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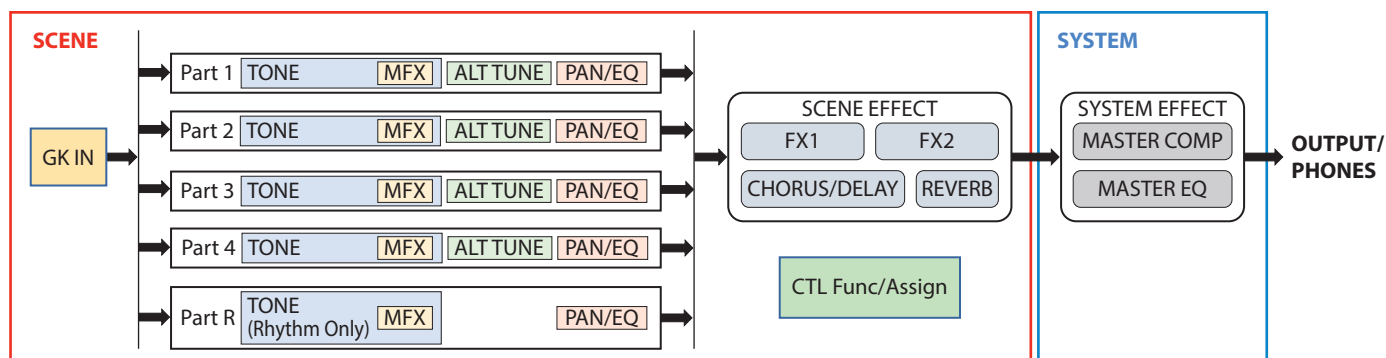
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An overview of the GM-800

The GM-800 is a guitar synthesizer sound generator that's compatible with serial GK-type divided pickups (GK-5/GK-5B, sold separately).

Sound structure of the GM-800



SCENE

A collection of settings for all parts, GUITAR TO MIDI, scene effects (SCENE EFFECT) and CONTROL ASSIGN is saved as a "scene".

A scene stores the complete state of your favorite performance settings, including settings for each part (such as tone number, pan, and volume), settings common to all parts and so on.

It's useful to save your settings beforehand as scenes, and then switch between these scenes while you're playing.

Part

You can assign a sound (tone) as well as specify pan and EQ settings and so on for each of the five parts.

You can assign a tone to each part and play it.

There are five parts. You can assign synthesizer sounds to parts 1–4, and a rhythm sound to part R.

TONE

The sound assigned to a part is called a "tone".

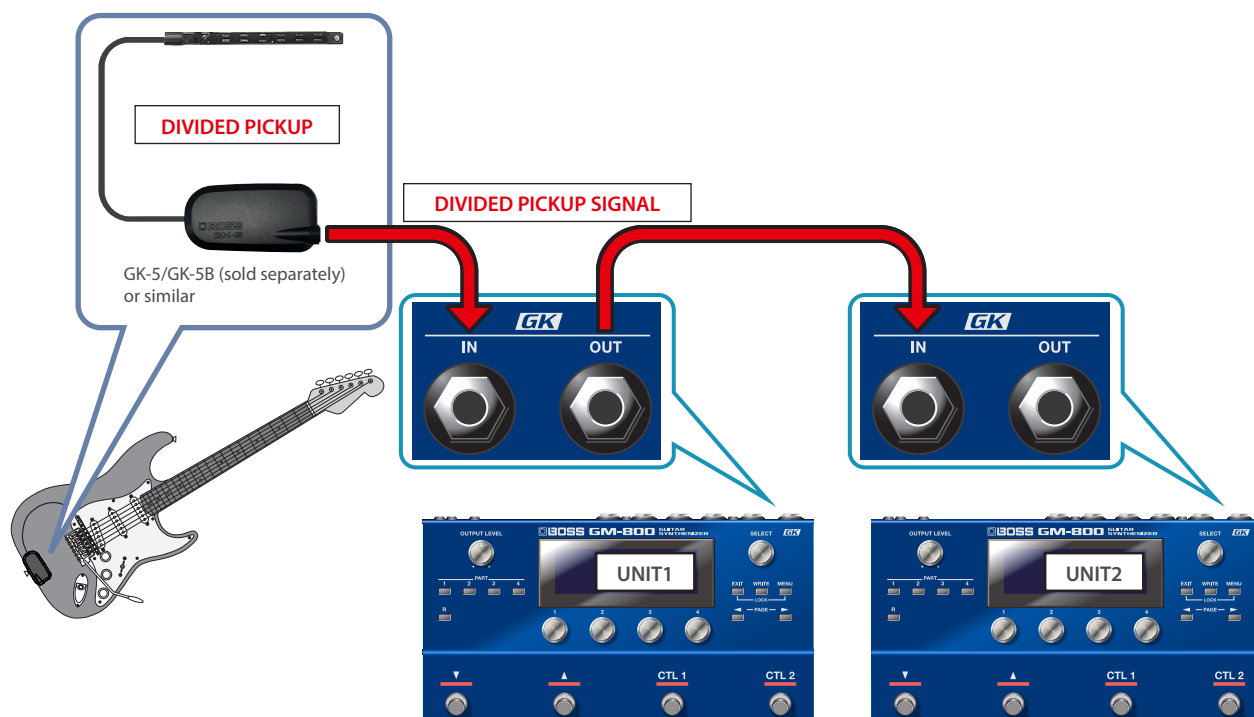
You can configure settings such as filters and effects (MFX) for the tones.

What is "serial GK"?

Serial GK is a technology for transmitting divided pickup signals from a compatible device that's connected via a dedicated cable.

The divided pickup signal that's input to the GK IN jack of the first unit passes through the GK OUT jack, and is sent to the GK IN jack of the second unit.

Connection example



Panel descriptions

Front panel



1 [OUTPUT LEVEL] knob

Adjusts the overall volume.

2 PART [1]–[4], [R] buttons

Switches to the part settings screen.

When you press these buttons while the part settings screen is displayed, the buttons switch the parts on/off.

3 Display

Shows various information for the GM-800.

4 [1]–[4] buttons, [SELECT] knob

Use these to select and edit the parameter values that are shown onscreen.

