



# **BRIDGE CAST**

Owner's Manual

# Table of contents

| BRIDGE CAST Owner's Manual                         |
|--|
| Panel Descriptions (on BRIDGE CAST)4               |
| Top Panel4   |
| Rear Panel7  |
| Installing the Dedicated App and Driver9           |
| About the BRIDGE CAST App9                         |
| Installing the BRIDGE CAST App and Driver          |
| Connecting to Your Computer or External Equipment  |
| and Configuring the Settings12                     |
| About the Included USB Cable12                     |
| Connecting to a Computer/External Equipment        |
| Configuring the Device Settings on Your Computer16 |
| Connecting to a Video Game Console, iPad or iPhone |
|  |
| Connecting to a Video Game Console18               |
| Connecting to an iPad/iPhone21                     |
| ■■■ App ■■■  |
| Adjusting the Volume (Level Meter Screen)          |
| Adjusting the Mic Audio                            |
| Getting Ready to Use a Mic28                       |
| Calibrating the Mic Sound Quality (Cleanup)        |
| Processing the Mic Audio (Mic Effects)             |
| Saving the Mic Effect Settings as a Preset         |
| Exporting a Mic Effect Preset File                 |

| Adjusting the Game Sound<br>Using the Equalizer to Adjust the Game Sound |        |
|--|--------|
| Saving the Equalizer Settings as a Preset                                |        |
| Exporting an Equalizer Preset File                                       | 45     |
| Adjusting the Voice Chat Audio   |        |
| Making the Voice Chat Audio Easier to Hear                               | 48     |
| Output Settings  | 49     |
| Editing the Output Audio Settings  | 49     |
| Operating Panel Settings (on the BRIDGE CAST) .                          | 50     |
| Configuring How the Operating Panel Works                                |        |
| Registering a Sound Effect   | 52     |
| Configuring a Profile  | 55     |
| Creating a Profile   |        |
| Exporting a Profile  | 59     |
| System Settings  | 62     |
| Backing Up/Restoring the Settings on This Unit                           |        |
| Restoring the Factory Settings (Factory Reset)                           |        |
| Other Settings   | 67     |
| Appendix   | 68     |
| Removing and Attaching the Faceplate of This U                           | nit 69 |
| Main Specifications  | 71     |
| Mixer Block Diagram (PC)   | 72     |
| Mixer Block Diagram (CONSOLE/MOBILE)                                     | 73     |

# **BRIDGE CAST Owner's Manual**



# About the "BRIDGE CAST" dedicated app



The BRIDGE CAST app is a dedicated app used for configuring the settings of this unit and helps you to use this unit's features (for computers running Windows/macOS).

You can use this app for a variety of operations, such as adjusting the mic sound quality, adjusting the game sound or voice chat audio, backing up/restoring the settings on this unit and more.

Before using this unit, download the BRIDGE CAST app and install it on your computer.

For details, refer to "Installing the BRIDGE CAST App and Driver(P.10)".

# Connecting to a Mac

A dedicated driver (to be released on April 2023) is required to connect this unit to a Mac and to handle multiple audio sources. To use this unit with your Mac prior to the release of this dedicated driver, set the USB connection setting switch to "CONSOLE/MOBILE(P.7)".

| USB connection setting switch | Driver             | USB input/output        |
|-------------------------------|--------------------|-------------------------|
| PC                            | Dedicated driver   | Audio: 4 in/3 out, MIDI |
| CONSOLE/MOBILE                | Standard OS driver | Audio: 1 in/1 out       |

# Supported operating systems

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

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

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# Panel Descriptions (on BRIDGE CAST)

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

- Top Panel(P.4)
- Rear Panel(P.7)

# Top Panel



You can use the "BRIDGE CAST" dedicated app to access more detailed settings. For details, refer to "<u>About the BRIDGE CAST</u> <u>App(P.9)</u>".

# **MIC EFFECTS** area

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

## 1. MIC EFFECTS [ON] button

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

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

#### Selecting the type of mic to use

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

| Hold down the MIC EFFECTS [ON] button and           | turn the CH [2] knob.                    |
|---|--|
| CH [2] knob   | Type of mic                              |
| Turn counterclockwise                               | Dynamic mic (when phantom power is off)  |
| (the left half of the level meter lights up)        | Condenser mic (when phantom power is on) |
| Clockwise (the right half of the level meter lights | up) Headset                              |

BRIDGE CAST app: <u>Selecting the type of mic to use(P.28)</u>

#### Adjusting the input gain (sensitivity) for the mic

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

BRIDGE CAST app: <u>Adjusting the input gain (sensitivity)(P.29)</u>

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

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

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

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

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

#### 2. MIC EFFECTS [SELECT] button

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

#### About the presets

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

Saving the Mic Effect Settings as a Preset(P.34)

#### 3. MIC EFFECTS 1–5 indicators

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

#### 4. [PITCH] knob

Edits the voice changer pitch (how high or low your voice sounds). BRIDGE CAST app: <u>Changing the audio (Voice Changer)(P.32)</u>

#### 5. [FORMANT] knob

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

BRIDGE CAST app: <u>Changing the audio (Voice Changer)(P.32)</u>

# EQ area

Use the equalizer to adjust the game sound that's input from the USB port (input source: GAME<sup>\*1</sup>).

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

## 6. EQ [SELECT] button

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

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

Saving the Equalizer Settings as a Preset(P.42)

#### 7. EQ 1–5 indicators

The preset number of the currently selected equalizer lights up.

# Mixer area

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

The input/output settings are configured for each bus (STREAM MIX, PERSONAL MIX).

#### About the buses

"Buses" refer to the destinations where the audio for each input source is sent.

There are two kinds of buses on this unit, the "STREAM MIX" bus and the "PERSONAL MIX" bus. The STREAM MIX bus can be used for streaming settings, whereas the PERSONAL MIX bus can be used for monitoring settings. Configure each bus according to your needs.

The audio sent to the buses is output as a mix.

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

#### 8. CH [1]–[4] knobs

These adjust the volume of the input sources assigned to each channel.

Set the input sources from "CHANNEL"  $\rightarrow$  "CH.1"–"CH.4"  $\rightarrow$  "SOURCE(P.50)" in the menu screen of the BRIDGE CAST app.

#### 9. CH 1–4 color indicators

These blink when a channel is muted.

You can change the indicator colors. Set this from "CHANNEL"  $\rightarrow$  "CH.1"–"CH.4"  $\rightarrow$  "LED COLOR" in the menu screen of the BRIDGE CAST app.

#### **10.** CH 1–4 level meters

These indicate the input level for each channel. The volume is shown instead when you operate the CH [1]–[4] knobs. You can disable the level meters so that only the volume is shown. The level meter display setting is in the menu screen of the BRIDGE CAST app, accessed from "SYSTEM"  $\rightarrow$  "INDICATOR TYPE(P.67)".

#### 11. CH 1–4 bus selection indicators

These indicators light up and go dark to indicate which bus each channel operates.

Select the bus used for each channel by using the bus selection buttons.

| Lit   | STREAM MIX bus   |
|-------|------------------|
| Unlit | PERSONAL MIX bus |

#### When the input source is "MIC" (mic audio)

The buses are switched as followed.

|   | LIC   |                                      |  |
|---|-------|--------------------------------------|--|
|   | Inli+ | PERSONAL MIX bus                     | Set which bus to use in the level meter screen(P.26) of the BRIDGE CAST app. |
| ľ | Jnlit | Mic audio (not routed through a bus) | -  |

#### 12. MUTE/ASSIGN [1]–[4] buttons

Use these buttons to mute the audio and to execute the functions assigned to the buttons. Set the functions for the MUTE/ASSIGN [1]–[4] buttons from "CHANNEL"  $\rightarrow$  "CH.1"–"CH.4"  $\rightarrow$  "MUTE/ASSIGN(P.51)", in the menu screen of the BRIDGE CAST app.

#### **MUTE/ASSIGN 1-4 indicators**

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

#### 13. [STREAM] knob

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

#### 14. [LINE OUT] knob

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

#### 15. [MIX LINK] button

Links/unlinks the two buses (STREAM MIX, PERSONAL MIX). When linked, the button lights up. When the link is on, you can adjust the input level while retaining the volume balance for each bus. When the input source is "MIC", the MIC audio (not routed through a bus), STREAM MIX bus and PERSONAL MIX bus are linked.

#### 16. Bus selection buttons

These buttons switch between the buses (STREAM MIX, PERSONAL MIX) to be used. The buses to be output to headphones/headset change at the same time.

The buttons light up and go dark to indicate which bus is being used.

| Lit   | STREAM MIX bus   |
|-------|------------------|
| Unlit | PERSONAL MIX bus |

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

#### 17. [PHONES] knob

Adjusts the volume of the headphones/headset.

#### 

You can change the maximum volume of the headphones/headset. Set this from "SYSTEM"  $\rightarrow$  "<u>PHONES GAIN(P.67)</u>" in the menu screen of the BRIDGE CAST app.

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

# **Rear Panel**



#### **1. 5V port (USB Type-C°)**

Use either a commercially available USB cable or the included USB cable to connect a USB AC adaptor (commercially available). This unit powers up automatically when a USB AC adaptor is connected. Use a USB AC adaptor with an output of at least 5 V/1.0 A.

You can power this unit via bus power without connecting a USB AC adaptor.

# 2. USB port (USB Type-C)

Use the included USB cable (Type-C to Type-C, or Type-C to Type-A) to connect a computer, video game console or an iPad/iPhone.

The <u>USB connection setting switch</u> settings should be configured according to the device that's connected.

#### About bus power operation

This unit can operate on bus power. The unit operates on bus power when it is not connected to a USB AC adaptor (commercially available). The unit automatically turns on when it receives power from the device it is connected to via the USB port.

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

| USB cable        | Power mode | Limitations  |
|------------------|------------|--|
| Type-C to Type-C | Full mode  | No limitations   |
|                  | Save mode  | The indicator brightness(P.67) is limited.   |
| Type-C to Type-A |            | To use this unit without restrictions on functionality, connect a commercially available USB |
|                  |            | AC adaptor (at least 5 V/1.0 A) to supply power to the 5V port during use.                   |

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

#### 3. USB connection setting switch

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

#### PC: when connecting to your computer

This lets you transmit and receive audio and MIDI messages between multiple devices.

| (source) MIC (mic audio: not BRIDGE CAST CTRL (for transmitting/receiving MIDI messages)   |   |
|--|---|
| CHAT       routed through a bus)         GAME       STREAM (STREAM MIX         MUSIC       bus audio)         SYSTEM       PERSONAL (PERSONAL<br>MIX bus audio)         WIX bus audio)       "BRIDGE CAST CTRL" and "BRIDGE CAST APP" are recognized as MIDI device<br>when accessing from a MIDI-compatible app on your computer. | - |

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

Installing the BRIDGE CAST App and Driver(P.10)

**CONSOLE/MOBILE:** when connecting to a video game console, iPad or iPhone This lets you transmit and receive the following audio signals.

You can also connect a computer with the "CONSOLE/MOBILE" setting.

| Aud | dio input | Audio output  |
|-----|-----------|---|
| (5  | source)   |   |
|     |           | MIC (mic audio: not routed through a bus) or STREAM (STREAM MIX bus audio)                            |
|     | USB       | Set the audio to output via the USB port from "OUTPUT" → "USB OUT MODE (MOBILE/CONSOLE)(P.49)" in the |
|     |           | menu screen of the BRIDGE CAST app.   |

#### 4. LINE OUT jack (stereo mini type)

Connect this jack to your monitor speakers or other audio equipment. This is a 3.5 mm stereo mini plug. Set the audio to output from "OUTPUT"  $\rightarrow$  "LINE OUT MODE(P.49)" in the menu screen of the BRIDGE CAST app.

#### 5. AUX jack (4-pole stereo mini-phone 3.5 mm type)

Connect this to your tablet, smartphone or similar device. This jack is compatible with 4-pole (TRRS) mini-phone 3.5 mm plugs.

When you use a 4-pole mini-phone plug cable, you can input the audio from your smartphone and output the mic audio (mono mix) to your smartphone.

With a 3-pole mini-phone plug, only audio input is available.

#### 6. MIC connector (XLR)

Connect your microphone here. When a condenser mic that requires phantom power is connected, the MIC connector can supply phantom power (+48 V).

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

### Pin assignment of MIC connector



You must set the type of mic to be used and the input gain (sensitivity) in order to input audio from the mic. BRIDGE CAST app: Getting Ready to Use a Mic(P.28)

▶ Operations on this unit: <u>Selecting the type of mic to use(P.4)</u>, <u>Adjusting the input gain (sensitivity) for the mic(P.4)</u>

#### 7. PHONES/HEADSET jack (4-pole stereo mini-phone 3.5 mm type)

Connect your headphones or headset here. The audio from the bus being used is output from this jack. When using a headset, the audio from the headset mic is input. Use a headset with a 3.5 mm CTIA-type mini plug (4-pole).

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

- BRIDGE CAST app: <u>Getting Ready to Use a Mic(P.28)</u>
- ▶ Operations on this unit: <u>Selecting the type of mic to use(P.4)</u>, <u>Adjusting the input gain (sensitivity) for the mic(P.4)</u>

# Installing the Dedicated App and Driver

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

- About the BRIDGE CAST App(P.9)
- Installing the BRIDGE CAST App and Driver(P.10)

# About the BRIDGE CAST App



The BRIDGE CAST app is a dedicated app used for configuring the settings of this unit and helps you to use this unit's features (for computers running Windows/macOS).

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

You can also use this app for a variety of operations, such as adjusting the game sound or voice chat audio, backing up/restoring the settings on this unit and more.

Refer to "Installing the BRIDGE CAST App and Driver(P.10)" for details on how to download and install the BRIDGE CAST app.

You can use the BRIDGE CAST app to control this unit by connecting this unit to a computer via USB cable.

Connecting to Your Computer or External Equipment and Configuring the Settings(P.12)





# Installing the BRIDGE CAST App and Driver

To operate this unit and configure its settings, install the "BRIDGE CAST" dedicated app on your computer.

A dedicated driver must be installed to connect this unit to a computer and to handle multiple audio sources.

| USB connection setting switch | Driver USB input/outpu |                         |
|-------------------------------|------------------------|-------------------------|
| PC                            | Dedicated driver       | Audio: 4 in/3 out, MIDI |
| CONSOLE/MOBILE                | Standard OS driver     | Audio: 1 in/1 out       |

#### Windows users

▶ <u>Mac users</u>

# Windows users

# Downloading and installing the dedicated app and driver

1. Set the USB connection setting switch on this unit to "PC".



2. After booting up your computer, connect this unit to the computer with the included USB cable (Type-C to Type-C, or Type-C to Type-A).

This unit automatically turns on, and the indicators on the operating panel light up. The dedicated driver is then downloaded automatically via the Internet, which completes the installation.

# Downloading the BRIDGE CAST app

1. Launch your browser and access the following website.

# https://roland.cm/bridgecast

- 2. From the downloads page, search for "BRIDGE CAST APP Ver.xxx for Windows" and click on the link. "xxx" indicates the version number.
- 3. Follow the onscreen instructions to download the BRIDGE CAST app.

# Installing the BRIDGE CAST app

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

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

# Mac users

# Downloading the dedicated driver (\*1)

(\*1) <u>The dedicated driver for macOS is scheduled for release in April 2023.</u> To use this unit with your Mac prior to the release of this dedicated driver, set the USB connection setting switch to "<u>CONSOLE/MOBILE(P.7)</u>".

