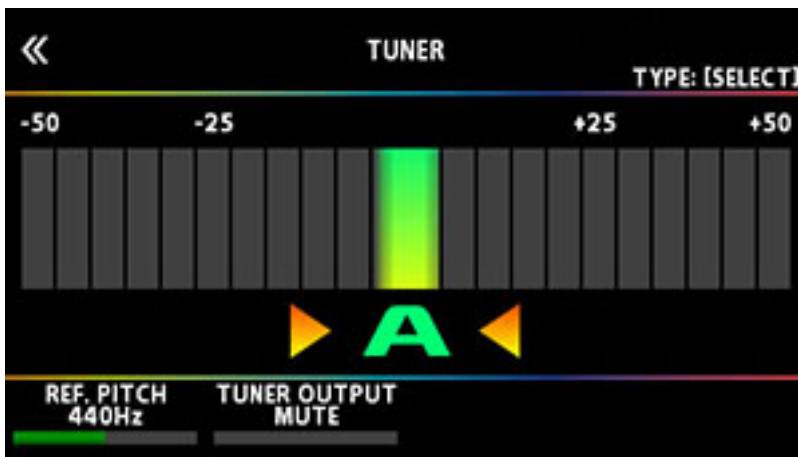
Monophonic (streaming) display
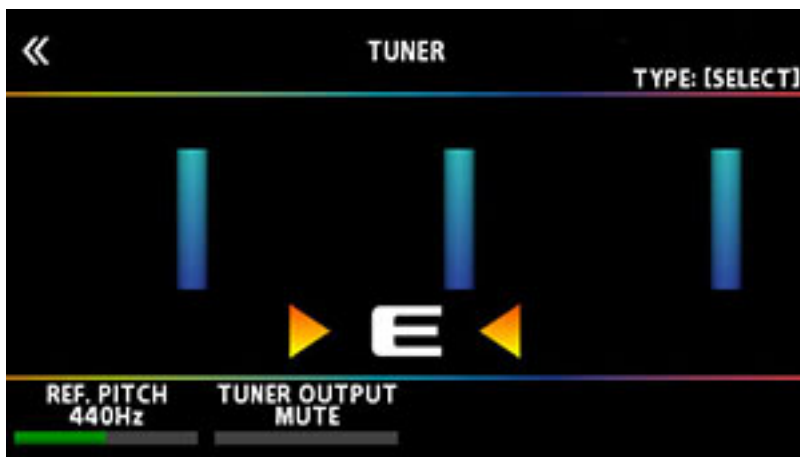
Polyphonic display
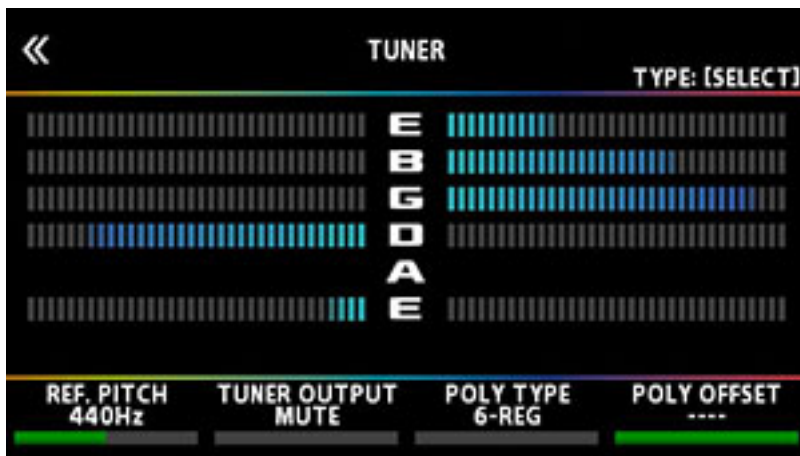
True Temperament (normal) display*
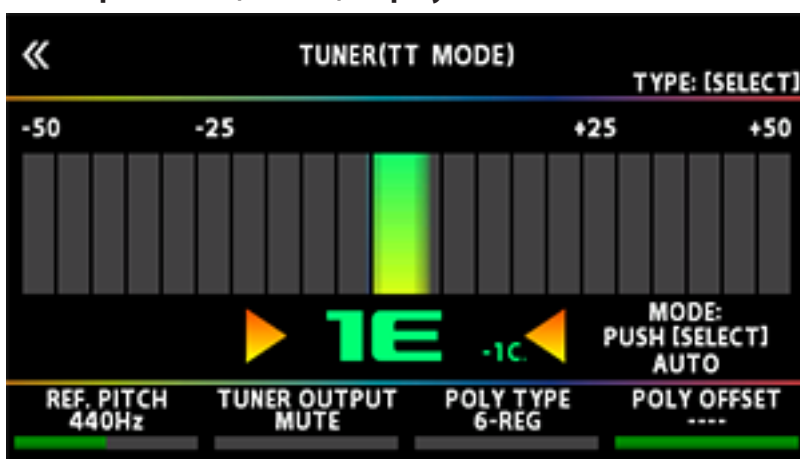
True Temperament (streaming) display*
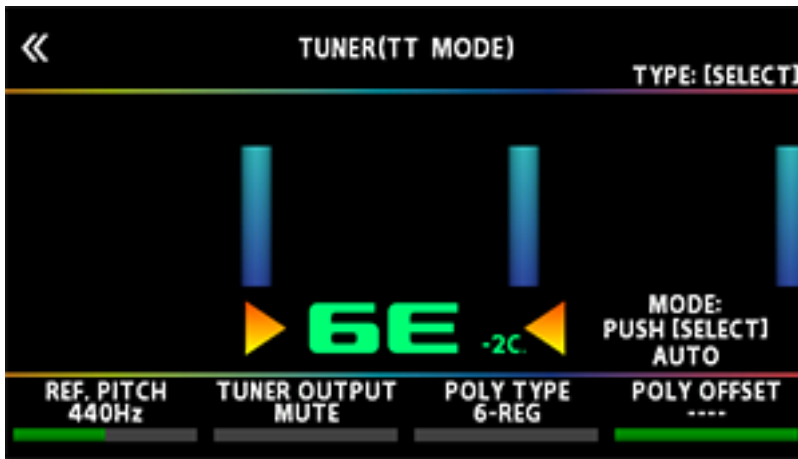
 * This is a tuning mode for guitars that use True Temperament.

Tuner settings

To make tuner settings, use the [1]–[4] knobs located below the display.

Knob	Parameter	Value	Explanation
[1]	REF. PITCH	435–445 Hz (default: 440 Hz)	Specifies the reference pitch.
[2]	TUNER OUTPUT	MUTE	Sound will not be output while tuning.
		BYPASS	While tuning, the sound of the guitar being input to the GX-10 will be output without change. All effects will be off.
		THRU	Allows you to tune while hearing the current effect sound. * Only for monophonic tuner.
[3]	POLY TYPE	6-REG, 6-DROP D, 7-REG, 7-DROP A, 4-B REG, 5-B REG	Selects the type of tuning for the polyphonic tuner.
[4]	POLY OFFSET	-5–-1, ----	Adjusts the reference pitch of the polyphonic tuner in semitone units relative to standard tuning.

Playing

This section explains the basic operations when you are playing, including how to select the preset and user memories stored in the GX-10, how to switch the individual effects on/off, the screens that are displayed and so on.

Selecting a memory

A combination of effects and their settings is called a "memory".

A group of three memories is called a "bank".

Memory type	Explanation
User memory (U01-1–U66-3)	These can be overwritten.
Preset memory (P01-1–P33-3)	These cannot be overwritten. However, you can write a Preset memory into the User memory, modify the settings to your needs and store your modified version in the User memory.

Selecting a memory using the touch panel

You can swipe the memory number horizontally or vertically to switch between memories on the play screen that appears when the power is turned on.
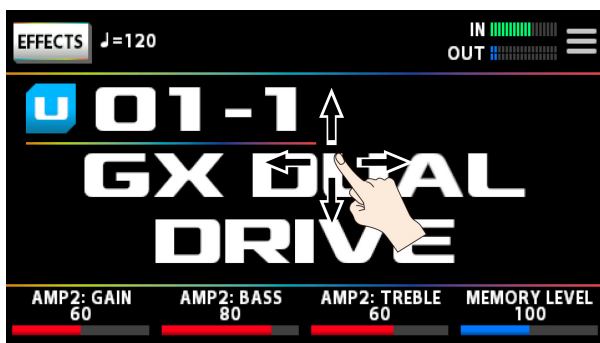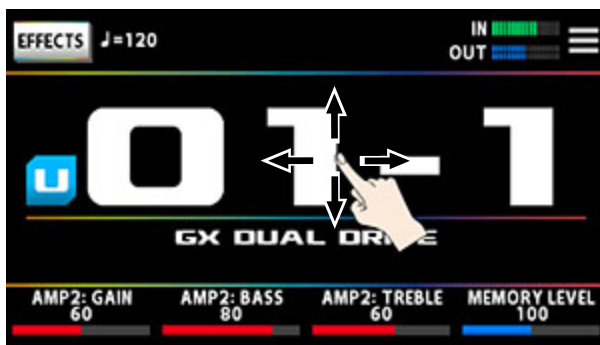
On other play screens, you can switch between memories by horizontally swiping the memory number and memory name at the top of the screen.

Selecting the control mode

The control mode lets you choose how to operate the memories and effects.

The GX-10 features three control modes.

See the page for the control modes to learn more about how each control mode works.

Control mode	Explanation
UP/DOWN (up/down mode) (p. 18)	In this mode, the memories switch in sequential order. * This is the factory setting.
BANK NUM (bank/number mode) (p. 19)	This mode switches between memories 1–3 for each bank. In this mode, press the [▼] and [▲] switch or the [▲] and [C1] switch at the same time to switch between banks.
MANUAL (manual mode) (p. 21)	This mode is for operating the functions assigned to each switch.

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① **Press the [MENU] button.**

② **Touch <CONTROL MODE> on the screen.**
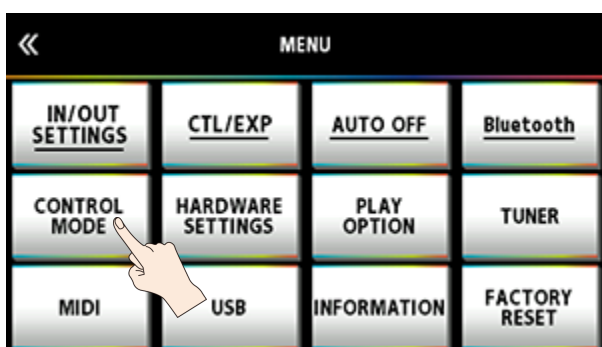
③ **Touch the icons on the screen to select the control mode.**
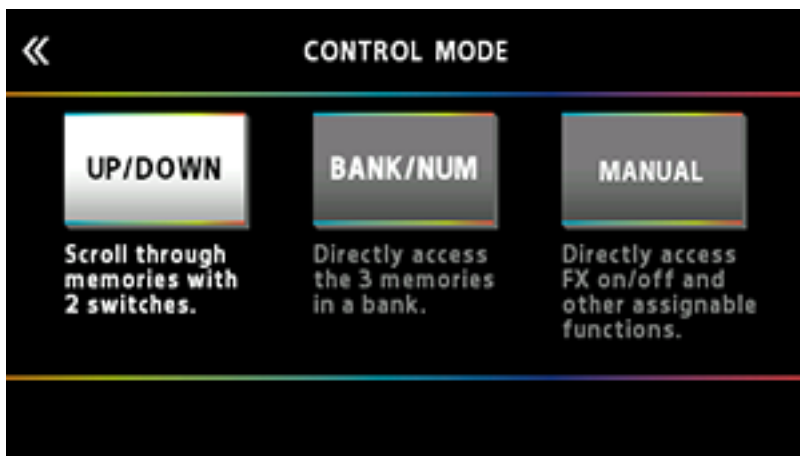
UP/DOWN (up/down mode)

In this mode, the memories switch in sequential order.

  * This is the factory setting.

[▼] switch	[▲] switch	[C1] switch
Switches to the previous memory.	Switches to the next memory.	Operates the assigned function.

MEMO

* You can also change memories by turning [SELECT] knob below the display.
* The control mode display lets you switch between memories by touching either DOWN or UP.
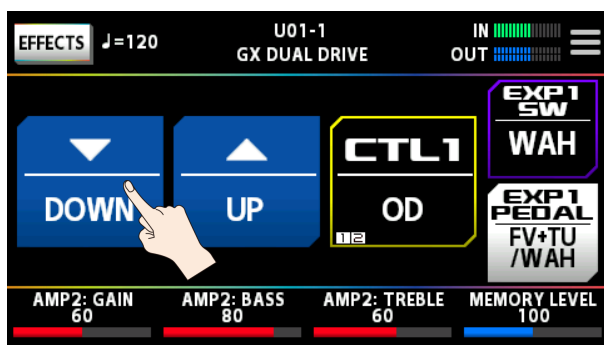
BANK NUM (bank/number mode)

Use this mode to switch between the three memories stored in this unit.

This lets you switch between banks and recall specific memories.

Bank down (decrement)

Bank up (increment)

Long-press to fast-forward through the memories.

[▼] switch	[▲] switch	[C1] switch
Switches to the first memory in the same bank.	Switches to the second memory in the same bank.	Switches to the third memory in the same bank.

Switching between banks and memories

This shows how to switch from 01-1 to 02-3.

1 **In bank/number mode, press the [▲] and [C1] switches at the same time.**

The next bank (02) and memories (1–3) are shown in a popup window, as shown below.
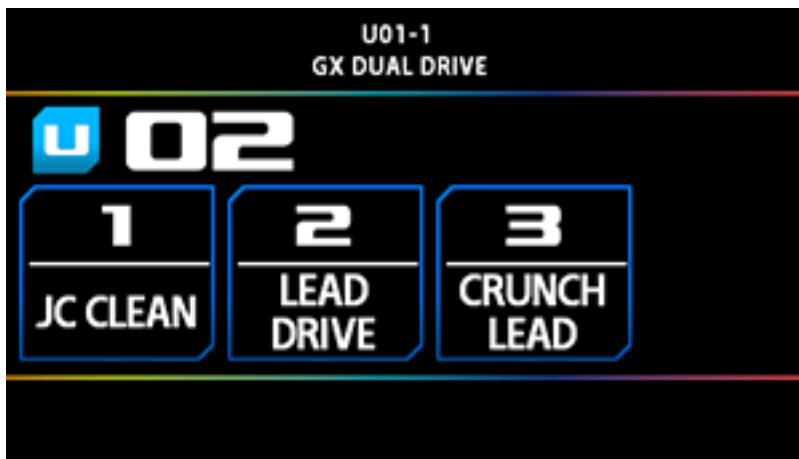
2 **Press the [C1] switch, which corresponds to memory number 3.**

This switches to bank number 02 and memory number 3.
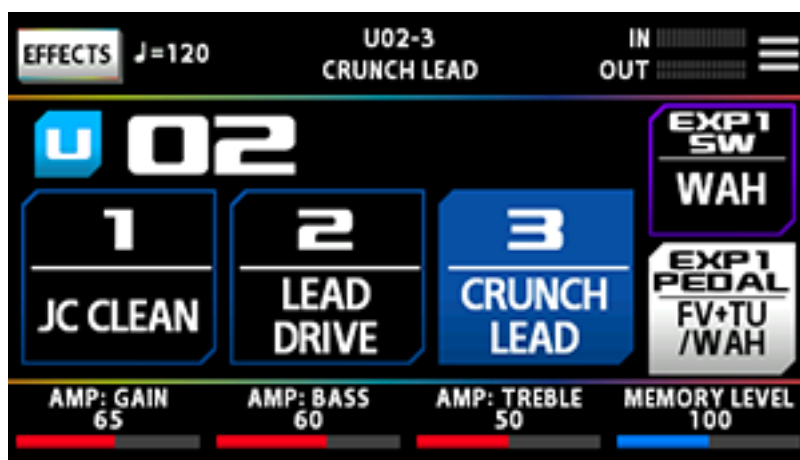
MEMO

- Use the PLAY OPTION setting to set whether the memory should change instantly when you switch to a different bank, or after you actually select the memory.

- You can only use the current number function in BANK/NUM mode. For detail on the PLAY OPTION and current number function, refer to the "GX-10 Parameter Guide" (BOSS website).

- You can also change memories by turning [SELECT] knob below the display.

- Touch the memories onscreen to switch between them.
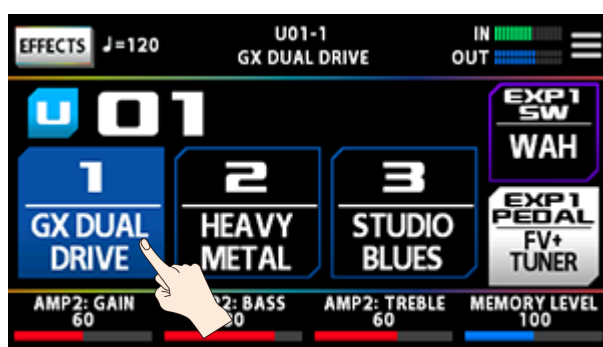
MANUAL (manual mode)

This mode is for operating the functions assigned to each switch. The setting can be changed for each memory and for the system.

[▼] switch	[▲] switch	[C1] switch
Operates the assigned function.	Operates the assigned function.	Operates the assigned function.

You can use the method shown below to switch to manual mode, aside from accessing the mode from the MENU screen shown in "Selecting the control mode (p. 17)".

1. **In up/down mode, press the [▲] and [C1] switches at the same time.**

   * To operate this from an external pedal, assign a function as shown in "Assigning a function (p. 53)".

Assigning the switches in manual mode

In manual mode, the functions that are assigned to [▼][▲][C1] switches can be changed as follows.

