Gigcaster 5

GCS-5

Reference Manual

Contents

Getting Ready

Top Panel/ Front Panel

1

[⏻] button

Turns the power on/off.

Long-press the button to turn the power off.

2

[SOUND] button

The display shows the SOUND PAD 1–8.

[EFFECTS] button

The display shows the EFFECTS PAD 1–8.

Sound pads	Plays the audio assigned to each pad. * The sound pad function can be used when using the dedicated app (Windows/Mac compatible).
Effect pads	Lets you use the settings for the effects assigned to each pad.

3

Display (Touch panel)

Access the various settings by touching the screen.

You can view a variety of information by operating the display.

4

[🎧1] , [🎧2] (Headphones 1, 2) knobs

Adjusts the volume for headphones 1, 2.

5 CHANNEL

[✎]–[✻] (Channel edit) buttons

When these are on (lit up), the unit switches to the settings screen for the selected channel.

Channel faders

These adjust the volume for each input channel.

[✖] (Mute) buttons

Turns the mute feature on (lit) or off (unlit) for each input channel.

[🎧] (Monitor) buttons

Turn this on (lit up) for a channel to output its sound to the headphones jack.

This lets you hear the sound using your headphones.

6 OUTPUT

[◀] (OUTPUT edit) button

Turn this on (lit up) to switch to the output (MAIN OUT, headphones, etc.) settings screen.

OUTPUT fader

Adjusts the volume for the output (MAIN OUT, USB MAIN).

[✖] (Mute) button

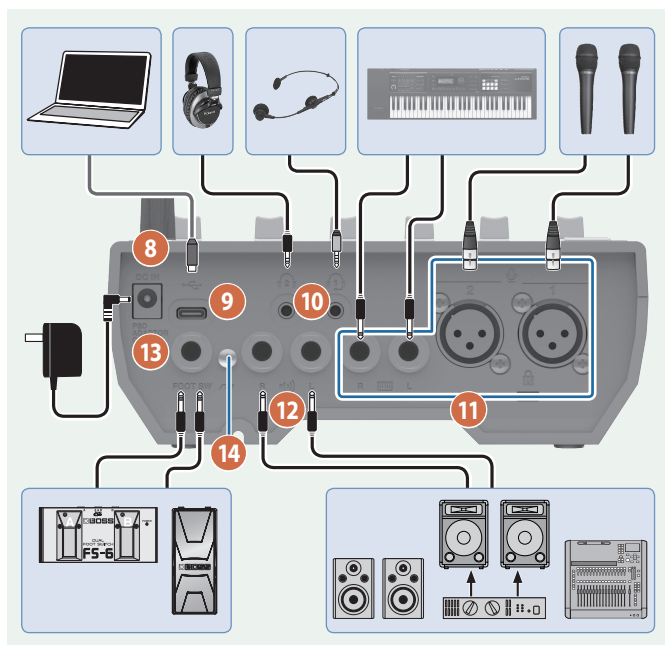Turns the output (MAIN OUT or USB MAIN) on (lit) or off (unlit).

7

🎸 (Guitar) jack

Connect your guitar here.

The guitar audio is input to channel 1.

Rear Panel

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

8

DC IN jack

Connect the included AC adaptor to this jack.

* Route the cord of the AC adaptor through the grooves on the bottom of the unit as shown in the illustration, to keep it in place.

* 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.

9

⟵ (USB) port

Connect your computer or other device here to use this unit as a USB audio interface, or for saving backups of device settings (p. 32).

➡ See p. 28 for details on the USB output settings, and p. 31 for the USB audio settings.

* Do not use a USB cable that is designed only for charging a device. Charge-only cables cannot transmit data.

MEMO

This unit can be powered via the USB port.

A commercially available USB AC adaptor (5 V$=$/3 A or greater) is required to power this unit.

10

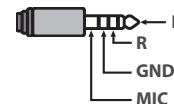#### 🎧1 (Headphones 1) jack

Connect your headset or headphones here. Headsets can only be used with headphones jack 1.

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

* Pin arrangement for mini cable (four-conductor)

🎧2 (Headphones 2) jack

Connect your headphones here.

11

🎤 (MIC) 1, 2 connectors

Connect your microphone(s) here.

* **About phantom power**

You can supply phantom power (+48 V) from the MIC 1, 2 connectors (XLR). Turn on phantom power when you're using a condenser microphone that requires phantom power. Turn +48 V "ON" in the channel 1, 2 settings screen.

* Pin arrangement for the 🎤 1, 2 connectors (XLR)

2: HOT 1: GND
3: COLD

🎹 (INST) L, R jacks

Connect a keyboard or audio equipment here.

12

🔊 (MAIN OUT) L, R jacks

Connect these jacks to your amp, monitor speakers or mixer.

13

FOOT SW jack

You can control various functions with a footswitch (FS-5U/FS-6/FS-7), an expression pedal (FV-500H/FV-500L/EV-30 or Roland EV-5) or a foot controller (GA-FC) that's connected to this unit.

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

14

Ground terminal

Connect this to an external earth or ground if necessary.

Turning the Power On/Off

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.

Turning the Power On

1. **Press the [⏻] button on this unit.**

   The power turns on, and the home screen appears on the display.

2. **Turn on the power of your equipment in this order: connected devices → amp.**

Turning the Power Off

1. **Turn off the equipment in this order: amp → connected devices.**

2. **Long-press the [⏻] button on this unit (for two seconds).**
   A confirmation message appears.

3. **Touch <YES>.**

Setting the Date and Time

The date and time settings screen appears the first time you turn on this unit after purchase.
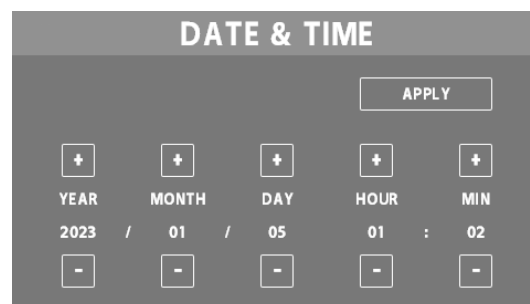
1. **Touch the <–> <+> for YEAR/MONTH/DAY to set the date.**

2. **Touch the <–> <+> for HOUR/MIN to set the time.**

3. **Touch <APPLY> to finish making the settings.**
   The date and time that you set is now applied, and the home screen appears.
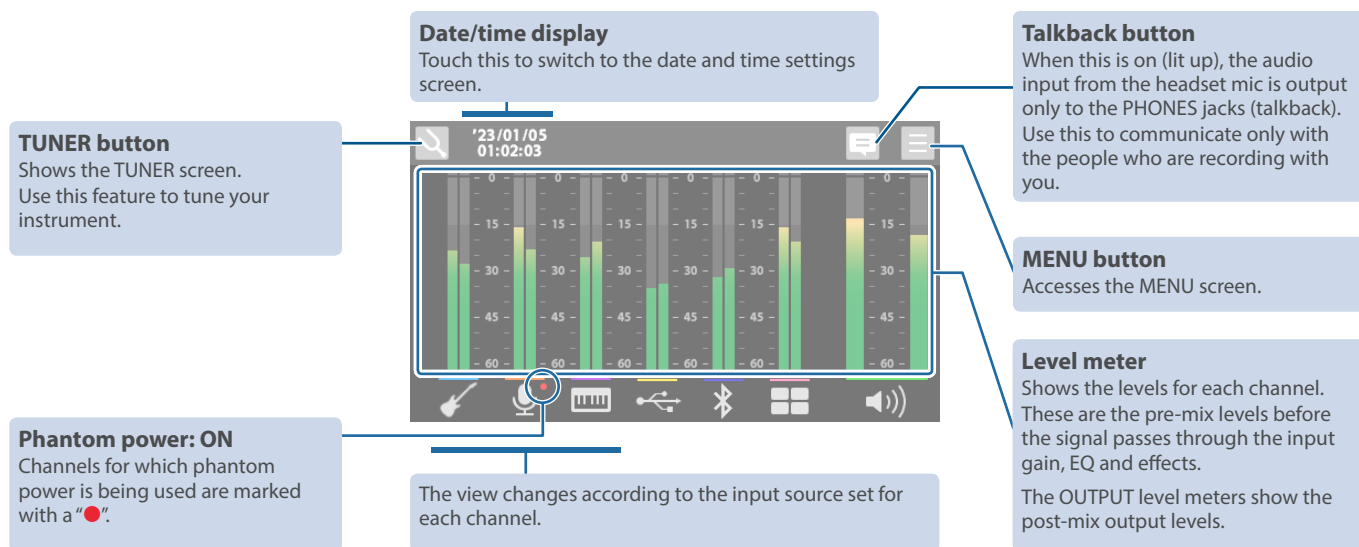
MEMO

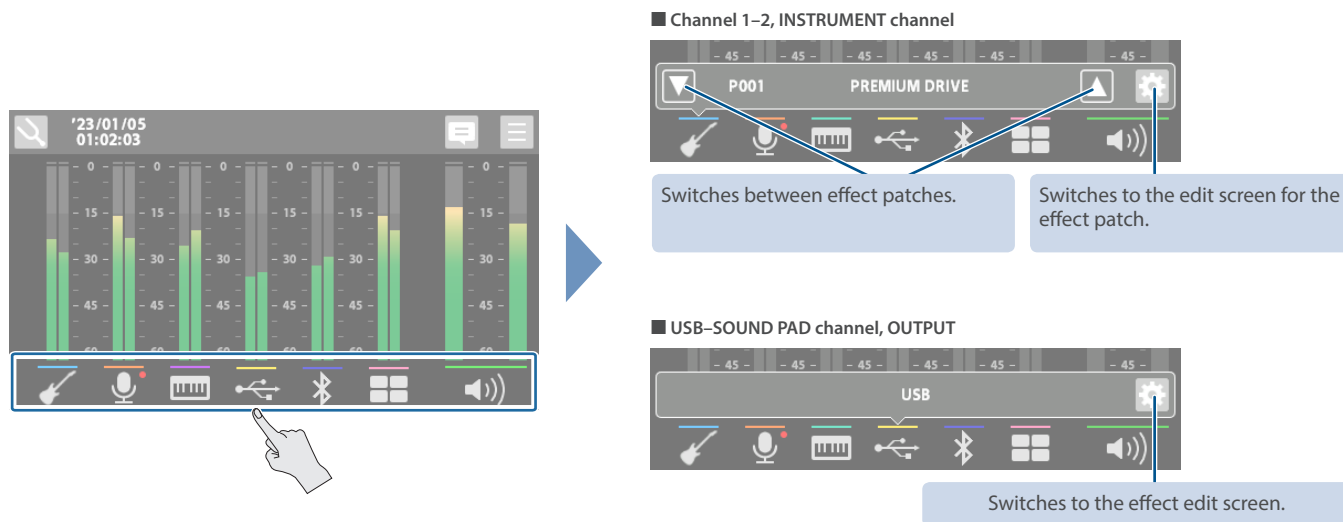From the menu screen, you can access <SETUP> → <GENERAL> and select "DATE & TIME" to change these settings.