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

## https://roland.cm/bridgecast

- 2. From the downloads page, search for "BRIDGE CAST Driver Ver.xxx for macOS" and click on the link. "xxx" indicates the version number.
- 3. Follow the onscreen instructions to download the dedicated driver.

# Downloading the BRIDGE CAST app

- 1. Launch your browser and access the following Web page. https://roland.cm/bridgecast
- 2. From the downloads page, search for "BRIDGE CAST APP Ver.xxx for macOS" and click on the link. "xxx" indicates the version number.
- 3. Follow the onscreen instructions to download the BRIDGE CAST app.

# Installing the dedicated driver and the BRIDGE CAST app

- 1. Double-click the compressed file to decompress the dedicated driver you downloaded.
- 2. Open the decompressed folder and double-click on the "BRIDGECAST\_USBDriver.pkg" file.
- 3. Follow the onscreen instructions to install the dedicated driver.
- 4. Double-click the compressed file for the BRIDGE CAST app you downloaded to decompress it.
- 5. Double-click the "Roland\_BRIDGE\_CAST.dmg" file.
- 6. Follow the onscreen instructions to install the BRIDGE CAST app.

# Connecting to Your Computer or External Equipment and Configuring the Settings

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

- About the Included USB Cable(P.12)
- Connecting to a Computer/External Equipment(P.13)
- Configuring the Device Settings on Your Computer(P.16)

# About the Included USB Cable

This unit includes two USB cables.

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

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

# USB Type-C° to USB Type-C cable



# USB Type-C° to USB Type-A cable

| USB Type-C | USB Typ | oe-A |  |
|------------|---------|------|--|
|            |         |      |  |

#### About bus power operation

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

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

| USB cable | Power mode | Limitations   |
|-----------|------------|---|
| Type-C to | Full mode  | No limitations  |
| Type-C    |            |   |
| Type-C to | Save mode  | The indicator brightness(P.67) is limited.  |
| ••        |            | To use this unit without restrictions on functionality, connect a commercially available USB AC |
| Type-A    |            | adaptor (at least 5 V/1.0 A) to supply power to the 5V port during use.                         |

# MEMO

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

# Connecting to a Computer/External Equipment

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

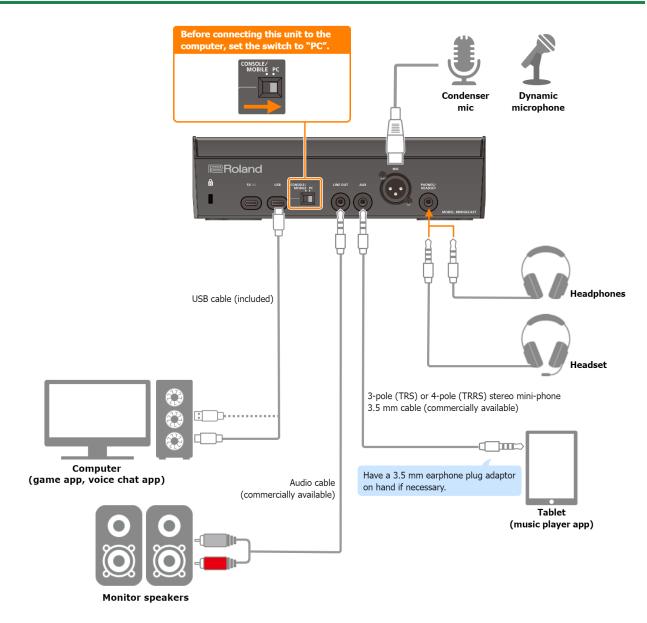
- \* To prevent malfunction and equipment failure, always turn down the volume, and turn off all the units before making any connections.
- \* Before turning the unit on/off, always be sure to turn the volume down. Even with the volume turned down, you might hear some sound when switching the unit on/off. However, this is normal and does not indicate a malfunction.
- 1. Connect your mic, monitor speakers, headphones or other external equipment to this unit.
- 2. Set the USB connection settings switch to "PC".
- 3. After booting up your computer, use the included USB cable (Type-C to Type-C, or Type-C to Type-A) to connect the USB port of this unit to the computer.

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

| Windows   | The dedicated driver is automatically downloaded and installed (first time only).                            |
|-----------|--|
| users     |  |
|           | A dedicated driver (to be released in April 2023) must be installed. For details on how to do this, refer to |
| Mac users | " <u>Connecting to a Mac(P.3)</u> ".   |

4. Turn on your external equipment.

- 5. Launch the BRIDGE CAST app.
- 6. <u>Adjust the volume</u> to ensure a listenable volume balance while playing the <u>game or voice chat sound on your</u> <u>computer</u>, or while talking into the <u>mic</u>.



# About the power supply

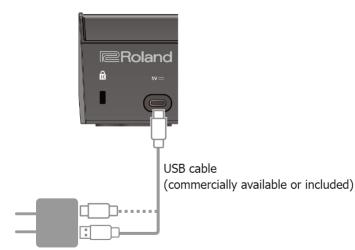
This unit does not have a power switch. The power automatically turns on when this unit is connected to a computer (bus power).

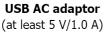
To turn off the power, first turn off all external equipment and then unplug the USB cable that connects this unit to your computer.

#### Restrictions on functionality when operating on bus power

When using the included **USB Type-C to USB Type-A cable** to connect this unit to a computer, the <u>brightness of the</u> <u>indicators(P.67)</u> on this unit is limited.

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





# Mic audio input

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

- BRIDGE CAST app: <u>Getting Ready to Use a Mic(P.28)</u>
- ▶ Operations on this unit: Selecting the type of mic to use(P.4), Adjusting the input gain (sensitivity) for the mic(P.4)

# Device settings on the computer

You must configure the input/output device and playback/recording device settings on your computer if you wish to transmit/receive audio as desired between your computer and this unit.

Configuring the Device Settings on Your Computer(P.16)

# Adjusting the Volume

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

Adjusting the Volume (Level Meter Screen)(P.25)

# MEMO

You can change the maximum volume of the headphones/headset. Set this from "SYSTEM"  $\rightarrow$  "<u>PHONES GAIN(P.67)</u>" in the menu screen of the BRIDGE CAST app.

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

**Related links:** 

Installing the BRIDGE CAST App and Driver(P.10)

# Configuring the Device Settings on Your Computer

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

- List of devices
- Examples of settings
- Transmitting and receiving MIDI messages

# List of devices

If you set the USB connection setting to "PC" and connect this unit to your computer, the unit is recognized on the computer as follows.

----

| Audio device     | Device name  | Explanation  |
|------------------|--|--|
|                  | udio signal you want to output to this unit from the computer. |  |
| Dlawback davisa  | CHAT (BRIDGE CAST)   | Voice chat app audio   |
| Playback device  | GAME (BRIDGE CAST)   | Game app audio   |
|                  | MUSIC (BRIDGE CAST)  | Music player app or browser audio                              |
|                  | SYSTEM (BRIDGE CAST)   | OS system audio  |
| Decending device | Select the recording device according to the                   | audio signal you want to input from this unit to the computer. |
| Recording device | MIC (BRIDGE CAST)  | Mic audio (not routed through a bus)                           |
|                  | PERSONAL (BRIDGE CAST)   | PERSONAL MIX bus audio   |
|                  | STREAM (BRIDGE CAST)   | STREAM MIX bus audio   |

# **Examples of settings**

Here are some setting examples.

See the owner's manual of your computer or of the respective app for details on the audio input/output settings.

#### When using a game app

To output the sound from a game app on your computer to this unit, set the game app output device to "GAME (BRIDGE CAST)".

#### When using a voice chat app

To input the mic audio from this unit into the voice chat app of your computer, and then output the audio of the other party in the voice chat from your computer to this unit, set the input/output device of your voice chat app as shown below.

| Input device      | Output device      |
|-------------------|--------------------|
| MIC (BRIDGE CAST) | CHAT (BRIDGE CAST) |

#### When using a music player app or browser

When outputting audio from your computer (such as from a music player app or from a song that's playing back in your browser) to this unit, set the playback (output) device of the music player app or browser to "MUSIC (BRIDGE CAST)".

### Transmitting and receiving MIDI messages

You can transmit/receive MIDI control messages between a MIDI-compatible app on your computer and this unit.

\* Refer to the owner's manual or other documentation of the MIDI-compatible app you're using for details on the MIDI settings on your computer.

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

- To transmit a MIDI message, press a MUTE/ASSIGN [1]–[4] buttons to which a MIDI control message is assigned. Set the functions of the MUTE/ASSIGN [1]–[4] buttons from "CHANNEL" → "CH.1"–"CH.4" → "<u>MUTE/ASSIGN(P.51)</u>" in the menu screen of the BRIDGE CAST app.
- Set the MIDI input device on your MIDI-compatible app to "BRIDGE CAST CTRL".

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

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

Related links:

Installing the BRIDGE CAST App and Driver(P.10)

# Connecting to a Video Game Console, iPad or iPhone

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

- Connecting to a Video Game Console(P.18)
- Connecting to an iPad/iPhone(P.21)

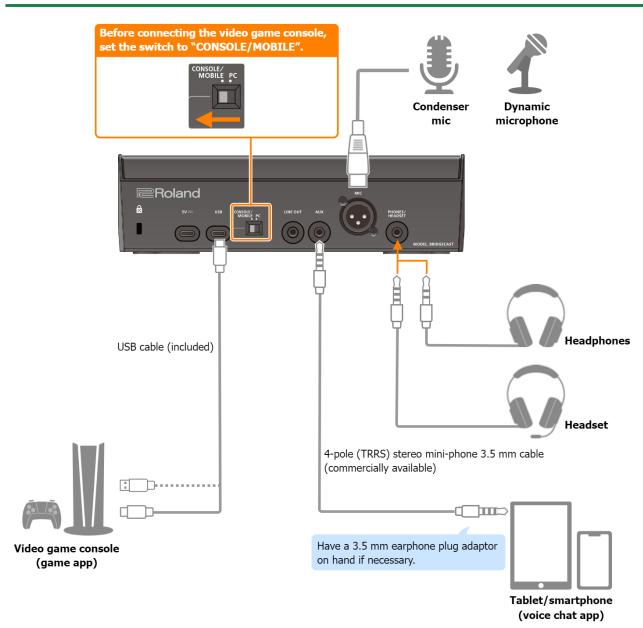
# Connecting to a Video Game Console

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

- \* To prevent malfunction and equipment failure, always turn down the volume, and turn off all the units before making any connections.
- \* Before turning the unit on/off, always be sure to turn the volume down. Even with the volume turned down, you might hear some sound when switching the unit on/off. However, this is normal and does not indicate a malfunction.
- 1. Connect your mic, headphones, tablet or other external equipment to this unit.
- 2. Set the USB connection settings switch to "CONSOLE/MOBILE".
- 3. After booting up your video game console, use the included USB cable (Type-C to Type-C, or Type-C to Type-A) to connect the video game console to the USB port of this unit.

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

- 4. Turn on your external equipment.
- 5. <u>Adjust the volume</u> on this unit to ensure a listenable volume balance while testing the sound from the video game console, voice chat and <u>mic</u>.



## About the power supply

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

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

#### Restrictions on functionality when operating on bus power

When using the included **USB Type-C to USB Type-A cable** to connect this unit to a video game console, the <u>brightness of the</u> <u>indicators(P.67)</u> on this unit is limited.

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

# **Mic audio input**

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

- Selecting the type of mic to use(P.4)
- Adjusting the input gain (sensitivity) for the mic(P.4)

# Adjusting the Volume

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

| Bus selection<br>buttons | CH [1] knob   | CH [2] knob   | CH [3]<br>knob                        | CH [4] knob               |
|--------------------------|---|---|---------------------------------------|---------------------------|
| STREAM MIX (lit)         | Volume for monitoring your own voice (mic audio)  | Volume of the other<br>party's voice during<br>voice chat<br>(AUX jack audio) | Game<br>volume<br>(USB port<br>audio) | Sound<br>effect<br>volume |
| PERSONAL MIX<br>(unlit)  | <ul> <li>Adjusts one of the following volumes.</li> <li>Volume for monitoring your own voice (mic audio; default factory setting)</li> <li>Volume of your own voice, as heard by the other party in the voice chat (mic audio output from the AUX jack)</li> <li>Change the bus to be used beforehand as necessary.</li> <li>Set which bus to use in <u>the level meter screen(P.26)</u> of the BRIDGE CAST app.</li> </ul> | Volume of the other<br>party's voice during<br>voice chat<br>(AUX jack audio) | Game<br>volume<br>(USB port<br>audio) | Sound<br>effect<br>volume |

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

#### MUTE/ASSIGN [1]-[4] buttons

With the factory settings, the following functions are assigned.

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

# MEMO

- You can't use the BRIDGE CAST app while a video game console is connected to the USB port. Before connecting the video game console, make the appropriate settings in the BRIDGE CAST app.
- When you want to use the mic audio in a voice chat within the game app, change the settings so that only your voice is output via the USB port.

From "OUTPUT" in the menu screen of the BRIDGE CAST app, set "USB OUT MODE (MOBILE/CONSOLE)(P.49)" to "MIC".

# Connecting to an iPad/iPhone

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

- \* To prevent malfunction and equipment failure, always turn down the volume, and turn off all the units before making any connections.
- \* Before turning the unit on/off, always be sure to turn the volume down. Even with the volume turned down, you might hear some sound when switching the unit on/off. However, this is normal and does not indicate a malfunction.
- 1. Connect your mic, headphones or other external equipment to this unit.
- 2. Set the USB connection settings switch to "CONSOLE/MOBILE".
- 3. Plug your commercially available USB AC adaptor (at least 5 V/1.0 A) into the power outlet.
- 4. Use either a commercially available USB cable or the included USB cable to connect a USB AC adaptor to the 5V port.

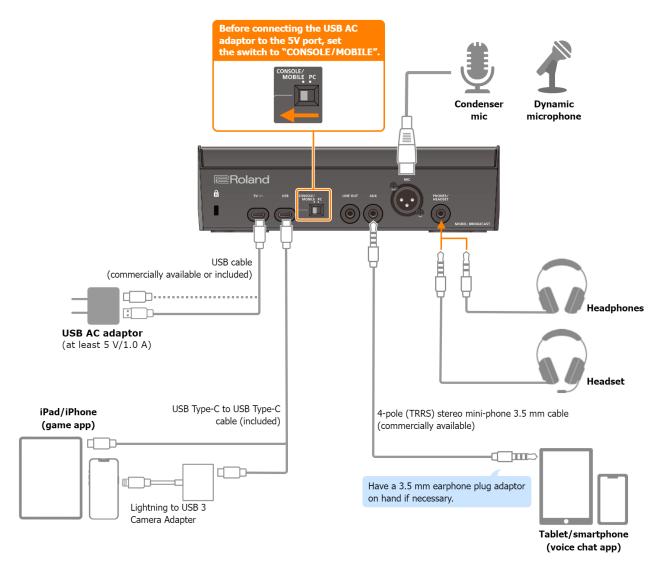
This unit automatically turns on, and the indicators on the operating panel light up.

5. Use a commercially available USB Type-C to USB Type-C cable to connect the USB port to your iPad or iPhone.

When connecting to an iPad/iPhone that has a Lightning connector, use a Lightning to USB 3 Camera Adapter, available separately.

We recommend the use of Apple genuine products.

- 6. Turn on your external equipment.
- 7. <u>Adjust the volume</u> on this unit to ensure a listenable volume balance while testing the sound from the game app (iPad/iPhone), voice chat and <u>mic</u>.