1. **Press the [MENU] button.**
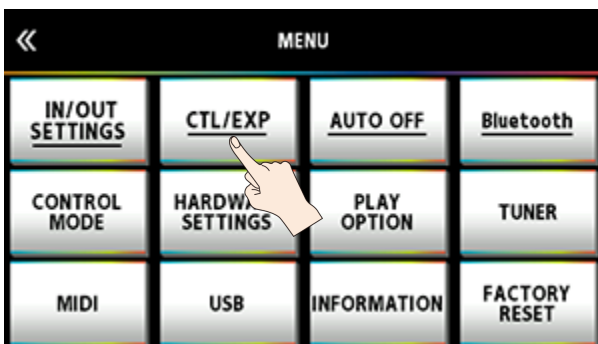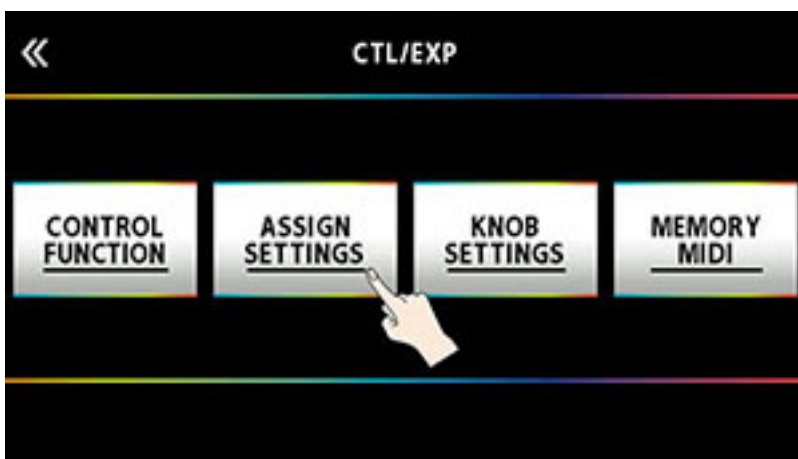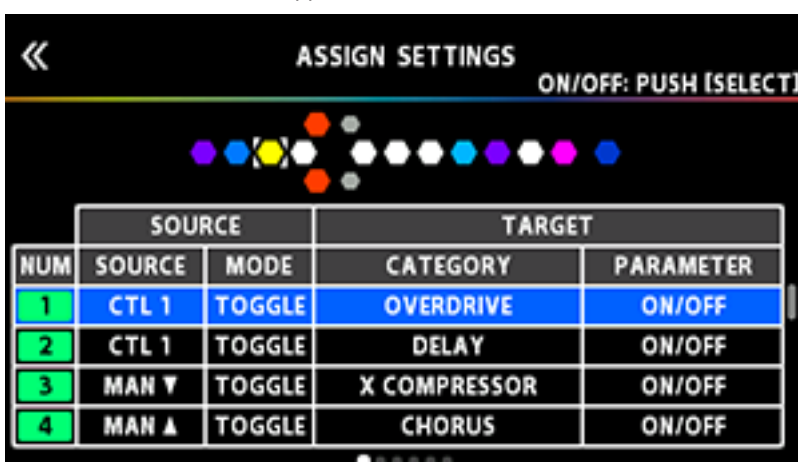
2. **Touch <CTL/EXP>.**

3 **Touch <ASSIGN SETTINGS>.**

The ASSIGN SETTINGS screen appears.

4 **Turn the [SELECT] knob to select ASSIGN NUMBER (NUM).**

Turning the knob will move the selected item vertically.
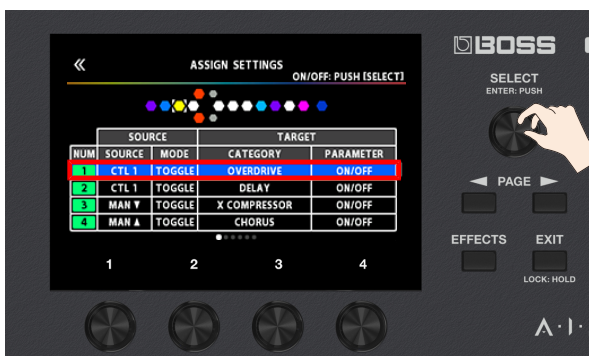
5 **Use the [1]–[4] knobs to select parameters or edit the values.**

Knob	Setting	Explanation
[1]	SOURCE	Selects the switch to which the function is assigned in manual mode.
[2]	MODE	Selects the operation mode for the footswitch you selected using the [1] knob.
		TOGGLE: Toggles the setting on/off each time you press the footswitch.
		MOMENT: The setting is normally off, but turns on whenever the footswitch is operated.
[3]	CATEGORY	Selects the effect to control from a footswitch.

Knob	Setting	Explanation
[4]	PARAMETER	Select the parameter for the effect you selected using the [3] knob that you want to control with the footswitch.

Each ASSIGN NUMBER (NUM) for the settings assigned to each of the switches is shown on the control mode screen.
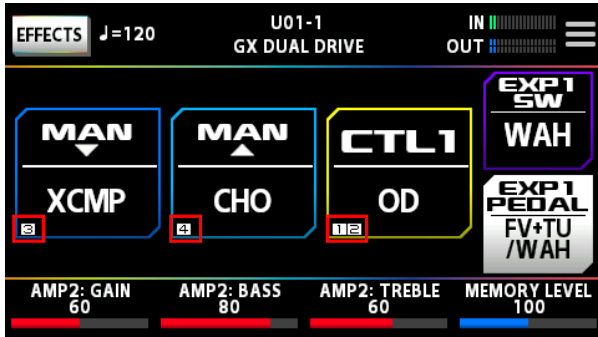
On the ASSIGN SETTINGS screen, you can assign various functions aside from the footswitch functions used in manual mode. For details, refer to .

About the play screen

The screen that appears after you turn on the power is called the "Play screen".

You can press the PAGE [◀] [▶] buttons to switch between display modes on the play screen (tuner ↔ memory number display mode ↔ memory name display mode ↔ control mode ↔ chain mode).

Memory number display mode (the factory-set display mode)
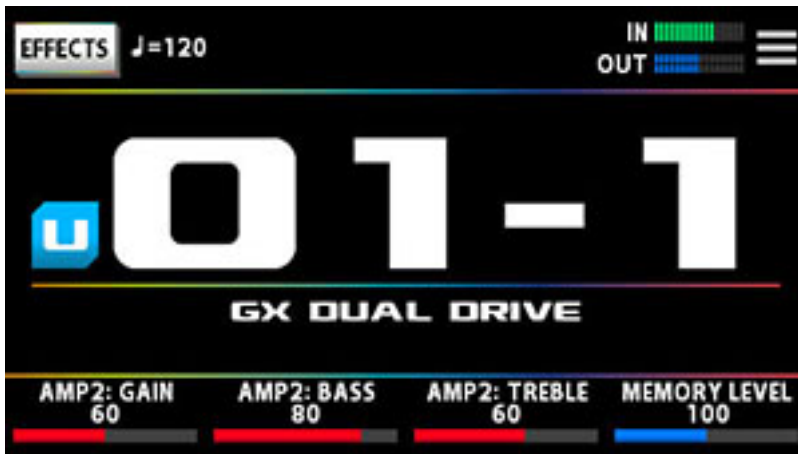
Memory name display mode

Control mode

You can touch the screen to switch between memories and operate the assigned functions, in the same way as when you use the footswitches on the top panel.
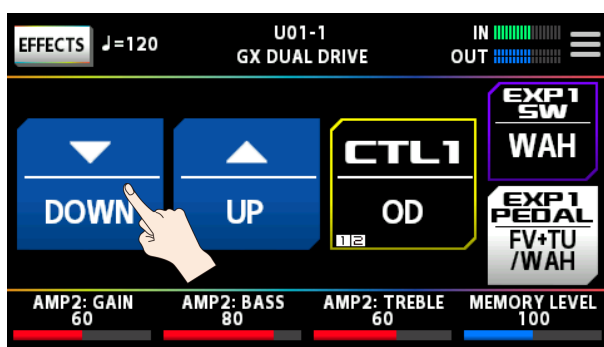
MEMO
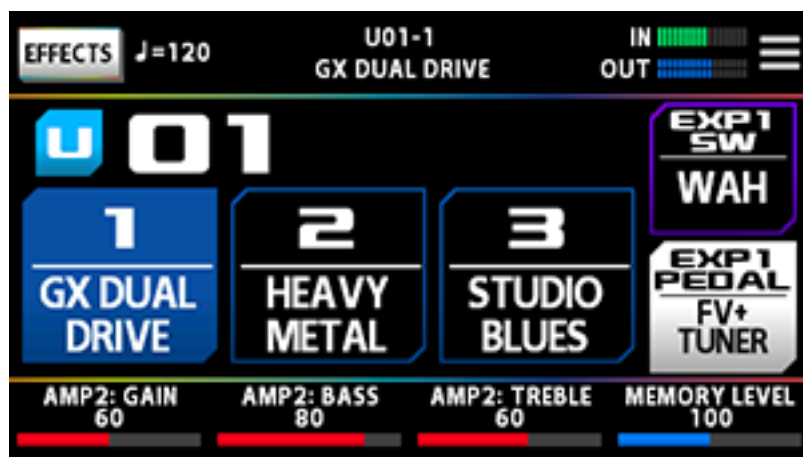
Chain mode

Shows how the effects are arranged together for the selected memory.
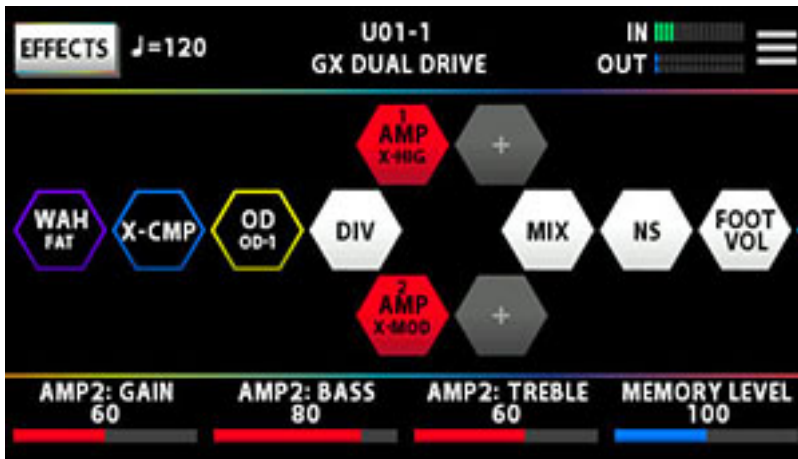
* You can't edit the effects chain using touch operations on the play screen when in chain mode. Touch the <EFFECTS> icon at upper left, or press the [EFFECTS] button to enter edit mode. For details, refer to "Basic procedure for effect editing (p. 29)".

Tuner mode

From memory number display mode, press the [◀] button to view this mode.
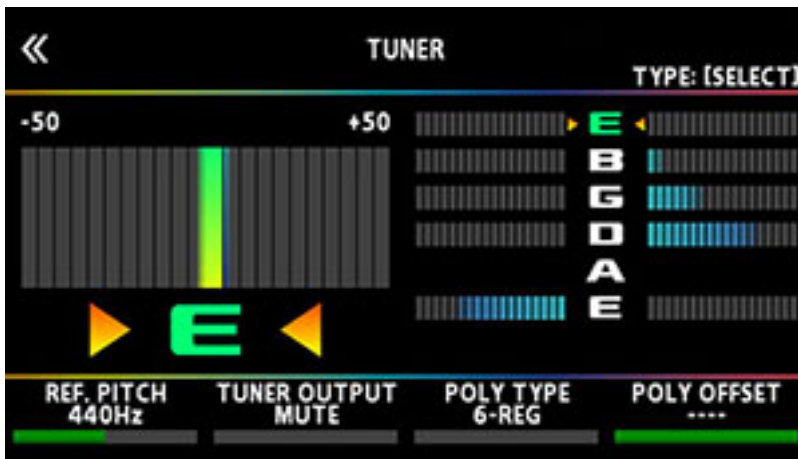
MEMO

Drag the respective parameters in the lower part of the screen to the left or right to change their values. You can also use the [1]–[4] knobs below the screen to change the values.

Assigning favorite parameters to [1]–[4] knobs

Here's how to assign the parameters that are controlled by the [1]–[4] knobs when the play screen is shown.

1 **Press the [MENU] button.**
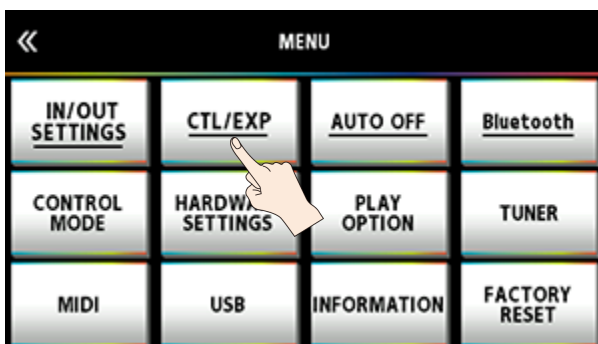
2 **Touch <CTL/EXP>.**

3 **Touch <KNOB SETTINGS>.**
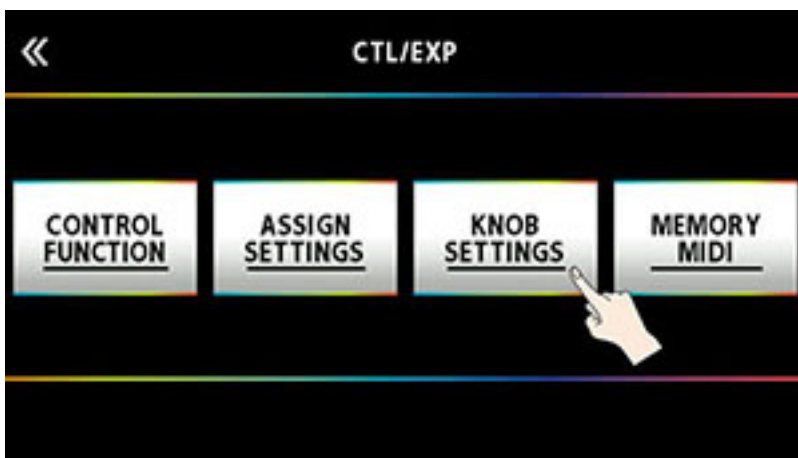
4 **Turn the [SELECT] knob to select the knob you want to set.**

Turning the knob will move the selected item vertically.
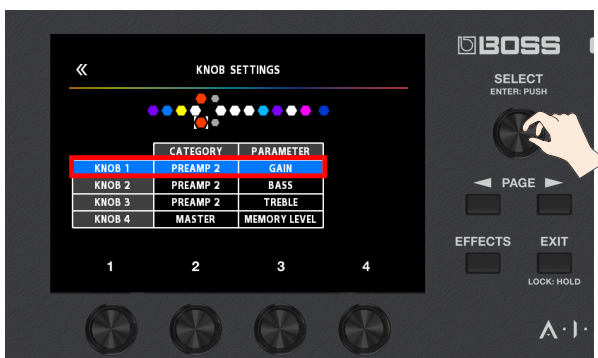
5 **Use the [2] and [3] knobs to edit the settings of the selection parameters (CATEGORY, TARGET) for each knob.**

For the parameters to set, refer to "TARGET list (p. 62)".

Editing: Effects

This section explains how to arrange the effects, how to edit individual effects, how to store them in memory after editing and so on.

Basic procedure for effect editing

Effect chain screen

The effect chain screen shows all of the effects used by the selected memory, as well as the output, send/return arrangement (effect chain) and so on. You can edit by selecting the icon of the effect that you want to edit from the effect chain.

1 Touch <EFFECTS> in the upper left of the screen.

The effect chain screen is shown.
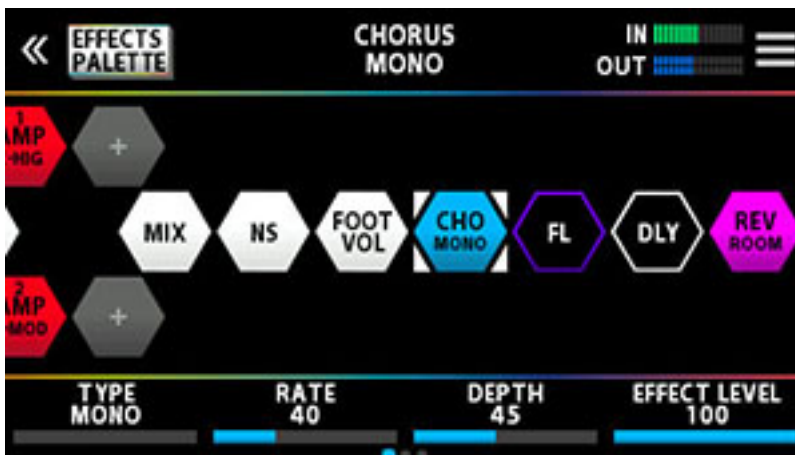
2 Touch the icon of the effect you want to edit.

The effect toggles on/off each time you touch the icon.

On   Off

MEMO

You can also bring up the effect chain screen by pressing the [EFFECTS] button.

3 **Drag the respective parameters at the bottom of the screen to the left or right to change their values.**

Use the PAGE [◀] [▶] buttons to switch between the parameters that you want to edit. The current page is indicated in the lower center of the screen.
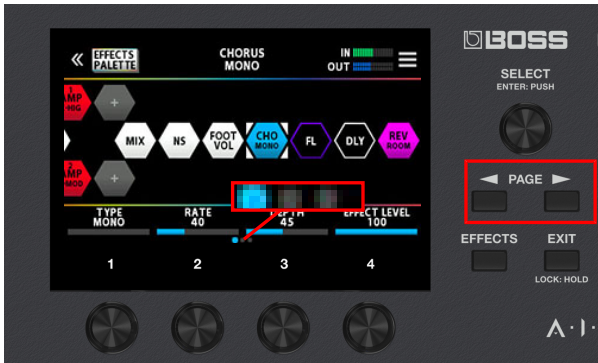
* The number of parameters and pages differs depending on the effect.

MEMO

You can also use the [1]–[4] knobs to change the values that are shown at the bottom of the screen. To change a value in larger steps, turn a knob while pressing it.

Edit screen

Displays all parameters that you can edit for each effect.

1 **Touch the icon of the effect you want to edit in the effect chain, shown in the center of the screen.**

2 **Touch <≡> at the top right-hand part of the screen.**

3 **Touch <KNOB VIEW> (or press the [4] knob).**
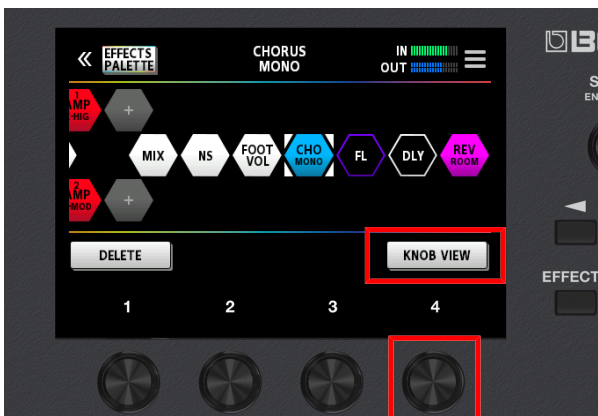
The edit screen (KNOB VIEW) appears.

