

The AD-10 is designed for the acoustic guitarist who performs live; in a single unit, it combines a preamp, effects, looper, and direct box.



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Getting Ready

Connecting the Equipment

LINE OUT (L/PHONES, R/MONO) jacks

Connect these jacks to your guitar amp or headphones.

- * Connect your headphones to the L/PHONES jack.
- * If using a mono connection, use only the R/MONO jack.



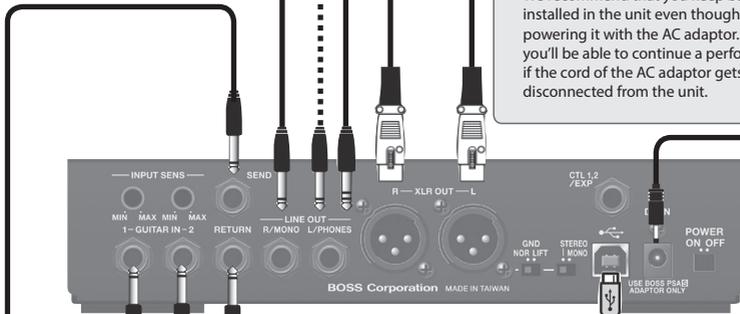
XLR OUT (L, R) jacks

Connect to the PA etc.

- * Pin assignment of XLR OUT (L, R) jack.



Rear Panel



DC IN jack

Connect the included AC adaptor here.

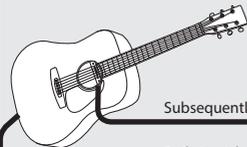
- * We recommend that you keep batteries installed in the unit even though you'll be powering it with the AC adaptor. That way, you'll be able to continue a performance even if the cord of the AC adaptor gets accidentally disconnected from the unit.



GUITAR IN (1, 2) jacks

Connect your guitar.

You can use the two jacks to blend two different types of pickups, or to connect two guitars.



USB COMPUTER port

Use a commercially available USB 2.0 cable to connect this port to your computer so that audio can be sent and received between the AD-10 and the computer. You can record the AD-10's sound into your computer, or output sound from your computer via the AD-10's output jacks.



SEND, RETURN jacks

Connect an external effect device (mono).

Connect the SEND jack to the input of your external effect device, and connect the output of your external effect device to the RETURN jack.

RETURN ← OUTPUT

SEND → INPUT

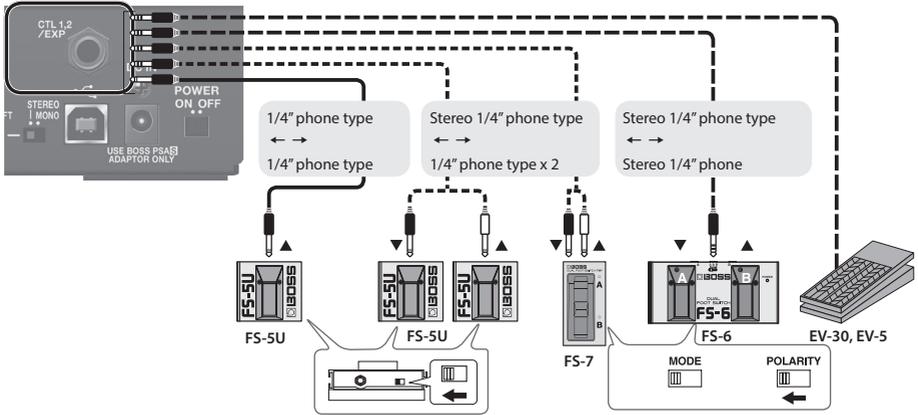


* To prevent malfunction and equipment failure, always turn down the volume, and turn off all the units before making any connections.

Connecting a Footswitch or an Expression Pedal

If you connect a footswitch (FS-5U, FS-6, FS-7: sold separately) or expression pedal (FV-500H, FV-500L, EV-30, Roland EV-5: sold separately) to the CTL1,2/EXP jack, you'll be able to assign a variety of functions to it. "Assigning the Functions of the Pedals" (p. 12)

- * Use only the specified expression pedal. By connecting any other expression pedals, you risk causing malfunction and/or damage to the unit.



Turning On/Off the Power

Before you make connections, make sure that the input gain or volume of your mixer or amplifier is turned down.

By turning on devices in the wrong order, you risk causing malfunction and/or damage to speakers and other devices.