# About the power supply

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

## Mic audio input

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

- Selecting the type of mic to use(P.4)
- Adjusting the input gain (sensitivity) for the mic(P.4)

# Adjusting the Volume

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

| Bus selection<br>buttons | CH [1] knob   | CH [2] knob   | CH [3]<br>knob                        | CH [4] knob            |
|--------------------------|---|---|---------------------------------------|------------------------|
| STREAM MIX<br>(lit)      | Volume for monitoring your own voice (mic audio)  | Volume of the other<br>party's voice during<br>voice chat<br>(AUX jack audio) | Game<br>volume<br>(USB port<br>audio) | Sound effect<br>volume |
| PERSONAL MIX<br>(unlit)  | <ul> <li>Adjusts one of the following volumes.</li> <li>Volume for monitoring your own voice (mic audio; default factory setting)</li> <li>Volume of your own voice, as heard by the other party in the voice chat (mic audio output from the AUX jack)</li> <li>Change the bus to be used beforehand as necessary.</li> <li>Set which bus to use in <u>the level meter screen(P.26)</u> of the BRIDGE CAST app.</li> </ul> | Volume of the other<br>party's voice during<br>voice chat<br>(AUX jack audio) | Game<br>volume<br>(USB port<br>audio) | Sound effect<br>volume |

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

#### MUTE/ASSIGN [1]-[4] buttons

With the factory settings, the following functions are assigned.

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

# MEMO

- You can't use the BRIDGE CAST app while an iPad/iPhone is connected to the USB port. Before connecting the iPad/iPhone, make the appropriate settings in the BRIDGE CAST app.
- When you want to use the mic audio in a voice chat within the game app, change the settings so that only your voice is output via the USB port.

From "OUTPUT" in the menu screen of the BRIDGE CAST app, set "USB OUT MODE (MOBILE/CONSOLE)(P.49)" to "MIC".

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| ljusting the Volume (Level Meter Screen)(P.25)     |
|--|
| ljusting the Mic Audio                             |
| tting Ready to Use a Mic(P.28)                     |
| librating the Mic Sound Quality (Cleanup)(P.30)    |
| ocessing the Mic Audio (Mic Effects)(P.32)         |
| ving the Mic Effect Settings as a Preset(P.34)     |
| porting a Mic Effect Preset File(P.37)             |
| ljusting the Game Sound                            |
| ing the Equalizer to Adjust the Game Sound(P.40)   |
| ving the Equalizer Settings as a Preset(P.42)      |
| porting an Equalizer Preset File(P.45)             |
| ljusting the Voice Chat Audio                      |
| aking the Voice Chat Audio Easier to Hear(P.48)    |
| itput Settings                                     |
| iting the Output Audio Settings(P.49)              |
| perating Panel Settings (on the BRIDGE CAST)       |
| nfiguring How the Operating Panel Works(P.50)      |
| gistering a Sound Effect(P.52)                     |
| onfiguring a Profile                               |
| eating a Profile(P.55)                             |
| porting a Profile(P.59)                            |
| stem Settings                                      |
| cking Up/Restoring the Settings on This Unit(P.62) |
| storing the Factory Settings (Factory Reset)(P.66) |
| her Settings(P.67)                                 |

# Adjusting the Volume (Level Meter Screen)

The BRIDGE CAST app features two different screens: a level meter screen and a menu screen.

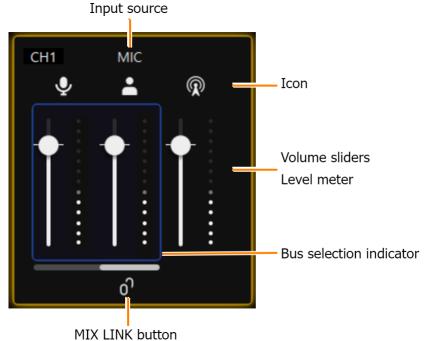
The level meter screen is shown when you launch the app.

| BRIDGE CAST             |                    |  |            |                  |                            |      |
|-------------------------|--------------------|--|------------|------------------|----------------------------|------|
|                         | CH2 AUX<br>CH2 AUX | CH3 CHAT<br>(R)<br>(R)<br>(R)<br>(R)<br>(R)<br>(R)<br>(R)<br>(R) | CH4 GAME   | MUSIC<br>R<br>of | SYSTEM<br>P<br>O<br>O<br>O | SFX  |
| OUTPUT<br>PERSONAL<br>2 | STREAM LIN<br>R    | NEOUT P  | HONES<br>O |                  | 3                          | MENU |

\* The image above shows what the screen looks like when the USB port connection setting is "PC".

For details on the audio signal flow, refer to "Mixer Block Diagram (PC)(P.72)" and "Mixer Block Diagram (CONSOLE/MOBILE)(P.73)".

# 1. INPUT



These controls adjust the volume of each input source.

| ••                         | • • •   |
|----------------------------|---|
| Name                       | Explanation   |
| CH 1–4                     | Shows what the CH [1]–[4] knobs control on the BRIDGE CAST.<br>Set the input sources to assign to each channel from "CHANNEL" $\rightarrow$ "CH.1"–"CH.4" $\rightarrow$ "SOURCE(P.50)" in the menu screen.  |
|                            | This shows which bus is being operated.<br>Click the icon to mute/unmute the audio.   |
|                            | Mic signal that is not routed through a bus   |
| lcon                       | * Only when the input source is "MIC"   |
|                            | Audio sent to the PERSONAL MIX bus  |
|                            | Audio sent to the STREAM MIX bus  |
| Volume sliders             | Drag the volume sliders to adjust the volume. You can use the cursor keys on the keyboard to fine-tune the settings.  |
| Level meter                | Indicates the volume levels.  |
| Bus selection<br>indicator | This indicates which bus is being controlled, and changes when you operate the bus selection buttons on the BRIDGE CAST.<br>When the input source is "MIC"<br>For the mic audio (not routed through a bus) and PERSONAL MIX, use the BRIDGE CAST app to set which one is being controlled on this unit.   |
|                            | The white bar indicates the bus that's being controlled on this unit.<br>Click the white bar to switch between buses.   |
| MIX LINK<br>button         | Links/unlinks the two buses (STREAM MIX, PERSONAL MIX). This works the same as the [MIX LINK] button on<br>the BRIDGE CAST.<br>When the link is on, you can adjust the input level while retaining the volume balance for each bus.<br>* When the input source is "MIC", the MIC audio (not routed through a bus), STREAM MIX bus and<br>PERSONAL MIX bus are linked. |

# 2. OUTPUT

This adjusts the output volume.

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

Click the icon to mute/unmute the audio.

| Name          | lcon               | Explanation  | Operations on<br>this unit |
|---------------|--------------------|--|----------------------------|
| PERSONAL (*1) | *                  | Drag the volume slider to adjust the PERSONAL MIX bus signal volume that's output from the USB port. | -                          |
| STREAM        | $\hat{\mathbb{R}}$ | Shows the STREAM MIX bus volume that's output from the USB port (cannot be controlled).              | [STREAM] knob              |
| LINE OUT      | **                 | Shows the volume of audio that's output from the LINE OUT jack (cannot be controlled).               | [LINE OUT] knob            |
| PHONES        | Ø 0                | Shows the headphones/headset volume (cannot be controlled).  | [PHONES] knob              |

(\*1) Only when the USB port connection setting is "PC"

# 3. [MENU →] button

Switches to the menu screen. Click the [+ LEVEL METER] button in the menu screen to return to the level meter screen.



| Menu tab    | See the pages below for details.                     |
|-------------|--|
| MIC SETUP   | Getting Ready to Use a Mic(P.28)                     |
| MIC CLEANUP | Calibrating the Mic Sound Quality (Cleanup)(P.30)    |
|             | Processing the Mic Audio (Mic Effects)(P.32)         |
| MIC EFFECT  | Saving the Mic Effect Settings as a Preset(P.34)     |
|             | Exporting a Mic Effect Preset File(P.37)             |
|             | Using the Equalizer to Adjust the Game Sound(P.40)   |
| GAME        | Saving the Equalizer Settings as a Preset(P.42)      |
|             | Exporting an Equalizer Preset File(P.45)             |
| CHAT        | Making the Voice Chat Audio Easier to Hear(P.48)     |
| OUTPUT      | Editing the Output Audio Settings(P.49)              |
| CHANNEL     | Configuring How the Operating Panel Works(P.50)      |
| CHANNEL     | Registering a Sound Effect(P.52)                     |
|             | Creating a Profile(P.55)                             |
| PROFILE     | Exporting a Profile(P.59)                            |
|             | Backing Up/Restoring the Settings on This Unit(P.62) |
| SYSTEM      | Restoring the Factory Settings (Factory Reset)(P.66) |
|             | Other Settings(P.67)                                 |

# Adjusting the Mic Audio

This section explains how to adjust the mic audio.

- Getting Ready to Use a Mic(P.28)
- Calibrating the Mic Sound Quality (Cleanup)(P.30)
- Processing the Mic Audio (Mic Effects)(P.32)
- Saving the Mic Effect Settings as a Preset(P.34)
- Exporting a Mic Effect Preset File(P.37)

# Getting Ready to Use a Mic

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

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

# Selecting the type of mic to use

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



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| Menu          | Value               | Explanation   |  |  |  |
|---------------|---------------------|---|--|--|--|
|               | Select a mic type   | according to the mic you're using.  |  |  |  |
|               | DYNAMIC             | Dynamic microphone  |  |  |  |
| Condenser mic |                     |   |  |  |  |
| MIC<br>TYPE   | CONDENSER<br>(+48V) | <ul> <li>* If you select "CONDENSER(+48V)", phantom power is supplied from the MIC jack.</li> <li>* Don't use the "CONDENSER(+48V)" setting if you are using a dynamic mic. Dynamic mics may malfunction when supplied with phantom power.</li> </ul> |  |  |  |
|               | HEADSET             | Headset   |  |  |  |

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# Adjusting the input gain (sensitivity)

Here's how to adjust the mic's input gain so that the input audio is at the appropriate level.

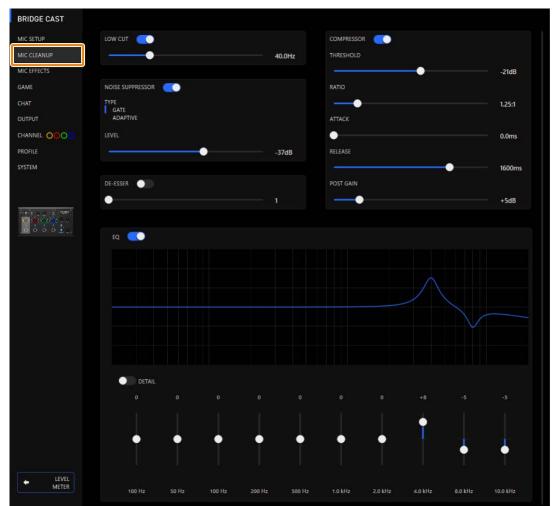
- 1. On the menu screen, click the "MIC SETUP" tab and speak into the mic while adjusting the "GAIN".
  - Raise the input gain as high as possible, while making sure that the waveform in the graph stays within the blue area.



# Calibrating the Mic Sound Quality (Cleanup)

Here's how to adjust the sound quality of the mic audio to make your voice sound listenable and clear.

This feature helps you to suppress ambient noise or to normalize the differences in volume between mics, for instance.



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

| Menu                 | Value   | Explanation   |  |  |  |
|----------------------|---|---|--|--|--|
| LOW CUT: This c      | LOW CUT: This cuts out unneeded low-band audio. |   |  |  |  |
| LOW CUT              | Off, On   | Turns the low cut on/off.   |  |  |  |
|                      | Flat–500 Hz                                     | Sets the frequency point from which the output is cut. The frequencies below the frequency point you set are cut.   |  |  |  |
| <b>NOISE SUPPRES</b> | SOR: This suppre                                | sses noises picked up from the surrounding environment by the mic.  |  |  |  |
| NOISE<br>SUPPRESSOR  | Off, On   | Switches the noise suppressor on/off.   |  |  |  |
| ТҮРЕ                 | Sets the noise s                                | uppressor type.   |  |  |  |
|                      | GATE  | Suppresses sounds that are lower in volume than the threshold. This helps remove white noise and other such sounds during silence.  |  |  |  |
|                      | ADAPTIVE  | Analyzes the ambient sound to suppress unnecessary environmental noise.   |  |  |  |
| LEVEL                | -96–0 dB<br>When GATE is<br>used                | Specifies the level used as the threshold for suppressing audio.  |  |  |  |
|                      | 0–9<br>When<br>ADAPTIVE is<br>used              | <ul> <li>Set the level for suppressing noise. Larger values suppress more noise.</li> <li>* If you hear unwanted changes in the sound when using the noise suppressor, such as quieter audio or changes in sound quality, these issues may be resolved if you increase the input gain for the mic.</li> </ul> |  |  |  |

|   |                | er sounds quie                                     | ter. This reduces the difference between the louder and softer sounds, making the   |  |  |  |
|---|----------------|--|---|--|--|--|
| audio more lis                          |                | Off, On  | Turns the compressor on/off.  |  |  |  |
| THRESHOLD                               | ĸ              | -48–0 dB   | Specifies the level used as the threshold at which the compressor is applied. Reduces   |  |  |  |
| IIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII |                | 40 0 00  | the level of sounds that exceed the level you specify here.   |  |  |  |
| RATIO                                   |                | 1.00:1–Inf:1                                       | Sets the ratio at which the sound level is reduced, when it crosses the threshold.<br>For example, if you set "RATIO" to "2.00:1", audio levels that cross the threshold are<br>reduced by 1/2. |  |  |  |
| ATTACK                                  |                | 0–100 ms   | Sets how long it takes for the compressor to be applied.  |  |  |  |
|   |                |  | * Times are approximate. This also changes depending on the volume.   |  |  |  |
| RELEASE                                 |                | 50–5000 ms   | Sets how long it takes for the compressor effect to be cancelled.   |  |  |  |
|   |                |  | * Times are approximate. This also changes depending on the volume.   |  |  |  |
| POST GAIN                               |                | +0-+30 dB  | Adjusts the final output volume level after applying the compressor.  |  |  |  |
| <b>DE-ESSER:</b> Re                     | duces sibilant | noise (the sou                                     | nds you hear when pronouncing "s" words and other hissing sounds).  |  |  |  |
| DE-ESSER                                |                | Off, On  |   |  |  |  |
|   |                | 1–10 Adjusts the intensity of the de-esser effect. |   |  |  |  |
| EQ: This is a 10                        | 0-band equaliz | zer, which lets                                    | you adjust the volume for each frequency band.  |  |  |  |
| EQ                                      |                | Off, On  | Turns the equalizer on/off.   |  |  |  |
| DETAIL                                  |                | Off, On  | When this is on, you can set the center frequency and the Q (the frequency bandwidth).  |  |  |  |
| Gain (vertical                          | sliders)       | -12-+12  | Sets the amount of boost/cut for each frequency band.   |  |  |  |
| Frequency                               | Band 1         | 20.9-396 Hz  | Specifies the boost/cut center frequency for each frequency band.   |  |  |  |
| (horizontal                             | Bands 2–4      |  |   |  |  |  |
| sliders)                                | Bands 5–7      |  | * This setting is available when the "DETAIL" switch is enabled.  |  |  |  |
|   |                | kHz  |   |  |  |  |
|   | Bands 8, 9     | 3.00-20.2  |   |  |  |  |
|   |                | kHz  |   |  |  |  |
|   | Band 10        | 793 Hz-20.2  |   |  |  |  |
|   |                | kHz  |   |  |  |  |
| Q                                       |                | 0.3–16.0   | Adjusts the bandwidth used for boosting or attenuating each frequency band.   |  |  |  |
|   |                |  | * This setting is available when the "DETAIL" switch is enabled.  |  |  |  |

# Processing the Mic Audio (Mic Effects)

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

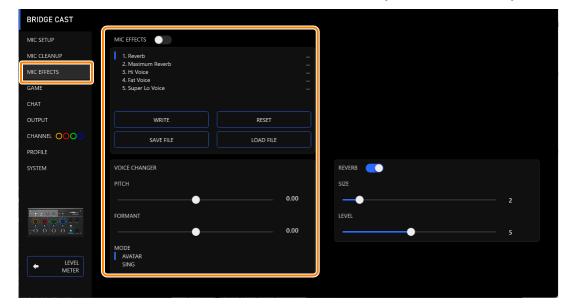
- Changing the audio (Voice Changer)
- Adding reverb to audio (Reverb)

# Changing the audio (Voice Changer)

This effect alters the pitch and tonal quality of your voice. You can create transformations such as "from a female to a male voice", "from a male to a female voice", and so on.