5 [EXIT] button

Press this to return to the previous screen or to undo an operation.

6 [WRITE] button

Press this to save the scene settings or to copy.

7 [MENU] button

Switches to the MENU screen.

* Hold down the [EXIT] button and press the [MENU] button to switch the knob lock function (*) on/off.

(*) When this is ON, knob operations are disabled on the play screen.

8 PAGE [◀] [▶] buttons

Switches between pages.

9 [▼] [▲] switches

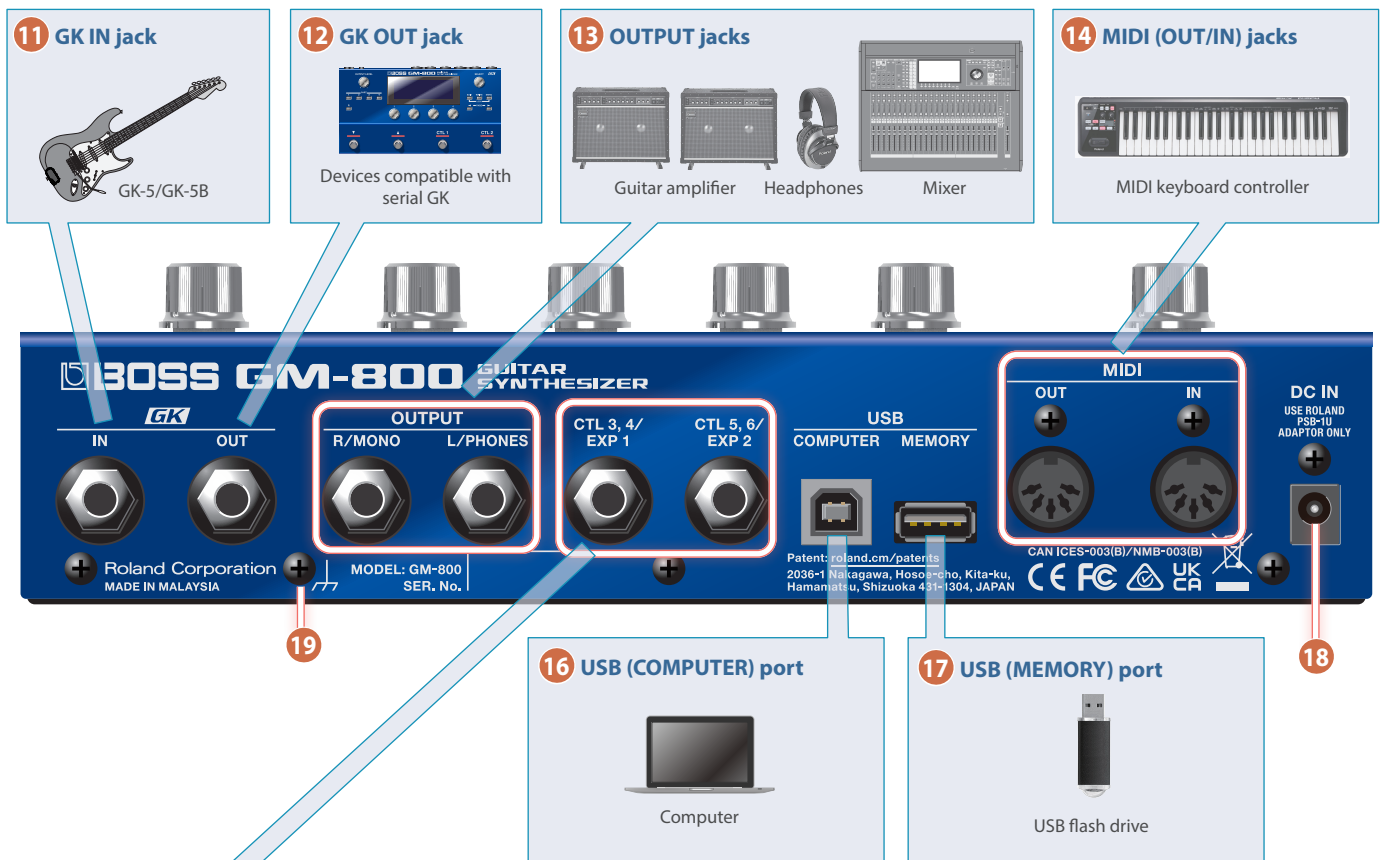
The buttons switch scenes.

10 [CTL1] [CTL2] switches

These switches control the functions set for each scene.

Rear panel (connecting your equipment)

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

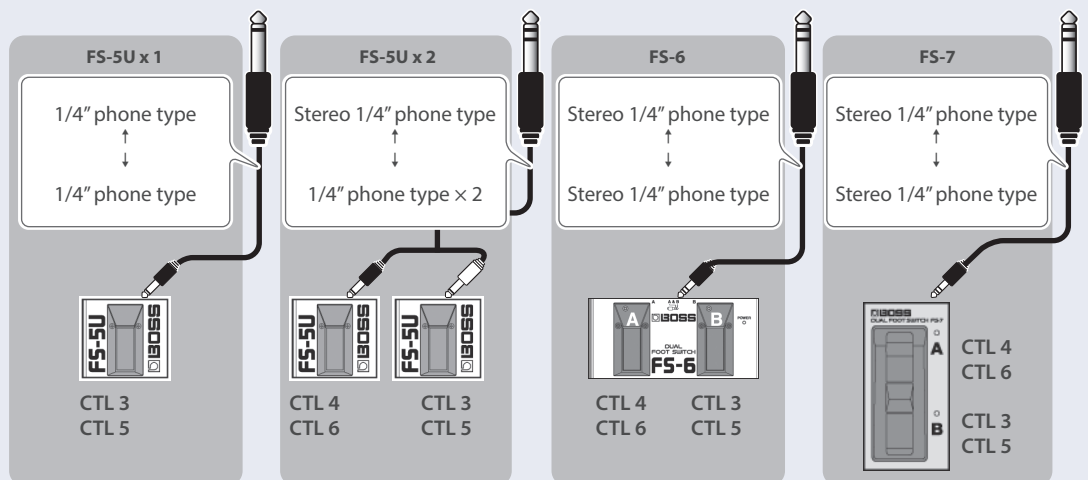


15 CTL 3, 4/EXP 1 jacks, CTL 5, 6/EXP 2 jacks

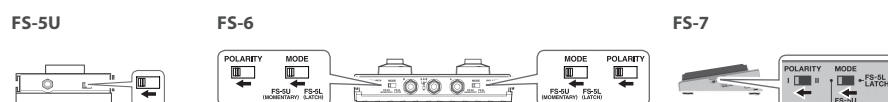
When used as the EXP 1/EXP 2 jacks
Connect an expression pedal here.