- * 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.
- * When the batteries run low, the display indicates "b L". When this occurs, install fresh batteries.

Getting Ready

Input Settings

The AD-10 is equipped with two channels of input jack (GUITAR IN 1, 2). You can use these to blend two different types of pickup, such as piezo + magnetic, in the desired balance, or to switch between two connected guitars that you're using in a live performance.



Adjusting the Input Sensitivity

Use the rear panel [INPUT SENS] knobs to adjust the input sensitivity. Adjust the sensitivity so that the top panel INPUT indicators light orange when the maximum input occurs. If the input level is excessive, the INPUT indicators light red.

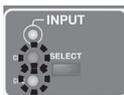


Switching Between GUITAR IN 1/2 and Adjusting the Balance

If you're using both the GUITAR IN 1 and 2 jacks, you can switch jacks 1 and 2 on/off, or turn them both on and adjust the mix balance.

1. Press the [SELECT] button.

Each time you press this button, the input selection switches between 1, 2, and 1+2 (MIX). The indicator (CH1, CH2) of an input that's on is lit.



Adjusting the CH1/CH2 balance

If you select 1+2 (MIX), the CH1 and CH2 indicators are both lit, and you can adjust the balance.

1. Press the [SELECT] button several times to select 1+2 (MIX).

The CH1 and CH2 indicators are both lit. The display shows the value of the balance setting between inputs 1 and 2.



2. Use the [▼] [▲] buttons to adjust the value.

Display	CH1: CH2 mix balance
0-50-99	100: 0-50: 50-0: 100 (Default: 50)

Tuning the Guitar (Tuner)

1. Press the [TUNER & MUTE] pedal.

Guitar is muted, the tuner is switched on.

2. Change the reference pitch by using the [▼] [▲] buttons.

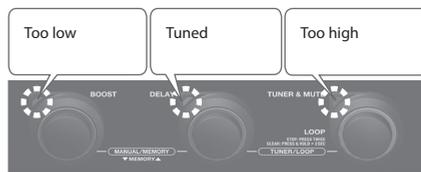
Display	Pitch
35-45	435-445 Hz (default: 440 Hz)

3. Play a single open note on the string to be tuned.

The name of the note closest to the pitch of the string played appears in the display.

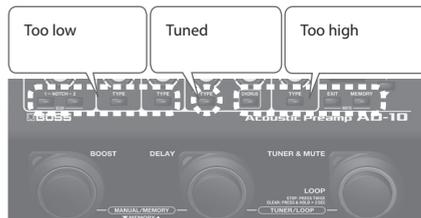
* Ex. (E) (C#) # symbol

4. Tune so that the [DELAY] pedal light up.



MEMO

When the tuner is on, you can press the [MENU] button to switch the tuner's display mode. The tuning status can also be shown by the buttons located above the pedals.



Each time you press the [MENU] button, the display mode changes as follows.

Display mode	Explanation
P_P PANEL & PEDAL	The pedal LEDs and the buttons both indicate the pitch.
P_d PEDAL	Only the pedal LEDs indicate the pitch.
P_n PANEL	Only the buttons indicate the pitch.

5. To turn the tuner off, press any of the pedals.

Manual/Memory Mode

Manual Mode

When you start up the AD-10, it is in Manual mode. In this mode the sound and effects are applied according to the position of the panel knobs.

- A dot is shown in the display. When you move a knob, the value of its setting is shown.
- You can turn the effects on and off by using the pedals (blue LED).



Memory Mode

When you press the [MEMORY] button to make it light red, the AD-10 is in Memory mode. In this mode you can save and recall 10 combinations of effects and settings (sounds) as "memories."



You can also press the two pedals simultaneously to switch between Manual and Memory modes.



- The memory number is shown in the display.
- * When you edit the setting, a dot appears in the display.
- You can switch memories by using the pedals (red LED).



Memory number ▼/▲



Stomp Mode

In Memory mode, simultaneously long-pressing the two pedals shown in the illustration switches to Stomp mode. You can turn the effects on and off by using the pedals (blue LED).



Saving a Memory

Here's how to save settings that you want to keep.

1. Hold down the [EXIT] button and press the [MEMORY] button.

The display blinks "Er" (Write).

2. Press the [MEMORY] button.

The display indicates the memory number.

3. Use the [▼] [▲] buttons to choose the memory number where you'd like to save the memory.

4. Press the [MEMORY] button.

The [MEMORY] button and display indications blink rapidly.