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



| Menu    | Value      | Explanation   |
|---------|------------|---|
| MIC     | Off, On    | Turns the voice changer on/off.   |
| EFFECTS |            |   |
| PITCH   | -1.00–1.00 | Adjusts the pitch of the sound. A setting of "0" is the original pitch.                         |
|         | -1.00–1.00 | Adjusts the character (formant) of the voice. Settings in the negative (–) range produce a more |
| FORMANT |            | masculine vocal character, and settings in the positive (+) range produce a more feminine vocal |
|         |            | character. A setting of "0" is the original voice.  |
| MODE    | AVATAR,    | Specifies whether pitch and formants are always converted (AVATAR) or not (SING).               |
|         | SING       |   |

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# Adding reverb to audio (Reverb)

You can add reverb to a voice to give the impression of spatial depth. This is also effective for giving emphasis when announcing the title of a production or program.

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

| BRIDGE CAST                |  |           |              |
|----------------------------|--|-----------|--------------|
| MIC SETUP                  | MIC EFFECTS  |           |              |
| MIC CLEANUP<br>MIC EFFECTS | 1. Reverb     2. Maximum Reverb     3. Hi Voice     4. Fat Voice |           |              |
| GAME<br>CHAT               | 5. Super Lo Voice  |           |              |
| OUTPUT                     | WRITE  | RESET     |              |
|                            | SAVE FILE  | LOAD FILE |              |
| PROFILE                    |  |           |              |
| SYSTEM                     | VOICE CHANGER  |           | REVERB       |
|                            | PITCH  |           | SIZE         |
|                            | FORMANT  | 0.00      | 2<br>LEVEL 5 |
| LEVEL<br>METER             | MODE<br>AVATAR<br>SING   |           |              |
|                            |  |           |              |

| Menu   | Value                                     | Value Explanation  |  |  |  |  |
|--------|---|--|--|--|--|--|
|        | Off, On                                   | Turns reverb on/off.   |  |  |  |  |
| REVERB |   | * To add reverb to audio, both "REVERB" and "MIC EFFECTS" must be turned on.                                 |  |  |  |  |
| SIZE   | 1–10                                      | 1–10 Sets the size of the room. Larger values simulate larger spaces, making the reverberation sound longer. |  |  |  |  |
| LEVEL  | 1–10 Sets the size of the reverberations. |  |  |  |  |  |

# MEMO

You can save up to five effect settings as presets and recall them whenever you like.

Saving the Mic Effect Settings as a Preset(P.34)

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

Exporting a Mic Effect Preset File(P.37)

# Saving the Mic Effect Settings as a Preset

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

You can save up to five presets.

- \* Editable presets are preregistered by factory default.
- Saving your settings as a preset
- Recalling a preset
- Initializing a preset

# Saving your settings as a preset

\* The on/off settings for "MIC EFFECTS" are not saved.

#### 1. On the menu screen, click the "MIC EFFECTS" tab and then click the [WRITE] button.

| BRIDGE CAST |   |           |            |
|-------------|---|-----------|------------|
| SETUP       | MIC EFFECTS   |           |            |
|             | 1. Reverb<br>2. Maximum Reverb<br>3. Hi Voice<br>4. Fat Voice |           |            |
| GAME        | 5. Super Lo Voice   |           |            |
|             | WRITE   | RESET     |            |
|             | SAVE FILE   | LOAD FILE |            |
| SYSTEM      | VOICE CHANGER   |           | REVERB     |
|             | РІТСН   |           | SIZE       |
|             | FORMANT   | 0.00      | 2<br>LEVEL |
|             | MODE<br>AVATAR<br>SING  | 0.00      | 5          |

#### 2. Input the preset name and click the save destination preset number in "WRITE TO".

Preset names can contain up to 18 single-byte alphanumeric characters or symbols.

| 1 | Hall Reverb |        |   |    |   |
|---|-------------|--------|---|----|---|
|   | WRITE TO    |        |   |    |   |
| 2 | 1           | 2      | 3 | 4  | 5 |
|   |             | CANCEL |   | ОК |   |
|   |             |        |   |    |   |

3. Click the [OK] button.

This overwrites the effect settings.

# MEMO

You can edit the preset names later.

To do this, click 🛄 next to the preset name, input the name in the rename window and click the [OK] button.

# Recalling a preset

1. On the menu screen, click the "MIC EFFECTS" tab and then click the preset you want to recall.

| BRIDGE CAST         | 2<br>FFECTS  |           |          |
|---------------------|--|-----------|----------|
| MIC EFFECTS<br>GAME | 1. Reverb     2. Maximum Reverb     3. Hi Voice     4. Fat Voice     5. Super Lo Voice |           |          |
| CHAT                |  |           |          |
| OUTPUT              | WRITE  | RESET     |          |
|                     | SAVE FILE  | LOAD FILE |          |
| PROFILE             |  |           |          |
| SYSTEM              | VOICE CHANGER  |           | REVERB C |
|                     | PITCH  |           | SIZE     |
|                     | • <b>····</b>  | 0.00      | 2        |
|                     | FORMANT  |           | LEVEL 5  |
| LEVEL<br>METER      | MODE<br>AVATAR<br>SING   |           |          |
|                     |  |           |          |

This recalls the effect settings.

# MEMO

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

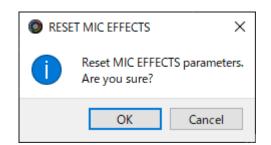
# Initializing a preset

Here's how to initialize a preset and restore the settings of presets 1–5 to their default state.

| SETUP          |   |           |         |
|----------------|---|-----------|---------|
|                | 1. Reverb<br>2. Maximum Reverb<br>3. Hi Voice<br>4. Fat Voice |           |         |
| GAME           | 5. Super Lo Voice   |           |         |
| OUTPUT         | WRITE 2   | RESET     |         |
|                | SAVE FILE   | LOAD FILE |         |
| PROFILE        |   |           |         |
| SYSTEM         | VOICE CHANGER   |           | REVERB  |
|                | РІТСН   |           | SIZE    |
|                | ·   | 0.00      | 2       |
|                | FORMANT   | 0.00      | LEVEL S |
| LEVEL<br>METER | MODE<br>AVATAR<br>SING  |           |         |

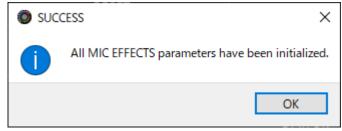
#### 1. On the menu screen, click the "MIC EFFECTS" tab and then click the [RESET] button.

A confirmation message appears.



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

A confirmation message appears after the data has been initialized.



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

Related links:

Exporting a Mic Effect Preset File(P.37)

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## Exporting a Mic Effect Preset File

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

. . . . . . . . . . .

н.

- Saving a preset file
- Loading a preset file

## Saving a preset file

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

| SETUP     I. Reverb  | BRIDGE CAST |  |           |        |
|--|-------------|--|-----------|--------|
| MIC EFFECTS 2. Maximum Reverb   3. Hi Voice   GAME   6AME   5. Super Lo Voice   CHAT   OUTPUT   WRITE   RESET   CHANNEL   OOO   2   SAVE FILE   LOAD FILE   PROFILE   SYSTEM   VOICE CHANGER   PITCH   OUTPUT   FORMANT   OUTPUT   OUTPUT   OUTPUT   WRITE   RESET   SAVE FILE   LOAD FILE   REVERB   C   SIZE   Image: Contract of the state o   | SETUP       | MIC EFFECTS                                      |           |        |
| CHAT<br>OUTPUT<br>CHANINEL COCCO<br>PROFILE<br>SYSTEM<br>VOICE CHANGER<br>PTCH<br>FORMANT<br>FORMANT<br>MODE   | MIC EFFECTS | 2. Maximum Reverb<br>3. Hi Voice<br>4. Fat Voice |           |        |
| CHANNEL OOO 2 SAVE FILE LOAD FILE<br>PROFILE<br>SYSTEM VOICE CHANGER<br>PITCH<br>FORMANT<br>FORMANT<br>OO0 5   |             | 5. Super Lo Voice                                |           |        |
| PROFILE<br>SYSTEM VOICE CHANGER<br>PITCH<br>FORMANT<br>FORMANT<br>MODE   | OUTPUT      | WRITE  | RESET     |        |
| SYSTEM VOICE CHANGER<br>PTCH<br>PTCH<br>O.00<br>FORMANT<br>FORMANT<br>MODE   |             | SAVE FILE  | LOAD FILE |        |
| PITCH         SIZE           FORMANT         0.00           FORMANT         0.00           MODE         5  | PROFILE     |  |           |        |
| FORMANT         0.00         2           FORMANT         0.00         5  | SYSTEM      | VOICE CHANGER                                    |           | REVERB |
| FORMANT<br>COLOR O COLOR |             | РІТСН  |           | SIZE   |
| 0.00 DE  |             | • <b></b>  | 0.00      | 2      |
|  |             |  |           |        |
| LEVEL SING   |             | AVATAR   |           |        |

In the Save dialog box, name the file and specify the save destination, and click the [Save] button. 2.

| Save  |                               |                                       | ×             |
|---|-------------------------------|---------------------------------------|---------------|
| $\leftrightarrow$ $\rightarrow$ $\checkmark$ $\uparrow$ | > This PC > Documents >       | ✓ <sup>™</sup><br><sup>™</sup> Searce | h Documents   |
| Organize 🔻 Ne   | ew folder                     |                                       | ::: • ?       |
| This PC   | ^ Name                        | Date modified                         | Туре          |
| 3D Objects  | 1990 Starting Star            | 6/27/2022 3:29 PM                     | File folder   |
| Desktop   | and second second             | 8/26/2022 10:56 AM                    | File folder   |
| Documents   | MRR. Durner - Mercult         | 6/3/2022 10:12 PM                     | File folder   |
| Downloads   | Casal Progenity               | 6/22/2022 1:25 PM                     | File folder   |
| Music   | COMP. COMP. Taxa              | 8/5/2022 2:14 PM                      | File folder   |
| -   | and states                    | 5/16/2022 9:08 PM                     | File folder 🗸 |
| Pictures  | v <                           |                                       | >             |
| File <u>n</u> ame:                                      | Untitled.brdgcEfx             |                                       | ~             |
| Save as <u>t</u> ype:                                   | MIC EFFECTS files(*.brdgcEfx) |                                       | ~             |
|   | -                             |                                       |               |
| ∧ Hide Folders  |                               | <u>S</u> ave                          | Cancel        |

This saves the file (.brdgcEfx).

## Loading a preset file

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

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

| BRIDGE CAST                    |  |           |          |
|--------------------------------|--|-----------|----------|
|                                |  |           |          |
| CLEANUP<br>MIC EFFECTS<br>GAME | 1. Reverb<br>2. Maximum Reverb<br>3. Hi Voice<br>4. Fat Voice<br>5. Super Lo Voice |           |          |
| CHAT                           |  |           |          |
| OUTPUT                         | WRITE  | RESET     |          |
|                                | SAVE FILE 2  | LOAD FILE |          |
| PROFILE                        |  |           |          |
| SYSTEM                         | VOICE CHANGER  |           | REVERB C |
|                                | РІТСН  |           | SIZE     |
|                                | • <b>—</b> •   | 0.00      | 2        |
|                                | FORMANT  | 0.00      | LEVEL 5  |
| LEVEL<br>METER                 | MODE<br>AVATAR<br>SING   |           |          |
|                                |  |           |          |

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

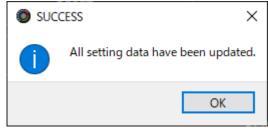
| LOAD FILE      |   |                     | ×                     |
|----------------|---|---------------------|-----------------------|
| ← → ~ ↑ 🖺 :    | > This PC > Documents                           | ע פֿע גע אַ ע       | rch Documents         |
| Organize 🔻 New | folder  |                     |                       |
| 💻 This PC      | ^ Name  | Date modified       | Туре                  |
| 🧊 3D Objects   | COMPANY AND | 8/26/2022 10:56 AM  | File folder           |
| 📃 Desktop      | (BBB, Danner - Warnah)                          | 6/3/2022 10:12 PM   | File folder           |
| 🔮 Documents    | (BBB), Progenite                                | 6/22/2022 1:25 PM   | File folder           |
| 👆 Downloads    | COMP., CARD. TANK                               | 8/5/2022 2:14 PM    | File folder           |
| h Music        | COMP. Marking                                   | 5/16/2022 9:08 PM   | File folder           |
| Pictures       | MIC_FX_settings.brdgcEfx                        | 11/23/2022 12:42 PM | BRDGCEFX File 🗸       |
| Fictures       | ~ <   |                     | >                     |
| F              | File name: MIC_FX_settings.brdgcEfx             | ✓ MIC EFFE          | CTS files(*.brdgcEfx) |
|                | L   | <u>O</u> pe         | n Cancel              |

A confirmation message appears.

| 🔘 loa        | D FILE                               | ×            |
|--------------|--------------------------------------|--------------|
| $\bigotimes$ | Overwrite MIC EFFEC<br>Are you sure? | TS MEMORIES. |
|              | ОК                                   | Cancel       |

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

A message appears after the effect preset settings have been applied.



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

Related information:

Saving the Mic Effect Settings as a Preset(P.34)

## Adjusting the Game Sound

This section shows you how to adjust the game sound (input source: GAME<sup>\*1</sup>) that's input from the USB port.

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

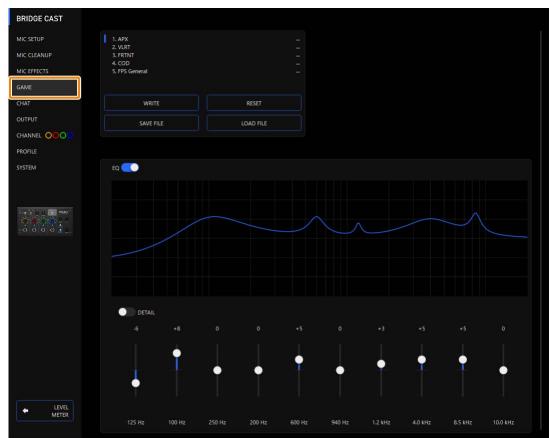
- Using the Equalizer to Adjust the Game Sound(P.40)
- Saving the Equalizer Settings as a Preset(P.42)
- Exporting an Equalizer Preset File(P.45)

### Using the Equalizer to Adjust the Game Sound

You can use the equalizer to adjust the tonal character of the game sound (input source: GAME<sup>\*1</sup>). This lets you emphasize important frequency ranges in the game or de-emphasize unnecessary frequency ranges.