Screen (Touch Panel) Operations
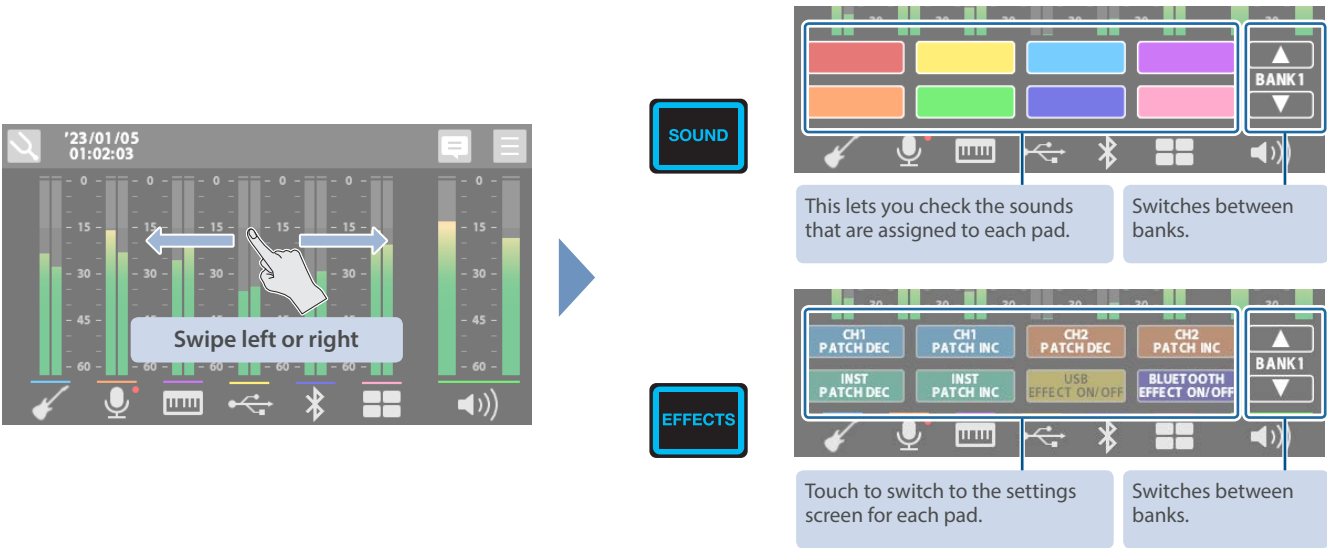
Home screen

The screen that appears after you turn on the power is called the "home screen". On the home screen, you check the input/output levels.

You can also touch the buttons shown on the screen to switch between input/output channels and settings screens for each function.

Date/time display
Touch this to switch to the date and time settings screen.

Talkback button
When this is on (lit up), the audio input from the headset mic is output only to the PHONES jacks (talkback). Use this to communicate only with the people who are recording with you.

TUNER button
Shows the TUNER screen.
Use this feature to tune your instrument.

MENU button
Accesses the MENU screen.

Level meter
Shows the levels for each channel. These are the pre-mix levels before the signal passes through the input gain, EQ and effects.

The OUTPUT level meters show the post-mix output levels.

Phantom power: ON
Channels for which phantom power is being used are marked with a "●".

The view changes according to the input source set for each channel.

- Touch the respective channel and the OUTPUT icon to open the window where you can switch between effect patches and view the edit screens.

■ **Channel 1–2, INSTRUMENT channel**

Switches between effect patches.

Switches to the edit screen for the effect patch.

■ **USB–SOUND PAD channel, OUTPUT**

Switches to the effect edit screen.

- Swipe left or right to show the sound pads (when the [SOUND] button is lit) or the effect pads (when the [EFFECTS] button is lit).

* The sound pads are shown when this unit is connected to the dedicated app.

Swipe left or right

SOUND

This lets you check the sounds that are assigned to each pad.

Switches between banks.

EFFECTS

Touch to switch to the settings screen for each pad.

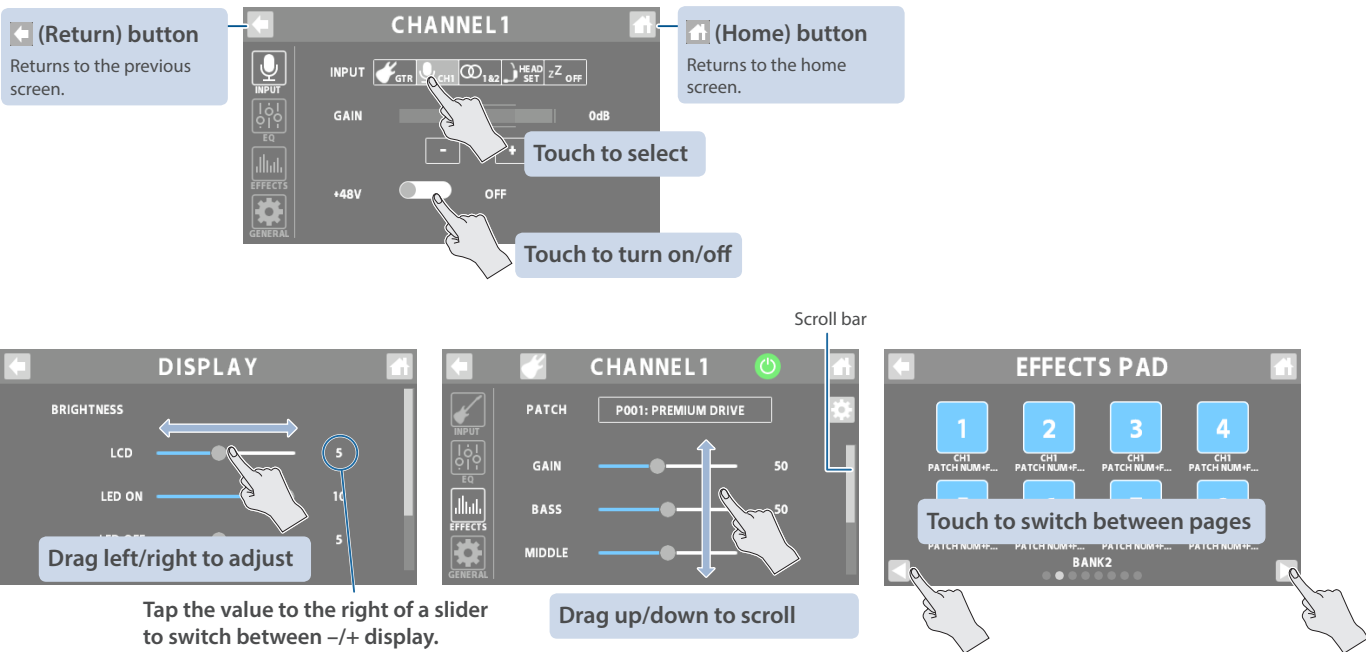Switches between banks.

MENU screen

Various settings on the MENU screen are shown here as a menu. To switch between screens, touch the menu item until the desired settings screen appears.
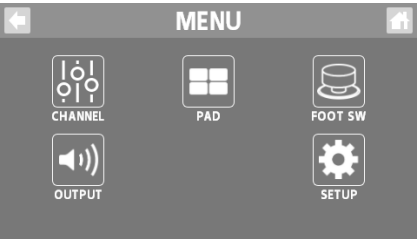
Menu	Explanation
CHANNEL	Configures the respective input channels.
OUTPUT	Configures the output-related settings, such as adjusting the output audio from the MAIN OUT jack and headphones jack.
PAD	Configures the effect pads.

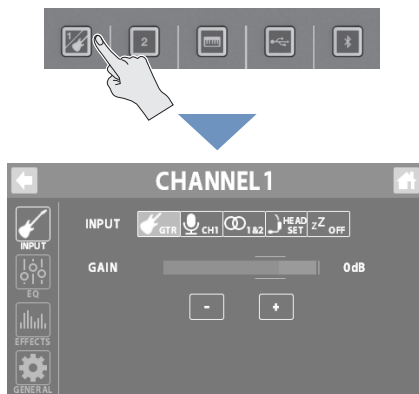| Menu	Explanation
FOOT SW	Specifies the function of the footswitch or expression pedal connected to the FOOT SW jack.
SETUP	Configures the overall system settings for the GCS-5.

Main operations for each screen

(Return) button
Returns to the previous screen.

(Home) button
Returns to the home screen.

Touch to select

Touch to turn on/off

Scroll bar

Drag left/right to adjust

Tap the value to the right of a slider to switch between –/+ display.

Drag up/down to scroll

Touch to switch between pages
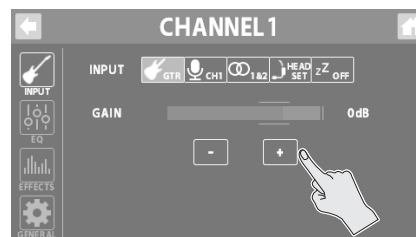
Configuring the Channels

Channel 1, 2

1. **Press the [ ] or [2] button on the top panel.**

The settings screen for the channel corresponding to the button you pressed appears.
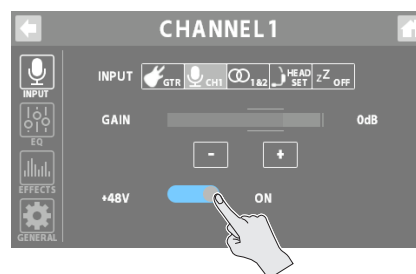

INPUT

Selecting an input source

1. **Touch <INPUT>.**

2. **Touch one of the inputs from <GTR> to <OFF> to select an input source.**

Input source	Explanation
GTR	Guitar connected to the Guitar jack * Only for channel 1
CH1 , CH2	Mic, keyboard or audio equipment connected to the MIC 1, 2 connectors
1&2	Select these when you want to use channels 1/2 as a stereo link. When stereo link is turned on, the same settings apply to both channels. * Turning on stereo link also automatically turns one of the channels off.
HEAD SET	Headset mic * You can set "HEADSET" for just one channel.
OFF	Off (no used)

Setting the input gain

3. **Use the GAIN control to adjust the input gain.**

Turning phantom power on/off

4. **Turn the +48V setting to "ON" when you connect a condenser mic that needs phantom power.**

EQ

1. **Touch <EQ>.**

2. **Tap the EQ button to turn it ON (the button lights up green).**
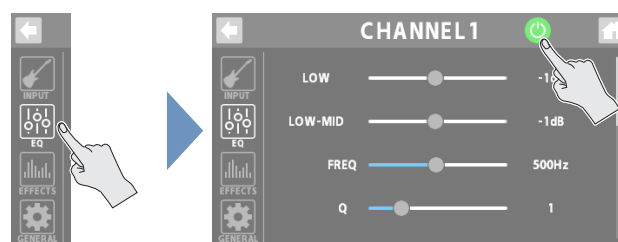
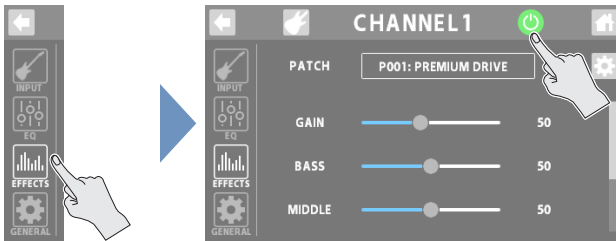**3.** **Adjust the tonal character of each frequency band.**

*   For details on the parameters, refer to "Parameter Guide" (Roland website).

EFFECTS

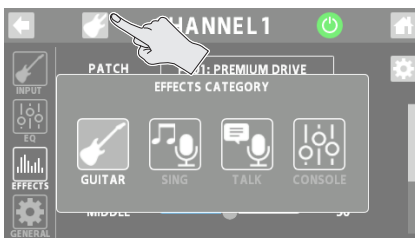**1. Touch <EFFECTS>.**

2. Tap the EFFECTS button to turn it ON (the button lights up green).
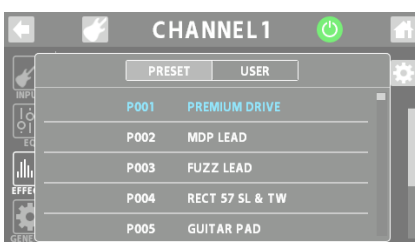

Selecting a category

3. Touch the EFFECTS CATEGORY button and then select an effect category.

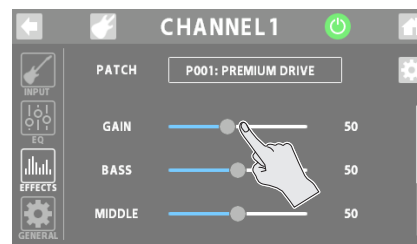| Category	Explanation
GUITAR	Selects effect patches for guitars. * Only for channel 1
SING	Selects effect patches for vocals. * Only for channel 1, 2
TALK	Selects effect patches for conversations.
CONSOLE	This effect is shared between channels 1, 2. The parameters can be configured for each channel. * Edited settings are saved as-is.