MEMO

For each effect, you can specify whether to save it in memory or use it manually (knob positions) (p. 12).

Initializing Memory Settings

Initializes the settings of the currently selected memory.

1. Hold down the [EXIT] button and press the [MEMORY] button.

The display blinks "Er" (Write).

2. Press the [▲] button to choose "Er" (Initialize).

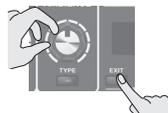
The [MEMORY] button blinks red.

- * If you decide to cancel, press the [EXIT] button.

3. Press the [MEMORY] button.

Checking the Knob/Button Values

- By operating a knob or button while you hold down the [EXIT] button, you can see its current value in the display without actually changing the setting of that knob or button.
- When you recall settings (sounds) in Memory mode, the values of the settings do not match the positions of the physical knobs. For example, if the value of a knob's setting is 12 o'clock, but the physical knob is turned to the far left, the value will not change until you turn the knob through the 12 o'clock position.
- * When you edit the setting, a dot appears in the display.



Editing the Effects



EQ (Equalizer)

Adjusts the tone.



[BASS] knob

Adjusts the sound level of the low-frequency range.

[LOW CUT] button

When this is on, the region below the specified frequency is cut.

When you press this button, the display shows the specified frequency. Use the [▼] [▲] buttons to change the setting.

Value	Explanation
1-99	10-990 Hz

[MID] knob

Adjusts the sound level of middle-frequency range.

[FREQ] button

Specifies the frequency region that is adjusted by the [MID] knob. When you press this button, the display shows the specified frequency. Use the [▼] [▲] buttons to change the setting.

Value	Explanation
20-5.0	200 Hz-5.0 kHz

[TREBLE] knob

Adjusts the sound level of the high-frequency range.

[PRESENCE] knob

Adds lustrous outline to the mid- and high-frequency range. This is effective when you want to improve the definition of the sound.

[LEVEL] knob

Adjusts the overall volume level of the equalizer.

[ON/OFF] button

Switches the equalizer on/off.

MEMO

You can specify EQ independently for GUITAR IN 1 and 2. For details, refer to "Making Independent EQ Settings for GUITAR IN 1 and 2" (p. 11).

BOOST

Turning this on raises the level. This is convenient when you want to increase the level above the backing sound such as when playing a solo, or when you want to lower the level during a specific section in a song.



[BOOST] button

Switches the booster on/off. If this is on, the display shows the gain setting. Use the [▼] [▲] buttons to change the setting.

Value	Explanation
0-50-99	At a setting of 50, the on and off levels are the same.

FX LOOP

Switches on/off an external effect that is connected to the SEND, RETURN jacks (p. 2).



[FX LOOP] button

Switches the external effect on/off. If this is on, the display shows the return level setting. Use the [▼] [▲] buttons to change the setting.

ANTI-FEEDBACK

This suppresses the acoustic feedback (the whine or squeal) that can occur depending on the position of the guitar and amp, or depending on the surrounding environment.

[REDUCTION] knob

This is a suppression function that is designed to have a minimal effect on the tonal quality, and is optimized for the low-frequency feedback that often occurs with an acoustic guitar. Use the knob to adjust the strength of the reduction effect.

When feedback occurs, the reduction is automatically applied only at the specific frequency at which feedback occurs.

[NOTCH1], [NOTCH2] button

Set this to the point (notch frequency) at which you want to reduce feedback. The AD-10 lets you specify two different points: [NOTCH1] and [NOTCH2]. You can also set the notch frequency automatically when feedback occurs.

1. Press the [NOTCH1] or [NOTCH2] button to turn it on.

Each time you press a button, it turns on/off.

2. Use the [▼] [▲] buttons to specify the note name of the point at which feedback is occurring.

* If you press [NOTCH1] and [NOTCH2] simultaneously, the point at which feedback is occurring is scanned and specified automatically.



Value	Explanation
<i>R, 1-F 7</i>	A#1-F7. "#" (sharp sign) is indicated by "" (decimal point).

ACOUSTIC RESONANCE

Use this knob to adjust the balance between the body resonance effect of the acoustic guitar and the direct sound of the pickup.

[TYPE] button

Adjusts the tonal character appropriately for the guitar or settings you're using.