For instance, you can use this to suppress the sound of wind or other environmental noises during an FPS game, or make sounds like footsteps or gunshots easier to hear.

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



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

| Menu                    | Value   | Explanation  |
|-------------------------|---------|--|
| EQ                      | Off, On | Turns the equalizer on/off.  |
| DETAIL                  | Off, On | When this is on, you can set the center frequency and the Q (the frequency bandwidth). |
| Gain (vertical sliders) | -12-+12 | Sets the amount of boost/cut for each frequency band.                                  |

| Frequency            | Band 1     | 20.9-396 Hz     | Specifies the boost/cut center frequency for each frequency band.           |
|----------------------|------------|-----------------|---|
| • •                  |            |                 | specifies the boost/cut center nequency for cachinequency band.             |
| (horizontal sliders) |            |                 | * This setting is available when the "DETAIL" switch is enabled.            |
|                      | Bands 5–7  | 341 Hz-3.36 kHz | This setting is available when the DETAIL switch is enabled.                |
|                      | Bands 8, 9 | 3.00–20.2 kHz   |   |
|                      | Band 10    | 793 Hz–20.2 kHz |   |
| Q                    |            | 0.3–16.0        | Adjusts the bandwidth used for boosting or attenuating each frequency band. |
|                      |            |                 | * This setting is available when the "DETAIL" switch is enabled.            |

## MEMO

You can save up to five equalizer settings as presets and recall them whenever you like.

Saving the Equalizer Settings as a Preset(P.42)

You can also save the equalizer presets as a single file. Exporting an Equalizer Preset File(P.45)

### Saving the Equalizer Settings as a Preset

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

You can save up to five presets.

- \* Editable presets are preregistered by factory default.
- Saving your settings as a preset
- Recalling a preset
- Initializing a preset

## Saving your settings as a preset

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

|   | BRIDGE CAST    |   |           |                 |  |
|---|----------------|---|-----------|-----------------|--|
|   |                | 1. APX<br>2. VLRT<br>3. FRTNT<br>4. COD |           |                 |  |
| j | GAME           | 2 FPS General                           |           |                 |  |
|   | CHAT           | WRITE                                   | RESET     |                 |  |
|   | OUTPUT         | SAVE FILE                               | LOAD FILE |                 |  |
|   |                |   |           |                 |  |
|   | PROFILE        |   |           |                 |  |
|   | SYSTEM         | EQ 💽                                    |           |                 |  |
|   |                |   |           |                 |  |
|   |                |   |           | $\wedge \wedge$ |  |
|   | LEVEL<br>METER |   |           |                 |  |
|   |                |   |           |                 |  |

. . . . . . . . .

2. Input the preset name and click the save destination preset number in "WRITE TO".

| WRITE TO<br>2 1 2 3 4 5<br>CANCEL OK |   | APX setting | s 01   |   |   |    |   |
|--------------------------------------|---|-------------|--------|---|---|----|---|
|                                      |   | WRITE TO    |        |   |   |    |   |
| CANCEL                               | 2 | 1           | 2      | 3 | 4 |    | 5 |
|                                      |   |             | CANCEL |   |   | ОК |   |
|                                      |   |             |        |   |   |    |   |

Preset names can contain up to 18 single-byte alphanumeric characters or symbols.

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

This overwrites the equalizer settings.

### 

You can edit the preset names later.

To do this, click **u** next to the preset name, input the name in the rename window and click the [OK] button.

## Recalling a preset

1. On the menu screen, click the "GAME" tab and then click the preset you want to recall.

. . . . . . . . . . . . . . . . . . .

| BRIDGE CAST    |   |           |  |
|----------------|---|-----------|--|
| MIC SETUP      | 1. APX<br>2. VLRT<br>3. FRTNT<br>4. COD |           |  |
| GAME           | 5. FPS General                          |           |  |
| СНАТ           | WRITE                                   | RESET     |  |
| OUTPUT         | SAVE FILE                               | LOAD FILE |  |
|                |   |           |  |
| PROFILE        |   |           |  |
| SYSTEM         | EQ 💽                                    |           |  |
|                |   |           |  |
|                |   |           |  |
|                |   |           |  |
| LEVEL<br>METER |   |           |  |

This recalls the effect settings.

### MEMO

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

### Initializing a preset

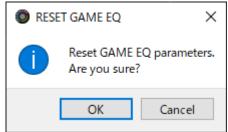
Here's how to initialize a preset and restore the settings of presets 1–5 to their default state.

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

| BRIDGE CAST    |  |
|----------------|--|
| MIC SETUP      | 1. APX settings 01<br>2. APX settings 02 |
|                | 3. FRINT edit<br>4. COD                  |
| GAME           | 5. FPS General                           |
| СНАТ           | write 2 Reset                            |
| OUTPUT         | SAVE FILE LOAD FILE                      |
|                |  |
| PROFILE        |  |
| SYSTEM         | ες 💽                                     |
|                |  |
| LEVEL<br>METER |  |

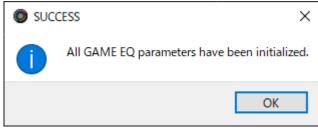
\_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_

A confirmation message appears.



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

A confirmation message appears after the data has been initialized.



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



You can save the equalizer presets as a single file.

Exporting an Equalizer Preset File(P.45)

. . . . . . . . . . . . . .

## Exporting an Equalizer Preset File

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

- Saving a preset file
- Loading a preset file

## Saving a preset file

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

| BRIDGE CAST    |  |           |
|----------------|--|-----------|
| MIC SETUP      | 1. APX settings 01<br>2. APX settings 02<br>3. FRTNT settings 01<br>4. FRTNT settings 02<br>5. FPS General |           |
| СНАТ           | WRITE  | RESET     |
|                | SAVE FILE  | LOAD FILE |
|                |  |           |
| PROFILE        |  |           |
| SYSTEM         | EQ 💽   |           |
|                |  |           |
|                |  |           |
| LEVEL<br>METER |  |           |
|                |  |           |

In the Save dialog box, name the file and specify the save destination, and click the [Save] button. 2.

| 🔘 Save  |  |                    |              | ×   |
|---|--|--------------------|--------------|-----|
| $\leftrightarrow$ $\rightarrow$ $\checkmark$ $\uparrow$ $\blacksquare$ $\diamond$ | This PC → Documents →                    | ע פֿ גע Sear       | ch Documents |     |
| Organize 👻 New fo   | blder                                    |                    |              | ?   |
| 💻 This PC   | ^ Name                                   | Date modified      | Туре         |     |
| 🗊 3D Objects  | 1999 Barring Star                        | 6/27/2022 3:29 PM  | File folder  | - 1 |
| Desktop   | COMPANY AND AND AND                      | 8/26/2022 10:56 AM | File folder  |     |
| Documents   | And Anna Anna Anna Anna Anna Anna Anna A | 6/3/2022 10:12 PM  | File folder  |     |
| Downloads   | (MARK), Progenite                        | 6/22/2022 1:25 PM  | File folder  |     |
|   | CONTRACTOR OF STREET                     | 8/5/2022 2:14 PM   | File folder  |     |
| Music   | CONTRACTOR OF A                          | 5/16/2022 9:08 PM  | File folder  |     |
| Pictures  | v <                                      |                    |              | >   |
| File <u>n</u> ame: Un   | titled.brdgcEQ                           |                    |              | ~   |
| Save as type: GA  | ME EQ files(*.brdgcEQ)                   |                    |              | ~   |
|   |  |                    |              |     |
| ∧ Hide Folders  |  | Save               | e Cance      | 1   |
| - Inderoidely   |  |                    |              |     |

This saves the file (.brdgcEQ).

## Loading a preset file

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

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

| BRIDGE CAST    |   |  |
|----------------|---|--|
| MIC SETUP      | 1.APX   |  |
|                | 2. VLRT<br>3. FRTNT<br>4. COD<br>5. FPS General |  |
| GAME           |   |  |
| CHAT           | WRITE RESET                                     |  |
| OUTPUT         | SAVE FILE 2 LOAD FILE                           |  |
|                |   |  |
| PROFILE        |   |  |
| SYSTEM         | EQ 🔍  |  |
|                |   |  |
|                |   |  |
| LEVEL<br>METER |   |  |
|                |   |  |

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

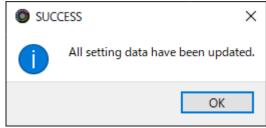
| DAD FILE       |                                  |                    | ×                  |
|----------------|----------------------------------|--------------------|--------------------|
| ← → • ↑ 🖺      | > This PC > Documents            | ע פֿ גע Sear       | ch Documents       |
| Organize 🔻 New | v folder                         |                    | EE 🕶 🔟 💡           |
| 💻 This PC      | ^ Name                           | Date modified      | Туре               |
| 🧊 3D Objects   | CARL AND ALL ALL                 | 8/26/2022 10:56 AM | File folder        |
| 📃 Desktop      | (BBB), Concept - Other and       | 6/3/2022 10:12 PM  | File folder        |
| Documents      | (BBB) (Progenite                 | 6/22/2022 1:25 PM  | File folder        |
| Downloads      | and and the                      | 8/5/2022 2:14 PM   | File folder        |
| Music          | COMP. Manadanage                 | 5/16/2022 9:08 PM  | File folder        |
| Pictures       | EQ_settings01.brdgcEQ            | 11/23/2022 7:58 PM | BRDGCEQ File 🗸     |
| Fictures       | ✓ <                              |                    | >                  |
|                | File name: EQ_settings01.brdgcEQ | ✓ GAME EC          | ) files(*.brdgcEQ) |
|                |                                  | <u>O</u> pe        | n Cancel           |

#### A confirmation message appears.

| LOAD FILE X |  |        |  |
|-------------|--|--------|--|
| $\otimes$   | Overwrite GAME EQ MEMORIES.<br>Are you sure? |        |  |
|             | ОК   | Cancel |  |

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

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



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

Related links:

Saving the Equalizer Settings as a Preset(P.42)

## Adjusting the Voice Chat Audio

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

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

#### Making the Voice Chat Audio Easier to Hear(P.48)

### Making the Voice Chat Audio Easier to Hear

Here's how to adjust the sound of the other party's voice in a voice chat (input source: CHAT<sup>\*1</sup>). By leveling out the differences in volume between softer and louder voices as well as reducing sibilants (the sounds you hear when pronouncing "s" words and other hissing sounds), this can make the voice chat easier to listen to.

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

### BRIDGE CAST DE-ESSER MIC CLEANUP THRESHOLD -21dB GAME 1.25:1 ATTACK $\bullet$ 0.0ms SYSTEM 1600ms POST GAIN +3dB LEVEL METER

### 1. On the menu screen, click the "CHAT" tab and set the parameters in the respective menus.

| Menu   | Value   | Explanation   |  |  |
|--|---|---|--|--|
| <b>COMPRESSOR:</b> Makes louder sounds quieter. This reduces the difference between the louder and softer sounds, making the |   |   |  |  |
| audio more liste   | enable.   |   |  |  |
| COMPRESSOR   | Off, On   | Turns the compressor on/off.  |  |  |
| THRESHOLD  | -48–0 dB  | Specifies the level used as the threshold at which the compressor is applied. Reduces the level of sounds that exceed the level you specify here. |  |  |
| RATIO  | 1.00:1-Inf:1  | Sets the ratio at which the sound level is reduced, when it crosses the threshold.  |  |  |
|  |   | For example, if you set "RATIO" to "2.00:1", audio levels that cross the threshold are reduced by   |  |  |
|  |   | 1/2.  |  |  |
| ATTACK   | 0–100 ms  | Sets how long it takes for the compressor to be applied.  |  |  |
|  |   | * Times are approximate. This also changes depending on the volume.   |  |  |
| RELEASE  | 50–5000 ms Sets how long it takes for the compressor effect to be cancelled.                                |   |  |  |
|  |   | * Times are approximate. This also changes depending on the volume.   |  |  |
| POST GAIN  | +0-+30 dB   | Adjusts the final output volume level after applying the compressor.  |  |  |
| <b>DE-ESSER:</b> Red   | DE-ESSER: Reduces sibilant noise (the sounds you hear when pronouncing "s" words and other hissing sounds). |   |  |  |
| DE-ESSER   | Off, On   | Turns the de-esser on/off.  |  |  |
| LEVEL  | 1–10  | Adjusts the intensity of the de-esser effect.   |  |  |
|  |   |   |  |  |

## **Output Settings**

This section explains about the audio output settings.

#### Editing the Output Audio Settings(P.49)

### Editing the Output Audio Settings

This shows you how to set the delay time for the output audio and modify the audio that's output from the LINE OUT jack and USB port.

### 1. On the menu screen, click the "OUTPUT" tab and set the parameters in the respective menus.

| BRIDGE CAST |                           |                               |
|-------------|---------------------------|-------------------------------|
| MIC SETUP   | DELAY                     | USB OUT MODE (MOBILE/CONSOLE) |
| MIC CLEANUP |                           | MIC<br>STREAM MIX             |
| MIC EFFECTS |                           |                               |
| GAME        | LINE OUT MODE             |                               |
| СНАТ        | MIC                       |                               |
| OUTPUT      | STREAM MIX<br>PHONES SYNC |                               |
|             |                           |                               |
| PROFILE     |                           |                               |
| SYSTEM      |                           |                               |
|             |                           |                               |
|             |                           |                               |
|             |                           |                               |
|             |                           |                               |
|             |                           |                               |
| LEVEL       |                           |                               |
| METER       |                           |                               |
|             |                           |                               |

| Menu  | Value              | Explanation   |
|---|--------------------|---|
|   | Off, On            | Turns the delay on/off. When this is "On", the audio output is delayed by the specified time. |
|   |                    | * Delay is applied to the STREAM MIX bus audio that's output from the USB port.               |
| DELAY   |                    | Correcting timing discrepancies between video and audio                                       |
| DEERI   |                    | When streaming games on your computer, you might notice that what you see on                  |
|   |                    | the game screen is not in sync with the game sound (the audio signal that's input             |
|   |                    | from the BRIDGE CAST to your computer). By applying delay to the audio output, you            |
|   |                    | can make the timing of the video and audio match.   |
|   | 0.0-1000.0 ms      | Adjusts the delay time (audio latency).   |
|   | This selects the   | audio to be output from the LINE OUT jack.  |
| LINE OUT MODE   | MIC                | Mic audio (not routed through a bus)  |
|   | STREAM MIX         | STREAM MIX bus audio  |
|   | PHONES SYNC        | Same audio as the headphones output   |
|   | When the conn      | ection setting for the USB port is "CONSOLE/MOBILE", this sets the audio that's output        |
| USB OUT MODE  | from the USB port. |   |
| (MOBILE/CONSOLE) MIC Mic audio (not routed through a bus) |                    | Mic audio (not routed through a bus)  |
|   | STREAM MIX         | STREAM MIX bus audio  |

## **Operating Panel Settings (on the BRIDGE CAST)**

This section explains about the settings for the operating panel of this unit.

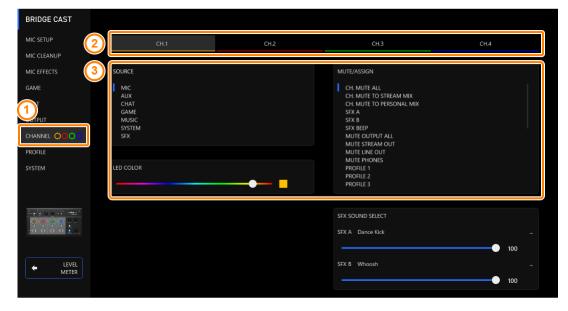
- Configuring How the Operating Panel Works(P.50)
- Registering a Sound Effect(P.52)

### Configuring How the Operating Panel Works

Here's how to select the input source controlled by the CH [1]–[4] knobs on the BRIDGE CAST, and the functions that are executed by the MUTE/ASSIGN [1]–[4] buttons.