Selecting effect patches

4. Use the PATCH control to select the effect patch you want to use.

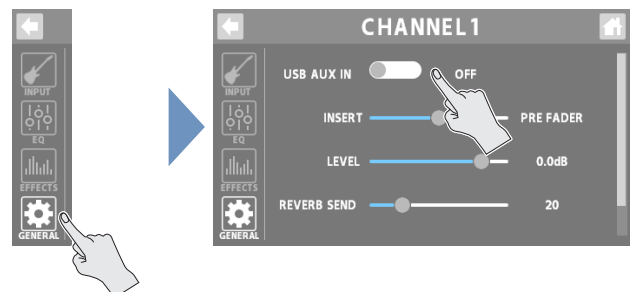| Patch	Explanation
PRESET	These cannot be overwritten. However, you can edit a preset patch and save it as a user patch.
USER	These can be overwritten.

5. Adjusts the effect parameters.

* For details on the parameters, refer to "Parameter Guide" (Roland website).

GENERAL

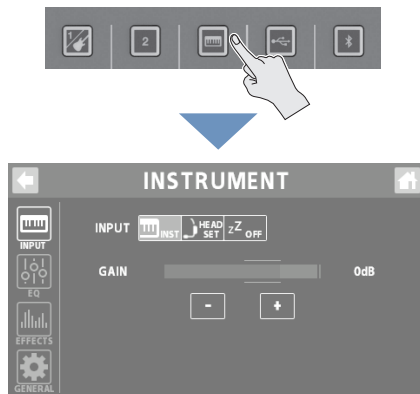**1. Touch <GENERAL>.**

2. Set the parameters.

| Parameter	Explanation
USB AUX IN	Sets whether to input USB audio signals as auxiliary input (AUX IN) for each channel (ON) or not (OFF).
INSERT	Configures the input position for the USB audio signal.
LEVEL	Configures the input level for the USB audio signal.
REVERB SEND	Sets the level of the signal sent to reverb from each channel.
DYNAMICS REMAIN	**NOTE** This function is enabled when the effect category is set to anything besides "GUITAR". When this is set to "ON", ENHANCE/COMP/NS also stay on, even when the EFFECTS button is OFF. **When DYNAMICS REMAIN is enabled** When the EFFECTS button is OFF, this lights up blue.

INSTRUMENT Channel

This channel handles the signal from a keyboard or audio device connected to the 🎹 (INST) L, R jacks.

1. Press the [🎹] button on the top panel.
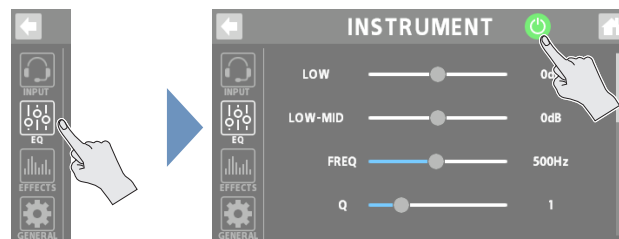
INPUT

Selecting an input source

1. Touch <INPUT>.

2. Touch one of the inputs from <INST> to <OFF> to select an input source.

Input source	Explanation
🎹 INST	Keyboard or audio equipment connected to the INST L, R jacks
HEAD SET	Headset mic * You can set "HEADSET" for just one channel.
zZ OFF	Off (no used)

Setting the input gain

3. Use the GAIN control to adjust the input gain.

EQ

1. Touch <EQ>.

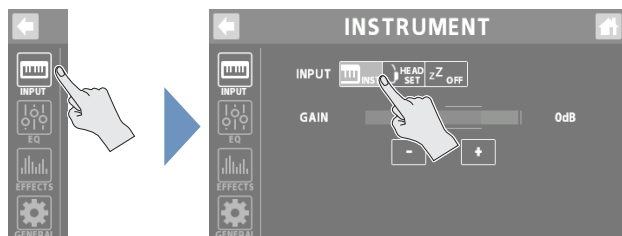**2. Tap the EQ button to turn it ON (the button lights up green).**

**3. Adjust the tonal character of each frequency band.**

* For details on the parameters, refer to "Parameter Guide" (Roland website).
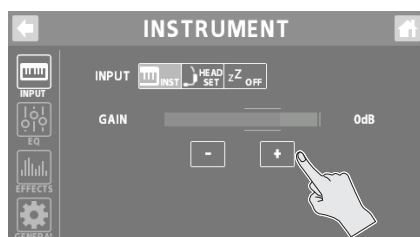
EFFECTS

1. Touch <EFFECTS>.

2. Tap the EFFECTS button to turn it ON (the button lights up green).
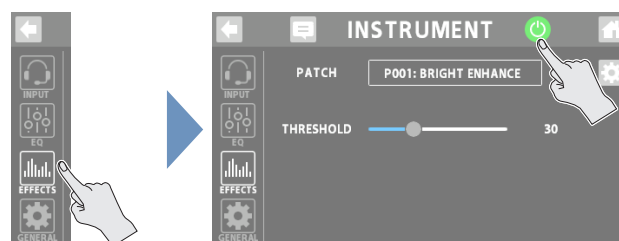
Selecting a category

3. Touch the EFFECTS CATEGORY button and then select an effect category.

Category	Explanation
TALK	Selects effect patches for conversations.
CONSOLE	This effect is shared between channel 1–INSTRUMENT channel. The parameters can be configured for each channel. * Edited settings are saved as-is.

4. **Use the PATCH control to select the effect patch you want to use.**

Patch	Explanation
PRESET	These cannot be overwritten. However, you can edit a preset patch and save it as a user patch.
USER	These can be overwritten.

5. **Adjusts the effect parameters.**

* For details on the parameters, refer to "Parameter Guide" (Roland website).

GENERAL

1. **Touch <GENERAL>.**

2. **Set the parameters.**

Parameter	Explanation
USB AUX IN	Sets whether to input USB audio signals as auxiliary input (AUX IN) for INSTRUMENT channel (ON) or not (OFF).
INSERT	Configures the input position for the USB audio signal.
LEVEL	Configures the input level for the USB audio signal.
REVERB SEND	Sets the level of the signal sent to reverb from INSTRUMENT channel.
DYNAMICS REMAIN	When this is set to "ON", ENHANCE/COMP/NS also stay on, even when the EFFECTS button is OFF.
	When DYNAMICS REMAIN is enabled
	When the EFFECTS button is OFF, this lights up blue.

USB Channel

This channel is used for USB audio signals from devices (such as a computer) that are connected to the ⛭ (USB) port.

* When using this unit while AUDIO MODE (p. 31) is operating in multitrack (MTK-RECORD, MTK-STREAM), select the "CH USB" setting for the computer's USB audio.
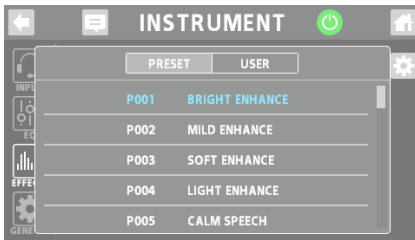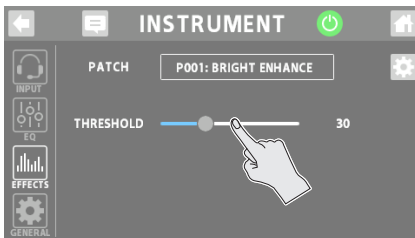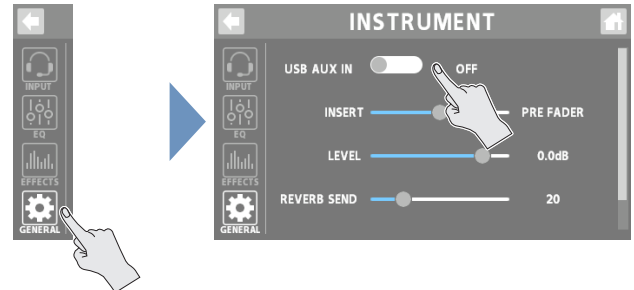
1. Press the [⛭] button on the top panel.
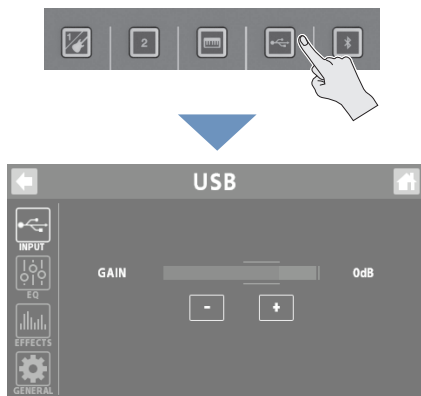
INPUT

1. Touch <GAIN>.

2. Use the GAIN control to adjust the input gain.

EQ

1. Touch <EQ>.

2. Tap the EQ button to turn it ON (the button lights up green).
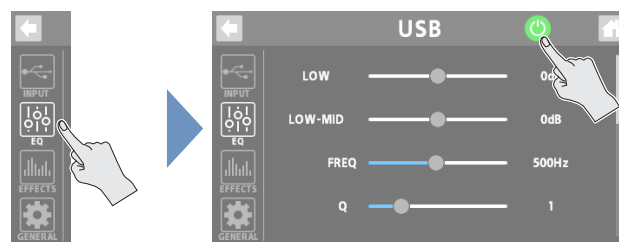
3. Adjust the tonal character of each frequency band.

* For details on the parameters, refer to "Parameter Guide" (Roland website).

EFFECTS

You can use effects exclusively for the USB channel.
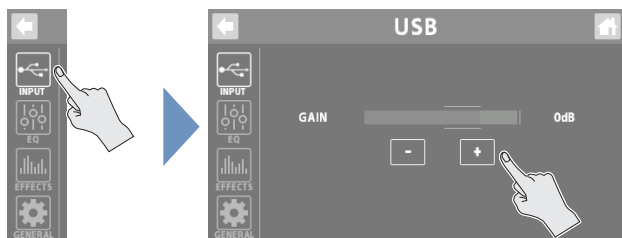
1. Touch <EFFECTS>.

The effect edit screen appears.

2. Tap the EFFECTS button to turn it ON (the button lights up green).

3. Set the parameters.

- For details on edit operations, refer to "Editing the Effects" (p. 17).
- For details on the parameters, refer to "Parameter Guide" (Roland website).

MEMO

Edited settings are saved as-is.

GENERAL

1. **Touch <GENERAL>.**

2. **Set the parameters.**

Ducking (DUCK)

When the audio from a performance or conversation is playing (through channel 1–INSTRUMENT cahannel), this function makes the sound of the performance or conversation more prominent by making all other sounds quieter.
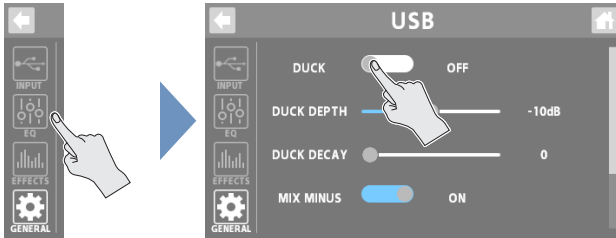
This works by automatically bringing down the volume of the music (such as background music) while the narrator is talking or while other participants are having a chat.

Parameter	Explanation
DUCK	Turns the ducking function on/off.
DUCK DEPTH	Sets how much the other sounds are attenuated when ducking is active.
DUCK DECAY	Sets how long it takes for the levels to return to their previous volume after ducking is activated.

Suppressing feedback (MIX MINUS)

This function returns the audio mix to your computer, without the audio from the USB channel itself.

This helps to suppress feedback, such as when you're having an online conversation on your computer.

* The MIX MINUS function is enabled while AUDIO MODE (p. 31) is operating in multitrack (MTK-RECORD, MTK-STREAM). The audio signal is sent to the computer as USB MONITOR output (p. 28).

Parameter	Explanation
MIX MINUS	Turns the MIX MINUS function on/off.

Others

Parameter	Explanation
REVERB SEND	Sets the level of the signal sent to reverb from the USB channel.
DYNAMICS REMAIN	When this is set to "ON", ENHANCE/COMP/NS also stay on, even when the EFFECTS button is OFF.
	When DYNAMICS REMAIN is enabled
	When the EFFECTS button is OFF, this lights up blue.