Display	Button	Explanation
<i>aF</i> OFF	Unlit	OFF
<i>nR</i> NATURAL	Green	A natural and uncolored sound.
<i>bd</i> WIDE	Orange	Mellow sound that emphasizes the body resonance
<i>br</i> BRIGHT	Red	Brilliant sound with an extended high-frequency range

COMP (Compressor)

This makes the volume of the input signal more consistent. By suppressing the peak of the attacks, it prevents distortion even when the input sensitivity is raised.

Turning the knob toward the right makes the effect stronger.

[TYPE] Button

Each time you press this button, the setting switches between off/soft/hard.



DELAY/CHORUS

DELAY is an echo-like effect. It adds a delayed sound to the original sound, creating a spatially expansive feeling.

In CHORUS effect, a slightly detuned sound is added to the original sound to add depth and breadth.



[TIME] knob

Adjusts the delay time.

[E.LEVEL] knob

Adjusts the delay volume.

[TYPE] Button

Each time you press this button, the setting switches between off/delay/modulation delay/reverse delay.

[CHORUS] button

Turns chorus on/off, and specifies the chorus type.

Display	Button	Explanation
<i>aF</i> OFF	Unlit	OFF
<i>nR</i> NORMAL	Green	A lustrous sound
<i>bd</i> MILD	Orange	A soft sound that blends well
<i>br</i> BRIGHT	Red	A chorus sound with brilliant string resonance

AMBIENCE

This effect adds reverberation to the sound.

[E.LEVEL] knob

Adjusts the volume of the reverberation.

[TYPE] Button

Selects the length of reverberation.



Display	Button	Explanation
<i>aF</i> OFF	Unlit	OFF
<i>Sh</i> SHORT	Green	Short reverberation
<i>bd</i> MID	Orange	Medium reverberation
<i>Ld</i> LONG	Red	Long reverberation

Editing the Effects

Sub-Parameter Settings

By long-pressing one of the effect buttons, you can access additional settings.

1. Long-press a button.

The display indicates the parameter/value.



2. Use the [▼][▲] buttons to select a value.

Button	Parameter	Value	Explanation
INPUT			
SELECT	LU LEVEL	0-50-99	Output level of the input selector. If CH1 and 2 are blended, this changes the volume of both channels.
BOOST			
BOOST	tn TONE	- 10-0- 10	Specifies the tonal character when the booster is on.
FX LOOP			
FX LOOP	d5 DIRECT	oF, on * You can set this if an external device is connected to the RETURN jack.	Mixes the direct sound.
ANTI-FEEDBACK			
NOTCH 1, 2	dP DEPTH	1-20	Adjusts the depth of the notch filter.
ACOUSTIC RESONANCE			
TYPE	tn TONE	- 10-0- 10	Adjusts the tonal character when acoustic resonance is on.
COMP			
TYPE	Rt ATTACK	0-50-99	Adjusts the strength of the attack when picking.
DELAY			
TYPE	Fb FEEDBACK	0-99	Adjusts the number of delay repeats.
	nt NOTE	d, d, 7	Sets the note for the delay sound. d = ♩ (Quarter Note) d, 7 = ♪ (dotted 8th note)
* To switch between FEEDBACK and NOTE, use the [TYPE] button to enter the sub-parameter setting mode, and then use the [TYPE] button again to switch.			
CHORUS			
CHORUS	LU LEVEL	0-99	Adjusts the level of the effect sound.
AMBIENCE			
TYPE	tn TONE	- 10-0- 10	Adjusts the tonal character of the effect sound.

Button	Parameter	Value	Explanation
EQ			
ON/OFF	n5 NOISE SUPPRESSOR	0-99	Adjusts the noise suppressor.
FREQ	n9 MID Q	0.5- 16	Adjusts the width of the area affected by the EQ centered at the frequency specified by this button (p. 6). Higher values will narrow the area.

Looper

When you press the [DELAY] pedal and the [TUNER & MUTE] pedal simultaneously, the looper starts.

When the looper starts, you can use the [TUNER & MUTE] pedal to record your guitar and create a loop performance.



Recording

Recording will start immediately when you press the [TUNER & MUTE] pedal.

At the point where you want to loop, press the pedal to switch to playback.



Loop Playback

Play back the loop. Pressing the [TUNER & MUTE] pedal will switch to overdubbing.



Overdub

Record additional layers while playing back the loop. Press the [TUNER & MUTE] pedal to switch to playback.



Stop/Clear

To stop, press the [TUNER & MUTE] pedal twice.

To clear the phrase, hold down the [LOOP] pedal for at least two seconds while stopped.