You can also change the color of the CH 1–4 indicators.

## 1. On the menu screen, click the "CHANNEL" tab, select a channel using the "CH.1"-"CH.4" tabs, and set the parameters in the respective menus.



| Menu      | Value            | Value Explanation  |  |  |
|-----------|------------------|--|--|--|
|           | This selects the | input source that's assigned to each channel.  |  |  |
|           | Use the CH [1]-  | [4] knobs on the BRIDGE CAST to change the volume of the assigned input source.            |  |  |
|           |                  | The audio of the dynamic mic, condenser mic connected to the MIC jack, or the audio of the |  |  |
|           |                  | headset mic connected to the PHONES/HEADSET jack   |  |  |
|           | MIC              | * When this is set to "MIC", you must select the mic type.                                 |  |  |
| SOURCE    |                  | Selecting the type of mic to use(P.28)   |  |  |
|           | AUX              | Audio input from the AUX jack  |  |  |
|           | CHAT (*1)        | Audio input from the USB port  |  |  |
|           | GAME (*1)        |  |  |  |
|           | MUSIC (*1)       |  |  |  |
|           | SYSTEM (*1)      |  |  |  |
|           | USB (*2)         |  |  |  |
|           | SFX              | Sound effects (SFX A, SFX B, SFX BEEP)   |  |  |
| LED COLOR | -                | Sets the color of the CH1–4 indicators.  |  |  |

|             | This sets the functions         | for the MUTE/ASSIGN [1]–[4] buttons.   |
|-------------|---------------------------------|--|
|             | CH MUTE ALL (*3)                | Mutes/unmutes audio for the channels routed to the STREAM MIX bus and PERSONAL MIX bus.<br>Mutes/unmutes the mic audio (not routed through a bus) and the mic audio routed to the the STREAM MIX bus/PERSONAL MIX bus, when the input source is "MIC". |
|             | CH MUTE TO STREAM<br>MIX (*3)   | Mutes/unmutes audio for the channels routed to the STREAM MIX bus.   |
|             | CH MUTE TO<br>PERSONAL MIX (*3) | Mutes/unmutes audio for the channels routed to the PERSONAL MIX bus.<br>Mutes/unmutes the mic audio (not routed through a bus) and the mic audio routed to<br>the PERSONAL MIX bus, when the input source is "MIC".                                    |
| MUTE/ASSIGN | SFX A, SFX B                    | Plays the sound effect registered for SFX A or SFX B.<br>You can register a music file (.wav) that you like to SFX A and SFX B.<br><u>Registering a Sound Effect(P.52)</u>   |
|             | SFX BEEP                        | Plays a beep sound.  |
|             | MUTE OUTPUT ALL                 | Mutes all output audio.  |
|             | MUTE STREAM OUT                 | Mutes/unmutes audio for the STREAM MIX bus audio that's output from the USB port.  |
|             | MUTE LINE OUT                   | Mutes/unmutes the audio output from the LINE OUT jack.   |
|             | MUTE PHONES                     | Mutes/unmutes the headphone or headset audio.  |
|             | PROFILE 1–5                     | Switches between profile 1–5.  |
|             | GAME EQ 1-5                     | Recalls equalizer presets 1–5.   |
|             | GAME EQ OFF                     | Turns the equalizer off.   |
|             | MIC EFFECTS 1–5                 | Recalls mic effect presets 1–5.  |
|             | MIDI CC 1-4 (*1)                | Transmits MIDI control change messages 1–4 from the MIDI output port (CTRL) of the USB port.   |

(\*1) This can be set when the USB port connection setting is "PC".

(\*2) This can be set when the connection setting for the USB port is "CONSOLE/MOBILE".

(\*3) This doesn't work when "SOURCE" is set to "SFX".

### Registering a Sound Effect

You can register a sound effect that you like and make it play back when you press a MUTE/ASSIGN button on this unit.

Sound effects are saved in the memory (SFX A, SFX B) of this unit. The memories contain preset sounds when the unit is shipped from the factory.

\* To play the sound effects, you must set the function for the MUTE/ASSIGN buttons to "SFX A" or "SFX B". For details, refer to "Configuring How the Operating Panel Works(P.50)".

### Music files that can be registered

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

### Registering a sound effect

1. On the menu screen, click the "CHANNEL" tab, and in "SFX SOUND SELECT", click **u** next to either "SFX A" or "SFX B".

. . . . . . . . . . . . . . . . . .

| BRIDGE CAST      |                 |      |  |     |  |
|------------------|-----------------|------|--|-----|--|
| MIC SETUP        | CH.1            | CH.2 | CH.3                                   |     |  |
| MIC CLEANUP      |                 |      |  |     |  |
| MIC EFFECTS      | SOURCE          |      | MUTE/ASSIGN                            |     |  |
| GAME             | MIC<br>AUX      |      | CH. MUTE ALL<br>CH. MUTE TO STREAM MIX |     |  |
| СНАТ             | CHAT<br>GAME    |      | CH. MUTE TO PERSONAL MIX               |     |  |
| OUTPUT           | MUSIC<br>SYSTEM |      | SFX B<br>SFX BEEP                      |     |  |
|                  | SFX             |      | MUTE OUTPUT ALL<br>MUTE STREAM OUT     |     |  |
| PROFILE          |                 |      | MUTE LINE OUT<br>MUTE PHONES           |     |  |
| SYSTEM           | LED COLOR       |      | PROFILE 1<br>PROFILE 2                 |     |  |
|                  | •               |      | PROFILE 3                              |     |  |
|                  |                 |      |  |     |  |
|                  |                 |      | SFX SOUND SELECT                       |     |  |
| ခုပ်ပ်ပ် 🚊 👷     |                 |      | SFX A Dance Kick                       |     |  |
|                  |                 |      |  | 00  |  |
| ← LEVEL<br>METER |                 |      | SFX B Whoosh                           |     |  |
|                  |                 |      |  | 100 |  |

### 2. Click the [FILE] button.

| Click the [PRESET 1] or the [PRESET 2] button to register the default sound effects. |          |       |  |
|--|----------|-------|--|
| PRESET 1   | PRESET 2 | FILE  |  |
|  |          |       |  |
|  |          |       |  |
| CANCEL   | PREVIEW  | WRITE |  |

3. In the LOAD SFX FILE dialog box, select the WAV file you wish to register, and then click the [Open] button.

| LOAD SFX FILE   |   |                      | ×          |
|---|---|----------------------|------------|
| ← → <b>^</b> ►  | > This PC > Documents > 👐 🗸   | ,                    |            |
| Organize 👻 Ne   | w folder  |                      |            |
| <ul> <li>This PC</li> <li>3D Objects</li> <li>Desktop</li> <li>Documents</li> <li>Downloads</li> <li>Music</li> </ul> | <ul> <li>Name # Title</li> <li>Cowbell.wav</li> <li>fanfare.wav</li> <li>loop1.wav</li> <li>whistle.wav</li> <li>Wind_Chimes.wav</li> </ul> | Contributing artists | Album      |
| Pictures  | v <   |                      | >          |
|   | File <u>n</u> ame: whistle.wav ~  | SFX files(*.wav)     | ∼<br>ancel |

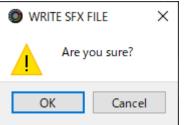
#### The WAV file path is shown.

| PRESET 1  | PRESET 2     | FILE  |
|-----------|--------------|-------|
| G:/Users/ | /whistle.wav |       |
| CANCEL    | PREVIEW      | WRITE |

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

### 4. Click the [WRITE] button.

#### A confirmation message appears.



### 5. Click the [OK] button.

The WAV file is written to internal memory (SFX A or SFX B). A confirmation message appears after the data has been written. **NOTE:** Do not unplug the USB cable while data is being written.

| WRITE SFX FILE         |  |
|------------------------|--|
| SFX A Update Complete. |  |
|                        |  |
| 100%                   |  |
| ОК                     |  |
|                        |  |
|                        |  |

### 6. Click the [OK] button to close the message.

### MEMO

To adjust the volume balance between SFX A and SFX B, use the "SFX SOUND SELECT" SFX A or SFX B slider (volume adjustable from 0 to 100).

. . . . . . .

## Configuring a Profile

This section explains how to create and use profiles.

- Creating a Profile(P.55)
- Exporting a Profile(P.59)

### **Creating a Profile**

The profile function lets you save your own custom settings. By creating profiles for different uses, you can recall your custom settings for each, simply by switching between profiles.

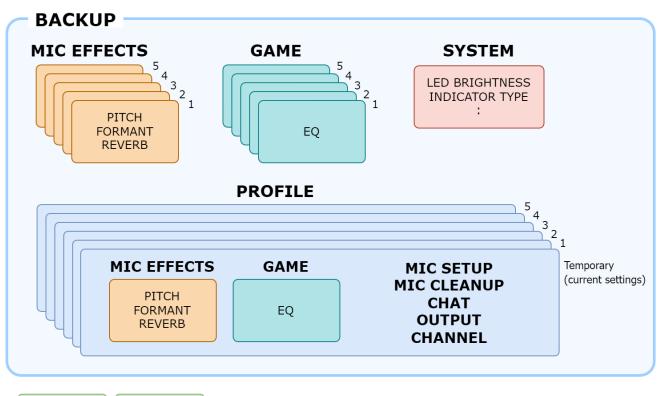
You can create up to five profiles.

- Content that is saved to a profile
- Creating a profile
- Switching between profiles
- Initializing a profile

### Content that is saved to a profile

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

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





## Creating a profile

- \* Editable profiles are preregistered by factory default.
- 1. Customize the settings on this unit.
- 2. On the menu screen, click the "PROFILE" tab and then click the [WRITE] button.

| BRIDGE CAST             |                                    |           |  |
|-------------------------|------------------------------------|-----------|--|
| MIC SETUP               | 1. Dynamic Mic<br>2. VoiceChange   |           |  |
| MIC CLEANUP             | 3. Reverb+GameEQ<br>4. Headset Mic |           |  |
| MIC EFFECTS             | 5. Condenser Mic                   |           |  |
| GAME                    |                                    |           |  |
|                         | WRITE                              | RESET     |  |
|                         | SAVE FILE                          | LOAD FILE |  |
| PROFILE                 |                                    |           |  |
| SYSTEM                  |                                    |           |  |
|                         |                                    |           |  |
| Marcal Andrewson (1997) |                                    |           |  |
|                         |                                    |           |  |
|                         |                                    |           |  |
|                         |                                    |           |  |
| METER                   |                                    |           |  |
|                         |                                    |           |  |

. . . . . . . . . . . . . . . . .

. . . . . . . .

. . . . . . . . . . . .

3. Input the profile name and click the save destination memory number in "WRITE TO".

|   | APX + Dynamic Mic |       |
|---|-------------------|-------|
|   | WRITE TO          |       |
| 2 | 1 2               | 3 4 5 |
|   | CANCEL            | ОК    |
|   |                   |       |

Profile names can contain up to 18 single-byte alphanumeric characters or symbols.

### 4. Click the [OK] button.

This overwrites the profile.

### MEMO

You can edit the profile names later.

To do this, click 🚥 next to the profile name, input the name in the rename window and click the [OK] button.

. . . . . . . . . . . . .

------

## Switching between profiles

1. On the menu screen, click the "PROFILE" tab and then click the profile you want to switch to.

| BRIDGE CAST                |  |           |          |  |
|----------------------------|--|-----------|----------|--|
| MIC SETUP                  | 1. Dynamic Mic<br>2. VoiceChange                       |           |          |  |
| MIC CLEANUP<br>MIC EFFECTS | 3. Reverb+GameEQ<br>4. Headset Mic<br>5. Condenser Mic |           |          |  |
| GAME                       |  |           | <i>.</i> |  |
| СНАТ                       | WRITE  | RESET     |          |  |
|                            | SAVE FILE  | LOAD FILE |          |  |
| PROFILE                    |  |           |          |  |
|                            |  |           |          |  |
| LEVEL<br>METER             |  |           |          |  |

This switches between settings on this unit.

### MEMO

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

## Initializing a profile

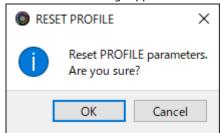
Here's how to initialize a profile and restore the settings of profiles 1–5 to their default state.

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

| BRIDGE CAST                           |  |           |
|---------------------------------------|--|-----------|
| MIC SETUP                             | 1. APX+Dynamic Mic<br>2. FRTNT+Dynamic Mic |           |
| MIC CLEANUP                           | 3. Hall Reverb<br>4. Voice Change          |           |
| MIC EFFECTS                           | 5. Headset Mic                             |           |
| GAME                                  |  |           |
| СНАТ                                  | write (2)                                  | RESET     |
|                                       | SAVE FILE                                  | LOAD FILE |
| PROFILE                               |  |           |
| SYSTEM                                |  |           |
|                                       |  |           |
| · · · · · · · · · · · · · · · · · · · |  |           |
|                                       |  |           |
|                                       |  |           |
| LEVEL                                 |  |           |
| LEVEL     METER                       |  |           |
|                                       |  |           |

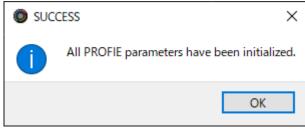
. . . . . . . . . . . . . . . .

#### A confirmation message appears.



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

A confirmation message appears after the data has been initialized.



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



You can save the profiles (1–5) as a single file.

Exporting a Profile(P.59)

## Exporting a Profile

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

. . . . . . . . . . . . . .

- Exporting a profile
- Loading a profile

## Exporting a profile

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

. . . . . .

| BRIDGE CAST |  |           |
|-------------|--|-----------|
| MIC SETUP   | 1. APX+Dynamic Mic<br>2. FRTNT+Dynamic Mic |           |
| MIC CLEANUP | 3. Hall Reverb<br>4. Voice Change          |           |
| MIC EFFECTS | 5. Headset Mic                             |           |
| GAME        |  |           |
| СНАТ        | WRITE                                      | RESET     |
|             | SAVE FILE                                  | LOAD FILE |
| PROFILE     |  |           |
| SYSTEM      |  |           |
|             |  |           |
|             |  |           |
|             |  |           |
|             |  |           |
|             |  |           |
|             |  |           |

2. In the Save dialog box, name the file and specify the save destination, and click the [Save] button.

| Save                             |                               |       |               |               | ×     |
|----------------------------------|-------------------------------|-------|---------------|---------------|-------|
| ← → • ↑ 🖺                        | > This PC > Documents >       | ~ (   | ック Sear       | rch Documents |       |
| Organize 🔻 Ne                    | w folder                      |       |               |               | ?     |
| 💻 This PC                        | ^ Name                        | Date  | modified      | Туре          | ^     |
| 3D Objects                       | State State State             | 6/27/ | 2022 3:29 PM  | File folder   |       |
| Desktop                          | and an and a second second    | 8/26/ | 2022 10:56 AM | File folder   |       |
| Documents                        | (BBR, Durant, Westald         | 6/3/2 | 2022 10:12 PM | File folder   |       |
| Downloads                        | COMP. Progenite               |       | 2022 1:25 PM  | File folder   |       |
| Music                            | Contraction of the second     |       | 2022 2:14 PM  | File folder   |       |
| Pictures                         | × <                           | 5/16/ | 2022 9:08 PM  | File folder   | >     |
| Fictures                         | •                             |       |               |               |       |
| File <u>n</u> ame:               | Untitled.brdgcProfile         |       |               |               | ~     |
| Save as <u>t</u> ype:            | PROFILE files(*.brdgcProfile) |       |               |               | ~     |
| <ul> <li>Hide Folders</li> </ul> |                               |       | Save          | e Canc        | el .: |

This saves the file (.brdgcProfile).