BLUETOOTH® Channel

This channel is used for audio signals from mobile devices (such as a smartphone) that are connected via Bluetooth.
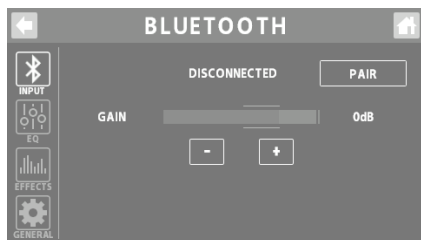
1. Press the [ ] button on the top panel.

INPUT

1. Touch <INPUT>.

Registering a Mobile Device (Pairing)

The example shown here uses the iPhone. For details, refer to the owner's manual of your mobile device.

2. Place the mobile device that you want to connect near the GCS-5.

3. Touch <PAIR>.

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

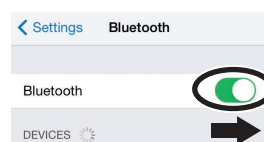**5. Tap "GCS-5 Audio" that is shown in the Bluetooth device screen of your mobile device.**

"CONNECTING" → "PAIRING" → "WAITING" is shown while connecting. When the connection has been established, the name of the connected device is shown.

When pairing succeeds, "GCS-5 Audio" is added to the list of "Paired Devices" on your mobile device.

If pairing is not performed within a certain amount of time, the display changes to "DISCONNECTED", and pairing standby mode is canceled.

Connecting an already-paired mobile device

1. Touch <PAIR>.

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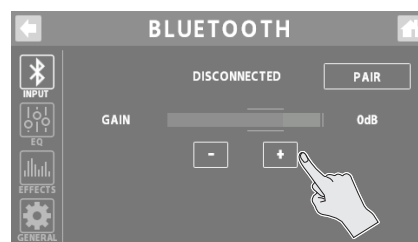

MEMO

If the above step does not establish a connection, tap "GCS-5 Audio" that are shown in the "DEVICES" field of the mobile device.
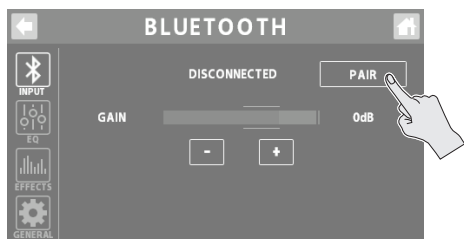
Setting the input gain

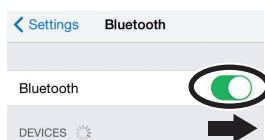**1. Use the GAIN control to adjust the input gain.**

EQ

1. Touch <EQ>.

2. Tap the EQ button to turn it ON (the button lights up green).

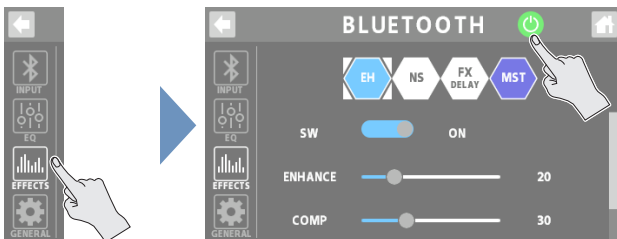**3.** Adjust the tonal character of each frequency band.

* For details on the parameters, refer to "Parameter Guide" (Roland website).

EFFECTS

You can use effects exclusively for the BLUETOOTH channel.

1. Touch <EFFECTS>.

The effect edit screen appears.

2. Tap the EFFECTS button to turn it ON (the button lights up green).
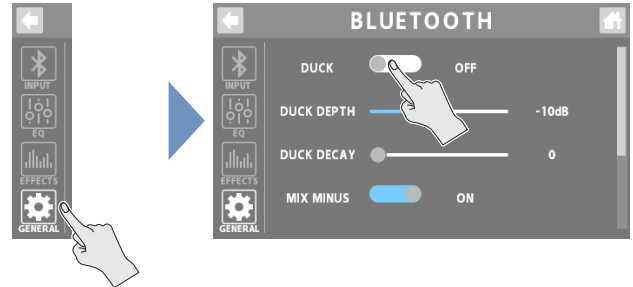
3. Set the parameters.

- For details on edit operations, refer to "Editing the Effects" (p. 17).
- For details on the parameters, refer to "Parameter Guide" (Roland website).

MEMO

Edited settings are saved as-is.

GENERAL

1. Touch <GENERAL>.

2. Set the parameters.

Ducking (DUCK)

When the audio from a performance or conversation is playing (through channel 1–INSTRUMENT cahannel), this function makes the sound of the performance or conversation more prominent by making all other sounds quieter.

This works by automatically bringing down the volume of the music (such as background music) while the narrator is talking or while other participants are having a chat.

Parameter	Explanation
DUCK	Turns the ducking function on/off.
DUCK DEPTH	Sets how much the other sounds are attenuated when ducking is active.
DUCK DECAY	Sets how long it takes for the levels to return to their previous volume after ducking is activated.

Suppressing feedback (MIX MINUS)

This function returns the audio mix to your mobile device, without the audio from the BLUETOOTH channel itself.

This helps to suppress feedback, such as when you're having a conversation on your smartphone.

Parameter	Explanation
MIX MINUS	Turns the MIX MINUS function on/off.

Others

Parameter	Explanation
REVERB SEND	Sets the level of the signal sent to reverb from the BLUETOOTH channel.
DYNAMICS REMAIN	When this is set to "ON", ENHANCE/COMP/NS also stay on, even when the EFFECTS button is OFF.
	When DYNAMICS REMAIN is enabled
	When the EFFECTS button is OFF, this lights up blue.
BLUETOOTH SW	Turns the Bluetooth function on/off.

SOUND PAD Channel

This channel is for the audio that's assigned to the sound pads.

* You can use the sound pad function when this unit is connected to the dedicated app.

1. On the home screen, touch < ☰ > (MENU button).

The MENU screen appears.

2. Touch <CHANNEL>→<SOUND PAD>.

The SOUND PAD screen appears.

EFFECTS

You can use effects exclusively for the SOUND PAD channel.

1. Touch <EFFECTS>.

2. Tap the SOUND PAD button to turn it ON (the button lights up green).

3. In FX TYPE, select the effect you want to use.

4. Adjusts the effect parameters.

* For details on the parameters, refer to "Parameter Guide" (Roland website).

MEMO

Edited settings are saved as-is.

GENERAL

1. Touch <GENERAL>.

2. Set the parameters.

Ducking (DUCK)

When the audio from a performance or conversation is playing (through channel 1–INSTRUMENT channel), this function makes the sound of the performance or conversation more prominent by making all other sounds quieter.

This works by automatically bringing down the volume of the music (such as background music) while the narrator is talking or while other participants are having a chat.

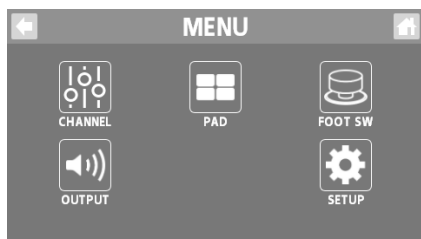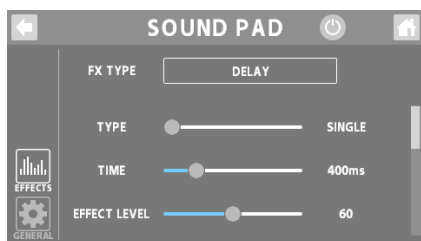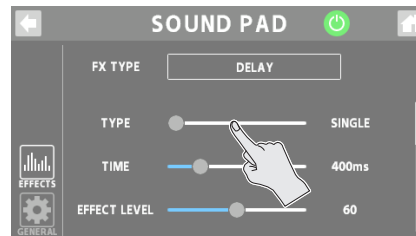| Parameter	Explanation
DUCK	Turns the ducking function on/off.
DUCK DEPTH	Sets how much the other sounds are attenuated when ducking is active.
DUCK DECAY	Sets how long it takes for the levels to return to their previous volume after ducking is activated.

Others

Parameter	Explanation
REVERB SEND	Sets the level of the signal sent to reverb from the SOUND PAD channel.

Editing the Effects

For channel 1 through INSTRUMENT channel, you can edit "effect patches", and for the channels from USB through BLUETOOTH, you can edit the dedicated effects for each channel.

1. Touch <EFFECTS>.

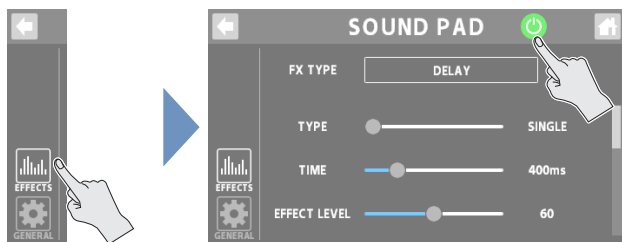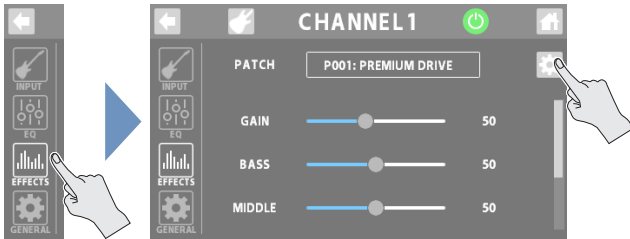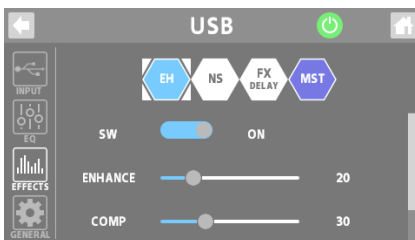**2. For channel 1 through INSTRUMENT channel: set "PATCH" to the effect patch you want to edit.**

* If the effect category is "CONSOLE", this edits the CONSOLE effect.

3. Touch < ⚙ >.

This shows the edit screen for the effect patch, or the EFFECT EDIT screen.
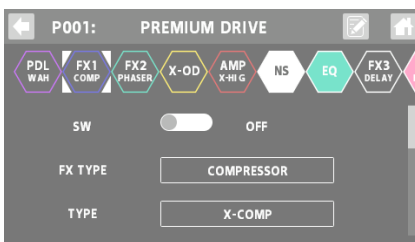
4. Touch the icon of the effect you want to edit.

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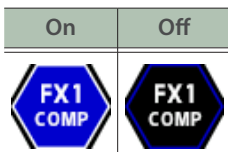
On	Off

* Use "SW" to toggle the effects on/off.

The parameters of the selected effect are shown.
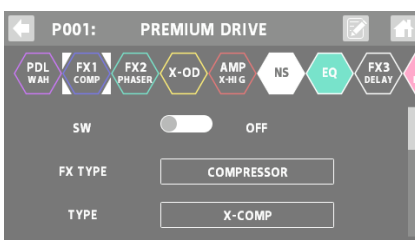
5. Edit the parameter's value.

6. To save the effect patch you edited, follow the steps to write the patch.

* When using the CONSOLE effect or the dedicated effects for the channels from USB to BLUETOOTH, you don't need to write the data. That's because the settings you edit are saved as-is.

> On the home screen, touch an icon corresponding to channels 1 through SOUND PAD to open the window.
>
> Touch < ⚙ > to display the effect edit screen.
>
>
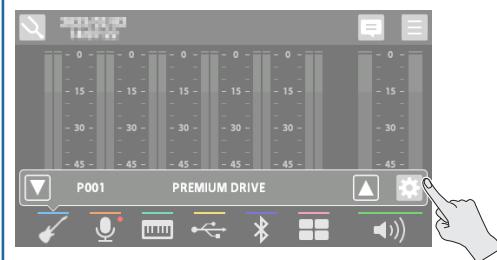
Editing the Connection Order for Effects

When editing an effect patch belonging to the "GUITAR" effect category, you can edit the order in which the effects are connected.

1. Touch the icon of the effect whose position you want to change, and drag it into the desired place in the effect chain.