When used as the CTL 3, 4 and CTL 5, 6 jacks
Connect a footswitch here.

* Use only the specified expression pedal (EV-30, FV-500L, FV-500H, and Roland EV-5; sold separately). Connecting expression pedals made by third-party manufacturers may cause this unit to malfunction.



Mode/Polarity switch



11 GK IN jack

Connect a guitar or bass guitar that has a BOSS divided pickup such as a GK-5 or GK-5B.

- * **Never use a cable other than the dedicated serial GK cable for this unit.**

12 GK OUT jack

Use this jack to connect multiple GM-800s, or to connect to a compatible device with a GK IN jack.

13 OUTPUT jacks

Connect these to your guitar amp, PA system (line-level) or headphones (sold separately).

- * Connect your headphones to the L/PHONES jack.
- * If using a mono connection, use only the R/MONO jack.
- * If you're using headphones, don't connect anything to R/MONO jack.

14 MIDI (OUT/IN) jacks

These connectors transmit and receive MIDI messages to/from connected external MIDI devices.

15 CTL 3, 4/EXP 1 jacks, CTL 5, 6/EXP 2 jacks

You can control various functions by connecting an expression pedal (EV-30, FV-500L, FV-500H or Roland EV-5: sold separately) or a footswitch (FS-5U, FS-6, FS-7: sold separately).

- ➔ For details on the settings, refer to "Setting the functions (CONTROL FUNCTION)" (p. 12).

16 USB (COMPUTER) port

Use a commercially available USB 2.0 cable to connect this port to your computer.

This port lets you use the dedicated editor software or transfer USB MIDI and USB audio data.

- * You must install the USB driver before connecting this unit to a computer. Download the USB driver from the BOSS website. For details, refer to the "Readme.htm" file included with the download.

17 USB (MEMORY) port

You can connect a USB flash drive here. Connect or disconnect the USB flash drive while the GM-800 is powered-off.

- * Never turn off the power or disconnect the USB flash drive while the access indicator is blinking, or while the screen shows that an operation is in progress.

18 DC IN jack

Connect the included AC adaptor to this jack.

- * The DC IN jack also serves as the power switch. The power turns on when you insert a plug into the DC IN jack, and the power turns off when you unplug the cable.

19 Ground terminal

Connect this to an external earth or ground, if necessary.

Getting ready

Getting your guitar/bass ready

- To use the GM-800, you must connect a guitar or bass guitar that uses a divided pickup (GK pickup) capable of outputting separate signals from each string, such as the BOSS GK-5 or GK-5B.
- See the GK pickup owner's manual for how to install the GK pickup.
- Issues such as neck warpage, worn frets that cause string buzzing, and mistuned octaves may cause wrong notes to play.

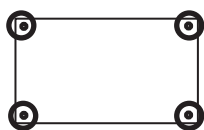
Connecting the equipment

➔ Refer to "Rear panel (connecting your equipment)" (p. 4).

Attaching the rubber feet

You can attach the rubber feet (included) if necessary.

Attach them in the locations shown in the illustration.



- * Using the unit without rubber feet may damage the floor.
- * 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.

Turning the power on

- * Before turning the unit on/off, always be sure to turn the volume down. Even with the volume turned down, you might hear some sound when switching the unit on/off. However, this is normal and does not indicate a malfunction.
- * To turn the power off, reverse the order.

1. Turn the volume all the way down on your guitar amp and other devices connected to this unit.
2. Connect your equipment to the OUTPUT jack(s).
3. Connect your guitar or other instrument.
4. Plug the included AC adaptor into the DC IN jack of this unit.
This turns the power on.
5. Turn on your guitar amp and other devices connected to this unit.

Setting 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.

- * Unsaved data is lost when the power turns off. You must save settings that you want to keep.
- * To restore power, turn the power on again.
➔ For details on the settings, refer to "Turning off the auto off function" (p. 15).

Selecting devices to connect to the output jacks (OUTPUT SELECT)

1. Press the [MENU] button.
2. Press the PAGE [◀] [▶] buttons to display "IN/OUT SETTING".



3. Press the [4] knob.

The IN/OUT SETTINGS screen appears.



4. Turn the [SELECT] knob to move the cursor to "OUTPUT SELECT".



5. Turn knob [1] to select the device that's connected.

OUTPUT SELECT	Explanation
LINE/PHONES	Choose this setting if you're using headphones, or if the GM-800 is connected to a keyboard amp, mixer, or digital recorder.
GUITAR AMP	Use this setting when connecting to the guitar input of a guitar amp.

- * To use this unit with a bass guitar amp, use the LINE/PHONES setting.

Configuring the pickup settings (GK SETTINGS)

Configure the divided pickup settings so that the GM-800 is always in the optimum state when you play. You can save up to 20 of these settings (GK SETTINGS) for the GM-800.

Here's an example of how to save the pickup settings in GK SET: [01].

MEMO

The GK SETTINGS are saved even after you turn off the power. For this reason, you don't need to reconfigure the settings each time you play.

1. Press the [MENU] button.
2. Press the PAGE [◀] [▶] buttons to display "GK SETTING".



3. Press the [3] knob.

The GK SETTINGS screen appears.



4. Turn the [SELECT] knob to move the cursor to the first line.
5. Turn the [1] knob to select "GK SET: [01]".

The pickup settings are saved to GK SET: [01].

MEMO

The pickup settings are automatically saved to the memory number you selected in step 5.

Selecting the pickup type

Here's how to select the pickup that you've installed on your guitar (or bass guitar).