## Loading a profile

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

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

| BRIDGE CAST      |  |           |
|------------------|--|-----------|
| MIC SETUP        | 1. Dynamic Mic                                       |           |
| MIC CLEANUP      | 2. VoiceChange<br>3. Reverb+GameEQ<br>4. Headset Mic |           |
| MIC EFFECTS      | 4. Headset Mic<br>5. Condenser Mic                   |           |
| GAME             |  |           |
| СНАТ             | WRITE  | RESET     |
|                  | SAVE FILE  | LOAD FILE |
| PROFILE          |  |           |
| SYSTEM           |  |           |
|                  |  |           |
| ·····            |  |           |
|                  |  |           |
|                  |  |           |
| ← LEVEL<br>METER |  |           |
|                  |  |           |

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

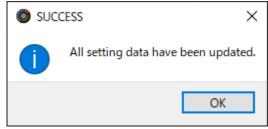
| DOAD FILE  |                              |             |              |                     | ×        |
|--|------------------------------|-------------|--------------|---------------------|----------|
| $\leftarrow$ $\rightarrow$ $\checkmark$ $\uparrow$ 🗄 $\Rightarrow$ This PC | > Documents                  | ٽ ~         | ,            | h Documents         |          |
| Organize 👻 New folder  |                              |             |              | :== ▼ □             | ?        |
| This PC  | ame                          | Date modif  |              | Туре<br>гне тогаег  | ^        |
| 🗊 3D Objects   | time, property and           | 8/26/2022   | 10:56 AM     | File folder         |          |
| E Desktop  | 1999, Transford Manual       | 6/3/2022 10 | 0:12 PM      | File folder         |          |
| 🖆 Documents  | CONT. Programme              | 6/22/2022   | 1:25 PM      | File folder         |          |
| 🕹 Downloads  | COMP., AND TAKE              | 8/5/2022 2: | 14 PM        | File folder         |          |
| Music  | CONT. Manhange               | 5/16/2022   | 9:08 PM      | File folder         |          |
| Pictures   | Profile_playing.brdgcProfile | 11/23/2022  | 7:37 PM      | BRDGCPROFILE        | E File 🗸 |
| ► Fictures ∨ <   |                              |             |              |                     | >        |
| File <u>n</u> ame:   | Profile_playing.brdgcProfile | ~           | PROFILE fi   | les(*.brdgcProfile) | $\sim$   |
|  |                              |             | <u>O</u> pen | Cance               | el       |

A confirmation message appears.

| load file X  |  |        |  |  |  |
|--------------|--|--------|--|--|--|
| $\bigotimes$ | Overwrite PROFILE settings.<br>Are you sure? |        |  |  |  |
|              | OK   | Cancel |  |  |  |

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

A confirmation message appears after the profile settings have been applied.



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

**Related information:** 

Creating a Profile(P.55)

## System Settings

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

- Backing Up/Restoring the Settings on This Unit(P.62)
- Restoring the Factory Settings (Factory Reset)(P.66)
- Other Settings(P.67)

### Backing Up/Restoring the Settings on This Unit

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

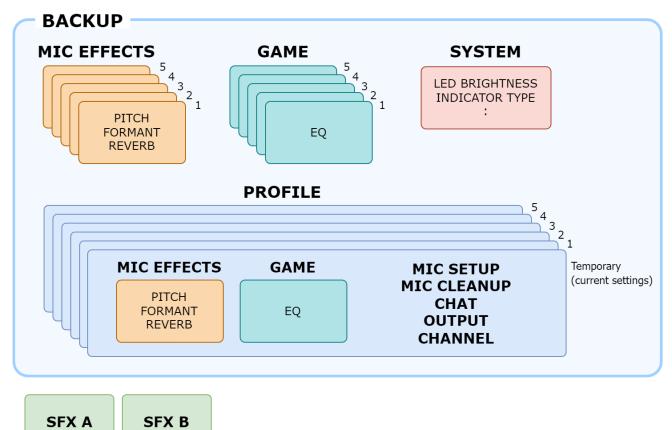
. . . . . . . . . . . . . . . .

- Contents that are backed up
- Backing up
- Restoring

### Contents that are backed up

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

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



## Backing up

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

| MIC SETUP<br>MIC CLEANUP<br>MIC CLEANUP<br>MIC EFFECTS<br>GAME<br>CHAT<br>UEVEL<br>CHAT<br>UEVEL<br>CHAT<br>UEVEL<br>TIMEL OOO<br>TIMEL OOOO<br>TIMEL OOO<br>TIMEL OOO<br>TIM | BRIDGE CAST   |                  |             |
|--|---------------|------------------|-------------|
| MIC EFFECTS<br>GAME<br>INDICATOR TYPE<br>CHAT<br>UTPUT<br>INVEL OOO<br>FIRMWARE VERSION<br>1.03 (102)<br>SYSTEM<br>UPDATE<br>EXTORE<br>FACTORY RESET<br>LEVEL<br>FACTORY RESET   | MIC SETUP     | LED BRIGHTNESS   | PHONES GAIN |
| MIC EFFECTS<br>GAME<br>CHAT<br>UUTPUT<br>UNDICATOR TYPE<br>LEVEL<br>FIRMWARE VERSION<br>1.03 (102)<br>SYSTEM<br>UPDATE<br>EXTORE<br>FACTORY RESET<br>LEVEL<br>FACTORY RESET  | MIC CLEANUP   | 7                |             |
| CAME<br>CHAT LEVEL<br>UTPUT<br>UTVIEL OOO<br>FIRMWARE VERSION<br>1.03 (102)<br>UPDATE<br>DATE<br>EXTERNED<br>LEVEL<br>LEVEL<br>LEVEL   | MIC EFFECTS   |                  |             |
| CHAI METER   OUTPUT FIRMWARE VERSION   1.03 (102)   SYSTEM UPDATE     2     BACKUP   RESTORE     FACTORY RESET     LEVEL   | GAME          | INDICATOR TYPE   |             |
| Image: Street stree  | CHAT          |                  |             |
| 1.03 ( 102 )         SYSTEM         1.03 ( 102 )         UPDATE         2         BACKUP         RESTORE         FACTORY RESET         FACTORY RESET   | OUTPUT        |                  |             |
| SYSTEM UPDATE<br>2 BACKUP RESTORE<br>FACTORY RESET<br>LEVEL  |               | FIRMWARE VERSION |             |
|  |               | 1.03 ( 102 )     |             |
|  | SYSTEM        | UPDATE           |             |
|  |               |                  |             |
|  | (2)           | BACKUP RESTORE   |             |
|  |               |                  |             |
|  | -0 0 0 0 🚉 o, | FACTORY RESET    |             |
|  |               |                  |             |
| METER  |               |                  |             |
|  | METER         |                  |             |

2. In the Save dialog box, name the file and specify the save destination, and click the [Save] button.

| Save   |     |        |              |             | ×  |
|--|-----|--------|--------------|-------------|----|
| $\leftarrow$ $\rightarrow$ $\checkmark$ $\uparrow$ 🗎 $\Rightarrow$ This PC $\Rightarrow$ Documents $\Rightarrow$   | ~   | ē      | ,            | h Documents |    |
| Organize 👻 New folder  |     |        |              | · · · ·     | ?  |
| This PC Name   | Da  | ite mo | dified       | Туре        | -  |
| 3D Objects   | 6/2 | 27/202 | 2 3:29 PM    | File folder |    |
| Desktop  | 8/3 | 26/202 | 2 10:56 AM   | File folder |    |
| 🛱 Documents  | 6/3 | 3/2022 | 10:12 PM     | File folder |    |
| Downloads  | 6/3 | 22/202 | 2 1:25 PM    | File folder |    |
| Music  | 8/  | 5/2022 | 2:14 PM      | File folder |    |
| and the second sec | 5/  | 16/202 | 2 9:08 PM    | File folder |    |
| Fictures V K   |     |        |              |             | >  |
| File name: Untitled.brdgcBackup  |     |        |              |             | ~  |
| Save as type: BACKUP file(*.brdgcBackup)   |     |        |              |             | ~  |
|  |     |        |              |             |    |
| ∧ Hide Folders   |     |        | <u>S</u> ave | Canc        | el |
|  |     |        |              |             |    |

This backs up the file (.brdgcBackup).

## Restoring

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

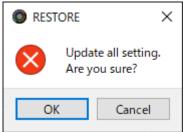
1. On the menu screen, click the "SYSTEM" tab and then click the [RESTORE] button.

| BRIDGE CAST             |                  |                   |
|-------------------------|------------------|-------------------|
| MIC SETUP               | LED BRIGHTNESS   | PHONES GAIN       |
| MIC CLEANUP             | 7                | NORMAL<br>BOOST 1 |
| MIC EFFECTS             |                  | BOOST 2           |
| GAME                    | INDICATOR TYPE   |                   |
| СНАТ                    | LEVEL METER      |                   |
| OUTPUT                  |                  |                   |
|                         | FIRMWARE VERSION |                   |
| SYSTEM                  | UPDATE           |                   |
| · • • • • • • • • • • • |                  |                   |
|                         | FACTORY RESET    |                   |
| LEVEL<br>METER          |                  |                   |

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

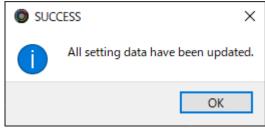
| LOAD FILE       |   |                    | ×                       |
|-----------------|---|--------------------|-------------------------|
| ← → • ↑ 🖺       | > This PC > Documents                           | ✓ <sup>™</sup>     | ch Documents            |
| Organize 🔻 🛛 Ne | w folder  |                    | EE 🕶 🔲 😮                |
| 💻 This PC       | ^ Name  | Date modified      | Туре                    |
| 🧊 3D Objects    | COMPANY AND | 8/26/2022 10:56 AM | File folder             |
| 📃 Desktop       | (1996), Transaction (1996) and                  | 6/3/2022 10:12 PM  | File folder             |
| 🔮 Documents     | contract designation                            | 6/22/2022 1:25 PM  | File folder             |
| Downloads       | CONT. AND THE                                   | 8/5/2022 2:14 PM   | File folder             |
| Music           | CONT. Marking                                   | 5/16/2022 9:08 PM  | File folder             |
| Pictures        | BRIDGE_CAST_11-23-2022.brdgcBackup              | 11/23/2022 8:05 PM | BRDGCBACKUP File 🗸      |
| Fictures        | v c   |                    | >                       |
|                 | File name: BRIDGE_CAST_11-23-2022.brdgcBackup   | ~ BACKUP           | file(*.brdgcBackup) 🛛 🗸 |
|                 |   | <u>O</u> pe        | n Cancel                |

### A confirmation message appears.



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

A confirmation message appears after the data has been restored.



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

## Restoring the Factory Settings (Factory Reset)

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

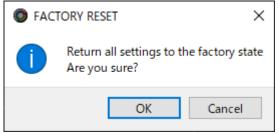
\* When you execute a factory reset, all of the settings except for the sound effects (SFX A, SFX B) are restored to their factory settings. We recommend that you back up any important settings beforehand that you may have made.

For details on how to back up the data, refer to "Backing Up/Restoring the Settings on This Unit(P.62)".

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

| BRIDGE CAST    |                  |         |                   |
|----------------|------------------|---------|-------------------|
| MIC SETUP      | LED BRIGHTNESS   |         | PHONES GAIN       |
| MIC CLEANUP    |                  | 7       | NORMAL<br>BOOST 1 |
| MIC EFFECTS    |                  |         | BOOST 2           |
| GAME           | INDICATOR TYPE   |         |                   |
| CHAT           | LEVEL<br>METER   |         |                   |
| OUTPUT         |                  |         |                   |
|                | FIRMWARE VERSION |         |                   |
|                | 1.03 ( 102 )     |         |                   |
| SYSTEM         | UPC              | DATE    |                   |
|                |                  |         |                   |
|                | ВАСКИР           | RESTORE |                   |
|                | FACTOR           | Y RESET |                   |
| LEVEL<br>METER |                  |         |                   |
|                |                  |         |                   |

A confirmation message appears.



To cancel, click the [Cancel] button.

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

A confirmation message appears after the factory reset is finished.

| SUCC | SUCCESS ×                               |  |  |
|------|---|--|--|
| 1    | All setting data have been initialized. |  |  |
|      | ОК                                      |  |  |

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

## Other Settings

These are the settings for the brightness of the indicators on the BRIDGE CAST as well as for what the level meters display.

| BRIDGE CAST |                  |                    |
|-------------|------------------|--------------------|
|             | LED BRIGHTNESS   | PHONES GAIN        |
| MIC CLEANUP | 7                | NORMAL<br>BOOST 1  |
| MIC EFFECTS |                  | BOOST 1<br>BOOST 2 |
| GAME        | INDICATOR TYPE   |                    |
| CHAT        | LEVEL<br>METER   |                    |
| OUTPUT      |                  |                    |
|             | FIRMWARE VERSION |                    |
| FILE        | 1.03 ( 102 )     |                    |
| SYSTEM      | UPDATE           |                    |
|             |                  |                    |
|             | BACKUP           |                    |
|             | FACTORY RESET    |                    |
|             |                  |                    |
| LEVEL       |                  |                    |
|             |                  |                    |
|             |                  |                    |

### 1. On the menu screen, click the "SYSTEM" tab and set the parameters in the respective menus.

| Menu            | Value              | Explanation  |
|-----------------|--------------------|--|
| LED BRIGHTNESS  | 0–7                | <ul> <li>Adjusts the brightness of all indicators.</li> <li>* Even with the minimum setting of "0", the indicators do not go completely dark.</li> <li>* In <u>save mode(P.7)</u>, the indicator brightness is limited. When in this mode, the brightness does not go above a certain level even when you increase the setting.</li> </ul> |
|                 | Sets what          | is shown by the CH 1–4 level meters.   |
| INDICATOR TYPE  | LEVEL              | The volume is always shown.  |
|                 | METER              | The level meters operate as a level meter that shows the input levels for each channel.<br>The volume is shown instead when you operate the CH [1]–[4] knobs on this unit.   |
|                 | Normal             | When this is set to "Boost 1" or "Boost 2", this amplifies the headphone volume.   |
|                 | Boost 1<br>Boost 2 | dB Boost 2   |
| PHONES GAIN     |                    | Boost 1<br>Normal  |
| [UPDATE] button | -                  | Updates the system program of the BRIDGE CAST. Click the [UPDATE] button and operate by following the instructions shown.  |

## 📕 🖬 Appendix 📕 🖬 🖿

Removing and Attaching the Faceplate of This Unit(P.69)

Main Specifications(P.71)

Mixer Block Diagram (PC)(P.72)

Mixer Block Diagram (CONSOLE/MOBILE)(P.73)

## Removing and Attaching the Faceplate of This Unit

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

### NOTE

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

### What you'll need

Hex wrench (1.5 mm, commercially available)

## Removing the faceplate

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



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



3. Remove the faceplate.

## Attaching the faceplate

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

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

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. . .