This example shows how to place the X-OD effect between PDL and FX1.
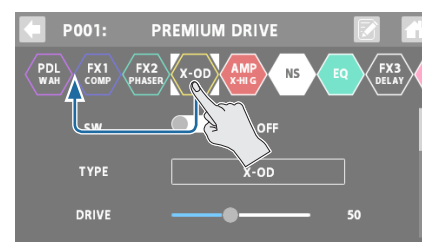
2. When the "+" icon appears, release the finger you're using to drag the icon.
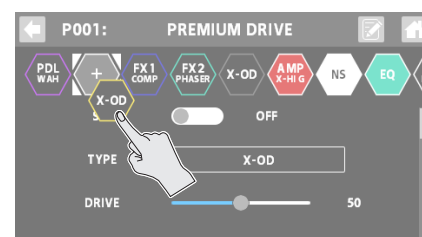
This places X-OD between PDL and FX1.

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Saving an Effect Patch (Patch Write)

Here's how to save the effect patches you edit as user patches.

1. On the effect patch's edit screen, touch < 📝 > (write button).

The PATCH WRITE screen appears.

2. Touch <NAME> to input a patch name.

- This step is unnecessary if you don't need to change the patch name.

3. Touch <ENTER> when you're finished entering the patch name.

4. In the "TO" box, select the user patch where you want to save the effect patch.

- You don't have to do this if you want to overwrite the currently selected user patch.

5. Touch <WRITE>.

A confirmation message appears.

* If you decide to cancel, touch <NO>.

6. Touch <YES>.

The user patch is saved.

* Make sure not turn to off the power while the "EXECUTING..." message is shown.

List of Patch Write functions

You can use the following functions on the PATCH WRITE screen. Touch the screen to select a function.
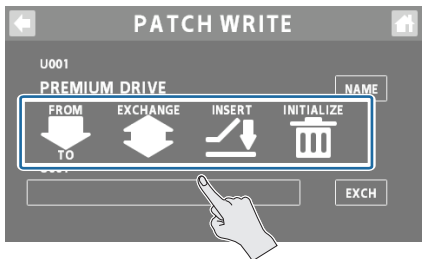
| Function	Explanation
WRITE	Saves the user patch you created.
EXCHANGE	You can exchange the positions of two user patches. Touch <EXCH> and then <YES> to exchange the patches.
INSERT	You can insert an user patch into any position of the user patches. For example, if you insert memory U001 at U010, memory U010 and subsequent memories are shifted (renumbered) backward by one. (Memory U010 becomes U011.) Touch <INSERT> and then <YES> to insert the patches.
INITIALIZE	You can restore (initialize) each effect in an effect patch to its standard settings. This is useful when you want to create an effect patch from scratch. Touch <INIT> and then <YES> to initialize the patches.

* Make sure not turn to off the power while the "EXECUTING..." message is shown.

Using the Tuner

You can use the GCS-5's built-in tuner to tune your guitar or to check the pitch of the vocal input via mic or your instrument.

1. On the home screen, touch < ✎ > (TUNER button).

The TUNER screen appears.
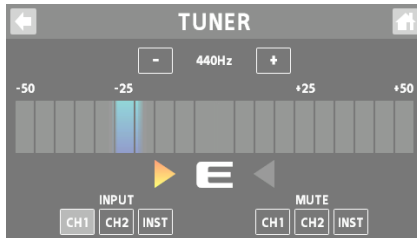
Switching the meter display style

Swipe left or right on the TUNER screen to switch between the display styles for the meter.

CENT display

The light moves further to the left the more the pitch of the input note drops; as the pitch rises, the light moves further to the right.
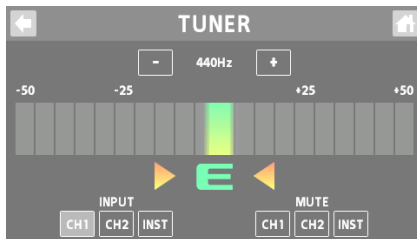
STREAM display

The movement of the light to the left or right indicates how far the input note is out of tune.
The light streams to the left when the input pitch is flat and to the right when it is sharp.
The movement of the light slows down as the note approaches the correct pitch, then stops when you reach the correct pitch.

2. Touch INPUT <CH1>–<INST> to select the channel used for tuning.

You can also select multiple channels.
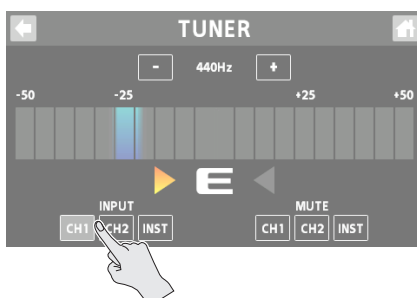
3. Play a single note on your instrument, or sing a single pitch.

The note name or string number for the note closest to the tone being played appears in the display. The meter and Tuning Guide show how far the note is from the correct pitch.

 Pitch is sharp

 Pitch is in tune

 Pitch is flat

4. Repeat step 3 while tuning your instrument or adjusting your vocal pitch.

When the desired note name or string number appears in the display, tune the instrument so that both Tuning Guide indicators are lit and the pitch matches that displayed by the meter.

Setting the reference pitch

1. Touch the <–> and <+> buttons to set the reference pitch.
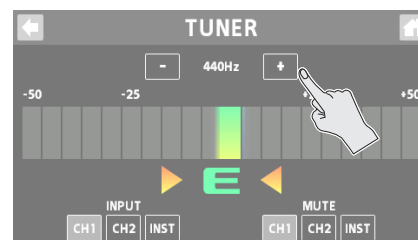
Value
435–445Hz

Mute settings

You can mute the output of specific channels while you're using the tuner.

1. Touch MUTE <CH1>–<INST> to select the channels for which output is to be muted.

You can also select multiple channels.
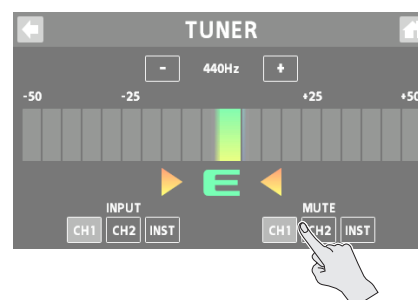
Using the Sound Pads

> **NOTE**
> The sound pads are shown when this unit is connected to the dedicated app.
> When the unit is not connected to the dedicated app, the message "GIGCASTER APP NOT FOUND" appears.

In this mode, the pads play the audio assigned to each pad.

This lets you play background music, jingles, sound effects and so on at the optimum timing.

* You can assign up to 64 sounds (8 banks × 8) to the sound pads overall.
* Bank 1 is selected when you turn on this unit.

Playing Back Audio

1. Press the [SOUND] button.

The display shows the SOUND PAD 1–8.

2. Touch sound pads <1>–<8> to play back their respective sounds.

> **Switching between banks (1–8)**

3. Touch the < ▲ > < ▼ >.

Editing the Sound Pad Settings

Here's what you can do when you connect this unit to the dedicated app.

* Edit the audio files that are assigned to each pad.
* Set the audio playback method (One-shot/Loop) and functions for each pad.

For details on the dedicated app, see the BOSS website.

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

*   For details on the parameters, refer to "Parameter Guide" (Roland website).

When the [SOUND] button is lit, swipe left or right on the home screen to show the sound pads.

This lets you check the sounds that are assigned to each pad.

Using the Effect Pads

In this mode, you can use the settings for the effects assigned to each pad.

- You can assign up to 64 effect settings (8 banks × 8) to the effect pads overall.
- There are four groups (A–D) for each effect configuration. You can assign functions to each group and control each group at the same time.
- Bank 1 is selected when you turn on this unit.

Selecting the Effect Configurations

1. Press the [EFFECTS] button.

The display shows the EFFECTS PAD 1–8.

2. Touch effect pads <1>–<8> to turn the effects on.

Switching between banks (1–8)

3. Touch the < ▲ > < ▼ >.

Editing the Effect Pad Settings

You can edit the settings for the 64 effect pads (8 banks × 8).

1. On the home screen, touch < ☰ > (MENU button).

The MENU screen appears.
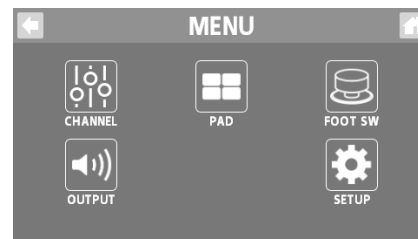
2. Touch <PAD>→<EFFECTS>.

The EFFECTS PAD screen appears.

3. Touch < ◀ > and < ▶ > to select the bank.

4. Touch the pad for which you want to edit the settings.
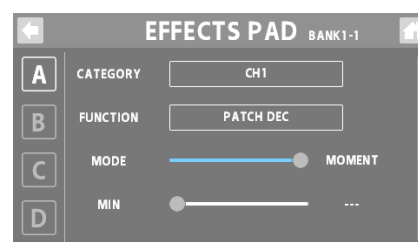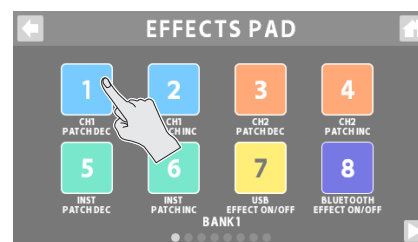
5. Touch <A>–<D> to select a group.
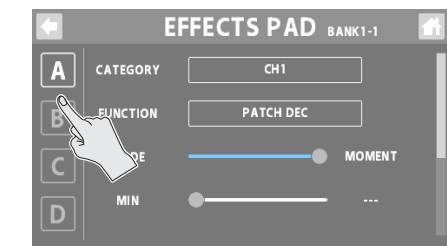
6. Edits the parameter's value.

* The settings you edit are saved as-is.

Parameter	Explanation	
CATEGORY	Select the category. The functions you can select are different for each category.	
FUNCTION	Specifies the function that's assigned to the pads. Set this to "OFF" if you don't want to specify a function.	
MODE	**TOGGLE**	This setting lets you toggle between MIN and MAX values each time you press a pad. The pad lights up for the MAX value.
	MOMENT	The MAX value is used while you are pressing the pad. The pad lights up for the MAX value.
MIN	Sets the lower limit (MIN) and the upper limit (MAX) of the variable range for the parameter.	
MAX	* The value changes depending on the function assigned.	
COLOR	Sets the color of the pad illumination.	

* For details on the parameters, refer to "Parameter Guide" (Roland website).

When the [EFFECTS] button is lit, swipe left or right on the home screen to show the sound pads.

Touch the pad for which you want to edit the effects. This brings up the edit screen.

Using a Footswitch and Expression Pedal

You can control various functions with a footswitch (FS-5U/FS-6/FS-7), an expression pedal (FV-500H/FV-500L/EV-30 or Roland EV-5) or a foot controller (GA-FC) that's connected to this unit.