6. Turn the [SELECT] knob to move the cursor to the second line.



7. Turn the [1] knob to select the pickup type.

GK TYPE	Explanation
GK-5	Select this when you're using the BOSS GK-5.
GK-3	Select this when you're using the Roland GK-3. *1
GK-2A	Select this when you're using the Roland GK-2A, or a commercially available guitar with a built-in divided pickup. *1
GC-1	Select this when you're using the Roland V-Guitar GC-1. *1
PIEZO	Select this when using a guitar with a piezo pickup (flat response). *1
PIEZO F	Select this when using a guitar with a piezo pickup (Fishman). *1
PIEZO G	Select this when using a guitar with a piezo pickup (Graph Tech). *1
PIEZO L	Select this when using a guitar with a piezo pickup (L.R. Baggs). *1
PIEZO R	Select this when using a guitar with a piezo pickup (RMC). *1
GK-5B	Select this when you're using the BOSS GK-5B.
GK-3B	Select this when you're using the Roland GK-3B. *1
GK-2B	Select this when you're using the Roland GK-2B, or a commercially available bass guitar with a built-in divided pickup. *1
PIEZO(B)	Select this when using a bass guitar with a piezo pickup (flat response). *1
PIEZO G(B)	Select this when using a bass guitar with a piezo pickup (Graph Tech). *1
PIEZO R(B)	Select this when using a bass guitar with a piezo pickup (RMC). *1

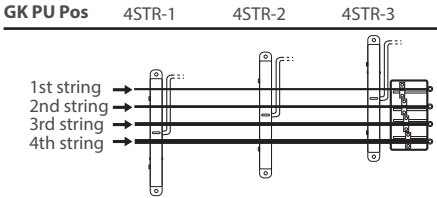
*1 Use this in combination with the GKC-AD (sold separately).

Setting the pickup arrangement (bass guitar only)

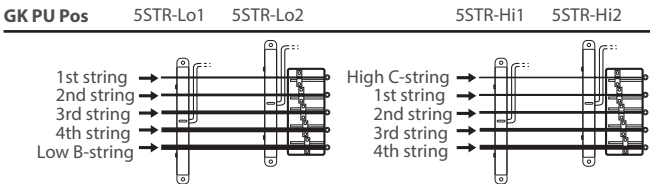
Set the GK PU Pos according to where you've installed the divided pickup on your bass guitar.

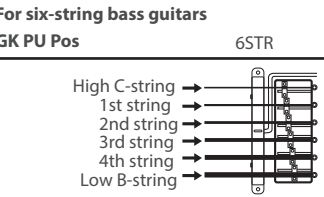
8. Turn the [2] knob to set GK PU Pos.

For four-string bass guitars



For five-string bass guitars





Setting the pickup sensitivity

The volume for the strings may differ, depending on the distance between each string and the divided pickup. You can correct these volume differences by setting the pickup sensitivity.

9. Press the PAGE [◀] [▶] buttons to show the SENS screen.



10. Turn the [SELECT] knob to move the cursor to the string to set.

11. Turn the [4] knob to adjust the SENS value.

Pluck each string at the hardest strength you would likely use, and adjust the sensitivity values so that the meters don't reach excessive levels, which indicates an overload. If a given meter overloads, lower the SENS value for that string.

* The level meters may overload when using certain guitars or bass guitars, even when the sensitivity is set to minimum. If this happens, widen the distance a bit more than normal between the divided pickup and the strings.

12. Check the volume balance for all the strings.

Adjust the volume balance to minimize the difference in volume between strings, by playing all of the strings at the usual strength and lowering the SENS value for any string that is particularly loud.

13. Press the [EXIT] button a number of times to return to the play screen.

You need to make these settings in situations such as when you've newly installed a divided pickup on your guitar or bass guitar, or when you've changed the height of the divided pickup.

For details, refer to "GM-800 Parameter Guide" (PDF).

Adjusting the volume

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

Using the tuner

1. Press the [MENU] button.
2. Press the PAGE [◀] [▶] buttons to display "TUNER".



3. Press the [2] knob.

The tuner screen appears.



4. Press the [EXIT] button a number of times to return to the play screen.

Tuner settings

To make tuner settings, use the [1] and [2] knobs located below the display.

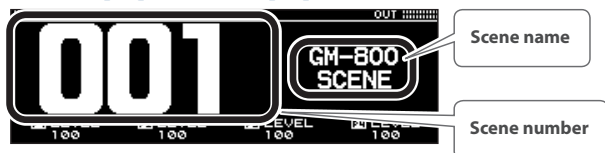
Parameter	Value	Explanation
[1] MASTER TUNE	435–445 Hz	Specifies the reference pitch.
	MUTE	Sound will not be output while tuning.
[2] OUTPUT	BYPASS	While tuning, the sound of the guitar being input to the GM-800 will be output without change.
	THRU	Lets you tune your guitar while outputting the sound of the current scene.

Playing

Select a scene

A collection of all part settings, GUITAR TO MIDI settings, scene effect settings and control function/assign settings is called a “scene”.

1. Use the [▼] switch or [▲] switch to select a scene.



MEMO

You can also use the [SELECT] knob to switch scenes.

About the play screen

The screen that appears after you turn on the power is called the “play screen”.

The following four types of play screen are provided; use the PAGE [◀] [▶] buttons to switch between the types of display.

Large scene number



Large scene name



Show the tones selected for each part

PART	TOPE NAME	LEVEL
1	0001: Acoustic Piano	100
2	0101: Reso Saw Bass	100
3	0201: Funky Reso Lead	100
4	0301: Masichand Pad	100

Show functions assigned to the switches and other controls

CTL 1	CTL 2
SCENE	SCENE
OCT. UP/DOWN	HOLD

Icons shown in the play screen



Display	Explanation
IN LEVEL 100	Indicates the input level.
OUT LEVEL 100	Indicates the output level.
J=120	Indicates the BPM.
◀ ▶	Indicates the page to which you navigate using the PAGE [◀] [▶] buttons (edit screen).

MEMO

You can change which parameters are adjusted by knobs [1]–[4].

For details, refer to “Assigning the desired parameters to knobs [1]–[4] (KNOB SETTINGS)” (p. 14).

Editing the parts

Basic operations for editing a part

You can select tones for each part, make detailed adjustments and perform other edits from the part edit screen.

Here we explain how to edit part 1.

Switching the parts on/off

1. Press the PART [1] button.

The part edit screen for part 1 appears.