MEMO

You can also display the edit screen (KNOB VIEW) by touching the icon of the effect you want to edit in step 1, and then long-pressing the [SELECT] button.

4 **Drag the parameter icons up and down to change their values.**
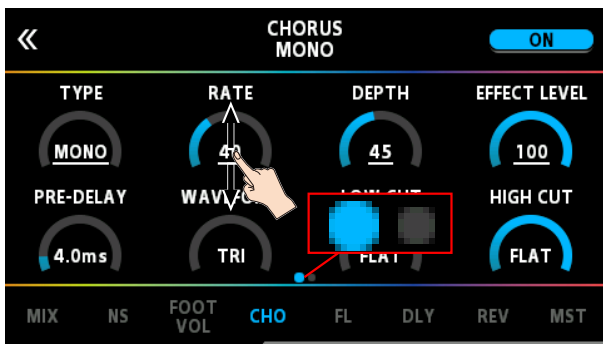
Use the PAGE [◄] [►] buttons to switch between the parameters that you want to edit. The current page is indicated in the lower center of the screen.

MEMO

Touch an effect name at the bottom of the screen to edit that effect.

Effect placement

By moving the icons that represent the effects, send/return and so on, you can freely change the order in which the effects are placed, or arrange them in parallel.

You can arrange up to 15 effects and functional devices such as DIVIDER/MIXER, LOOPER, SEND/RETURN and so on within the effect chain.

Maximum number of effects and functional devices that can be placed

Type	Upper limit on effects that can be placed
Same effect	9
AMP	2
LOOPER	1
DIVIDER/MIXER	1
SEND/RETURN	1

MEMO

Due to DSP capacity limits, you may not be able to insert or overwrite an effect, even when the number of connected effects falls within the limits. If there isn't enough DSP capacity, the icon for the effect you're trying to newly place in the chain is greyed out, and you cannot place the effect. To place a new effect, you must delete an existing effect.

Adding effects to the chain (insert)

① Touch <EFFECTS PALETTE>.
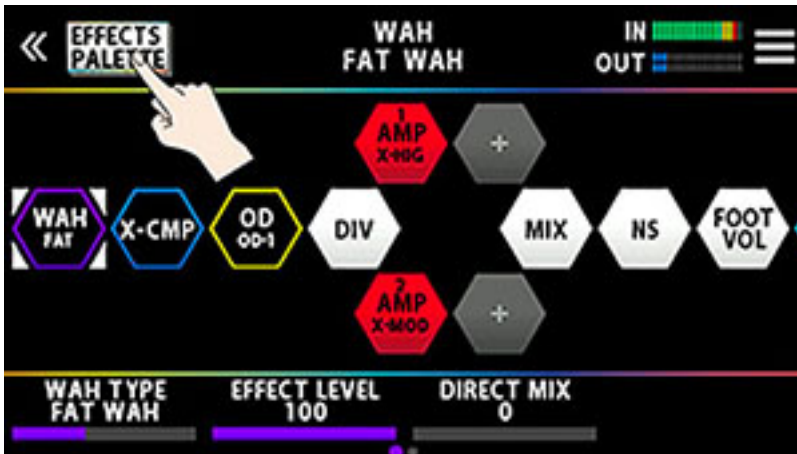
The icons representing all of the effects you can use on the GX-10 are shown in the top row (palette) of the screen.

The bass effects are shown after the guitar effects.
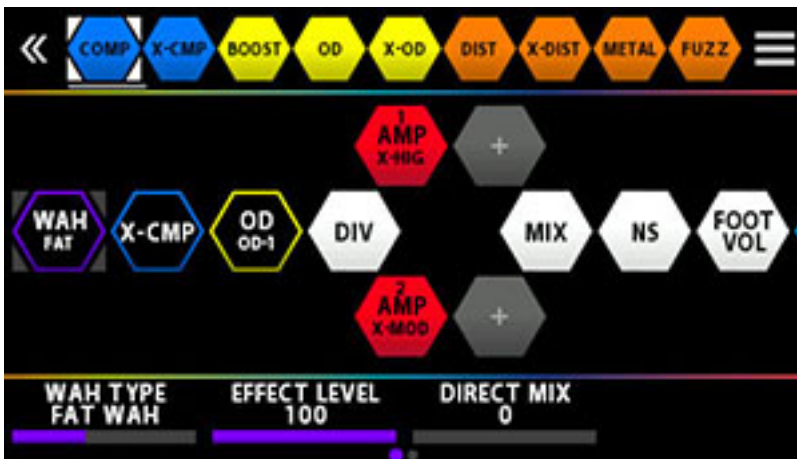
② Drag the icon of the effects from the palette to the desired position in the middle of the screen (the effect chain).

This example shows how to place the BOOST effect between X-CMP and OD.
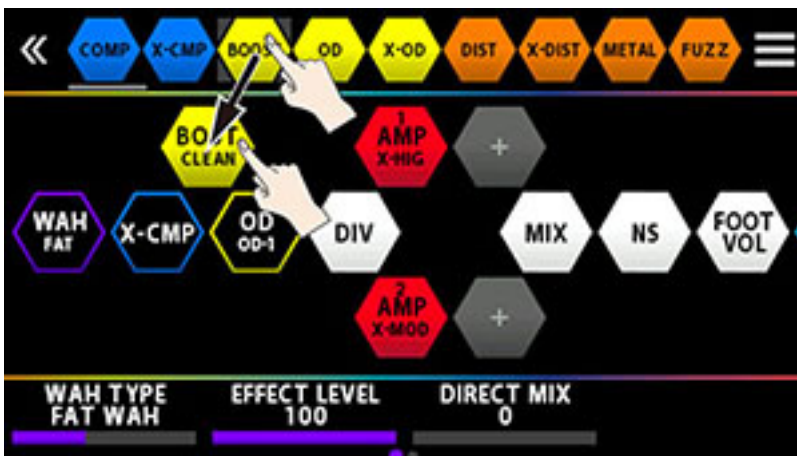
3 **When the "+" icon appears, release the finger you're using to drag the icon.**
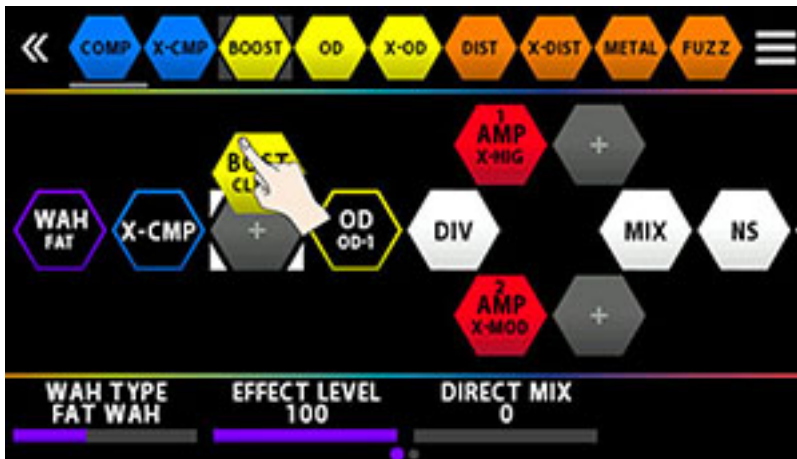
This places BOOST between X-CMP and OD.

Replacing effects in the chain with other effects (overwrite)

1 **Touch <EFFECTS PALETTE>.**
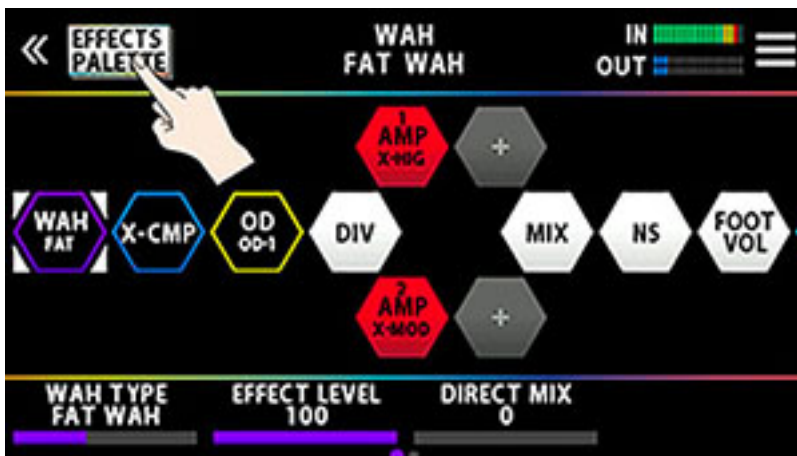
The icons representing all of the effects you can use on the GX-10 are shown in the top row of the screen.
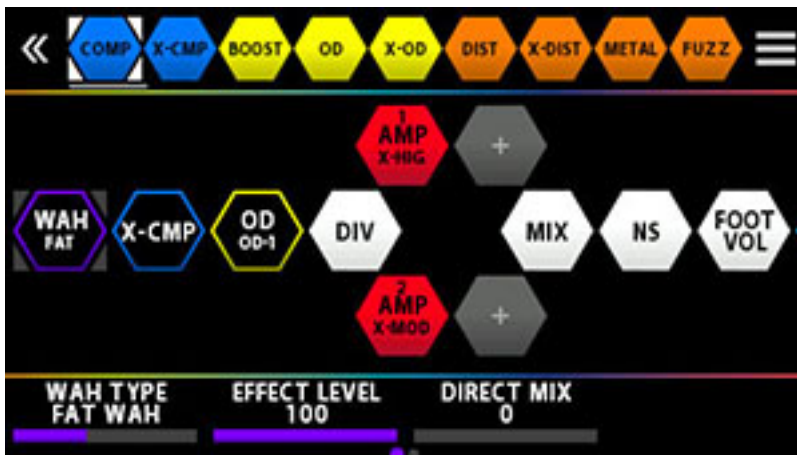
2 **Drag an effect icon from the top row of the screen onto the top of the effect you want to replace.**

In this example, we replace OD in the chain with BOOST.
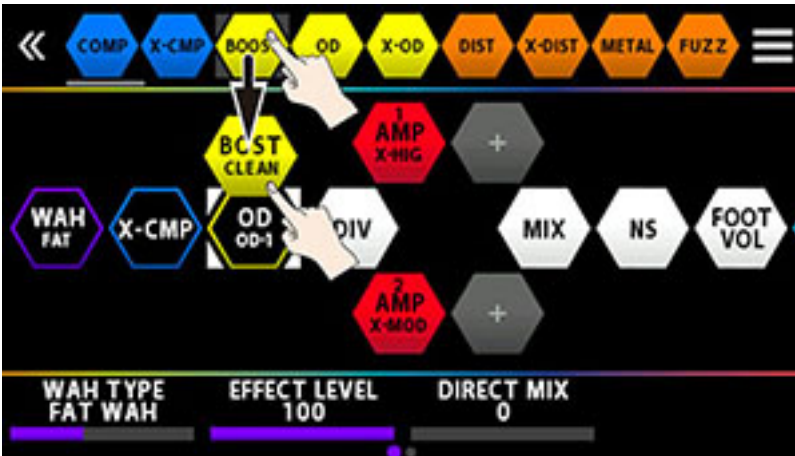
A confirmation message appears once you release your finger.
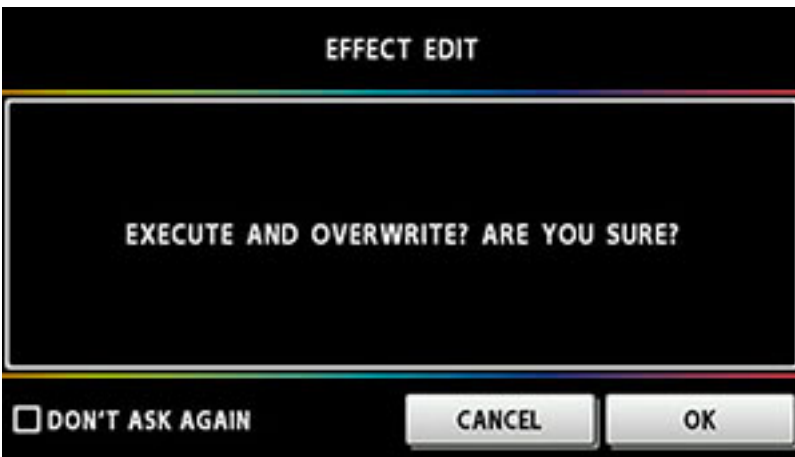
3 **Touch <OK>.**

The OD effect in the chain is now replaced with BOOST.
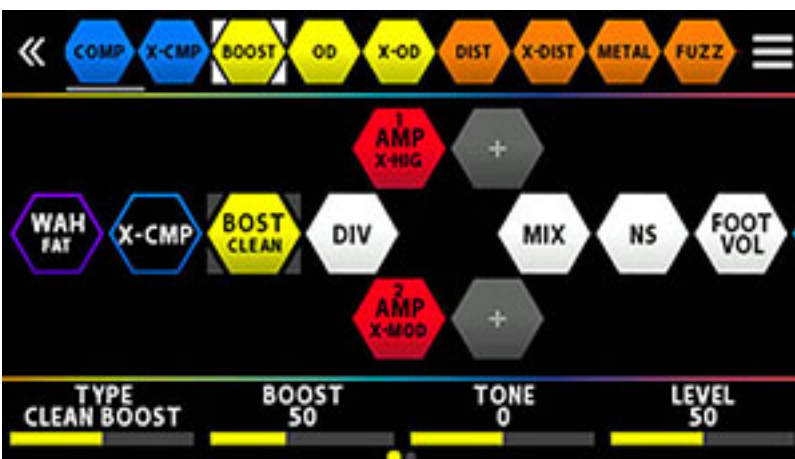
MEMO

- You can turn the [SELECT] knob to select the effect icons on the palette. You can also press the [SELECT] knob to insert an effect after the icon you've selected in the effect chain.
- Press the [SELECT] knob while holding down the [EFFECTS] button to overwrite the icon you've selected in the effect chain.
- Touch the ☐ check box of <☐DON'T ASK AGAIN> at the lower left of the screen, and then touch <OK> if you want to delete without seeing the confirmation message from next time.

Moving effects in the chain

1 **Hold down an icon and drag it from left to right to change the effect's order in the chain.**
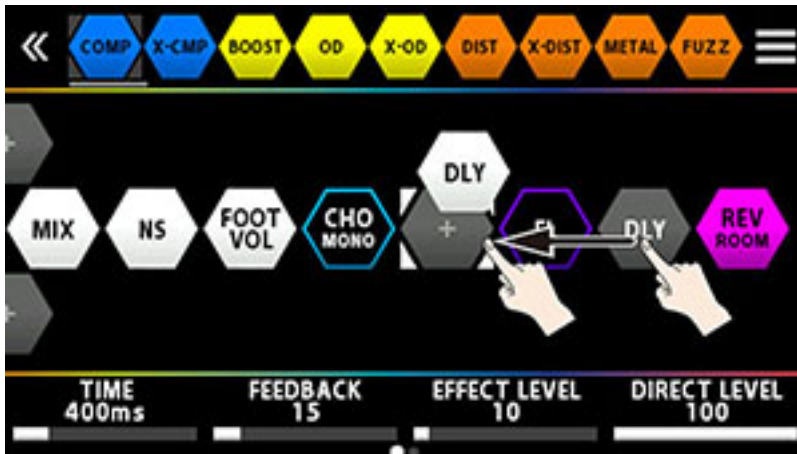
MEMO

With the effect icon selected, hold down and turn the [SELECT] knob to move the effect.

Deleting effects from the chain

1 **Hold down the icon of the effect you want to delete in the effect chain at the center of the screen, and drag it to the palette at the top row on the screen.**

2 **Remove your finger from the icon once the background of the effect in the palette is highlighted in blue.**
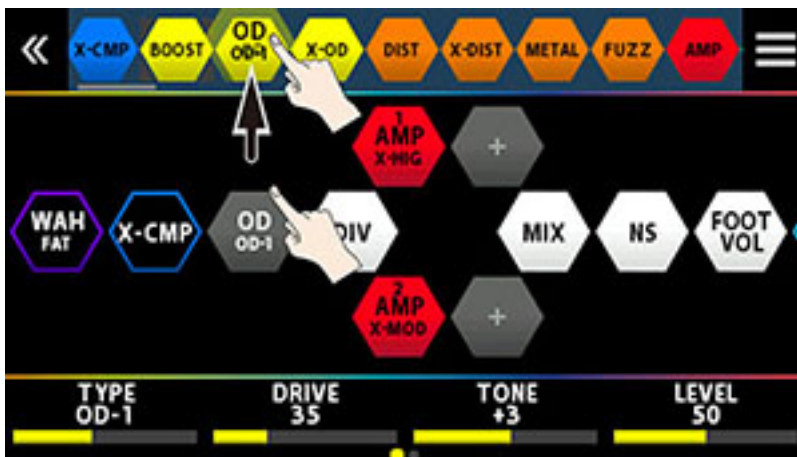
A confirmation message appears.

3 **Touch <OK> (or press the [4] knob).**

To cancel, touch <CANCEL> or press the [3] knob.

You can also use the following method to delete an effect.

1 **Touch the icon of the effect you want to delete in the effect chain, shown in the center of the screen.**

2 **Touch < > at the top right-hand part of the screen.**

3 **Touch <DELETE> (or press the [1] knob).**
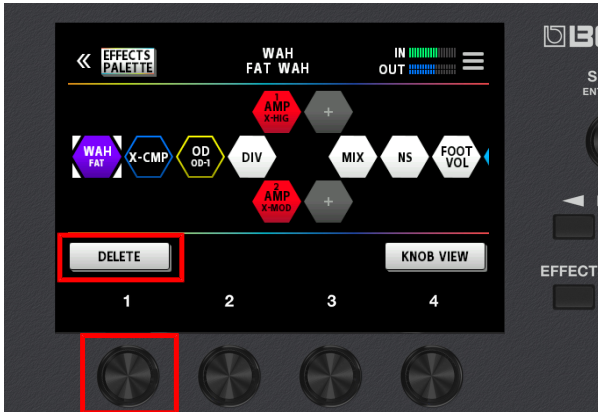
A confirmation message appears.