Connecting footswitches

Connect one or more footswitches and set their mode/polarity switches by referring to the illustrations below.
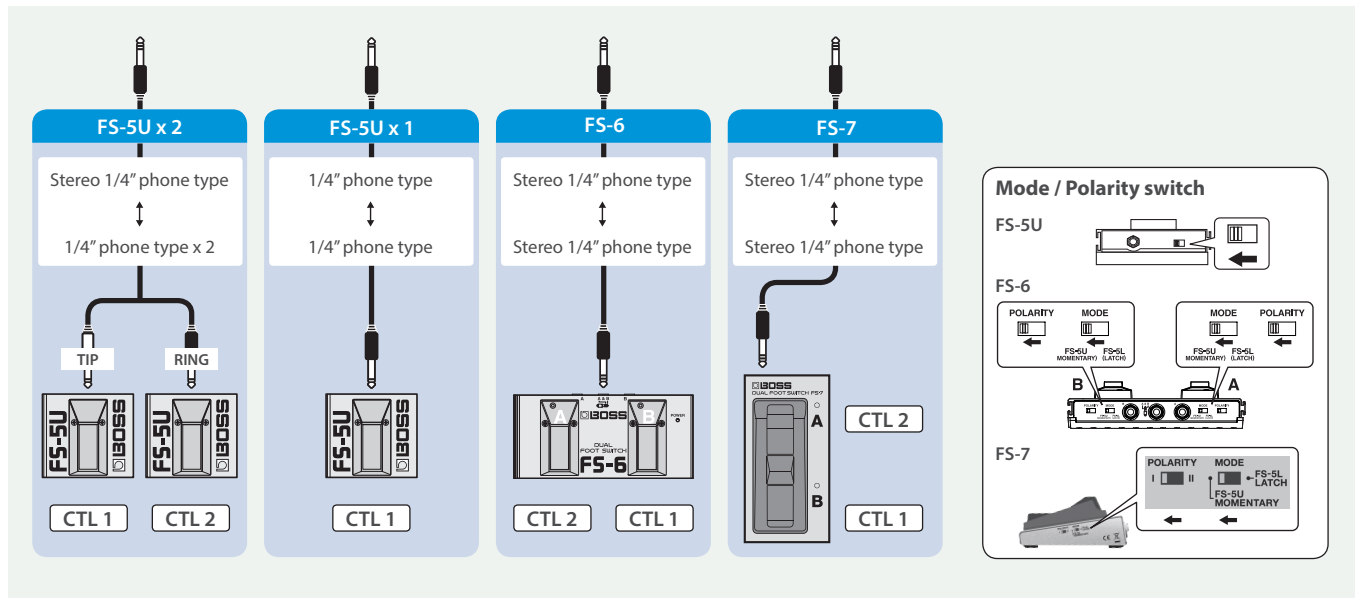
Connecting GA-FC

You can also assign functions to control for expression pedals that are connected to a GA-FC.

*   When connecting, make sure to use a stereo cable and connect the pedal to the FOOT SW jack.
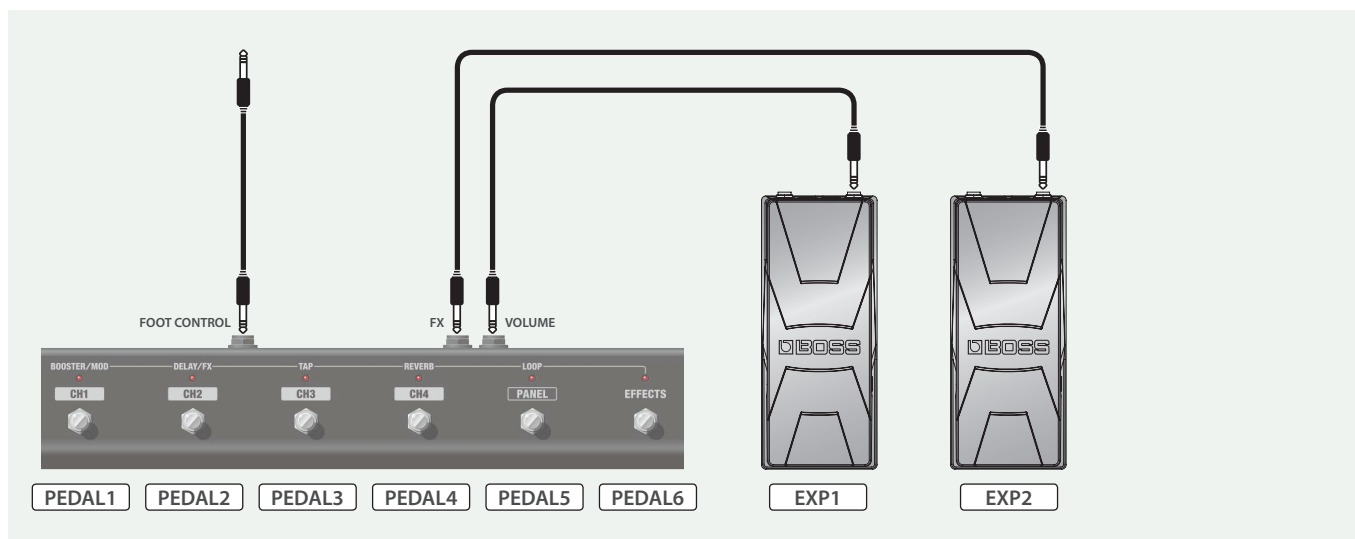
Specifying a Foot Controller

Here's how to specify which foot controller (footswitch, expression pedal or GA-FC) is connected to the FOOT SW jack.

1. On the home screen, touch < ☰ > (MENU button).

The MENU screen appears.
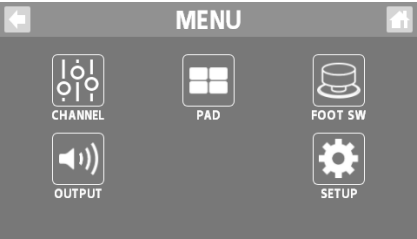
2. Touch <FOOT SW>→<GENERAL>.
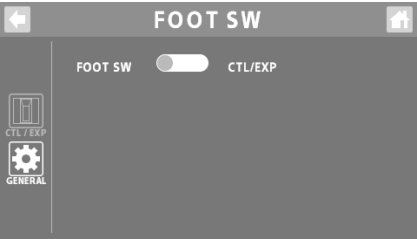
3. In FOOT SW, specify the foot controller.
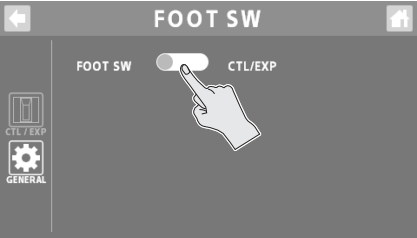
Value	Explanation
CTL/EXP	Select this when connecting a footswitch or expression pedal.
GA-FC	Select this when connecting a GA-FC.

Footswitch/Expression Pedal Settings

There are four groups (A–D) each for the footswitch (CTL 1,2) and the expression pedal (EXP). You can assign functions to each group and control them at the same time.

1. Select "CTL/EXP" for the "Specifying a Foot Controller" operation.

2. Touch <CTL/EXP>.
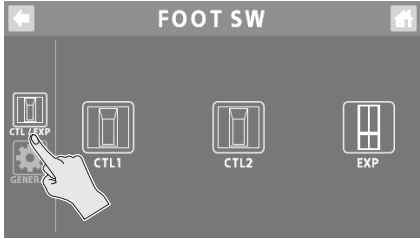
3. Touch a control from <CTL1> to <EXP> to select the footswitch or expression pedal for which you want to set the function.

The setting screen appears.
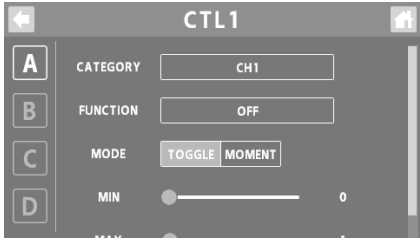
4. Touch <A>–<D> to select a group.
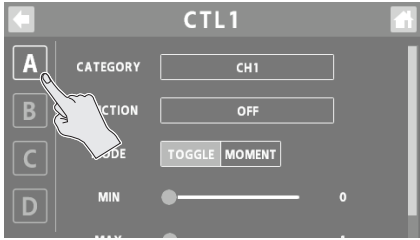
5. Edits the parameter's value.

* The settings you edit are saved as-is.

CTL1, 2

Function	Explanation		
CATEGORY	Select the category. The functions you can select are different for each category.		
FUNCTION	Specifies the function that's assigned to the footswitches. Set this to "OFF" if you don't want to specify a function.		
MODE		TOGGLE	This setting lets you toggle between MIN and MAX values each time you press a footswitch.
		MOMENT	The MAX value is used while you are pressing the footswitch.
MIN	Sets the lower limit (MIN) and the upper limit (MAX) of the variable range for the parameter.		
MAX	* The value changes depending on the function assigned.		

EXP

Function	Explanation
CATEGORY	Select the category. The functions you can select are different for each category.
FUNCTION	Specifies the function that's assigned to the expression pedal. Set this to "OFF" if you don't want to specify a function.
MIN	Sets the lower limit (MIN) and the upper limit (MAX) of the variable range for the parameter. The MIN setting is for when the pedal is fully raised, and the MAX setting is for when the pedal is fully advanced.
MAX	* The value changes depending on the function assigned.

* For details on the parameters, refer to "Parameter Guide" (Roland website).

Configuring Pad Link

Use pad link to control the functions that are assigned to pads 1–8 by operating the GA-FC.

You can control the sound pads and the effect pads.

> **NOTE**
> When using pad link, the settings for the function that's assigned to each switch on the GA-FC (PEDAL 1–6) are disabled, and you can only control the functions assigned to pads 1–8.
>
> The functions assigned to the expression pedals (EXP 1, 2) connected to the GA-FC are enabled.

1. **Select "GA-FC" for the "Specifying a Foot Controller" (p. 24) operation.**
   "PAD LINK" is shown.

2. **Toggle the PAD LINK setting on/off.**
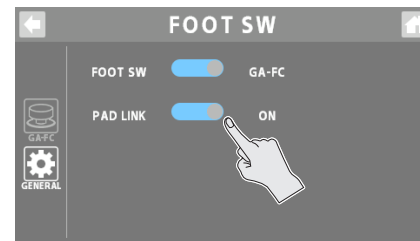
Value	Explanation
ON	Controls the functions assigned to the sound pads or to the effect pads 1–8 with the GA-FC.
OFF	Controls the functions assigned to each switch/expression pedal on the GA-FC.

How the GA-FC switches correspond to the pads

Switches between pads 1–4/5–8

Switches between sound pads/effect pads
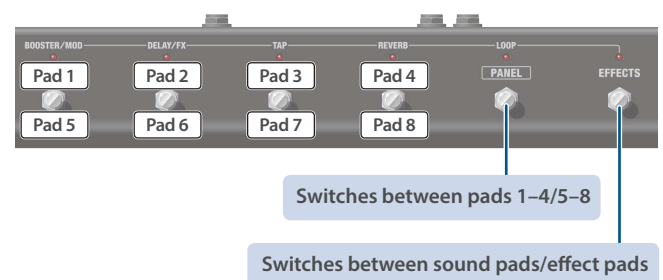
GA-FC Settings

There are four groups (A–D) each for the switches (PEDAL 1–6) and the expression pedals (EXP 1, 2). You can assign functions to each group and control them at the same time.

1. Select "GA-FC" for the "Specifying a Foot Controller" (p. 24) operation.

2. Touch <GA-FC>.
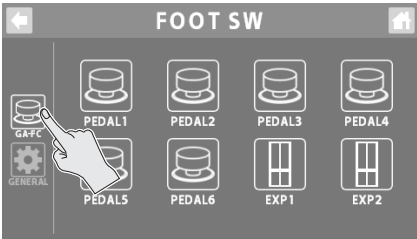
3. Touch a control from <PEDAL1> to <EXP2> to select the switch or expression pedal for which you want to set the function.

The setting screen appears.
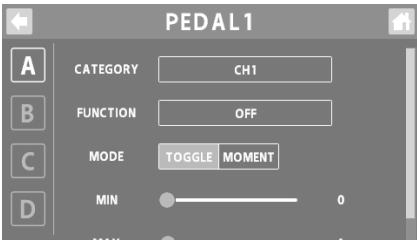
4. Touch <A>–<D> to select a group.
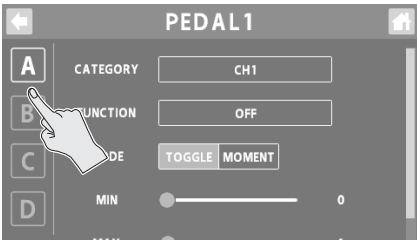
5. Edits the parameter's value.

* The settings you edit are saved as-is.

PEDAL1–6

Function	Explanation
CATEGORY	Select the category. The functions you can select are different for each category.
FUNCTION	Specifies the function that's assigned to the switches. Set this to "OFF" if you don't want to specify a function.
MODE	**TOGGLE** This setting lets you toggle between MIN and MAX values each time you press a switch. **MOMENT** The MAX value is used while you are pressing the switch.
MIN	Sets the lower limit (MIN) and the upper limit (MAX) of the variable range for the parameter.
MAX	* The value changes depending on the function assigned.