2. You can press the PART [1] button again to toggle the part on/off.

MEMO

Turn off all other parts if you only want to hear part 1.

Selecting a tone for a part (TONE SELECT)

1. With the part edit screen shown, use the [SELECT] knob to move the cursor to TONE SELECT.



2. Turn the [2] knob to select a tone.

* To change a value in larger steps, turn the knob while pressing it.

Using the browse function

1. With the cursor positioned at TONE SELECT, press the [1] knob.

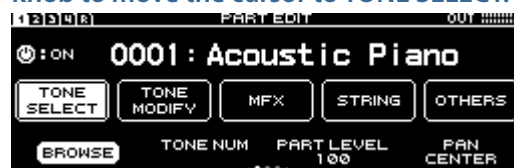
The browse screen appears.



2. Use the [1] or [2] knob to change the category.
3. Use the [3] or [4] knob to change the tone.
4. Press the [EXIT] button to return to the part edit screen.

Adjusting the volume of a part (TONE SELECT)

1. With the part edit screen shown, use the [SELECT] knob to move the cursor to TONE SELECT.



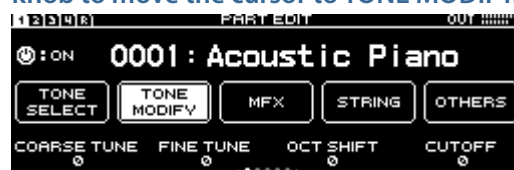
2. Use knobs [1]–[4] to adjust the parameters that are shown at the bottom of the screen.

Use the PAGE [◀] [▶] buttons to switch between the parameters that you want to edit. The current page is indicated in the lower center of the screen.

- * To change a value in larger steps, turn a knob while pressing it.
- * The number of parameters and pages differs with each setting.

Adjusting the tone of a part (TONE MODIFY)

1. With the part edit screen shown, use the [SELECT] knob to move the cursor to TONE MODIFY.



2. Use knobs [1]–[4] to adjust the parameters that are shown at the bottom of the screen.

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

- * To change a value in larger steps, turn a knob while pressing it.
- * The number of parameters and pages differs with each setting.

Changing the effect for a part (MFX)

1. With the part edit screen shown, use the [SELECT] knob to move the cursor to MFX.



2. Use knobs [1]–[4] to adjust the parameters that are shown at the bottom of the screen.

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

- * To change a value in larger steps, turn a knob while pressing it.
- * The number of parameters and pages differs with each setting.

Editing a part's settings for each string (STRING)

1. With the part edit screen shown, use the [SELECT] knob to move the cursor to STRING.



2. Use knobs [1]–[4] to adjust the parameters that are shown at the bottom of the screen.

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

- * To change a value in larger steps, turn a knob while pressing it.
- * The number of parameters and pages differs with each setting.

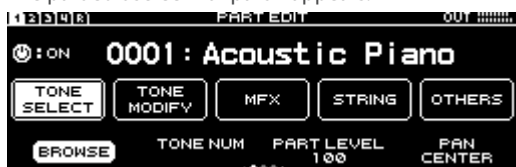
Copying the settings of another part (PART COPY)

This function lets you copy the settings from a part in another scene.

Here we explain how to copy the settings to part 1.

1. Press the PART [1] button.

The part edit screen for part 1 appears.



2. Long-press the PART [1] button.

The PART COPY screen appears.



3. Use the [1] [2] knobs to change the scene, and use the [3] [4] knobs to select the part from which to copy (copy source).

4. Once you've selected the copy source part, press the [4] knob. To cancel copying, press the [3] knob.

This copies the part settings from the copy source to part 1.

- * There is no function for copying to part R.

Editing the scenes

Configuring the scene parameters (SCENE EDIT)

Here's how to set the scene parameters aside from those for parts.
For details on the parameters, refer to the "GM-800 Parameter Guide" (PDF).

1. Press the [MENU] button.

The MENU screen appears.



2. Press the [1] knob.

The scene edit screen appears.



3. Turn the [SELECT] knob to move the cursor to the parameter you want to set.

4. Use knobs [1]–[4] to adjust the parameters at the bottom of the screen.

Use the PAGE [◀] [▶] buttons to switch between the parameters that you want to edit. The current page is indicated in the lower center of the screen.

- * To change a value in larger steps, turn a knob while pressing it.
- * The number of parameters and pages differs with each setting.

Configuring the control assignments (CONTROL ASSIGN)

A variety of functions can be assigned to the [▼], [▲], [CTL1] and [CTL2] switches on the top panel, as well as to the expression pedals or footswitches that are connected to the CTL 3, 4/EXP 1 and CTL 5, 6/EXP 2 jacks on the rear panel.

For details, refer to "GM-800 Parameter Guide" (PDF).

- * The [▼], [▲], [CTL1], or [CTL2] switch LEDs on the top panel may either light up or blink, depending on the function you've assigned.

Setting the functions (CONTROL FUNCTION)

1. Press the [MENU] button.

The MENU screen appears.



2. Press the [2] knob.

The CONTROL/ASSIGN screen appears.



3. Press the [1] knob.

The CONTROL FUNCTION screen appears.

CONTROL/ASSIGN>CONTROL FUNCTION			
	FUNCTION	MODE	PREF
DOWN	SCENE -1	----	SCENE
UP	SCENE +1	----	SCENE
CTL1	PART OCTAVE UP/DOWN	TOGGLE	SCENE
CTL2	PART HOLD	MOMENT	SCENE
CTL3	OFF	----	SCENE

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

Turning the knob will move the selected item vertically.

5. Turn knobs [1]–[4] to edit the value of the item selected for each switch.

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

The settings for each part may be shown instead, depending on the function you've selected. Use these to turn each part on/off, set the degree of change for the effects and so on.

- * The footswitch and expression pedal functions must be specified for each scene. However, if you set PREF (PREFERENCE) to "SYSTEM", all scenes use those functions in common.
- * The effect may not be audible for some functions (such as PART OCTAVE UP/DOWN) until you play the next note.

Configuring the functions (ASSIGN SETTINGS)

1. Press the [MENU] button.

The MENU screen appears.



2. Press the [2] knob.

The CONTROL/ASSIGN screen appears.