Loop Playback Level Setting

If you set the playback level at 50 (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 50, 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.

For details on the settings, refer to "Output Setting" (p. 10).

[LOOP] Pedal Color

[LOOP] Pedal Color	Display indication	Status
Red	$r \text{ } \square$	Recording
Green	PL	Playback
Orange	db	Overdub
Green (blink)	St	Stopped (phrase exists)
Red (blink)	$\square L$	Stopped (no phrase)

Advanced Settings

Output Setting

Here's how to set the output level of the XLR OUT (L, R) jacks and LINE OUT (L/PHONES, R/MONO) jacks, and how to specify the way in which ambience (p. 7) is output.



1. Press the [MENU] button.



The AD-10 is in output setting mode.

2. Press the [MEMORY] button to select a parameter .

Each time you press the button, the setting changes as follows.

"PL" (PHONES LEVEL) → "HL" (XLR LEVEL) → "LL" (LOOP LEVEL) → "LP" (LOOP ACTION) → "H5" (XLR) → "L5" (LINE) → "2b" (GUITAR INPUT 2 FX BYPASS)

MEMO

To return to the previous parameter, hold down the [EXIT] button and press the [MEMORY] button.

3. Use the [▼] [▲] buttons to select a value.

Parameter	Value	Explanation
PL (PHONES LEVEL)	0-99	Sets the volume of the PHONES jack.
	L (OUTPUT LEVEL)	If this is set to OUTPUT LEVEL, the level corresponds to the knob position 0-99 is a fixed value (Default: OUTPUT LEVEL)
HL (XLR LEVEL)	0-99	Specifies the volume of the XLR jacks.
	L (OUTPUT LEVEL)	If this is set to OUTPUT LEVEL, the level corresponds to the knob position 0-99 is a fixed value (Default: OUTPUT LEVEL)
LL (LOOP LEVEL)	0-99	Specifies the playback level of the looper.
LP (LOOP ACTION)	rP (REC → PLAY)	Specifies the switching order of the Looper. REC → PLAY → DUB (default)
	rd (REC → DUB)	REC → DUB → PLAY

Parameter	Value	Explanation
H5 (XLR), L5 (LINE)		Selects the sound that is output from the XLR and LINE jacks.
	MH (MIX)	The sound processed by the effects is output. The USB AUDIO playback sound is also mixed and output.
	PP (PRE/POST)	L: The sound before effects are applied (the output of the input selector) is output. R: The sound with effects applied is output.
2b (GUITAR INPUT 2 FX BYPASS)	CH	L: The sound of GUITAR IN 2 is output. R: The sound of GUITAR IN 1 is output.
	aF, on	Specifies whether the sound being input from GUITAR INPUT 2 is processed through the effects or bypasses the effects. If this is on, the effects are bypassed; only the looper and ambience effects are applied. Instead of a guitar, you could connect a different instrument to GUITAR IN 2, letting you perform with layered loops.

Ambience Output Settings

Here's how to specify the way in which ambience is output. It can be output to both XLR OUT and LINE OUT, or to either XLR OUT or LINE OUT.

1. Press the [AMBIENCE OUT] button to specify the output method.



Each time you press the button, the setting alternates between XLR+LINE, XLR only, LINE only, and both off. The indicators light to indicate the jacks from which the ambience is output.



MEMO

When you press the [AMBIENCE OUT] button, the display shows the ambience level of the entire AD-10. Use the [▼] [▲] buttons to specify the level.

This is convenient when you want to make a fine adjustment to the amount of ambience, for example to compensate for the acoustics of the venue in which you're performing.

Stomp Pedal Setting

For each memory, you can specify which effect turns on/off when you press a pedal in Manual mode or Stomp mode (p. 5).

1. Hold down the [MEMORY] button and press the pedal that you want to use to turn effects on/off.

The [MEMORY] button and the corresponding pedals are lit red; the AD-10 is in Stomp pedal setting mode.

At the same time, the button of each effect blinks.



* Stomp pedal settings can be made for the pedal to which FX ON/OFF function is assigned in "Assigning the Functions of the Pedals" (p. 12).

2. Press the button of each effect several times to specify the effect's on/off status when the pedal is operated.



Status	Explanation
Lit	Effect is on when the pedal is on.
Blink	Effect is off when the pedal is on.
Blink slowly	Pedal operation does not switch the effect on/off.