4 **Touch <OK> (or press the [4] knob).**

To cancel, touch <CANCEL> or press the [3] knob.

MEMO

Touch the check box of <☐DON'T ASK AGAIN> at the lower left of the screen, and then touch <OK> if you want to delete without seeing the confirmation message from next time.

Rearranging effects by operating the buttons or knobs

You can use the buttons or knobs to insert, overwrite and delete effects, without using the touch panel.

Inserting

1 **Press the [EFFECTS] button to toggle between the palette and chain.**

Palette is active (the effect selected on the palette is highlighted)   **Chain is active (the effect selected in the chain is highlighted)**

Toggle with the [EFFECTS] button
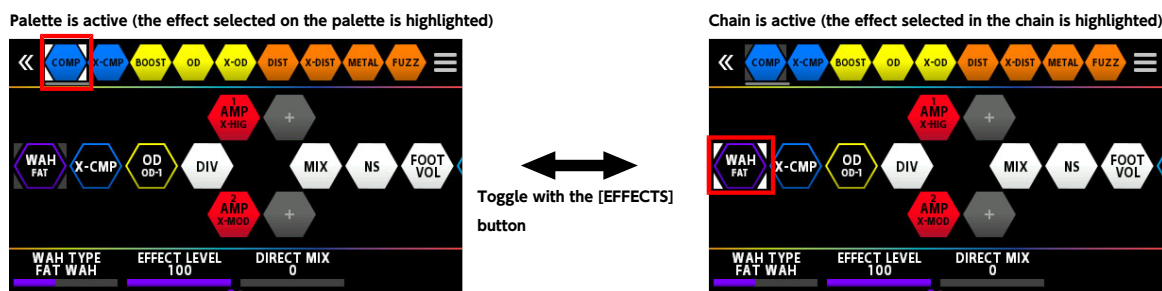
2 **Use the [SELECT] knob to select the effect just before the position where you want to add the effect from the palette.**

3 **Press the [EFFECTS] button to activate the palette.**

4 **Use the [SELECT] knob to select the effect you want to place from the palette.**

5 **Press the [SELECT] button.**

The effect that you selected in the palette is placed after the effect you selected in the chain.

Overwriting

1 **Press the [EFFECTS] button to activate the palette.**

2 **Use the [SELECT] knob to select the effect that you want to place from the palette into the chain.**

3 **Press the [EFFECTS] button to activate the chain.**

4 **Use the [SELECT] knob to select the effect that you want to replace with the effect that you selected in the palette.**

5 **Press the [EFFECTS] button to activate the palette again, and press the [SELECT] knob while holding down the [EFFECTS] button.**

The effect that you selected in the chain is replaced by the effect you selected in the palette.

Deleting

1 **Press the [EFFECTS] button to activate the chain.**

2 **Use the [SELECT] knob to select the effect you want to delete.**

3 **Hold down the [EXIT] button and press the [SELECT] knob.**

The effect you selected in the chain is now deleted.

Switching tones without interrupting the sound

Using DIVIDER and MIXER within the same memory

Place the same type of effect in parallel and use DIVIDER to switch between channels A and B.

Example:

Switching from a clean sound that uses chorus and heavy delay to a high-gain, crunchy sound that uses a phaser and light delay.
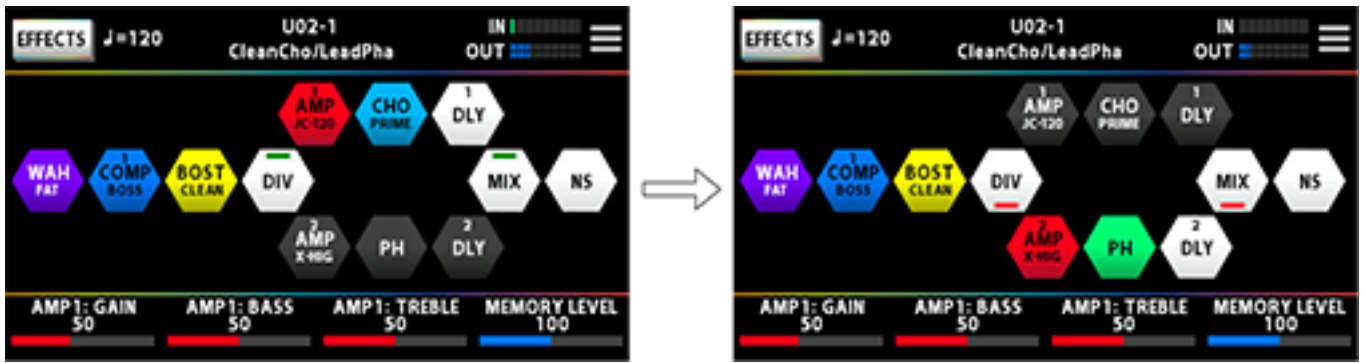
The settings of the effect used before switching are placed in parallel with the settings used after switching.

Preserving the tail of the effect (delay, reverb, etc.) when the effect is switched off (carryover)

The function that preserves the tail of an effect (such as delay or reverb) even after the effect is switched off is called "carryover".

Enabling carryover when switching memories

To enable the carryover of the delay or reverb (included in the memory that you used before switching) after you've switched to a different memory, make the following settings.

- On the preceding and on the following memories, configure the effect chain to use the same effect, and use the same arrangement. Set each effect type to be the same as well.

- On each memory, change the effect parameter settings and the on/off settings.

- Turn the CARRYOVER parameter in MASTER of the final component in the effect chain to "ON".
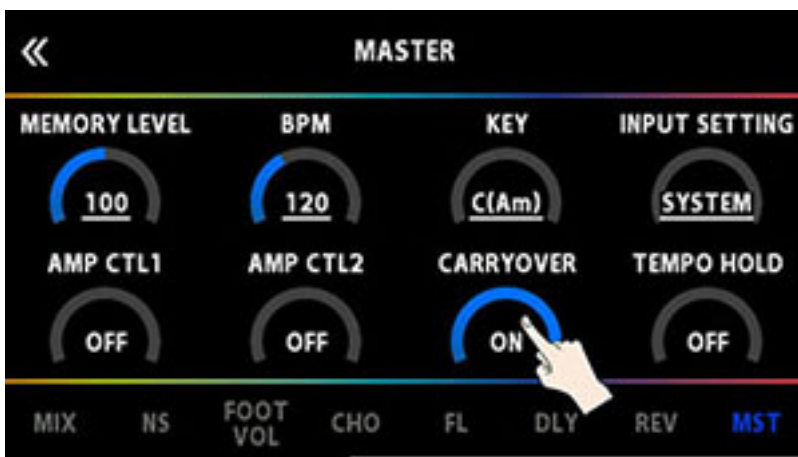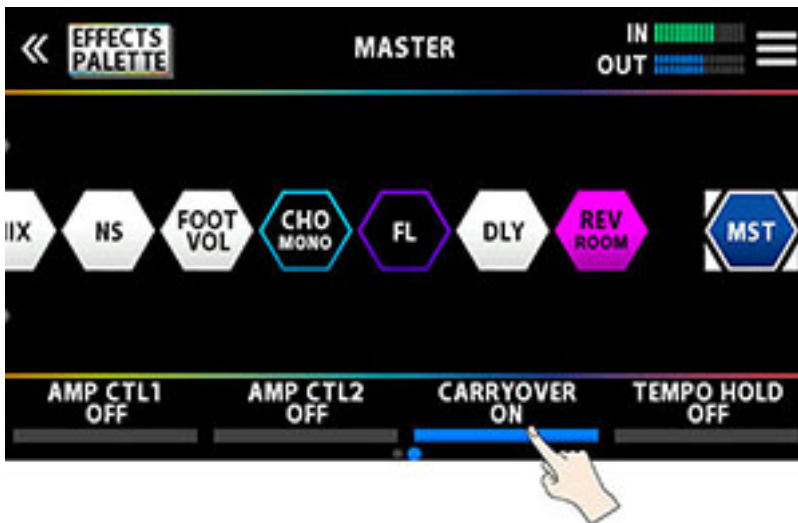
Enabling carryover when switching tones within a memory

When you use the switches within a single memory that were assigned in manual mode or by using CTRL FUNCTION to turn the delay or reverb off, carryover is enabled once you turn on the individual CARRYOVER parameters for the delay or reverb in question.
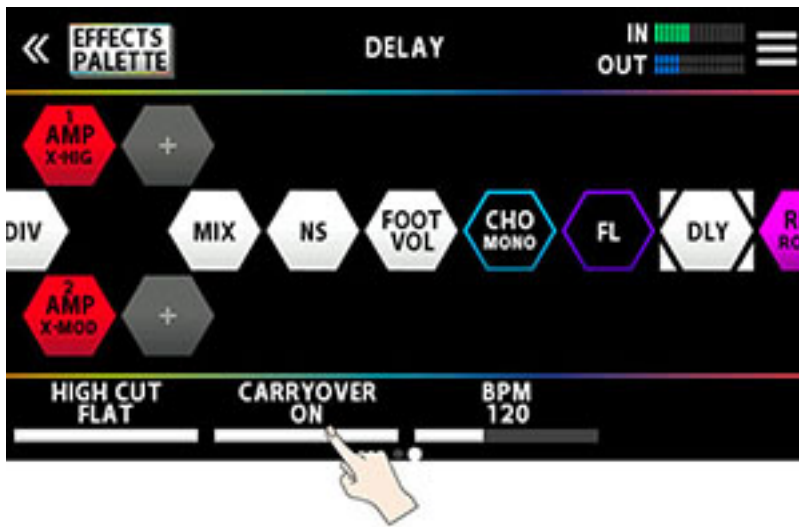
Saving memories (WRITE)

When you want to save a memory you have created, save it as a user memory by following the procedure below. If you do not save the memory, the edited settings will be lost when you turn off the power or switch to another memory.

1 **Press the [WRITE] button.**
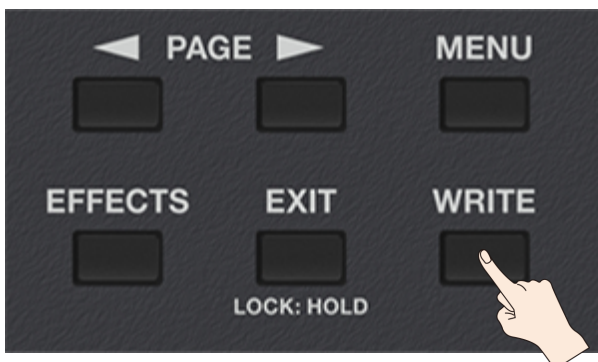
2 **Touch <WRITE> (or press the [1] knob).**
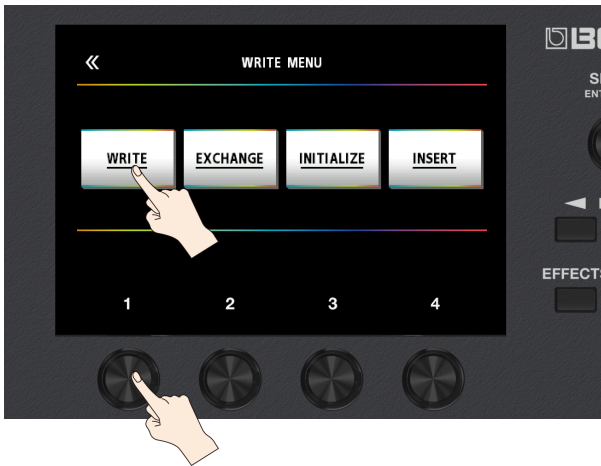
3 **Use the [1] knob to select the save-destination (U01-1–U66-3).**
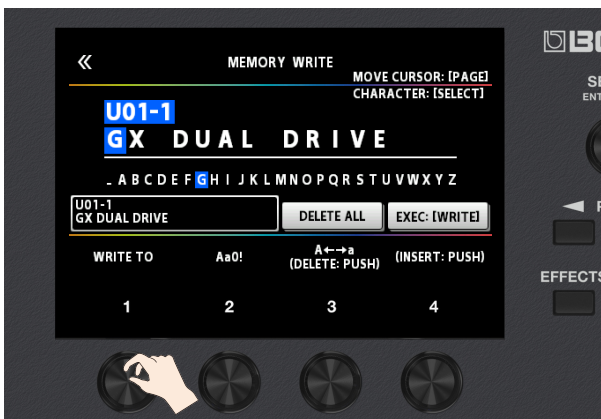
Hold down the [1] knob and then turn it to move between banks.

You can use the [2]–[4] knobs to edit the name.

To edit the memory name, use the PAGE [◄] [►] buttons to move the cursor and use the [SELECT] knob to change the character.

Operation	Function
Turn the [2] knob	Selects the type of characters
Turn the [3] knob	Switches uppercase/lowercase
Press the [3] knob	Deletes one character (delete)
Turn the [SELECT] knob	Changes the character
Press the [4] knob	Inserts one space (insert)
Press the [◄] [►] buttons	Moves the cursor
Touch <DELETE ALL>	Deletes all characters

4 **Touch <EXEC: [WRITE]> on the screen (or press the [WRITE] button).**

List of WRITE MENU functions

Menu	Function
WRITE	Saves the memory you created.
EXCHANGE	You can "swap" or exchange the positions of two User memories.

Menu	Function
INITIALIZE	You can restore (initialize) each effect in a user memory to its standard settings. This is useful when you want to create a new memory from scratch.
INSERT	You can insert a memory into any position of the user memories. For example, if you insert memory U01-1 at U02-1, memory U02-1 and subsequent memories are shifted (renumbered) backward by one. (Memory U02-1 becomes U02-2.)

Editing: MENU

This section explains how to make settings that are common to the entire GX-10 (system parameters).

Basic menu operations

For details on the parameter (SYSTEM parameter), refer to the "GX-10 Parameter Guide" (BOSS website).

1 Press the [MENU] button.

2 Touch the icon of the parameter you want to set.
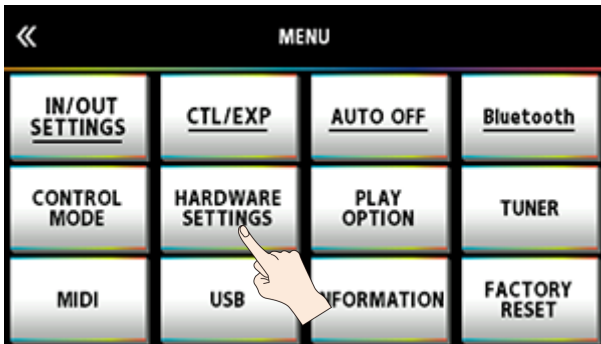
A sub-menu may appear depending on the parameter, which you can also touch to set.
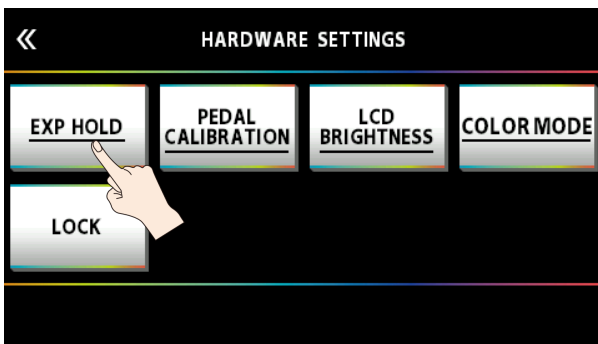
3 Drag the parameter icons up and down to change their values.
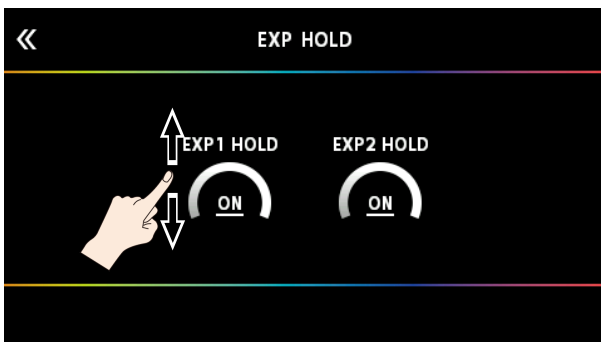
MEMO

You can also use the [1]–[4] knobs below the parameter icons to change the values.

Selecting menus with the buttons or knobs

You can use the buttons or knobs to select menus or sub-menus instead of using the touch panel.

1 **Turn the [SELECT] knob to select either the top, middle or bottom row of the menu.**

The menu items on the selected row are underlined.

When the top row is selected:
(text for the icons on the top row is underlined)

Toggle using the
[SELECT] knob

When the bottom row is selected:
(text for the icons on the bottom row is underlined)
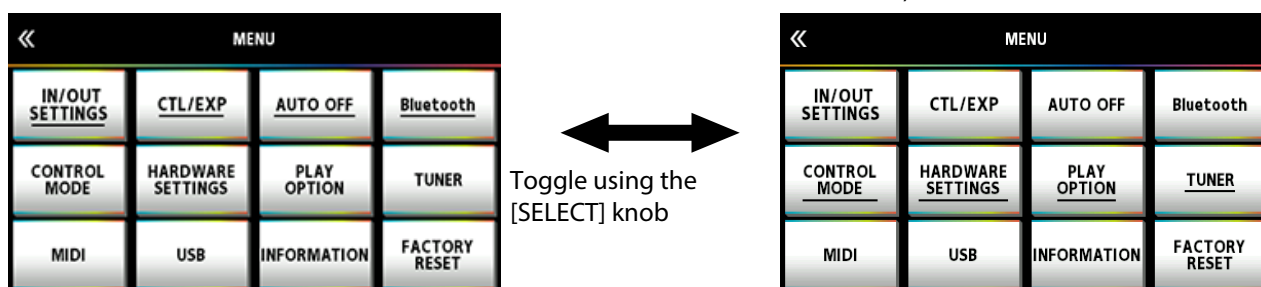
2 **Press the [1]–[4] knobs to select the menu.**

Adjusting the contrast (brightness) of the display

You can adjust the brightness of the display.