3. Press the [2] knob.

The ASSIGN SETTING screen appears.

CONTROL/ASSIGN/ASSIGN MATRIX				
		TARGET		
NUM	SW	TARGET	MIN	MAX
1	0	P1TONE SEL PART SW	OFF	ON
2	0	P1TONE SEL PART SW	OFF	ON
3	0	P1TONE SEL PART SW	OFF	ON
4	0	P1TONE SEL PART SW	OFF	ON
5	0	P1TONE SEL PART SW	OFF	ON

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

Turning the knob will move the selected item vertically.

5. Press the [SELECT] knob to turn the SW on.

6. Turn knobs [1]–[4] to configure the parameters.

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

Use SOURCE to specify the pedal to be operated, the MIDI message or other source.

- * When TARGET is shown, press the [1] [2] knobs to show the parameters as a list.

CONTROL/ASSIGN/ASSIGN MATRIX	
ASSIGN 1	TARGET
1 TONE SEL	PART SW
2 TONE SEL	TONE NUM
3 TONE SEL	LEVEL
4 TONE SEL	PAN
5 TONE SEL	C/D SEND
6 TONE MOD	REV SEND

Saving a scene (WRITE)

When you want to save a scene you have created, save it as a user scene by following the steps below.

If you don't save the scene, the edited settings are lost when you turn off the power or switch to another scene.

- * The following settings are saved in a scene.

- All part settings
- SCENE EDIT parameters
- CONTROL ASSIGN parameters

1. Press the [WRITE] button.



2. Press knob [1] to select "WRITE" (SCENE WRITE).



3. Use knob [1] to select the save destination scene number.

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

How to edit a name

To edit a scene name, use the [SELECT] knob to move the cursor and use knob [4] to change the character.

Controller	Operation
Turn the [2] knob	Selects the character type
Press the [2] knob	Deletes one character
Turn the [3] knob	Toggles uppercase/lowercase
Press the [3] knob	Inserts one character
Turn the [4] knob	Changes the character
Turn the [SELECT] knob	Moves the cursor

4. Press the [WRITE] button again.

The scene is now written.

Editing the system settings

Basic MENU operations

Here you can make settings that are common to the entire GM-800 (system parameters).

* For details on the parameter, refer to the “GM-800 Parameter Guide” (PDF).

1. Press the [MENU] button.



* You can use the PAGE [◀ ▶] buttons to see additional items.



2. Press one of the knobs [1]–[4] to select the item that you want to edit.

A sub-menu appears. (The screen example here shows the MIDI sub-menu.)



3. Press one of the knobs [1]–[4] again to select the item that you want to edit.

4. Use knobs [1]–[4] and the [SELECT] knob to select parameters or edit the values.

* To change a value in larger steps, turn a knob while pressing it.

* The method of selecting parameters or editing values differs depending on the item. For details, refer to “GM-800 Parameter Guide” (PDF).

Assigning the desired parameters to knobs [1]–[4] (KNOB SETTINGS)

You can assign the parameters to be controlled by knobs [1]–[4] when the play screen is shown.

1. Choose [MENU] → “HARDWARE SETTING” → “KNOB SETTING”.



2. Use the [1]–[4] knobs to set the parameters to assign to each knob.



* Press the [1]–[4] knobs to show the parameters as a list.



3. Press the [EXIT] button a number of times to return to the play screen.

Adjusting the contrast (brightness) of the display

You can adjust the brightness of the display.

1. Choose [MENU] → “HARDWARE SETTING” → “OTHER”.



2. Adjust the contrast with the [2] knob.



Restoring the factory settings (factory reset)

Restoring the GM-800's settings to their original factory default settings is referred to as "factory reset".

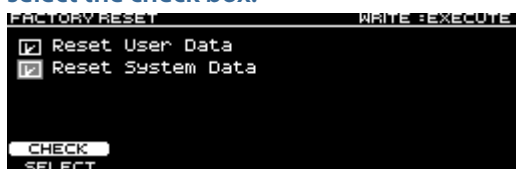
You can restore all of the settings to their factory-set values, and you can also specify certain items to be reset.

- * When you execute "factory reset", the settings you made are lost. Save any data you need on your computer via dedicated software, or create a backup to a USB flash drive.

1. Choose [MENU] → "FACTORY RESET".



2. Turn the [1] knob to select the item you want to reset to factory defaults, and press the [1] knob to select the check box.



Item	Explanation
Reset User Data	Initializes the scenes and imported tones.
Reset System Data	Initializes the system parameters.
Remove License (*1)	Initializes the user license and WAVE EXPANSION. Initializing the user license lets you import/install a SOUND PACK or WAVE EXPANSION that was downloaded with a different user license. This deletes the currently installed WAVE EXPANSION.

- * 1 This is displayed if a SOUND PACK or WAVE EXPANSION is imported/installed.

3. Press the [WRITE] button.



Press the [4] knob to execute the factory reset.

To cancel factory reset, press the [3] knob.

When the factory reset is complete, the message "Completed" appears.

- * Never turn off the power or disconnect the USB flash drive during a process, such as while the "Executing..." display is shown.

4. Turn the power of the GM-800 off and then on again.

Turning off the auto off function

The GM-800 can turn off its power automatically.

The power turns off automatically when 10 hours have passed since you last played or operated the unit.

A message is shown on the display 15 minutes before the power turns off.

With the factory settings, this function is turned "ON" (power-off in 10 hours).

If you want to always leave the power on, set this to "OFF".

1. Choose [MENU] → "HARDWARE SETTING" → "OTHER".



2. Use the [1] knob to select "OFF".



3. Press the [EXIT] button a number of times to return to the play screen.

Connecting external devices

Connecting a computer (USB COMPUTER port)

Connecting the GM-800 to a computer via USB lets you do the following.

- Transmit and receive digital audio signals between the computer and this unit
- Use the dedicated software to edit and manage scenes from your computer
- Download scenes from the dedicated website

Installing the dedicated driver

To use the GM-800, you must download the driver from the website shown below and install it on your computer.

For details on installation, refer to the BOSS support website.

➔ <https://www.boss.info/support/>

Using this unit as an audio interface

You can record the sound of the GM-800 on your computer, or output the sound from your computer via the OUTPUT jacks of the GM-800.