EXP1–2

Function	Explanation
CATEGORY	Select the category. The functions you can select are different for each category.
FUNCTION	Specifies the function that's assigned to the expression pedals. Set this to "OFF" if you don't want to specify a function.
MIN	Sets the lower limit (MIN) and the upper limit (MAX) of the variable range for the parameter. The MIN setting is for when the pedal is fully raised, and the MAX setting is for when the pedal is fully advanced.
MAX	* The value changes depending on the function assigned.

* For details on the parameters, refer to "Parameter Guide" (Roland website).

Output Settings

1. Press the [🔊] button on the top panel.

The OUTPUT screen is shown.
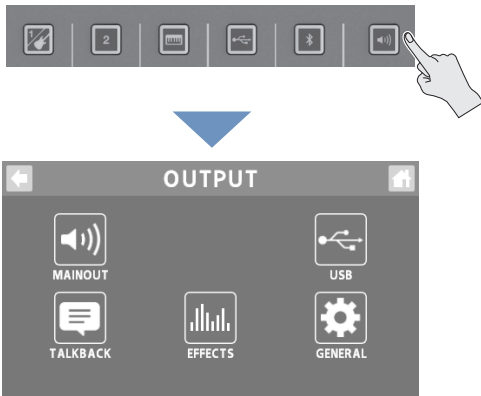
2. Touch one of the buttons from <MAINOUT> to <GENERAL> to select the item to set.

<div style="border:1px solid green">When touching <USB></div>

3. Touch one of the buttons from <MAIN> to <AUX IN> to select the item to set.

MAIN OUT

Here's how to configure the MAIN OUT output settings.

EQ

1. Touch <EQ>.

2. Tap the EQ button to turn it ON (the button lights up green).
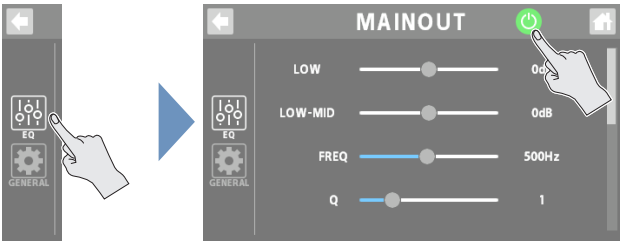
3. Adjust the tonal character of each frequency band.

* For details on the parameters, refer to "Parameter Guide" (Roland website).

GENERAL

1. Touch <GENERAL>.

2. Set the parameters.
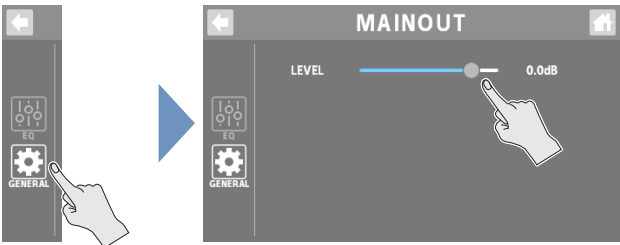
Parameter	Explanation
LEVEL	Sets the signal output level.

USB

Here's how to configure the USB output settings.

USB MAIN

This is the main output for USB. The same audio as the audio output from the MAIN OUT jacks is outputted.

EQ

1. **Touch <EQ>.**

2. **Tap the EQ button to turn it ON (the button lights up green).**
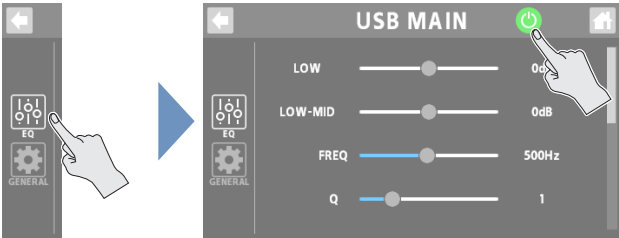
3. **Adjust the tonal character of each frequency band.**
   * For details on the parameters, refer to "Parameter Guide" (Roland website).

GENERAL

1. **Touch <GENERAL>.**

2. **Set the parameters.**

Parameter	Explanation
LEVEL	Sets the signal output level.
MONO MIX	Switches the signal output from USB to mono.

USB MONITOR

This is the monitor output for USB. The same signal is output as that which is output from the headphones 1, 2 jacks.

You can also use your computer to listen to the audio that you can hear from the headphone jacks of the GCS-5, by specifying the channel for conversation or chats.

EQ

1. **Touch <EQ>.**

2. **Tap the EQ button to turn it ON (the button lights up green).**

3. **Adjust the tonal character of each frequency band.**
   * For details on the parameters, refer to "Parameter Guide" (Roland website).
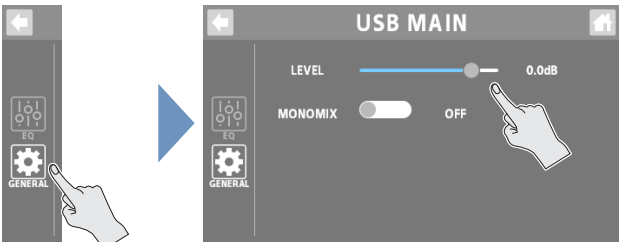
GENERAL

1. **Touch <GENERAL>.**

2. **Set the parameters.**
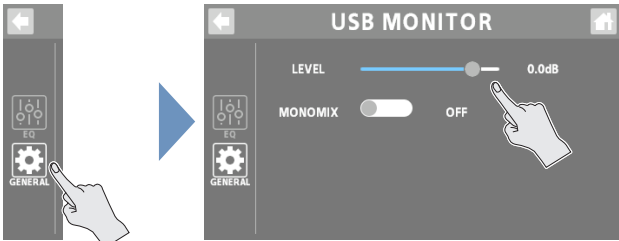
Parameter	Explanation
LEVEL	Sets the signal output level.
MONO MIX	Switches the signal output from USB to mono.

USB AUX IN

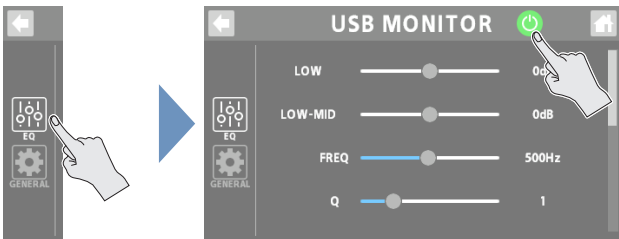This is the USB input that's mixed just before the OUTPUT fader.

Use this when you want to check the sound without effects, such as when you're editing sounds or music on your computer.

1. Set the parameters.
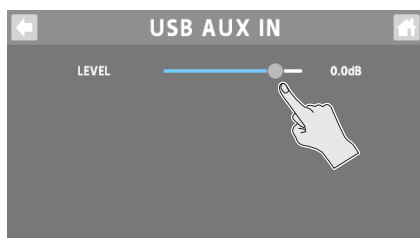
Parameter	Explanation
LEVEL	Sets the signal input level.

Talkback Settings (TALKBACK)

Here's how to configure the settings for using talkback.

2. Tap the TALKBACK button to turn it ON (the button lights up green).
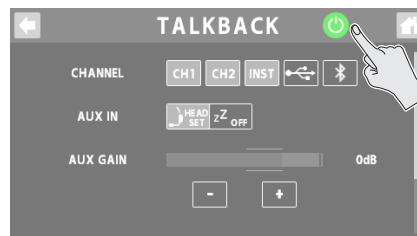
* You can touch the < ▤ > (Talkback) button on the home screen to turn talkback "ON" (lights green).

3. Set the parameters.

Selecting the talkback channel (CHANNEL)

Select the channel for the talkback audio.

You can select multiple channels.

Parameter	Value
CHANNEL	CH1–2, INST, USB, BLUETOOTH

Selecting the input source for talkback only

Set the input source used only for talkback.

You can use a mic or headset mic exclusively for talkback, even if the built-in mic or a headset mic is not set for the channel's input source.

Parameter	Explanation
AUX IN	Selects the input source (headset mic) used exclusively for talkback. Set this to "OFF" if you don't want to specify a function.
AUX GAIN	Adjusts the input gain for when AUX IN is used.

Others

Parameter	Explanation
THRU OUT	Sets the MAIN OUT output level for the channels not used for talkback. The channels that aren't used for talkback can be used to play background music. When this is "OFF", all output audio from MAIN OUT is muted when talkback is used.
OUTPUT	Sets the output destination for the talkback audio.

EFFECTS

This shows you how to apply effects to the output audio.

COMP

1. **Touch <COMP>.**

2. **Set the parameters.**
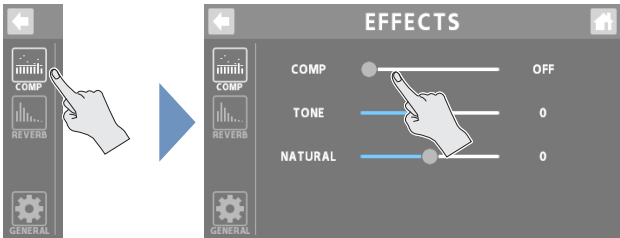
Parameter	Explanation
COMP	Sets the compressor depth. When this is "OFF", no compressor effect is applied.
TONE	Adjusts the tonal character of the compressor.
NATURAL	Larger values make the compressor take effect in a more natural way.

REVERB

1. **Touch <REVERB>.**

2. **Set the parameters.**
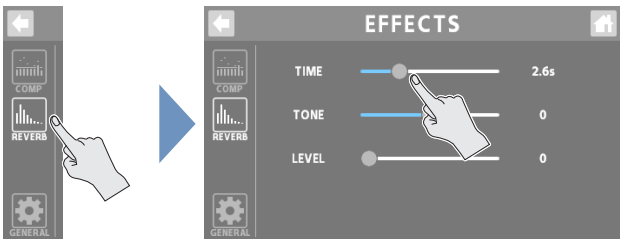
Parameter	Explanation
TIME	Adjusts the length (time) of reverberation.
TONE	Adjusts the tonal character of the reverb.
LEVEL	Adjusts the volume of the reverb sound.

On the home screen, touch an icon corresponding to OUTPUT to open the window.

Touch < ⚙ > to display the EFFECTS screen.
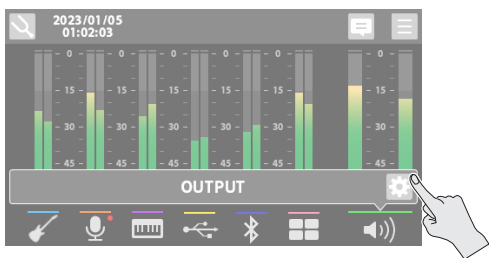
GENERAL

1. **Touch <GENERAL>.**

2. **Set the parameters.**
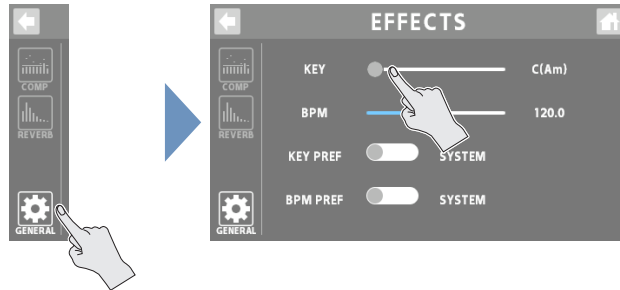
Parameter	Explanation
KEY	A common KEY and BPM are set for the effect patches (channel 1–INSTRUMENT channel) and for the dedicated effects (USB through BLUETOOTH channels).
BPM	
KEY PREF	Selects whether to set the KEY and BPM as GENERAL (SYSTEM) settings, or whether to use the effect patch settings for CH1.
BPM PRF	

GENERAL

1. **Set the parameters.**
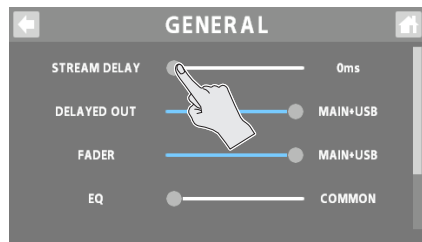
Parameter	Explanation
STREAM DELAY	Use this to adjust any delays that occur between the video and audio.
DELAYED OUT	Sets the output destination for the audio that's adjusted in STREAM DELAY.
FADER	Sets the output for which volume adjustment is enabled for the OUTPUT fader.
EQ	Determines whether to use the same EQ settings for the MAIN OUT and headphones 1–2 jacks, or whether to set them individually.
MONITOR	Sets whether to enable or disable volume adjustment of each channel fader, for the audio that's output from the headphones jacks 1–2 and USB MONITOR.
HEDSET MIX MINUS	Sets whether to return the input sound from the headset mic to headphones jack 1 (ON) or not (OFF).