1 **Press the [MENU] button.**
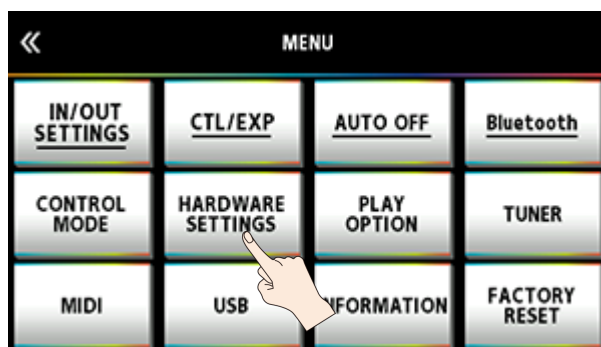
2 **Touch <HARDWARE SETTINGS>.**

3 **Touch <LCD BRIGHTNESS>.**
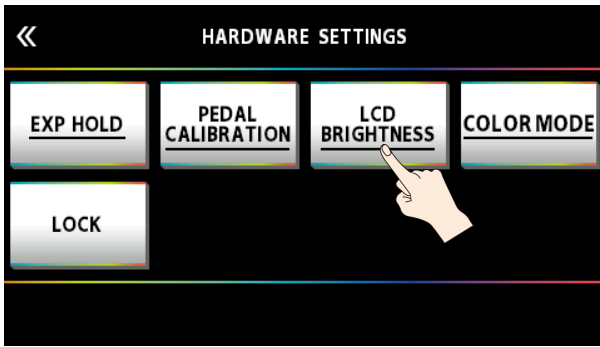
4 **Drag the <LCD BRIGHTNESS> up and down to adjust the brightness.**
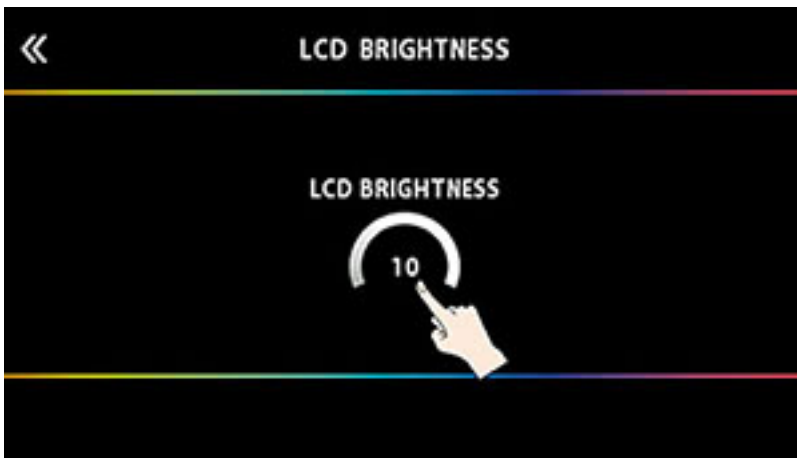
MEMO

You can also use either the [1]–[4] knobs below the screen or the [SELECT] knob to edit the value.

Setting the colors for the display and footswitches

This function includes the settings for the colors of the display and the LED indicators.

These parameters are common settings for all memories.

1 **Press the [MENU] button.**
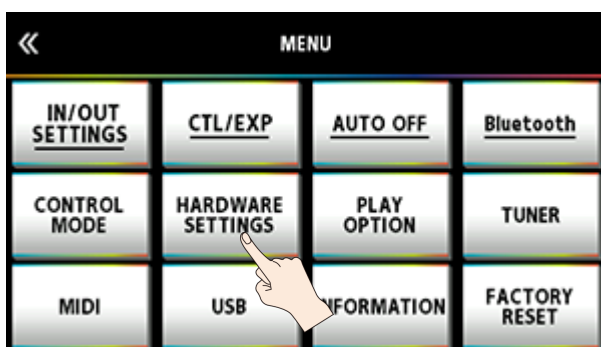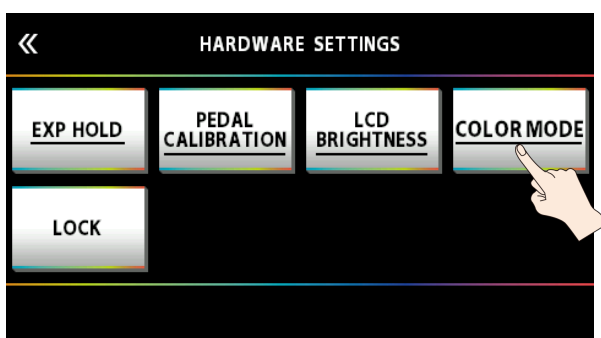
2   **Touch <HARDWARE SETTINGS>.**

3   **Touch <COLOR MODE>.**

4   **Touch to select either the TYPE 1 or TYPE 2 setting.**
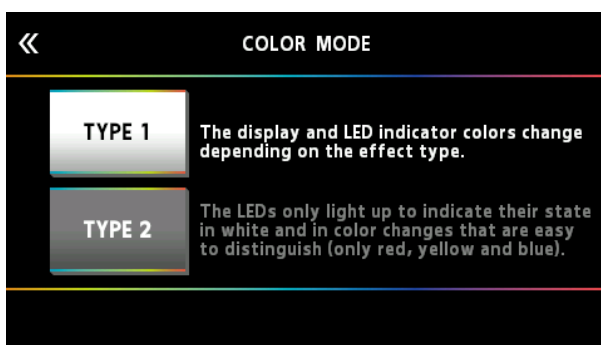
Parameter	Value	Explanation
COLOR MODE	TYPE 1	The display and LED indicator colors change depending on the effect type.
	TYPE 2	The LEDs only light up to indicate their state in white and in color changes that are easy to distinguish (only red, yellow and blue).
		This mode is recommended for users with difficulties distinguishing colors or who prefer a classic-looking display.
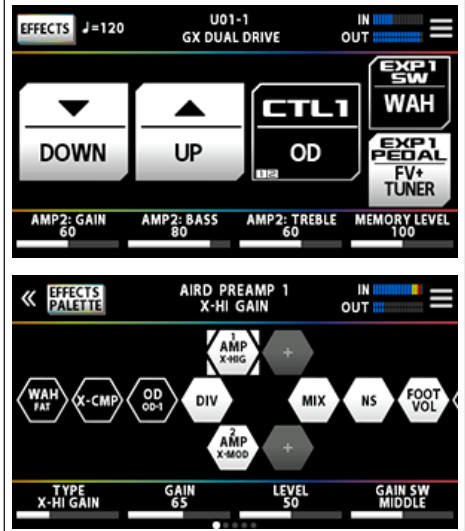
Restoring the factory settings (factory reset)

Restoring the GX-10's settings to their original factory settings is referred to as "Factory Reset". You can restore all of the settings to their factory-set values, and you can also specify certain items to be reset.

* When you execute "Factory Reset", the settings you edited are lost. Save the data you need to your computer using the dedicated software.

1 **Press the [MENU] button.**

2 **Touch <FACTORY RESET>.**
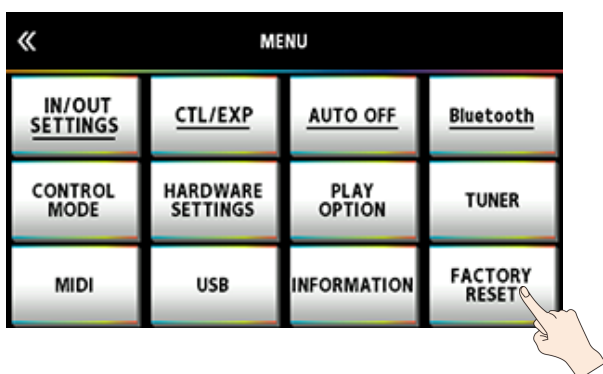
3 **Specify the factory reset range by using the [1] and [2] knobs to set <FROM> and <TO>.**
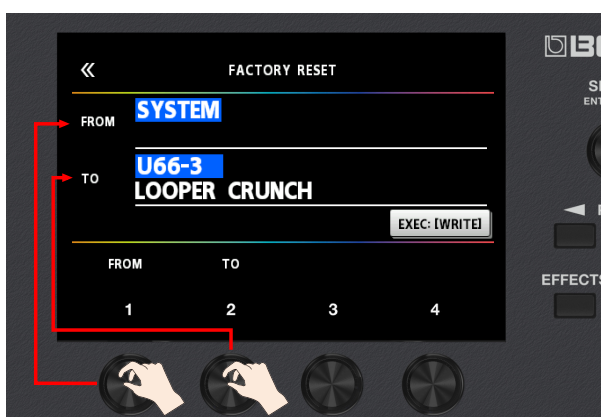
Parameter	Value	Explanation
FROM, TO	SYSTEM	System parameter settings
	U01-1–U66-3	Settings for Memory Numbers U01-1–U66-3

You can also use the [1] knob below the screen to set the "FROM" value.

You can also use the [4] knob below the screen to set the "TO" value.

4 **Touch <EXEC: [WRITE]>.**
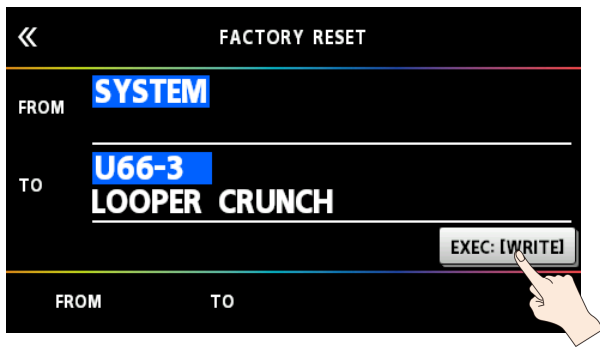
A confirmation message appears.

5 **Touch <OK> to execute the factory reset.**

To cancel factory reset, touch <CANCEL>.

Once the Factory Reset is complete, the unit returns to the Play screen.

Connecting to a computer

By connecting the GX-10 to a computer via USB, you can do the following.
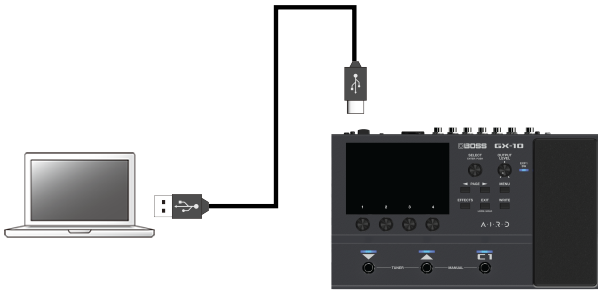
- Transmit and receive digital audio and MIDI signals between the computer and this unit

- Edit and manage memories, and display the "GX-10 Parameter Guide" (BOSS website) on a computer using the dedicated software

- Download memories from the BOSS TONE EXCHANGE dedicated website

https://bosstoneexchange.com/

Installing the USB Driver

You must install the USB driver before connecting to a computer.

Download the USB driver from the website shown below.

Install this special driver before making a USB connection. For further details, refer to the Readme.htm file that comes with the download.

https://www.boss.info/support/

The program you need to use, and the steps you need to take to install the USB driver will differ depending on your computer setup, so please carefully read and refer to the Readme.htm file that comes with the download.

Using this unit as an Audio Interface

You can record the sound of the GX-10 on your computer, or output the sound from your computer via the OUTPUT jacks of the GX-10.

 * Refer to the instruction manual for the software you are using to learn how to switch the input source of the software.

Making use of the GX-10's dedicated software

Download the BOSS TONE STUDIO for GX-10 dedicated software from the BOSS website. For details on how to use the software, refer to the Readme.htm file that comes with the download.

https://www.boss.info/support/

Using the dedicated software allows you to do the following:

- Easily download memories from the BOSS TONE EXCHANGE download website into this unit

- Edit memory settings

- You can assign a name to a memory.

- Organize memories in order and switch them around

- Back up memories and system settings, and return to the backed up settings

- Upload memories you created and share them with other users

- You can bring up the manuals for this unit, including the "GX-10 Startup Guide" (BOSS website), the "GX-10 Reference Manual" (this manual) and the "GX-10 Parameter Guide" (BOSS website).

Wireless connection with a mobile device

Attach the Bluetooth® Audio MIDI Dual Adaptor (BT-DUAL, sold separately) to the GX-10 to wirelessly play back music on your mobile device, or to edit the effects of this unit from the app on your mobile device.

* Note that the GX-10 does not offer Bluetooth functionality. You'll need to attach the BT-DUAL (sold separately) to use Bluetooth.

* When connecting a wireless footswitch or expression pedal (sold separately) for use with this unit, refer to the separate documents, "FS-1-WL Connection Guide (Connecting to the GX-10)" and "EV-1-WL Connection Guide (Connecting to the GX-10)" (BOSS website).

Attaching the BT-DUAL

Attach the BT-DUAL to the Bluetooth ADAPTOR jack of the GX-10.

1 **Power down the GX-10 and unplug the AC adaptor from the AC outlet.**

2 **Remove the cover and screw from the Bluetooth ADAPTOR jack on the rear panel.**

3 **Attach the BT-DUAL and fasten the screw that you removed in step 2 in place.**

> **NOTE**
>
> * Be sure to use only the screw that was originally mounted on the Bluetooth ADAPTOR jack. If you use a different screw, the unit may malfunction.
> * Do not touch the circuitry or the jacks.
> * After you have attached the BT-DUAL, check again whether it is properly installed.

Listening to sound via wireless connection with a mobile device

Bluetooth® audio functionality

You can output music played from your Bluetooth audio-capable mobile device from the OUTPUT jacks or the PHONES jack of the GX-10.

Registering a Mobile Device (Pairing)

"Pairing" involves registering the mobile device that you want to use with the GX-10 (making the two devices recognize each other).

Here we'll configure the settings so that music data saved on your mobile device can be played wirelessly via the GX-10.

> **MEMO**
>
> The following explanation is only one example. For details, refer to the owner's manual of your mobile device.

1 **Turn on the power of the GX-10.**

2 **Place the mobile device that you want to connect close to the GX-10.**

3 **Hold down the pairing button on the BT-DUAL until the Bluetooth indicator blinks rapidly.**

4 **Turn on the Bluetooth function of the mobile device.**
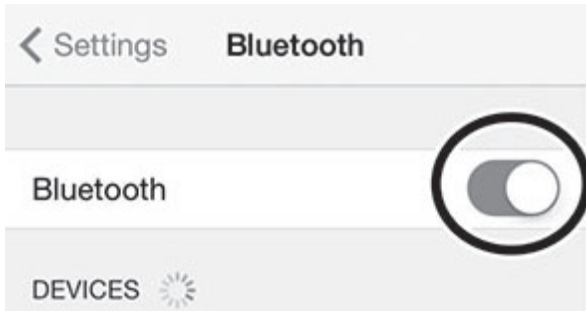
MEMO

This explanation uses the iPhone as an example. For details, refer to the owner's manual of your mobile device.

5 **Tap "GX-10 Audio", shown on the Bluetooth device screen of your mobile device.**

This pairs the BT-DUAL with your mobile device. When pairing succeeds, "GX-10 Audio" is added to the list of paired devices on your mobile device.GX-10

* If you don't complete the pairing within a certain time, the Bluetooth indicator goes dark and the unit exits pairing standby mode.

Connecting an Already-Paired Mobile Device

1 **With the BT-DUAL's Bluetooth indicator off (unlit), press the pairing button.**

2 **Turn on the Bluetooth function of the mobile device.**
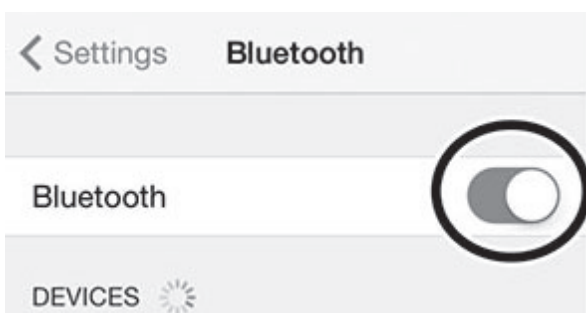
MEMO

- If you were unable to connect using the steps above, tap "GX-10 Audio", displayed in the Bluetooth device screen of the mobile device.

- To disconnect, press the pairing button on the BT-DUAL to make the Bluetooth indicator go dark, or turn off the mobile device's Bluetooth function.

Disabling Bluetooth Functionality

If you want to disconnect the Bluetooth connection between the BT-DUAL and your mobile device, disable Bluetooth functionality.

1 **Press the pairing button on the BT-DUAL.**

The Bluetooth indicator goes dark.

Controlling the GX-10 from a mobile device app

Use the "BOSS TONE STUDIO for GX-10" app to edit effects and save settings on this unit.

For details on the BOSS TONE STUDIO for GX-10, see the BOSS website.

https://www.boss.info/support/

Connecting to the App

Here are the settings to make in order to use an app on your mobile device.

* Make the connection from the app's settings, not from your mobile device's Bluetooth settings.

1 **Turn on the power of the GX-10.**

2 **Place the mobile device that you want to connect close to the GX-10.**

3 **Turn on the Bluetooth function of the mobile device.**
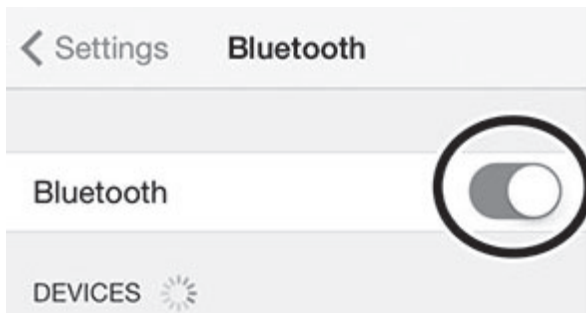
When Bluetooth audio is connected, the Bluetooth indicator on the BT-DUAL lights up. Note that the unit has not finished connecting with the app at this time.

MEMO

This explanation uses the iPhone as an example. For details, refer to the owner's manual of your mobile device.

4 **In the app's settings, connect to GX-10 MIDI.**

NOTE

Do not tap "GX-10 AUDIO 1," "GX-10 MIDI 1" or similar indications shown in the Bluetooth settings of your mobile device.

Refer to "Using BOSS TONE STUDIO for GX-10" (BOSS website) for details on how to use the app.

Footswitch and expression pedal settings

You can assign a variety of functions to each of the top panel footswitches, the expression pedal (EXP1), and the expression pedal or footswitch connected to the rear panel CTL 2, 3/EXP 2 jack.