- * For details of the audio signal flow when connected via USB and on how to make settings, refer to “GM-800 Parameter Guide” (PDF).
- * Refer to the instruction manual for the software you are using to learn how to switch the input source of the software.

Using the GM-800's dedicated software

Please download the dedicated software from the BOSS website shown below. For details on how to use the software, refer to the Readme.htm file that comes with the download.

➔ <https://www.boss.info/support/>

Using the dedicated software lets you do the following:

- Easily download scenes from the dedicated website into this unit.
- Edit the scene settings.
- Add names to scenes.
- Organize scenes in order and switch them around.
- Back up scenes and system settings, and restore these settings.

Connecting a USB flash drive (USB MEMORY port)

Connect a USB flash drive to the USB MEMORY port.

- * Use a commercially available USB flash drive. Note that not all commercially available USB flash drives are guaranteed to work.

Formatting a USB flash drive (FORMAT USB MEMORY)

Be sure to format your USB flash drive on this unit if you are using it for the first time.

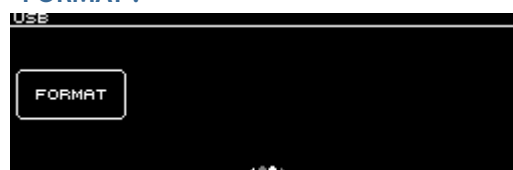
NOTE

If the USB flash drive contains important data, be aware that this operation erases all data from the drive.

1. Choose [MENU] → “USB MEMORY”.



2. Press the [PAGE◀] [PAGE▶] buttons to show “FORMAT”.



3. Press the [1] knob.

A confirmation message appears.



To execute the format operation, press the [4] knob.

If you decide to cancel, press knob [3].

When formatting is complete, the message “Completed” appears.

- * Never turn off the power or disconnect the USB flash drive during a process, such as while the “Executing...” display is shown.

Backing up data to a USB flash drive (BACKUP)

Here's how to back up user data to a USB flash drive.

Data included in the backup:

- All scene data
- Imported tone data
- System settings (including system effects)

1. Choose [MENU] → "USB MEMORY".



2. Press the [PAGE ◀] [PAGE ▶] buttons to show "BACKUP".



3. Press the [1] knob.

The BACKUP screen appears.

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



How to edit a name

To edit a filename, use the [SELECT] knob to move the cursor and the [4] knob to change the character.

Controller	Operation
Turn the [2] knob	Selects the character type
Press the [2] knob	Deletes one character
Turn the [3] knob	Toggles uppercase/lowercase
Press the [3] knob	Inserts one character
Turn the [4] knob	Changes the character
Turn the [SELECT] knob	Moves the cursor

4. Once you've entered the filename, press the [WRITE] button.

A confirmation message appears.



To execute, press knob [4].

If you decide to cancel, press knob [3].

When the backup is finished, the screen indicates "Completed".

A confirmation message appears if a file with the same name already exists. (FILE EXISTS.)

- * Never turn off the power or disconnect the USB flash drive during a process, such as while the "Executing..." display is shown.

Restoring backed-up data (RESTORE)

Here's how user data that you backed up on a USB flash drive can be returned to the GM-800.

This operation is called "restore".

NOTE

All user data are rewritten when you execute the restore operation.

If you've saved important data on this unit, assign it a different name and back it up to a USB flash drive before restoring.

1. Choose [MENU] → "USB MEMORY".

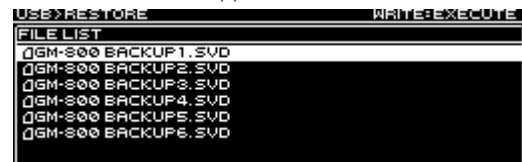


2. Press the [PAGE ◀] [PAGE ▶] buttons to show "RESTORE".



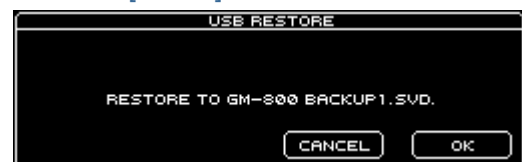
3. Press the [2] knob.

The RESTORE screen appears.



4. Use the [1] knob to select the file that you want to restore.

5. Press the [WRITE] button.



To execute, press knob [4].

If you decide to cancel, press knob [3].

Once the data is restored, the message "Completed" appears.

- * Never turn off the power or disconnect the USB flash drive during a process, such as while the "Executing..." display is shown.

Importing a tone (IMPORT)

You can import tones that you've downloaded or exported from other models into the GM-800 as additional tones.

Here we explain how to import an SVZ file that you prepared using the export function of another device.

- * When importing SOUND PACKS that you've downloaded, use SDZ files.

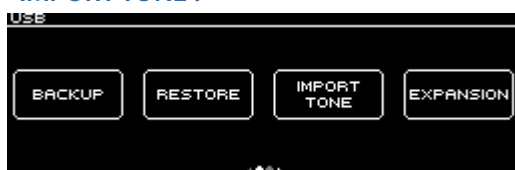
1. Save the SVZ (or SDZ) file containing the tones you want to import to the ROLAND/SOUND folder of your USB flash drive, and connect the drive to the GM-800.

- * If this is the first time you're using the USB flash drive, format it on the GM-800.

2. Choose [MENU] → "USB MEMORY".

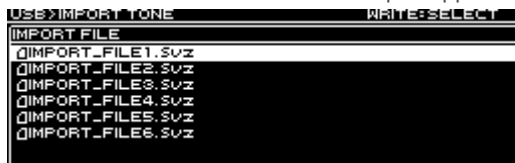


3. Press the [PAGE◀] [PAGE▶] buttons to show "IMPORT TONE".



4. Press the [3] knob.

A selection screen to select the file to import appears.



5. Use the [1] knob to select the file that you want to restore.

6. Press the [WRITE] button.

A selection screen to select the tone(s) to import appears.



7. Use the [1] [2] knobs to select the import destination (TARGET), and press the [1] [2] knobs to confirm.

8. Use the [3] [4] knobs to select the tone(s) to import (IMPORT TONE), and press the [3] [4] knobs to confirm.

- * To import multiple tones, repeat steps 7 and 8.
- * Use caution, as this overwrites the tone that's already in the import destination you select.