3. Press the [EXIT] button to exit setting mode.

Memory/Stomp mode

4. Save the setting by following "Saving a Memory" (p. 5).

System Settings

Settings that are shared by the entire AD-10 are called "system settings."

Making Independent EQ Settings for GUITAR IN 1 and 2

EQ settings can be made independently for GUITAR IN 1 and 2. This lets you set the EQ appropriately for the response of different pickups or for different performance venues.

1. Hold down the [EXIT] button and press the [TUNER & MUTE] pedal.

The [MEMORY] button is lit red, and the [TUNER & MUTE] pedal is lit purple.



2. Use the [SELECT] button to select the channel whose EQ you want to set.



3. Use the knobs to adjust the EQ.

MEMO

- By long-pressing the [ON/OFF] button you can make noise suppressor settings. The display shows the value. Use the [▼] [▲] buttons to edit the value.
 - You can use the [FX LOOP] button to change the phase. Each time you press the button, the phase is reversed.
4. Press the [EXIT] button to exit the settings.

Advanced Settings

Assigning the Functions of the Pedals

You can specify the function of each of the AD-10's pedals, and of a footswitch or expression pedal connected to the CTL1, 2/ EXP jack.

➔ "Connecting a Footswitch or an Expression Pedal" (p. 3)

1. Hold down the [EXIT] button and press the [BOOST] pedal.

The [MEMORY] button is lit red, and the [BOOST] pedal is lit purple.

2. Press the [MEMORY] button to select the parameter that you want to edit.

3. Use the [▼][▲] buttons to select a value.

4. Press the [EXIT] button to exit setting mode.

Parameter	Value	Explanation
<i>EF</i> (Exp Function)	<i>o u</i>	OUTPUT LEVEL
	<i>R n</i>	AMBIENCE LEVEL
	<i>L P</i>	LOOP LEVEL
<i>IF</i> (CTL1 Function), <i>2F</i> (CTL2 Function), <i>bF</i> (BOOST Pdl Function), <i>dF</i> (DELAY Pdl Function), <i>tF</i> (TUNER & MUTE Pdl Function)	<i>n n</i>	MEMORY/MANUAL
	<i>t u</i>	TUNER & MUTE ON/OFF
	<i>t R</i>	TUNER & MUTE ON/OFF (HOLD:ANTI-FB SCAN)
	<i>R t</i>	ANTI-FB SCAN (HOLD:TUNER&MUTE ON/OFF)
	<i>F H</i>	FX ON/OFF
	<i>t t</i>	TapTempo
	<i>u n</i>	InSelect
	<i>L P</i>	LOOP REC/PLAY/DUB (PRESS TWICE: STOP, HOLD: CLEAR)
	<i>L S</i>	LOOP STOP (HOLD: CLEAR)
	<i>L C</i>	LOOP CLEAR
	<i>R S</i>	ANTI-FB SCAN (HOLD: CLEAR)
	<i>n u</i>	MEMORY ▲ (CTL1: default)
	<i>n d</i>	MEMORY ▼ (CTL2: default)

Other Functions

1. Hold down the [EXIT] button and press the [DELAY] pedal.

The [MEMORY] button is lit red, and the [DELAY] pedal is lit purple.

2. Press the [MEMORY] button to select a parameter (refer to table).

MEMO

To return to the previous parameter, hold down the [EXIT] button and press the [MEMORY] button.

3. Use the [▼][▲] buttons to select a value.

4. Press the [EXIT] button to exit settings mode.

Parameter	Value	Explanation
USB monitor setting		
		Switches the output of the AD-10 sound to the XLR and LINE jacks. * You must install the USB driver when connecting the AD-10 to your computer. Download the USB driver from the BOSS website. For details, refer to Readme.htm which is included in the download. ➔ https://www.boss.info/support/
<i>u d</i> (USB direct out)		The sound of the AD-10 is not output from the XLR and LINE jacks; it is output only to the computer (USB).
	<i>o F</i>	Use this when you want to use your DAW to apply a plug-in effect to the sound of the AD-10, and output the result from the output jacks.
	<i>o n</i>	The sound of the AD-10 is output to the XLR and LINE jacks (default).
<i>u i</i> (USB INPUT LEVEL)	<i>0-55-99</i>	Input level of USB AUDIO
<i>u o</i> (USB OUTPUT LEVEL)	<i>0-55-99</i>	Output level of USB AUDIO
Auto Off Setting		
<i>R o</i> (Auto Off)		With the factory settings, the AD-10 will automatically be switched off 10 hours after you stop playing or operating the unit. * If you don't want the unit to turn off automatically, change this setting to "oF" (OFF).
	<i>o F</i>	The power will not turn off automatically.
	<i>o n</i>	The power will automatically turn off after 10 hours. (default)
STARTUP MODE		
		Selects the mode at power-on.
<i>S n</i> (STARTUP MODE)	<i>1</i>	MANUAL MODE (default)
	<i>2</i>	MEMORY MODE
	<i>3</i>	MEMORY STOMP MODE