Assigning a function

1 **Press the [MENU] button.**
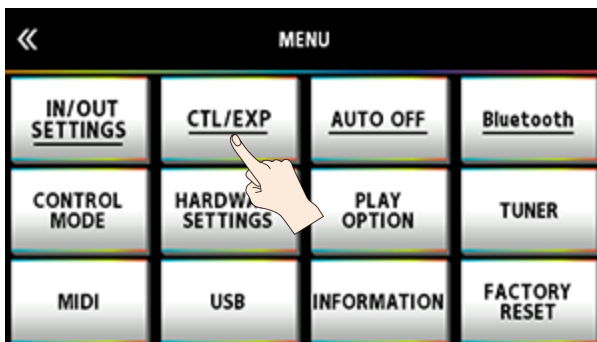
2 **Touch <CTL/EXP>.**

3 **Touch <CONTROL FUNCTION>.**

4 **Turn the [SELECT] knob to select the item that you want to set.**

Turning the knob will move the selected item vertically.
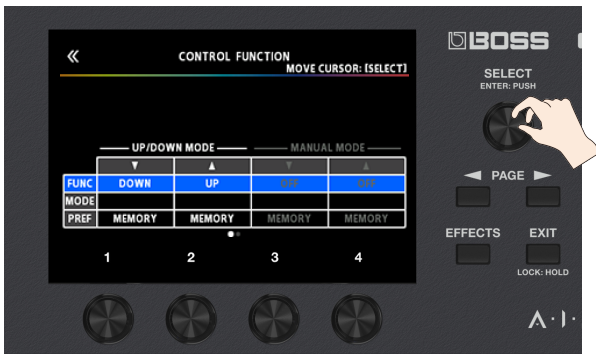
5 **Turn the [1]–[4] knobs to edit the value of the item selected for each switch.**

Press the PAGE [▶] button to show the next page. Press the PAGE [◀] button to show the previous page.

The control functions you can configure depend on the control mode you're using. The areas you can configure are indicated in white, and the areas you can't configure are indicated in gray.

When in up/down mode

When in manual mode

When in bank/number mode

- The footswitch and expression pedal functions must be specified for each memory; however, if you set "PREF (PREFERENCE)" to SYSTEM, all memories will use those functions in common.

MEMO

The GX-10 lets you arrange multiple pedal effects in the effect chain like FOOT VOLUME, WAH and so on. In CONTROL FUNCTION, the pedal effect placed at the beginning of the chain (or at "A CH" in DIV/MIX) is enabled.

ASSIGN SETTING

ASSIGN 1–20

For each parameter, you can specify, in detail, which controller will control which parameter. You can create 20 sets of such assignments.

1 **Press the [MENU] button.**
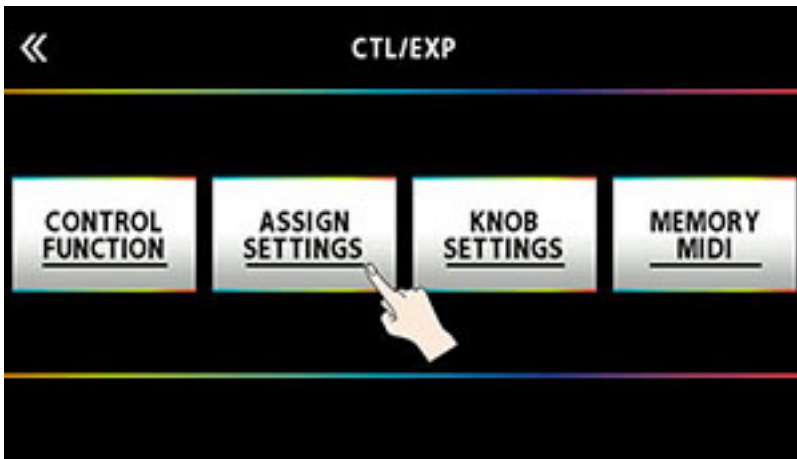
2 **Touch <CTL/EXP>.**

3 Touch <ASSIGN SETTINGS>.

The ASSIGN SETTINGS screen appears.
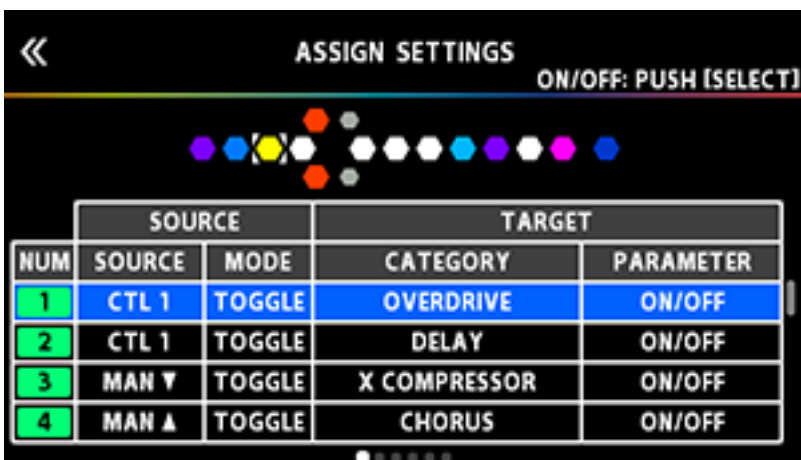
4 Turn the [SELECT] knob to select ASSIGN NUMBER (NUM).

Turning the knob will move the selected item vertically.
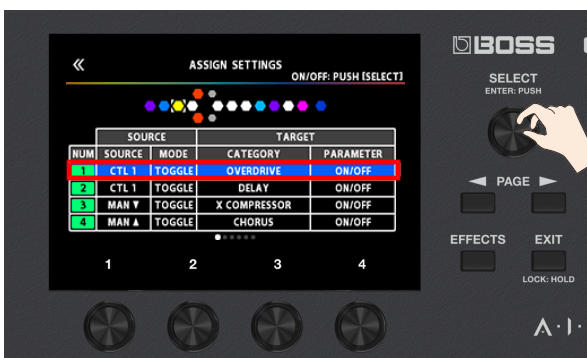
5   **Use the [1]–[4] knobs to select parameters or edit the values. Switch between pages using the PAGE [◀] [▶] buttons.**

Page 1

NUM	SOURCE	MODE	CATEGORY	PARAMETER
1	CTL 1	TOGGLE	OVERDRIVE	ON/OFF
2	CTL 1	TOGGLE	DELAY	ON/OFF
3	MAN ▼	TOGGLE	X COMPRESSOR	ON/OFF
4	MAN ▲	TOGGLE	CHORUS	ON/OFF

Page 2

NUM	ACT LOW	ACT HIGH	MIN	MAX
1	0	127	OFF	ON
2	0	127	OFF	ON
3	0	127	OFF	ON
4	0	127	OFF	ON

Page 3

NUM	TRIGGER	TIME	CURVE
1	----	----	----
2	----	----	----
3	----	----	----
4	----	----	----

Page 4

NUM	FORM	RATE	SENS
1	----	----	----
2	----	----	----
3	----	----	----
4	----	----	----

Page 5

NUM	CH	CC#	MIN	MAX
1	----	----	----	----
2	----	----	----	----
3	----	----	----	----
4	----	----	----	----

Page 6

NUM	PC	BANK MSB	BANK LSB
1	----	----	----
2	----	----	----
3	----	----	----
4	----	----	----

6   **Press the [SELECT] knob to turn the selected ASSIGN NUMBER (NUM) on/off.**

ASSIGN parameter list

Parameter		Value	Explanation
SW		OFF, ON	Turns the ASSIGN 1–20 on/off.
TARGET	TARGET ➜ "TARGET list (p. 62)" (p. 62)		This selects the parameter to be changed.
	MIN		This sets the minimum value for the range in which the parameter can change. The value differs depending on the parameter assigned for TARGET parameter.
	MAX		This sets the maximum value for the range in which the parameter can change. The value differs depending on the parameter assigned for TARGET parameter.

Footswitch and expression pedal settings

Parameter		Value	Explanation	
SOURCE	SOURCE	MAN ▼, MAN ▲	Assigns the [▼] and [▲] switches on this unit when set to manual mode.	
		CUR NUM	Assigns the same number switch as the selected memory number. * This is enabled only in BANK/ NUM mode.	
		CTL 1	Assigns the [C1] switch on this unit.	
		CTL 2, CTL 3	Assigns the external footswitch connected to the CTL 2, 3/ EXP 2 jack.	
		EXP 1 SW	Assigns this unit's [EXP 1] switch.	
		EXP 1	Assigns this unit's expression pedal.	
		EXP 2	Assigns the external expression pedal connected to the CTL 2, 3/ EXP 2 jack.	
		INT PDL	Assigns the internal pedal.	Refer to "Virtual expression pedal system (internal pedal / wave pedal) (p. 85)"
		WAVE PDL	Assigns the wave pedal.	
		INPUT	The assigned target parameter will change according to the input level.	
		CC# 1–31, 64–95	Assigns control change messages from an external MIDI device.	
	MODE	MOMENT	The normal state is Off (minimum value), with the switch On (maximum value) only while the footswitch is depressed.	
		TOGGLE	The setting is switched OFF (minimum value) or ON (maximum value) with each operation.	
	ACT LOW	0–126	You can set the controllable range for target parameters within the source's operational range. Target parameters are controlled within the range set with ACT LOW and ACT HIGH. You should normally set ACT LOW to 0 and ACT HIGH to 127.	
	ACT HIGH	1–127		
	SENS	0–100	This adjusts the input sensitivity when INPUT is selected for SOURCE.	

Parameter		Value	Explanation
INTERNAL PEDAL (p. 85)	TRIGGER *1	MEM CHANGE	This is activated when memory is selected.
		MAN▼, MAN▲	This is activated when the [▼] or [▲] switch on this unit are pressed in manual mode.
		EXP1 PDL-LO	This is activated when this unit's expression pedal is set to the minimum position.
		EXP1 PDL-MID	This is activated when this unit's expression pedal is moved through the middle position.
		EXP1 PDL-HI	This is activated when this unit's expression pedal is set to the maximum position.
		EXP1 SW	This is activated when the [EXP 1] switch is operated.
		CTL 1	This is activated when the [C1] switch on this unit is operated.
		CUR NUM	This is activated when you operate the same number switch as the selected memory number. * This is enabled only in BANK/NUM mode.
		EXP 2	This is activated when an external expression pedal connected to the CTL 2, 3/ EXP 2 jack is operated.
		CTL 2, CTL 3	This is activated when an external footswitch connected to the CTL 2, 3/ EXP 2 jack is operated.
		CC#1–31, 64–95	This is activated when a control change is received.
	TIME *1	0–100	This specifies the time over which the internal pedal will move from the toe-raised position to the toe-down position.
	CURVE *1	LINEAR	
		SLOW RISE	
		FAST RISE	

Footswitch and expression pedal settings

Parameter		Value	Explanation
WAVE PEDAL (p. 85)	FORM *2	SAW	
		TRI	
		SINE	
	RATE *2	0–100, BPM ♩	This determines the time spend for one cycle of the assumed wave pedal.
		* When set to BPM, the value of each parameter will be set according to the value of the "MASTER BPM" specified for each memory. This makes it easier to achieve effect sound settings that match the tempo of the song.	
		* If, due to the tempo, the time is longer than the range of allowable settings, it is then synchronized to a period either 1/2 or 1/4 of that time.	
MIDI	CH *3 *4	SYSTEM	Transmits a message on the MIDI channel specified by the parameter TX CHANNEL in "MIDI SETTING".
		1–16	The message is transmitted on the specified MIDI channel.
TARGET MIDI CC# *3	CC#	0–127	The message is transmitted using the specified controller number.
	MIN	0–127	Selects the minimum value of the transmitted CC# message.
	MAX	0–127	Selects the maximum value of the transmitted CC# message.
TARGET MIDI PC# *4	PC#	1–128	Specifies the program number that is transmitted.
	MSB	OFF, 1–128	Specifies the bank select MSB that is transmitted. If this is OFF, the bank select MSB is not transmitted.
	LSB	OFF, 1–128	Specifies the bank select LSB that is transmitted. If this is OFF, the bank select LSB is not transmitted.

*1 The INTERNAL PEDAL TRIGGER, INTERNAL PEDAL TIME, and INTERNAL PEDAL CURVE parameters are enabled when the SOURCE parameter is set to INT PEDAL.

*2 The WAVE PEDAL FORM and WAVE PEDAL RATE parameters are enabled when the Source parameter is set to WAVE PEDAL.

*3 The MIDI CH, TARGET MIDI CC# parameters are enabled when the TARGET is set to MIDI CC.

*4 The MIDI CH, TARGET MIDI PC# parameters are enabled when the TARGET is set to MIDI PC.

Making assignments from the effect edit screen (quick assign)

In the effect Edit screen (p. 30), you can select an effect parameter and assign that parameter to the switch of your choice.

1 **Touch <EFFECTS> in the upper left of the screen (or press the [EFFECTS] button).**
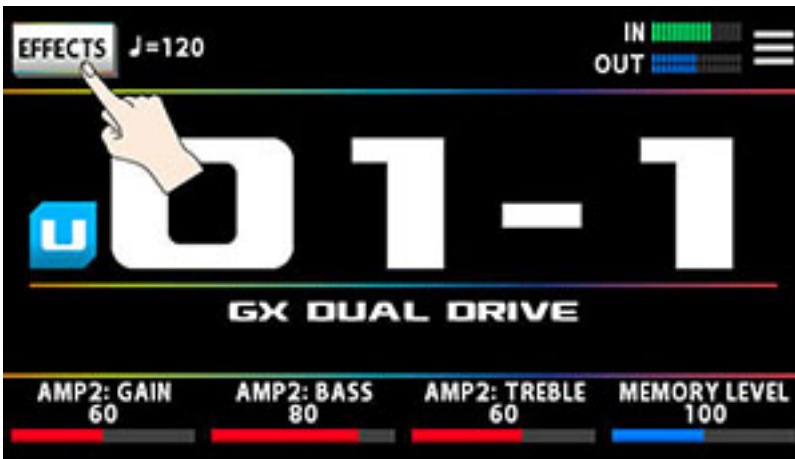
2 **Touch the icon of the effect you want to edit.**

3 **Long-press the [1]–[4] knobs for the parameter that you want to assign.**
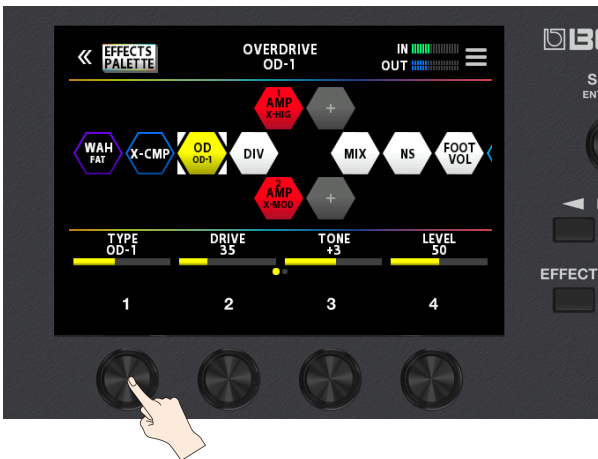
The ASSIGN SETTINGS screen appears.

The display automatically jumps to the ASSIGN NUMBER (NUM) that's off.
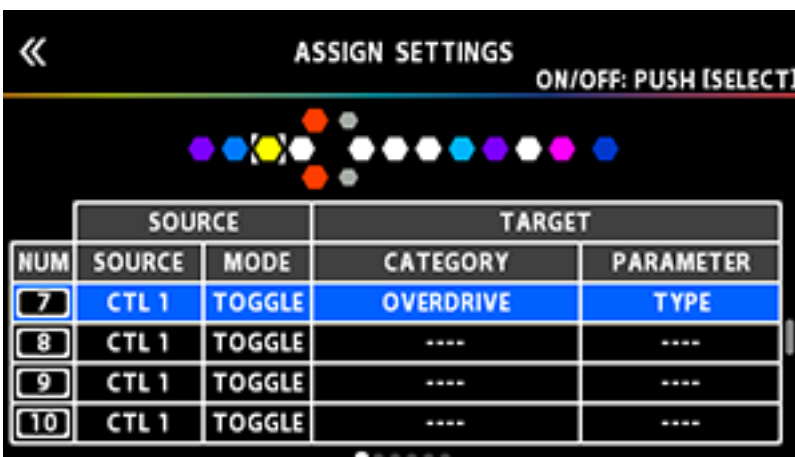
4 **Press [SELECT] knob to turn the SW on.**

5 **Turn the [2]–[4] knobs to edit parameters.**

If necessary, use the PAGE [◀] [▶] buttons to switch between pages of settings.

Use SOURCE to specify the pedal or MIDI message that you will operate.