- * If a tone named "INIT TONE" already exists, it is automatically selected as the import destination tone. If you want to keep the tone, select a different tone.

9. Press the [WRITE] button.

A confirmation message appears.



To execute, press knob [4].

If you decide to cancel, press knob [3].

When importing is finished, the message "Completed" appears.

- * If this is the first time to install a SOUND PACK, a screen appears that asks you to register the user license.
- * Never turn off the power or disconnect the USB flash drive during a process, such as while the "Executing..." display is shown.

Installing a WAVE EXPANSION (EXPANSION)

You can install WAVE EXPANSION files that you download as additional tones on the GM-800.

1. Save the EXZ file for the WAVE EXPANSION you want to install to the root directory of your USB flash drive, and connect the drive to the GM-800.

2. Choose [MENU] → "USB MEMORY".

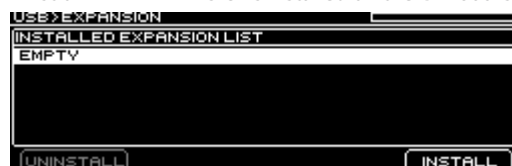


3. Press the [PAGE◀] [PAGE▶] buttons to show "EXPANSION".



4. Press the [4] knob.

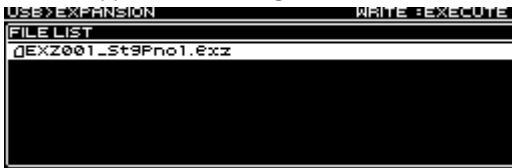
A list of WAVE EXPANSIONS installed on the GM-800 is shown.



- * If nothing is installed, "EMPTY" is shown.

5. Press the [4] knob.

A screen appears for selecting the file to install.



6. Use the [1] knob to select the file to install.

7. Press the [WRITE] button.

A confirmation message appears.



- * If this is the first time to install data, a screen appears that asks you to register the user license.

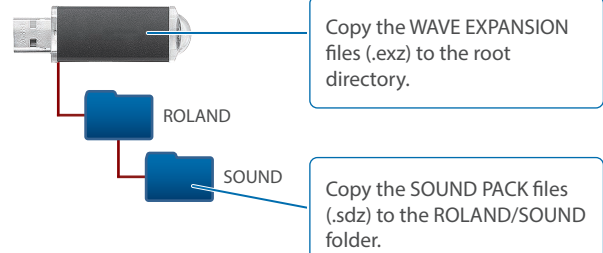
To execute, press knob [4].

If you decide to cancel, press knob [3].

When the installation is finished, the message "Completed" appears.

- * Never turn off the power or disconnect the USB flash drive during a process, such as while the "Executing..." display is shown.
- * The installation may take several minutes.

USB flash drive folder architecture



Connecting with an external MIDI device

With the GM-800, you can connect to an external MIDI device to perform the following operations.

Operations from the GM-800

Operation	Explanation
Outputting program change messages	<p>When you select a scene on the GM-800, either the program change message that's set in SCENE MIDI or the program change message that corresponds to the scene number you selected is transmitted at the same time. This lets you switch the external MIDI device that receives this program change message to the corresponding settings.</p> <p>For details, refer to "GM-800 Parameter Guide" (PDF).</p>
Outputting control change messages	<p>Control change messages can be output when you operate the following controls: [CTL 1] switch, [CTL 2] switch, footswitches/expression pedals connected to the CTL 3, 4/EXP 1 or CTL 5, 6/EXP 2 jacks, [S1] or [S2] button on the divided pickup, GK volume.</p> <p>You can use these messages to control the parameters or other data of an external MIDI device.</p> <p>For details, refer to "GM-800 Parameter Guide" (PDF).</p>
Outputting performance data (GUITAR TO MIDI)	<p>Guitar (or bass guitar) performance data is transmitted as note or pitch bend data. You can use this data to play a synthesizer sound module or other connected device.</p> <p>To use GUITAR TO MIDI, set the system parameter that works system-wide for the GM-800 (GUITAR TO MIDI On/Off) to "ON", and configure the parameters that are used for each scene, such as pitch bend data.</p> <p>For details, refer to "GM-800 Parameter Guide" (PDF).</p>

Operations from an external MIDI device

What you can do	Explanation
Switch between scene numbers	<p>The unit receives program change messages from external MIDI devices. This lets you use an external MIDI device to switch between scenes on the GM-800.</p> <p>For details, refer to "GM-800 Parameter Guide" (PDF).</p>
Receive control change messages	<p>The unit receives control change messages from an external MIDI device. You can also configure the parameters of the GM-800 to be controlled from an external MIDI device.</p> <p>For details, refer to "GM-800 Parameter Guide" (PDF).</p>
Inputting performance data	<p>This unit receives data such as note and pitch bend data from an external MIDI device. This lets you use the GM-800 as an external sound module.</p> <p>In MIDI SETTINGS, set the Note Source parameter to "MIDI".</p> <p>For details, refer to "GM-800 Parameter Guide" (PDF).</p>

Main specifications

Dimensions	246 (W) x 134 (D) x 63 (H) mm (without rubber foot)
	9-11/16 (W) x 5-5/16 (D) x 2-1/2 (H) inches (without rubber foot)
	246 (W) x 134 (D) x 65 (H) mm (including rubber foot)
	9-11/16 (W) x 5-5/16 (D) x 2-9/16 (H) inches (including rubber foot)
Weight (excluding AC adaptor)	1.2 kg 2 lbs 9 oz
Accessories	Quick Start
	Leaflet "USING THE UNIT SAFELY"
	AC adaptor
	Rubber foot x 4
Options (sold separately)	Divided pickup: GK-5 (for guitar), GK-5B (for bass guitar)
	Serial GK cable: BGK-15 (15 ft., 4.5 m), BGK-30 (30 ft., 9 m)
	GK converter: GKC-DA, GKC-AD
	Footswitch: FS-5U, FS-5L, FS-6, FS-7
	Expression Pedal: EV-30, FV-500L, FV-500H, Roland EV-5
	AC adaptor (PSB series)

* 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.



Roland Service Centers and Distributors

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<https://roland.cm/service>