Memory settings for each effect

For each effect, you can specify whether its settings are switched according to the selected MEMORY, or always use settings that correspond to the position of its knobs (MANUAL). For example, you can specify that the input/output settings and EQ always use the same settings, but delay and ambience will be switched as you select a different memory.



In the state of step 1, you can press each effect button to switch it between blinking and lit.

Status	Explanation
Lit	Switch according to each MEMORY.
Blink	Always use the knob positions.

Restoring the Factory Settings (Factory Reset)

Here's how to return the AD-10 to its factory-set state.

1. While holding down the NOTCH [1] and [2] buttons, turn the power on.



"Fr" appears in the display, and the [MEMORY] button blinks.

* If you decide to cancel the factory reset, turn off the power.

2. Press the [MEMORY] button.

The display flashes and the factory reset is executed.

* Never turn off the power while Factory Reset is in progress.

3. Once "oL" appears in the display, you can turn off the power.

Appendices

Main Specifications

BOSS AD-10: Acoustic Preamp

Power Supply	AC adaptor, Alkaline battery (AA, LR6) x 6
Current Draw	300 mA
Expected battery life under continuous use	Alkaline battery: Approx. 6 hours * These figures will vary depending on the actual conditions of use.
Dimensions	217 (W) x 161 (D) x 65 (H) mm 8-9/16 (W) x 6-3/8 (D) x 2-9/16 (H) inches
Weight	1.3 kg 2 lbs 14 oz
Accessories	Owner's manual, Leaflet "USING THE UNIT SAFELY," AC Adaptor
Options (sold separately)	Expression Pedal: FV-500H, FV-500L, EV-30, Roland EV-5 Footswitch: FS-5U Dual Footswitch: FS-6, FS-7

* 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.

USING THE UNIT SAFELY

WARNING

Concerning the Auto Off function

The power to this unit will be turned off automatically after a predetermined amount of time has passed since it was last used for playing music, or its buttons or controls were operated (Auto Off function). If you do not want the power to be turned off automatically, disengage the Auto Off function (p. 12).



Use only the supplied AC adaptor and the correct voltage

Be sure to use only the AC adaptor supplied with the unit. Also, make sure the line voltage at the installation matches the input voltage specified on the AC adaptor's body. Other AC adaptors may use a different polarity, or be designed for a different voltage, so their use could result in damage, malfunction, or electric shock.



IMPORTANT NOTES

Power Supply: Use of Batteries

- If you handle batteries improperly, you risk explosion and fluid leakage. Make sure that you carefully observe all of the items related to batteries that are listed in "USING THE UNIT SAFELY" and "IMPORTANT NOTES" (leaflet "USING THE UNIT SAFELY" and Owner's manual (p. 14))
- If operating this unit on batteries, please use alkaline batteries
- When turning the unit over, be careful so as to protect the buttons and knobs from damage. Also, handle the unit carefully; do not drop it.

Repairs and Data

- Before sending the unit away for repairs, be sure to write down the needed information. Although we will do our utmost to preserve the data stored in your unit when we carry out repairs, in some cases, such as when the memory section is physically damaged, restoration of the stored content may be impossible. Roland assumes no liability concerning the restoration of any stored content that has been lost.

Additional Precautions

- Any data stored within the unit can be lost as the result of equipment failure, incorrect operation, etc. To protect yourself against the irretrievable loss of data, try to make a habit of writing down the important data on paper.
- Roland assumes no liability concerning the restoration of any stored content that has been lost.
- Do not use connection cables that contain a built-in resistor.

Intellectual Property Right

- It is forbidden by law to make an audio recording, video recording, copy or revision of a third party's copyrighted work (musical work, video work, broadcast, live performance, or other work), whether in whole or in part, and distribute, sell, lease, perform or broadcast it without the permission of the copyright owner.
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