TARGET list

CATEGORY	TARGET
COMPRESSOR	ON/OFF
	TYPE
	SUSTAIN
	ATTACK
	LEVEL
	TONE
	DIRECT MIX
X COMPRESSOR	ON/OFF
	ATTACK
	LEVEL
	TONE
	RATIO
	DIRECT MIX
	SUSTAIN
BOOSTER	ON/OFF
	TYPE
	BOOST
	TONE
	EFFECT LEVEL
	BOTTOM
	DIRECT MIX
	SOLO SW
	SOLO LEVEL
OVERDRIVE	ON/OFF
	TYPE
	DRIVE
	TONE
	EFFECT LEVEL
	BOTTOM
	DIRECT MIX
	SOLO SW
	SOLO LEVEL
X OVERDRIVE	ON/OFF
	DRIVE
	TONE
	BOTTOM
	EFFECT LEVEL
	DIRECT MIX
	SOLO SW
	SOLO LEVEL
CATEGORY	TARGET

CATEGORY	TARGET
DISTORTION	ON/OFF
	TYPE
	DIST
	TONE
	EFFECT LEVEL
	BOTTOM
	DIRECT MIX
	SOLO SW
	SOLO LEVEL
X DISTORTION	ON/OFF
	DRIVE
	TONE
	EFFECT LEVEL
	BOTTOM
	DIRECT MIX
	SOLO SW
	SOLO LEVEL
METAL DISTORTION	ON/OFF
	TYPE
	DIST
	TONE
	EFFECT LEVEL
	BOTTOM
	DIRECT MIX
	SOLO SW
	SOLO LEVEL
FUZZ	ON/OFF
	TYPE
	FUZZ
	TONE
	EFFECT LEVEL
	BOTTOM
	DIRECT MIX
	SOLO SW
	SOLO LEVEL

Footswitch and expression pedal settings

CATEGORY	TARGET
PREAMP	ON/OFF
	TYPE
	GAIN
	LEVEL
	BASS
	MIDDLE
	TREBLE
	PRESENCE
	GAIN SW
	SOLO SW
	SOLO LEVEL
	BRIGHT SW
	SAG
	RESONANCE
	DIRECT MIX
	SP TYPE
	MIC TYPE
	MIC DISTANCE
	MIC POSITION
	MIC LEVEL
PARAMETRIC EQ	ON/OFF
	LOW GAIN
	HIGH GAIN
	LEVEL
	LOW-MID FREQ
	LOW-MID Q
	LOW-MID GAIN
	HIGH-MID FREQ
	HIGH-MID Q
	HIGH-MID GAIN
	LOW CUT
	HIGH CUT

CATEGORY	TARGET
GRAPHIC EQ	ON/OFF
	31.5 Hz
	63 Hz
	125 Hz
	250 Hz
	500 Hz
	1 kHz
	2 kHz
	4 kHz
	8 kHz
	16 kHz
	LEVEL
CHORUS	ON/OFF
	TYPE
	DIRECT LEVEL
	RATE
	DEPTH
	EFFECT LEVEL
	LOW CUT
	HIGH CUT
	PRE-DELAY
	WAVEFORM
	1: RATE
	1: DEPTH
	1: EFFECT LEVEL
	1: PRE-DELAY
	1: WAVEFORM
	1: LOW CUT
	1: HIGH CUT
	2: RATE
	2: DEPTH
	2: EFFECT LEVEL
	2: PRE-DELAY
	2: WAVEFORM
	2: LOW CUT
	2: HIGH CUT
	OUTPUT MODE

Footswitch and expression pedal settings

CATEGORY	TARGET
PRIME CHORUS	ON/OFF
	RATE
	DEPTH
	EFFECT LEVEL
	PRE-DELAY
	WAVEFORM
	LOW CUT
	HIGH CUT
	SWEETNESS
	BELL
	OUTPUT MODE
FLANGER	ON/OFF
	RATE
	DEPTH
	RESONANCE
	MANUAL
	STEP RATE
	LOW CUT
	EFFECT LEVEL
	DIRECT MIX
PRIME FLANGER	ON/OFF
	RATE
	DEPTH
	RESONANCE
	MANUAL
	TURBO
	WAVEFORM
	STEP RATE
	SEPARATION
	EFFECT LEVEL
	LOW DAMP
	HIGH DAMP
	DIRECT MIX
	LOW CUT
	HIGH CUT

CATEGORY	TARGET
PHASER	ON/OFF
	STAGE
	RATE
	DEPTH
	RESONANCE
	MANUAL
	STEP RATE
	EFFECT LEVEL
	DIRECT MIX
SCRIPT PHASER	ON/OFF
	RATE
	DEPTH
	EFFECT LEVEL
	DIRECT MIX
PRIME PHASER	ON/OFF
	STAGE
	RATE
	DEPTH
	RESONANCE
	MANUAL
	WAVEFORM
	STEP RATE
	BI-PHASE
	SEPARATION
	LOW DAMP
	HIGH DAMP
	LOW CUT
	HIGH CUT
	EFFECT LEVEL
	DIRECT MIX
CLASSIC VIBE	ON/OFF
	MODE
	RATE
	DEPTH
	EFFECT LEVEL

Footswitch and expression pedal settings

CATEGORY	TARGET
ROTARY	ON/OFF
	SPEED SELECT
	SLOW RATE
	FAST RATE
	EFFECT LEVEL
	RISE TIME
	FALL TIME
	MIC DISTANCE
	ROTOR/HORN
	DRIVE
	DIRECT MIX
VIBRATO	ON/OFF
	RATE
	DEPTH
	TRIGGER
	RISE TIME
	EFFECT LEVEL
PRIME VIBRATO	ON/OFF
	RATE
	DEPTH
	COLOR
	EFFECT LEVEL
	TRIGGER
	RISE TIME
	DIRECT MIX
TREMOLO	ON/OFF
	RATE
	DEPTH
	WAVEFORM
	EFFECT LEVEL
	TRIGGER
	RISE TIME
	DIRECT MIX
PAN	ON/OFF
	RATE
	DEPTH
	WAVEFORM
	EFFECT LEVEL
	DIRECT MIX

CATEGORY	TARGET
RING MODULATOR	ON/OFF
	INTELLIGENT
	FREQUENCY
	MOD RATE
	MOD DEPTH
	EFFECT LEVEL
	DIRECT MIX
SLICER	ON/OFF
	PATTERN
	RATE
	TRIGGER
	EFFECT LEVEL
	ATTACK
	DUTY
	DIRECT MIX
HUMANIZER	ON/OFF
	MODE
	VOWEL1
	VOWEL2
	SENS
	RATE
	DEPTH
	MANUAL
	LEVEL
PITCH SHIFTER	ON/OFF
	VOICE
	DIRECT LEVEL
	1: PITCH
	1: MODE
	1: FINE
	1: PRE-DELAY
	1: LEVEL
	1: FEEDBACK
	2: PITCH
	2: MODE
	2: FINE
	2: PRE-DELAY
	2: LEVEL

Footswitch and expression pedal settings

CATEGORY	TARGET
HARMONIST	ON/OFF
	VOICE
	1: HARMONY
	1: LEVEL
	1: PRE-DELAY
	1: FEEDBACK
	2: HARMONY
	2: LEVEL
	2: PRE-DELAY
	DIRECT LEVEL
	HR1: C
	HR1: D♭
	HR1: D
	HR1: E♭
	HR1: E
	HR1: F
	HR1: F♯
	HR1: G
	HR1: A♭
	HR1: A
	HR1: B♭
	HR1: B
	HR2: C
	HR2: D♭
	HR2: D
	HR2: E♭
	HR2: E
	HR2: F
	HR2: F♯
	HR2: G
	HR2: A♭
	HR2: A
	HR2: B♭
	HR2: B

CATEGORY	TARGET
OVERTONE	ON/OFF
	LOWER LEVEL
	UPPER LEVEL
	UNISON LEVEL
	DIRECT LEVEL
	DETUNE
	OUTPUT MODE
	LOW
	HIGH
OCTAVE	ON/OFF
	-2 OCT
	-1 OCT
	DIRECT LEVEL
POLY OCTAVE	ON/OFF
	RANGE
	OCTAVE LEVEL
	DIRECT LEVEL
DELAY	ON/OFF
	TIME
	FEEDBACK
	EFFECT LEVEL
	DIRECT LEVEL
	HIGH CUT
	CARRYOVER

Footswitch and expression pedal settings

CATEGORY	TARGET
DELAY PLUS	ON/OFF
	TYPE
	DIRECT LEVEL
	MOD RATE
	MOD DEPTH
	DUCK SENS
	DUCK PRE
	DUCK POST
	CARRYOVER
	TIME
	FEEDBACK
	EFFECT LEVEL
	HIGH CUT
	TAP TIME
	AUTO TRIGGER
	MODE
	1: TYPE
	1: TIME
	1: FEEDBACK
	1: EFFECT LEVEL
	1: HIGH CUT
	2: HIGH CUT
	2: TYPE
	2: TIME
	2: FEEDBACK
	2: EFFECT LEVEL
ANALOG DELAY	ON/OFF
	TYPE
	TIME
	FEEDBACK
	EFFECT LEVEL
	DIRECT LEVEL
	HIGH CUT
	MOD RATE
	MOD DEPTH
	DUCK SENS
	DUCK PRE
	DUCK POST
	CARRYOVER

CATEGORY	TARGET
SPACE ECHO	ON/OFF
	TIME
	FEEDBACK
	EFFECT LEVEL
	DIRECT LEVEL
	HIGH CUT
	MOD RATE
	MOD DEPTH
	DUCK SENS
	DUCK PRE
	DUCK POST
	HEAD
	WOW FLUTTER
	CARRYOVER
SHIMMER DELAY	ON/OFF
	TIME
	FEEDBACK
	EFFECT LEVEL
	DIRECT LEVEL
	HIGH CUT
	MOD RATE
	MOD DEPTH
	DUCK SENS
	DUCK PRE
	DUCK POST
	PITCH
	PITCH BALANCE
	PITCH FEEDBACK
	CARRYOVER
TERA ECHO	ON/OFF
	MODE
	SPREAD TIME
	FEEDBACK
	EFFECT LEVEL
	TONE
	DIRECT LEVEL
	TRIGGER
	CARRYOVER

Footswitch and expression pedal settings

CATEGORY	TARGET
TWIST	ON/OFF
	MODE
	TRIGGER
	LEVEL
	RISE TIME
	FALL TIME
	FADE TIME
	CARRYOVER
WARP	ON/OFF
	TIME
	TRIGGER
	LEVEL
	CARRYOVER
REVERB	ON/OFF
	TYPE
	TIME
	PRE-DELAY
	EFFECT LEVEL
	DENSITY
	LOW CUT
	HIGH CUT
	DIRECT LEVEL
	CARRYOVER
REVERB PLUS	ON/OFF
	TYPE
	TIME
	TONE
	EFFECT LEVEL
	DENSITY
	PRE-DELAY
	LOW CUT
	HIGH CUT
	LOW DAMP
	HIGH DAMP
	MOD RATE
	MOD DEPTH
	DUCK SENS
	DUCK PRE
	DUCK POST
	DIRECT LEVEL
	CARRYOVER

CATEGORY	TARGET
SHIMMER REVERB	ON/OFF
	TIME
	TONE
	EFFECT LEVEL
	DENSITY
	PRE-DELAY
	LOW CUT
	HIGH CUT
	LOW DAMP
	HIGH DAMP
	MOD RATE
	MOD DEPTH
	DUCK SENS
	DUCK PRE
	DUCK POST
	DIRECT LEVEL
	1: PITCH
	2: PITCH
	1: LEVEL
	2: LEVEL
	CARRYOVER
AC GUITAR SIM	ON/OFF
	BODY
	LOW
	HIGH
	LEVEL
AC RESONANCE	ON/OFF
	TYPE
	RESONANCE
	TONE
	LEVEL
FEEDBACKER	ON/OFF
	MODE
	TRIGGER
	DEPTH
	RISE TIME
	OCT RISE TIME
	FEEDBACK
	OCT FEEDBACK
	VIB RATE
	VIB DEPTH

Footswitch and expression pedal settings

CATEGORY	TARGET
SITAR SIM	ON/OFF
	SENS
	DEPTH
	TONE
	EFFECT LEVEL
	RESONANCE
	BUZZ
	DIRECT MIX
SLOW GEAR	ON/OFF
	SENS
	RISE TIME
	LEVEL
DEFRETTER	ON/OFF
	SENS
	DEPTH
	TONE
	EFFECT LEVEL
	ATTACK
	RESONANCE
	DIRECT MIX
TOUCH WAH	ON/OFF
	FILTER MODE
	POLARITY
	SENS
	FREQUENCY
	RESONANCE
	DECAY
	EFFECT LEVEL
	DIRECT MIX
AUTO WAH	ON/OFF
	FILTER MODE
	RATE
	DEPTH
	EFFECT LEVEL
	FREQUENCY
	RESONANCE
	WAVEFORM
	DIRECT MIX

CATEGORY	TARGET
S-BEND	ON/OFF
	TRIGGER
	PITCH
	RISE TIME
	FALL TIME
WAH	ON/OFF
	WAH TYPE
	PEDAL POSITION
	PEDAL MIN
	PEDAL MAX
	EFFECT LEVEL
	DIRECT MIX
PEDAL BEND	ON/OFF
	PITCH MIN
	PITCH MAX
	PEDAL POSITION
	EFFECT LEVEL
	DIRECT MIX
FOOT VOLUME	ON/OFF
	PEDAL POSITION
	VOLUME MIN
	VOLUME MAX
	CURVE
NOISE SUPPRESSOR	ON/OFF
	THRESHOLD
	RELEASE
	DETECT
DIVIDER	MODE
	CH SELECT
	MIX MODE
	A: DYNAMIC
	A: DYNAMIC SENS
	A: FILTER
	A: CUTOFF FREQ
	B: DYNAMIC
	B: DYNAMIC SENS
	B: FILTER
	B: CUTOFF FREQ

Footswitch and expression pedal settings

CATEGORY	TARGET
MIXER	MODE
	A LEVEL
	B LEVEL
	A/B BALANCE
	SPREAD
SEND/RETURN	ON/OFF
	MODE
	SEND LEVEL
	RETURN LEVEL
	ADJUST
	INVERT
LOOP	LOOP LEVEL
BASS X COMP	ON/OFF
	ATTACK
	LEVEL
	TONE
	RATIO
	DIRECT MIX
	THRESHOLD
BASS OVERDRIVE	ON/OFF
	DRIVE
	TONE
	EFFECT LEVEL
	BOTTOM
	DIRECT MIX
	SOLO SW
	SOLO LEVEL
X BASS OVERDRIVE	ON/OFF
	DRIVE
	TONE
	EFFECT LEVEL
	BOTTOM
	DIRECT MIX
	SOLO SW
	SOLO LEVEL

CATEGORY	TARGET
BASS DISTORTION	ON/OFF
	TYPE
	DRIVE
	TONE
	EFFECT LEVEL
	BOTTOM
	DIRECT MIX
	SOLO SW
	SOLO LEVEL
BASS METAL DIST	ON/OFF
	DIST
	TONE
	EFFECT LEVEL
	BOTTOM
	DIRECT MIX
	SOLO SW
	SOLO LEVEL
BASS FUZZ	ON/OFF
	FUZZ
	TONE
	EFFECT LEVEL
	BOTTOM
	DIRECT MIX
	SOLO SW
	SOLO LEVEL

Footswitch and expression pedal settings

CATEGORY	TARGET
BASS PREAMP	ON/OFF
	TYPE
	GAIN
	LEVEL
	BASS
	MIDDLE
	TREBLE
	PRESENCE
	GAIN SW
	SOLO SW
	SOLO LEVEL
	BRIGHT SW
	SAG
	RESONANCE
	DIRECT MIX
	SP TYPE
	MIC TYPE
	MIC DISTANCE
	MIC POSITION
	MIC LEVEL
BASS CHORUS	ON/OFF
	TYPE
	RATE
	DEPTH
	EFFECT LEVEL
	LOW CUT
	HIGH CUT
	DIRECT LEVEL
BASS FLANGER	ON/OFF
	RATE
	DEPTH
	RESONANCE
	MANUAL
	STEP RATE
	LOW CUT
	EFFECT LEVEL
	DIRECT MIX

CATEGORY	TARGET
BASS PRIME FLANGER	ON/OFF
	RATE
	DEPTH
	RESONANCE
	MANUAL
	TURBO
	WAVEFORM
	STEP RATE
	SEPARATION
	EFFECT LEVEL
	LOW DAMP
	HIGH DAMP
	DIRECT MIX
	LOW CUT
	HIGH CUT
BASS PHASER	ON/OFF
	STAGE
	RATE
	DEPTH
	RESONANCE
	MANUAL
	STEP RATE
	EFFECT LEVEL
	DIRECT MIX
BASS PRIME PHASER	ON/OFF
	STAGE
	RATE
	DEPTH
	RESONANCE
	MANUAL
	WAVEFORM
	STEP RATE
	BI-PHASE
	SEPARATION
	LOW DAMP
	HIGH DAMP
	LOW CUT
	HIGH CUT
	EFFECT LEVEL
	DIRECT MIX

Footswitch and expression pedal settings

CATEGORY	TARGET
BASS PITCH SHIFTER	ON/OFF
	VOICE
	DIRECT LEVEL
	1: PITCH
	1: MODE
	1: FINE
	1: PRE-DELAY
	1: LEVEL
	1: FEEDBACK
	2: PITCH
	2: MODE
	2: FINE
	2: PRE-DELAY
	2: LEVEL

CATEGORY	TARGET
BASS HARMONIST	ON/OFF
	VOICE
	1: HARMONY
	1: LEVEL
	1: PRE-DELAY
	1: FEEDBACK
	2: HARMONY
	2: LEVEL
	2: PRE-DELAY
	DIRECT LEVEL
	HR1: C
	HR1: D♭
	HR1: D
	HR1: E♭
	HR1: E
	HR1: F
	HR1: F♯
	HR1: G
	HR1: A♭
	HR1: A
	HR1: B♭
	HR1: B
	HR2: C
	HR2: D♭
	HR2: D
	HR2: E♭
	HR2: E
	HR2: F
	HR2: F♯
	HR2: G
	HR2: A♭
	HR2: A
	HR2: B♭
	HR2: B
BASS OCTAVE	ON/OFF
	-2 OCT
	-1 OCT
	DIRECT LEVEL

Footswitch and expression pedal settings

CATEGORY	TARGET
BASS SLOW GEAR	ON/OFF
	SENS
	RISE TIME
	LEVEL
BASS DEFRETTER	ON/OFF
	SENS
	ATTACK
	TONE
	EFFECT LEVEL
	DIRECT MIX
BASS TOUCH WAH	ON/OFF
	FILTER MODE
	POLARITY
	SENS
	FREQUENCY
	RESONANCE
	DECAY
	EFFECT LEVEL
	DIRECT MIX
BASS S-BEND	ON/OFF
	TRIGGER
	PITCH
	RISE TIME
	FALL TIME
BASS WAH	ON/OFF
	PEDAL POSITION
	PEDAL MIN
	PEDAL MAX
	EFFECT LEVEL
	DIRECT MIX
BASS PEDAL BEND	ON/OFF
	PITCH MIN
	PITCH MAX
	PEDAL POSITION
	EFFECT LEVEL
	DIRECT MIX
MASTER	MEMORY LEVEL
	BPM
	KEY
	INPUT SETTING
TUNER	ON/OFF

CATEGORY	TARGET
MIDI*	MIDI CC#
	MIDI PC#

* For more on categories aside from the effects, refer to the "GX-10 Parameter Guide" (BOSS website).

Virtual expression pedal system (internal pedal / wave pedal)

By assigning a desired parameter to the virtual expression pedal, you can produce an effect as though you were operating a physical expression pedal to change the volume or tone quality in real time.

The virtual expression pedal system provides the following two types of functions, and you can use the SOURCE setting for ASSIGN 1–20 to choose the desired type.

INTERNAL PEDAL

If SOURCE is set to "INT PEDAL," the virtual expression pedal will begin operating when started by the specified trigger (INTERNAL PEDAL TRIGGER), modifying the parameter specified by "TARGET".