Operating the MENU Screen

Various settings on the MENU screen are shown here as a menu. To switch between screens, touch the menu item until the desired settings screen appears.

1. **On the home screen, touch < ☰ > (MENU button).**

   The MENU screen appears.
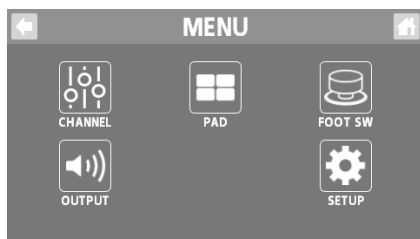
2. **Touch a button from <CHANNEL> to <SETUP> to select a menu item.**

3. **To switch between screens, touch the menu item until the desired settings screen appears.**

4. **Set the parameters.**

CHANNEL/OUTPUT/PAD/FOOT SW

Item	Explanation
CHANNEL	Sets the respective input channels. This is the same as "Configuring the Channels" (p. 8).
OUTPUT	Configures the output-related settings. This is the same as "Output Settings" (p. 27).
PAD	Configures the effect pads. This is the same as "Editing the Effect Pad Settings" (p. 21).
FOOT SW	Specifies the function of the footswitch, expression pedal or GA-FC connected to the FOOT SW jack. This is the same as "Using a Footswitch and Expression Pedal" (p. 23).

SETUP

These are the overall system settings for the GCS-5.

DISPLAY

Parameter	Explanation
BRIGHTNESS	
LCD	Adjusts the brightness of the display.
LED ON	Adjusts the brightness of the buttons when the buttons are on.
LED OFF	Adjusts the brightness of the buttons when the buttons are off.
EDIT SW	Sets how the channel edit buttons and the OUTPUT edit button lights up.
CLIP LEVEL	Sets the clip display level for the level meter shown on the home screen.

USB

Parameter		Explanation
AUDIO MODE		This specifies the operating mode for the audio.
	2 MIX	Operates with stereo input/output. This uses the standard driver of the respective OS.
	MTK-RECORD	Operates with multitrack input/output. This uses a dedicated driver. This is a mode for recording that lets you switch between different sampling rates. Useful when recording with a DAW or other software.
	MTK-STREAM	Operates with multitrack input/output. This uses a dedicated driver. When using this unit with a Mac, this mode lets you select each channel individually. This is handy when using apps for conversation and the like.
MULTITRACK		When outputting in multitrack, this sets which signal to output.
MIDI CH		Specifies the transmit/receive channel for MIDI data.

GENERAL

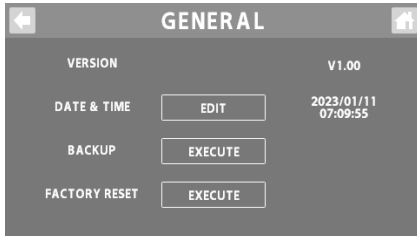| Parameter	Explanation
VERSION	Displays the version of the system program.
DATE & TIME	Sets the date and time.
BACKUP	Backs up the GCS-5's data to your computer.
FACTORY RESET	Returns the unit to its factory defaults.

Backing Up Data from the GCS-5

Backs up the GCS-5's data to your computer.

1. **On the MENU screen, touch <SETUP>→<GENERAL>.**

The GENERAL screen appears.

2. **For the BACKUP, touch <EXECUTE>.**

A confirmation message appears.
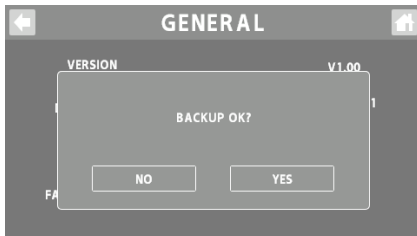
3. **Touch <YES>.**

The message "CONNECTING..." is shown.

4. **Use a USB cable to connect the GCS-5's USB port to your computer's USB port.**

When a connection with the computer is established, the message "CONNECTED" appears.

5. **Open the GCS-5 drive.**

Windows

In "PC", open "GCS-5".

macOS

On the desktop, open the "GCS-5" icon.

6. **Back-up or recover the data.**

Backup

Copy the "GCS-5_BAK.BIN" file that are on the GCS-5 drive to your computer.

Recover

*   When you execute this operation, the memory currently saved in the GCS-5 disappears. Back up in advance.

In the GCS-5 drive, delete the "GCS-5_BAK.BIN" file, and then copy the backed-up "GCS-5_BAK.BIN" file from the computer into the GCS-5 drive.

NOTE

Do not delete the folders in the GCS-5 drive other than when executing the recovery operation.

7. **Touch <DISCONNECT> to eject the GCS-5 drive.**

The message "DISCONNECTING..." is shown.

*   You can also use the computer to eject the GCS-5 drive.

Windows

In the lower right of your screen, click the [⌃] and then the [🔌] icon, and then click "GCS-5".

macOS

Drag the "GCS-5" icon to the trash ("Eject" icon).

You can use the dedicated app to back up the data from the GCS-5. For details on the dedicated app, see the BOSS website.

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

Restoring the Factory Default Settings (Factory Reset)

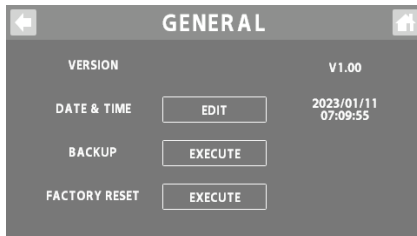You can restore all of the settings to their factory-set values, and you can also specify certain items to be reset.

* When you execute "Factory Reset", the settings you made are lost. Back up any necessary data to your computer.

1. On the MENU screen, touch <SETUP>→<GENERAL>.

The GENERAL screen appears.

```
        GENERAL           🏠

   VERSION              V1.00

   DATE & TIME   [ EDIT ]   2023/01/11
                            07:09:55

   BACKUP       [ EXECUTE ]

   FACTORY RESET [ EXECUTE ]
```

2. For the FACTORY RESET, touch <EXECUTE>.

The FACTORY RESET screen appears.

```
      FACTORY RESET        🏠

              ─── EFFECT PATCH ───
  [ MIXER ]  [ GUITAR ] [ SING ] [ TALK ]


           [ EXECUTE ]
```

3. Select the settings to restore.

Right after the display switches to the FACTORY RESET screen, all the settings are selected.

Parameter	Explanation
MIXER	Channel 1, 2 settings
	INSTRUMENT–SOUND PAD channel settings
	OUTPUT settings
	Sound pad settings
	Effect pad settings
	Footswitch settings
	Expression pedal settings
	GA-FC settings
EFFECT PATCH	
GUITAR	Effect patches for which the EFFECTS CATEGORY is set to "GUITAR"
SING	Effect patches for which the EFFECTS CATEGORY is set to "SING"
TALK	Effect patches for which the EFFECTS CATEGORY is set to "TALK"

4. Touch <EXECUTE>.

A confirmation message appears.

* If you decide to cancel, touch <NO>.

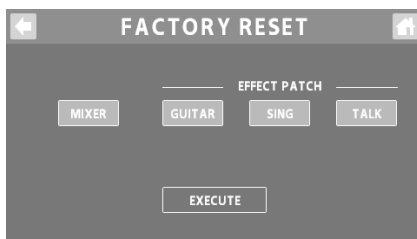**5. Touch <YES>.**

The factory reset is executed.

* Make sure not turn to off the power while the "EXECUTING..." message is shown.

Error Message List

Message	Meaning	Action
INSUFFICIENT USB BUS POWER. **CHANGE THE USB PORT OR USE PSD ADAPTOR.**	Not enough power can be supplied to the USB port.	Connect a commercially available USB AC adaptor (at least 5 V⎓/3 A).
SETUP DATE & TIME?	This is shown when the internal clock has been reset if the unit has not been powered up for a specific period of time.	Touch <YES> to configure the date and time settings (p. 5).
GIGCASTER APP NOT FOUND	The dedicated app is not connected.	–
DATA DAMAGED	The data may have been damaged.	Use the factory reset function (p. 33) to restore the GCS-5 to its factory settings.
SYSTEM ERROR OCCURRED PLEASE REBOOT	An unknown error occurred.	If the problem is not resolved even after a factory reset, contact the dealer where you purchased this unit, or contact Roland support.

Main Specifications

Sample Rate	48 kHz
AD Conversion	24 bits
DA Conversion	32 bits
Processing	32-bit floating point
USB Audio	48 kHz, 32-bit Input: 16 ch Output: 12 ch
Bluetooth	A2DP, HFP
Effect Patches	GUITAR: 200 (User) + 100 (Preset) SING: 200 (User) + 30 (Preset) TALK: 200 (User) + 30 (Preset)
Number of Effects	GUITAR: 1 ch (DISTORTION, PREAMP, EQ, NS, PEDAL FX, FX1, FX2, FX3, DELAY/REVERB)
	SING: 2 ch (COMP, ENHANCE, DESS, EQ, NS, PITCH CORRECT, HARMONY, FX1, FX2, FX3, DELAY/REVERB)
	TALK: 3 ch (COMP, ENHANCE, DESS, EQ, NS, FX1, FX2)
	CONSOLE: 5 ch (COMP, ENHANCE, DESS, NS, FX)
	OUTPUT: COMP, REVERB
Nominal Input Level (Adjustable)	GUITAR INPUT: -10 dBu MIC INPUT 1, 2: -40 dBu INST INPUT L, R: -10 dBu
Input Impedance	GUITAR INPUT: 1 MΩ MIC INPUT 1, 2: 5.6 kΩ INST INPUT L, R: 100 kΩ
Nominal Output Level	MAIN OUT L, R: -10 dBu
Output Impedance	MAIN OUT L, R: 1 kΩ PHONES 1, 2: 47 Ω
Recommended Load Impedance	MAIN OUT L, R: 10k Ω or greater
Display	Color Graphic LCD (480 x 272 dots), Touch screen
Controls	Channel edit button (CH 1–2, INSTRUMENT, USB, BLUETOOTH) OUTPUT edit button Mute button (CH 1–2, INSTRUMENT, USB, BLUETOOTH) OUTPUT Mute button Monitor button (CH 1–2, INSTRUMENT, USB, BLUETOOTH) SOUND button EFFECTS button Channel fader (CH 1–2, INSTRUMENT, USB, BLUETOOTH) OUTPUT fader Headphones 1, 2 knobs
Connectors	Guitar jack: 1/4-inch phone type Mic 1, 2 connectors: XLR type, balanced, phantom power: DC 48 V, 10 mA Max. INST L, R jacks: 1/4-inch phone type MAIN OUT L, R jacks: 1/4-inch phone type Headphones 1 jack: Stereo miniature phone type (CTIA) Headphones 2 jack: Stereo miniature phone type FOOT SW jack: 1/4-inch TRS phone type USB port: USB Type-C® DC IN jack

Main Specifications

Power Supply	AC adaptor (PSD series) USB BUS Power
Current Draw	1.6 A (with phantom power) 1.5 A (without phantom power)
Dimensions	177 (W) x 216 (D) x 78 (H) mm 7 (W) x 8-9/16 (D) x 3-1/8 (H) inches
Weight	0.96 kg 2 lbs 2oz
Accessories	AC adaptor: PSD series Startup Guide Leaflet "USING THE UNIT SAFELY"
Options (sold separately)	Footswitch: FS-5U Dual Footswitch: FS-6 Expression Pedal: FV-500L, FV-500H, Roland EV-5 Foot Controller: GA-FC

* 0 dBu = 0.775 Vrms

* 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.