The value changes in a curve
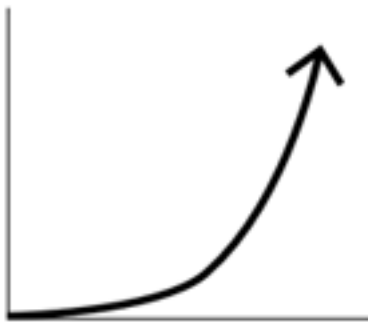
When the trigger occurs

WAVE PEDAL

If SOURCE is set to "WAVE PDL," the virtual expression pedal will cyclically modify the parameter specified by TARGET in a fixed wave form.

Always changes in a fixed curve regardless of the actual pedal

Adjusting the expression pedal (pedal calibration)

Although this unit's expression pedal has been set for optimum operation at the factory, extended use and the operating environment can result in the pedal going out of adjustment.

If you encounter problems such as being unable to fully cut off the sound with the volume pedal or being unable to switch the PEDAL FX, you can use the following procedure to readjust the pedal.

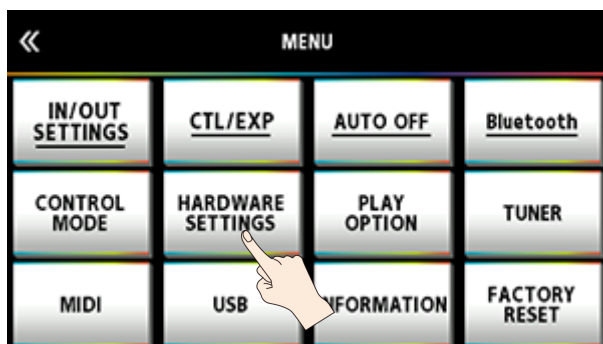## Footswitch and expression pedal settings

1 **Press the [MENU] button.**

2 **Touch <HARDWARE SETTINGS>.**

3 **Touch <PEDAL CALIBRATION>.**

The PEDAL CALIBRATION screen appears.

4 **Press the heel end of the pedal, and press the [WRITE] button.**

The screen will indicate "OK," and then a screen like the following will appear.

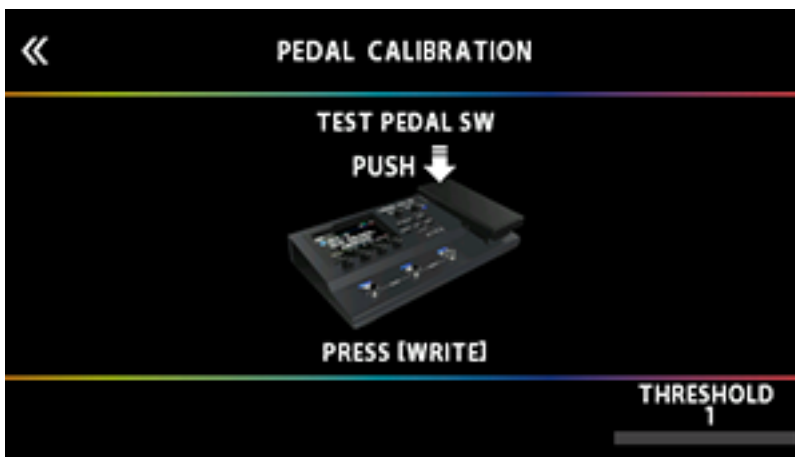**5** **Press the toe end of the pedal, and press the [WRITE] button.**

The screen will indicate "OK," and then a screen like the following will appear.

6 **Strongly press the toe end of the pedal.**

Verify that the PEDAL FX indicator lights when you strongly press the toe end.

If you want to change the lighting sensitivity of the PEDAL FX indicator, repeat step 4 while you adjust the THRESHOLD value with the [4] knob.

7 **Press the [WRITE] button.**

The screen will indicate "COMPLETED!"

When you operate the expression pedal, please be careful not to get your fingers pinched between the movable part and the panel. In places where small children are present, make sure that an adult provides supervision and guidance.

Connecting external pedals

* To prevent malfunction and equipment failure, always turn down the volume, and turn off all the units before making any connections.

* When you operate the expression pedal, please be careful not to get your fingers pinched between the movable part and the panel. In places where small children are present, make sure that an adult provides supervision and guidance.

* When connecting an external expression pedal, use only the recommended pedals. Connecting expression pedals made by third-party manufacturers may cause this unit to malfunction. Expression pedals you can use (sold separately): EV-30, FV-500L, FV-500H, Roland EV-5
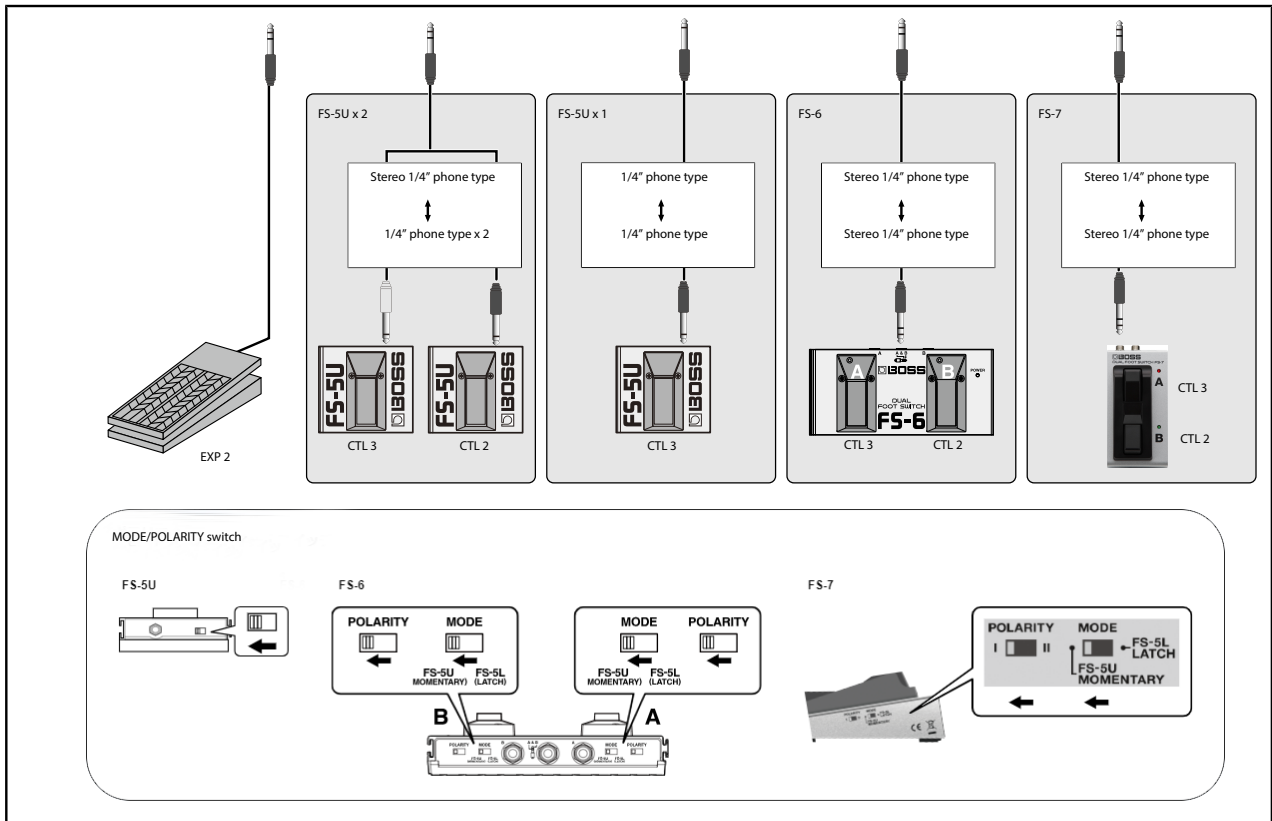
Looper

You can record what you play (up to 38 seconds in mono, and up to 19 seconds in stereo) and make the unit play back the recorded section over and over, as a loop. You can also layer additional performances with the recording as it plays back (overdubbing).

This lets you create real-time backing performances on the fly.

You must place the looper somewhere in the effect chain in order to use it.

Also, you need to assign the looper's record, play, and overdub functions to the switches you want.

Here's an example of how you can use the [C1] switch on this unit or an external footswitch connected to CTL 2, 3/EXP 2 jack on this unit, when in up/down mode, to operate the looper.

Placing the looper in the effect chain

1 **Select the memory with which you want to use the looper.**

2 **Follow the steps in "Effect placement (p. 31)" to place the looper in the effect chain.**
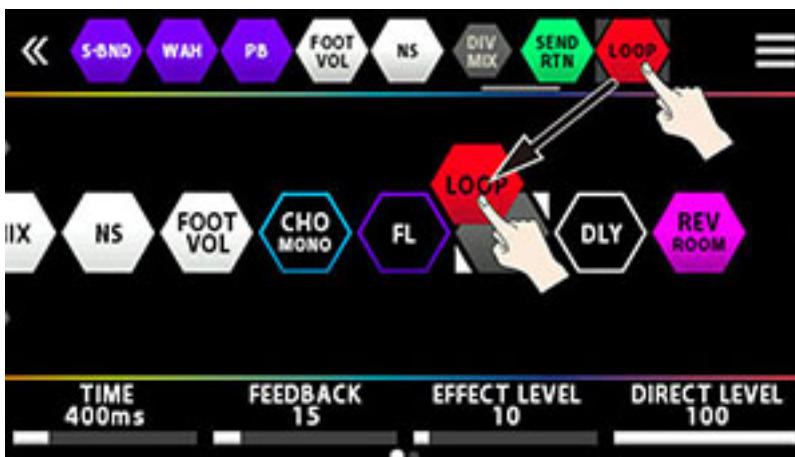
Assigning looper functions to switches

1 **Follow the steps in "Selecting the control mode (p. 17)" to switch to the up/down mode.**

2 **Follow the steps in "Assigning a function (p. 53)" to display the CONTROL FUNCTION screen.**
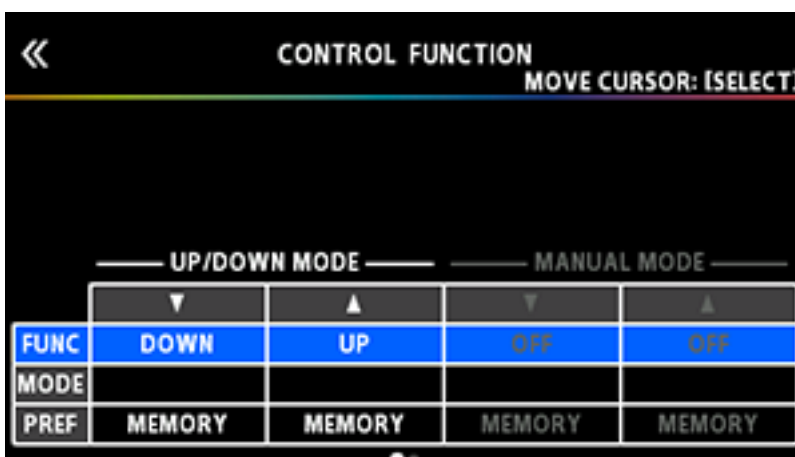
3 **Press PAGE [▶] to show the next page.**

4 **For "CTL 1," "CTL 2," and "CTL 3," set FUNCTION as follows.**

Parameter	Value	Explanation
CTL 1	LOOP CTL	Starts recording. Each time you press the switch, operation alternates between playback and overdubbing. Press twice to stop playback. Long-press to erase the recording.
CTL 2	LOOP STOP	Stops recording or playback.
CTL 3	LOOP CLEAR	Clears the recording.

Recording

Recording will start immediately when you press the switch.
At the point where you want to loop, press the pedal to switch to playback.

Loop playback

The loop plays back.
Pressing the switch will switch to overdubbing.

Overdub

Recording will start immediately when you press the switch.
At the point where you want to loop, press the pedal to switch to playback.

Press twice to stop playback. Long-press to erase the recording.

Stop/clear

To stop, press the switch to which STOP is assigned.
To clear the phrase, press the switch to which CLEAR is assigned.

CTL 1

CTL 3   CTL 2

CTL 1

Loop playback level setting

If you set the playback level at 100 (default value), the volume of the performance and that of the loop playback will be identical.

If you set the playback level to a value lower than 100, the volume of the playback will be lower than that of the performance. As a result, the sound of the performance won't get buried by the loop playback sound, even if you record a multiple number of times.

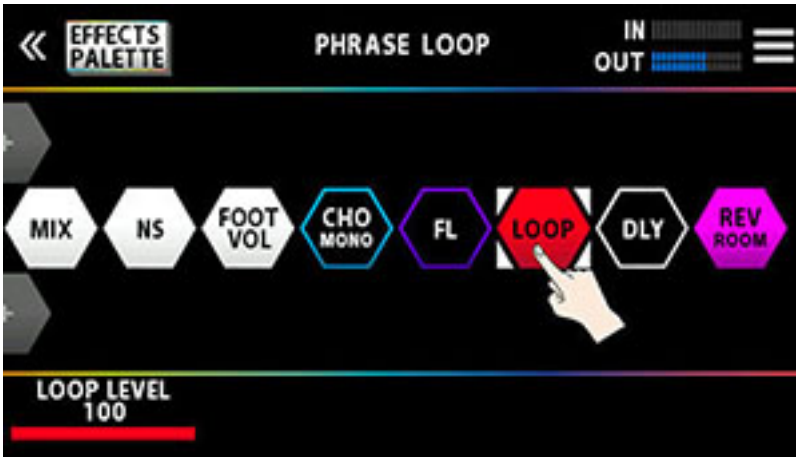**1** **Following the steps in "Basic procedure for effect editing (p. 29)", touch the "LOOP" icon on the effect chain screen.**

2 **Turn the [1] knob to specify the "PLAY LEVEL" value.**

Switch color

The switches light up in the following colors when you assign the looper function to a footswitch on this unit.

Color	Status
Red	Recording
Orange	Overdubbing
Green	Playback
Green (blink)	Stopped (phrase exists)
Blue	Stopped (no phrase)

MEMO

When COLOR MODE is set to "TYPE 2", the switches light up as follows.

Color	Status
Red	Recording
Yellow	Overdubbing
Blue	Playback
Blue (blink)	Stopped (phrase exists)
Blue	Stopped (no phrase)

Error message list

Indication	Meaning
OUT OF RANGE! SET AGAIN.	Displays when the expression pedal is not correctly set during calibration.
ASSIGN SETTINGS IS FULL!	Displays when an assign shortcut cannot be made because all 20 assignments have been set and are on.
CHAIN IS FULL!	Displays when 15 effects have been placed in the chain. To add a new effect, delete an existing effect.
DSP RESOURCE IS FULL! **DELETE OR OVERWRITE EXISTING FX.**	Displays when the DSP resources are full. You must delete an effect from the chain in this case.
CAN NOT OVERWRITE!	Displays when overwriting is not possible due to a lack of DSP resources. You must delete another effect from the chain in this case.
THE NUMBER OF SAME FX IS LIMITED TO 9	You can only place the same effect up to nine times.
USB MIDI OFFLINE	There is a problem with the USB cable connection. Check to make sure the cable has not been disconnected and that there is no short in the cable.

Main specifications

Sampling Frequency	48 kHz
AD Conversion	24 bits + AF method * AF method (Adaptive Focus method) This is a proprietary method from Roland & BOSS that vastly improves the signal-to-noise (SN) ratio of the AD and DA converters.
DA Conversion	32 bits
Processing	32-bit floating point
Effects	170 Types
Maximum Number of Effects	15+3 (DIVIDER/MIXER, SEND/RETURN, PHRASE LOOP) * depending on the circumstances
Memories	198 (User) + 99 (Preset)
Phrase Loop	38 sec. (MONO) 19 sec. (STEREO)
Tuner Internal Detection	+/-0.1 cent
Nominal Input Level	INPUT: -10 dBu RETURN: -10 dBu
Maximum Input Level	INPUT: +7 dBu RETURN: +7 dBu
Input Impedance	INPUT: 1 MΩ RETURN: 1 MΩ
Nominal Output Level	OUTPUT (L/MONO, R): -10 dBu PHONES: -10 dBu SEND: -10 dBu
Output Impedance	OUTPUT (L/MONO, R): 1 kΩ PHONES: 44 Ω SEND: 1 kΩ
Recommended Load Impedance	OUTPUT (L/MONO, R): 10 kΩ or greater PHONES: 44Ω or greater SEND: 10 kΩ or greater
Controls	DOWN switch, UP switch, CTL1 switch, POWER switch, EXP1 switch, PAGE button, MENU button, EFFECTS button, EXIT button, WRITE button, 1-4 knobs, SELECT knob, OUTPUT LEVEL knob, EXP1 pedal
Display	Color Graphic LCD (480 x 272 dots) Touch screen
Connectors	INPUT jack, OUTPUT (L/MONO, R) jacks, SEND jack, RETURN jack: 1/4-inch phone type PHONES jack: Stereo 1/4-inch phone type CTL2,3/EXP2 jack: 1/4-inch TRS phone type USB COMPUTER port: USB Type-C® Bluetooth ADAPTOR connector: Dedicated connector DC IN jack
Power Supply	AC adaptor
Current Draw	600 mA
Power consumption when in OFF mode (when the power automatically turns off)	0.0 W
Dimensions	300 (W) x 183 (D) x 74 (H) mm 11-13/16 (W) x 7-3/16 (D) x 2-15/16 (H) inches
Weight	2.2 kg 4 lbs 14 oz

Main specifications

Accessories	AC adaptor (PSB-1U + AC Cord Set)
	Owner's manual
	Leaflet "USING THE UNIT SAFELY"
Options (sold separately)	Footswitch: FS-5U, FS-5L, FS-6, FS-7
	Expression Pedal: EV-30, FV-500L, FV-500H, Roland EV-5
	Bluetooth® Audio MIDI Dual Adaptor (Model BT-DUAL)
	Wireless MIDI Expression Pedal: EV-1-WL
	Wireless Foot Switch: FS-1-WL

* 0dBu☒0.775Vrms

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

AC adaptor (PSB-1U + AC Cord Set)

Owner's manual

Leaflet "USING THE UNIT SAFELY"

GX-10
Reference Manual
01
Roland Corporation