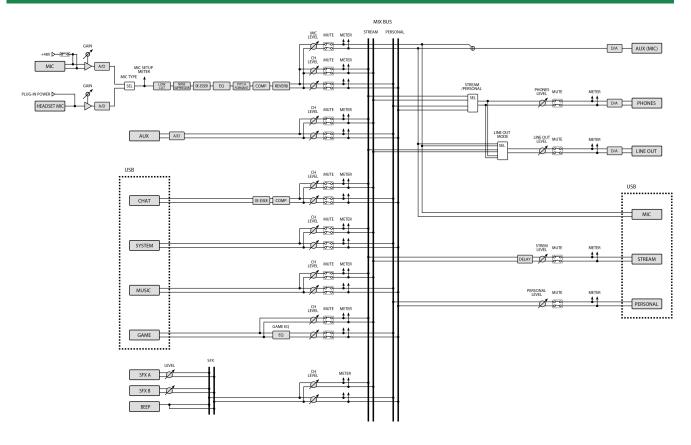
**11 11** 

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

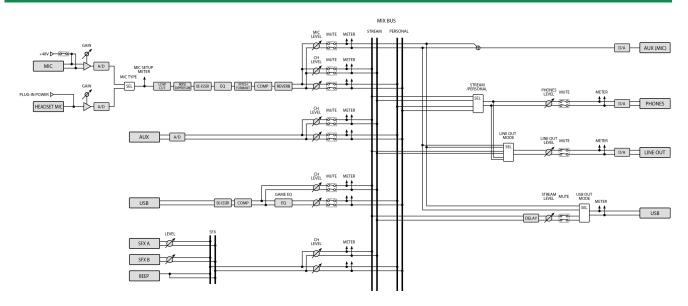
# Main Specifications

| MIC<br>AUX<br>CHAT (*1)<br>GAME (*1)<br>MUSC (*1)<br>SYSTEM (*1)<br>USS (*2)<br>(*1) When the USB port connection setting is *PC*<br>(*2) When the USB port connection setting is *CONSOLE/MOBILE*<br>UNR COUT<br>PHONES<br>MC (*3)<br>USS (*4)<br>(*3) When the USB port connection setting is *PC*<br>(*4) When the USB port connection setting is *PC*<br>(*4) When the USB port connection setting is *CONSOLE/MOBILE*<br>MC (*3)<br>USS (*4)<br>(*3) When the USB port connection setting is *CONSOLE/MOBILE*<br>(*4) With the USB port USB Type-C<br>(*4) With the USB port USB Type-C<br>(*4) With the USB Type-C<br>(*4) With the USB Type-C<br>(*4) With the USB Type-C<br>(*5) When the USB Type-C<br>(*4) With the USB Type-C<br>(*4) With the USB Type-C<br>(*4) With the USB Type-C<br>(*4) When the USB Type-C<br>(*4) With the USB Type-C<br>(*4) When the USB Type-C<br>(*4) With the USB Type-C<br>(*5) With the |                   |  |   |
|---|-------------------|--|---|
| PHONES<br>MIC (*3)           Output Channel         PHONES<br>STREAM (*3)<br>USB (*4)           PERSONAL (*3)<br>USB (*4)         Visite of connection setting is *CC**<br>(*4) When the USB port connection setting is *CONSOLE/MOBILE**           MC jack         XLR type (Phantom power DC 48 V, 6 mA Max)           PHONEST         Stereo miniature phone type (TRS)           LINE OUT jack         Stereo miniature phone type (TRS)           Signal Processing         41.1 KH.2 & kHz, 20 kHz           Frequency         MIC         Voice Charger, Noise Suppressor, Compressor, Equalizer, De-esser, Reverb, Low           Cut         Cut         Cut         Cut           Effects         MIC         Voice Charger, Noise Supprescor, Compressor, Equalizer, De-esser, Reverb, Low  | Input Channel     | AUX<br>CHAT (*1)<br>GAME (*1)<br>MUSIC (*1)<br>SYSTEM (*1)<br>USB (*2)<br>(*1) When the USB por<br>(*2) When the USB por |   |
| PHONES/HEADSET         Stereo miniature phone type (CTIA, PLUG-IN power)<br>jack           AUX jack         Stereo miniature phone type (TRRS)           LINE OUT jack         Stereo miniature phone type (TRRS)           USB DC 5V port         USB Type-C           Audio Mixing Bus         2 (STREAM MIX, PERSONAL MIX)           Sampling         44.11 kHz, 48 kHz, 96 kHz           Frequency         AD/DA         24 bits           Internal Processing         Internal Processing         32-bit Floating point           MIC         Voice Changer, Noise Suppressor, Compressor, Equalizer, De-esser, Reverb, Low<br>Cut         MIC           Effects         CHAT         De-esser, Compressor         GAME           Mutio File Player         Number of tracks         2           Audio File Player         Number of tracks         2           AUX         -05 dBu (Maximum: +1.5 dBu)         MIC           HEADSET MIC         -58.5-10.5 dBu (Maximum: +3.6 dBu)           AUX         -10 dBu (Maximum: +2 dBu)           MUC         -34 kG           MUX         -10 dBu (Maximum: +2 dBu)           MUX         10 kQ           Autio File Player         AUX           Nux         10 kQ           AUX         -10 dBu (Maximum: +1.5 dBu) <tr< th=""><th>Output Channel</th><th>PHONES<br/>MIC (*3)<br/>STREAM (*3)<br/>PERSONAL (*3)<br/>USB (*4)<br/>(*3) When the USB por<br/>(*4) When the USB por</th><th>rt connection setting is "CONSOLE/MOBILE"</th></tr<>  | Output Channel    | PHONES<br>MIC (*3)<br>STREAM (*3)<br>PERSONAL (*3)<br>USB (*4)<br>(*3) When the USB por<br>(*4) When the USB por         | rt connection setting is "CONSOLE/MOBILE"   |
| Sampling<br>Frequency       44.1 kHz, 48 kHz, 96 kHz         Signal Processing       AD/DA       24 bits         MIC       Voice Changer, Noise Suppressor, Compressor, Equalizer, De-esser, Reverb, Low<br>Cut         Effects       CHAT       De-esser, Compressor         GAME       Equalizer         STREAM       Delay         Number of tracks       2         Data Formats       WAV (Linear PCM, 48 kHz, 16 bits, stereo/mono)         Maximum Time       5 seconds/track         MIC       -85.5-10.5 dBu (Maximum: +1.5 dBu)         Handot File Player       MIC         Number of tracks       2         Audio File Player       MIC         Maximum Time       5 seconds/track         MIX       -10 dBu (Maximum: +1.5 dBu)         HEADSET MIC       -3.4 kΩ         AUX       10 dBu (Maximum: +2 dBu)         AUX       10 kΩ         UINE OUT       -4 dBu (Maximum: +1 dBu)         PHONES/HEADSET       -1 dBu (Maximum: +1 dBu)         PHONES/HEADSET       10 kΩ         UINE OUT       1 kΩ         PHONES/HEADSET       10 Ω         USB AC adaptor (commercially available)       *         *       Use an USB AC adaptor that can supply 5 V, 1.0 A or more.   |                   | PHONES/HEADSET<br>jack<br>AUX jack<br>LINE OUT jack<br>USB port<br>USB DC 5V port  | Stereo miniature phone type (CTIA, PLUG-IN power) Stereo miniature phone type (TRRS) Stereo miniature phone type (TRS) USB Type-C° USB Type-C |
| Frequency         AD/DA         24 bits           Signal Processing         AD/DA         24 bits           Internal Processing         32-bit Floating point           MIC         Voice Changer, Noise Suppressor, Compressor, Equalizer, De-esser, Reverb, Low<br>Cut           Effects         CHAT         De-esser, Compressor           GAME         Equalizer           STREAM         Delay           Number of tracks         2           Audio File Player         Data Formats         WAV (Linear PCM, 48 kHz, 16 bits, stereo/mono)           Maximum Time         5 seconds/track            MIC         -85.5-10.5 dBu (Maximum: +1.5 dBu)           Input Level         HEADSET TMIC         -58.5-20.5 dBu (Maximum: +3.5 dBu)           AUX         -10 dBu (Maximum: +2 dBu)            MIC         34 kΩ            MIC OUT         1.3 kΩ            AUX         10 kΩ            PHONES/HEADSET         78 mW +78 mW (32 Ω)           PHONES/HEADSET         78 mW +78 mW (32 Ω)           PHONES/HEADSET         10 Ω           VDB Ac adaptor (commercially available)         *           *         Use an USB AC adaptor that can supply 5 V, 1.0 A or more.           Curren  | Audio Mixing Bus  | 2 (STREAM MIX, PERSC   | DNAL MIX)   |
| Frequency           Signal Processing         AD/DA         24 bits<br>Internal Processing         32-bit Floating point           Effects         MIC         Voice Changer, Noise Suppressor, Compressor, Equalizer, De-esser, Reverb, Low<br>Cut           Effects         CHAT         De-esser, Compressor           GAME         Equalizer           STREAM         Delay           Number of tracks         2           Data Formats         WAV (Linear PCM, 48 kHz, 16 bits, stereo/mono)           Maximum Time         5 seconds/track           MIC         -85.5-10.5 dBu (Maximum: +1.5 dBu)           Input Level         HEADSET MIC         -58.5-20.5 dBu (Maximum: +2.5 dBu)           MIC         34 kQ         HEADSET MIC         1.3 kQ           AUX         10 dBu (Maximum: +2 dBu)         HEADSET MIC         1.3 kQ           AUX         10 kQ         AUX         10 kQ           Output Level         HEADSET         71 dBu (Maximum: +11 dBu)           PHONES/HEADSET         78 mW +78 mW (32 Q)         PHONES/HEADSET           PHONES/HEADSET         10 xQ         PHONES/HEADSET         10 xQ           VDE Ada daptor (commercially available)         *         W use an USB AC adaptor that can supply 5 V, 1.0 A or more.           Current Draw <td< th=""><th>Sampling</th><th>44.1 kHz, 48 kHz, 96 kH</th><th>łz</th></td<>  | Sampling          | 44.1 kHz, 48 kHz, 96 kH  | łz  |
| Signal Processing         AD/DA         24 bits           Internal Processing         32-bit Floating point         32-bit Floating point           Effects         CHAT         De-esser, Compressor, Compressor, Equalizer, De-esser, Reverb, Low<br>Cut           Effects         CHAT         De-esser, Compressor           GAME         Equalizer         STREAM         Delay           Number of tracks         2         Data Formats         WAV (Linear PCM, 48 kHz, 16 bits, stereo/mono)           Maximum Time         5 seconds/track         MilC         -85.5-10.5 dBu (Maximum: +1.5 dBu)           Input Level         MIC         -85.5-10.5 dBu (Maximum: +2.5 dBu)         MIC           AUX         -10 dBu (Maximum: +2.6 dBu)         MIC         3.4 kΩ           Input Impedance         HEADSET MIC         1.3 kΩ         AUX         10 kΩ           MIC         3.4 kΩ         HEADSET MIC         1.3 kΩ           PHONES/HEADSET         -1 dBu (Maximum: +8 dBu)         PHONES/HEADSET         PHONES/HEADSET           Vutput Level         PHONES/HEADSET         78 mW +38 mW (32 Ω)         PHONES/HEADSET         PHONES/HEADSET           VUSB bus power         USB AC adaptor (commercially available)         *         USB BAC adaptor that can supply 5 V, 1.0 A or more.           Current Draw   |                   |  |   |
| Effects         MiC         S2-0it Ploating Doint           CHAT         De-esser, Compressor         GaME           GAME         Equalizer         STREAM           STREAM         Delay         Number of tracks           Audio File Player         Number of tracks         2           Data Formats         WAV (Linear PCM, 48 kHz, 16 bits, stereo/mono)           Maximum Time         5 seconds/track           MIC         -85.5-10.5 dBu (Maximum: +1.5 dBu)           HEADSET MIC         -85.5-20.5 dBu (Maximum: -8.5 dBu)           AUX         -10 dBu (Maximum: +2 dBu)           MIC         3.4 kΩ           Input Impedance         HEADSET MIC           HEADSET MIC         1.3 kΩ           AUX         10 kΩ           Ubit VL tevel         PHONES/HEADSET           PHONES/HEADSET         78 mW + 78 mW (32 Ω)           PHONES/HEADSET         78 mW + 78 mW (32 Ω)           PHONES/HEADSET         1 kΩ           <   |                   |  |   |
| Audio File PlayerNumber of tracks2Data FormatsWAV (Linear PCM, 48 kHz, 16 bits, stereo/mono)Maximum Time5 seconds/trackMaximum Time5 seconds/trackMIC-85.5-10.5 dBu (Maximum: +1.5 dBu)HEADSET MIC-58.5-20.5 dBu (Maximum: -8.5 dBu)AUX-10 dBu (Maximum: +2 dBu)MIC3.4 kQHEADSET MIC1.3 kQAUX10 kQLINE OUT-4 dBu (Maximum: +8 dBu)PHONES/HEADSET-1 dBu (Maximum: +11 dBu)PHONES/HEADSET78 mW +78 mW (32 Q)PHONES/HEADSET35 mW + 35 mW (32 Q)PHONES/HEADSET10 QUsb us powerUSB bus powerVUSB AC adaptor (commercially available)*Use an USB AC adaptor that can supply 5 V, 1.0 A or more.Current Draw5 V DC, 900 mADimensions222 (W) x 110 (D) x 70 (H) mm<br>$8.7 (W) x 4.3 (D) x 2.8 (H) inchesWeight450 g1 lbAccessoriesLeaflet "Read Me First"$   | Effects           | CHAT<br>GAME   | Cut<br>De-esser, Compressor<br>Equalizer  |
| $\begin{tabular}{ c c c c c } \hline HEADSET MIC & -58.5-20.5 dBu (Maximum: -8.5 dBu) \\ \hline AUX & -10 dBu (Maximum: +2 dBu) \\ \hline AUX & -10 dBu (Maximum: +2 dBu) \\ \hline HEADSET MIC & 1.3 k\Omega \\ \hline AUX & 10 k\Omega \\ \hline UINE OUT & 1.3 k\Omega \\ \hline AUX & 10 k\Omega \\ \hline HEADSET MIC & 1.3 k\Omega \\ \hline AUX & 10 k\Omega \\ \hline HEADSET MIC & 1.3 k\Omega \\ \hline AUX & 10 k\Omega \\ \hline HEADSET T I & 0 k\Omega (Maximum: +8 dBu) \\ \hline PHONES/HEADSET & -1 dBu (Maximum: +11 dBu) \\ \hline PHONES/HEADSET & 78 mW +78 mW (32 \Omega) \\ \hline PHONES/HEADSET & 35 mW + 78 mW (250 \Omega) \\ \hline HONES/HEADSET & 35 mW + 35 mW (250 \Omega) \\ \hline Output Impedance \\ \hline PHONES/HEADSET & 10 \Omega \\ \hline USB bus power \\ \hline USB AC adaptor (commercially available) \\ * Use an USB AC adaptor that can supply 5 V, 1.0 A or more. \\ \hline Current Draw & 5 V DC, 900 mA \\ \hline Dimensions \\ \hline 222 (W) x 110 (D) x 70 (H) mm \\ 8.7 (W) x 4.3 (D) x 2.8 (H) inches \\ \hline Weight \\ \hline Accessories & Leaflet "Read Me First" \\ \hline \end{tabular}$  | Audio File Player | Data Formats   | WAV (Linear PCM, 48 kHz, 16 bits, stereo/mono)  |
| $\begin{tabular}{ c c c c c c } \hline \end{tabular} MIC & 3.4 k\Omega \\ \hline \end{tabular} HEADSET MIC & 1.3 k\Omega \\ \hline \end{tabular} AUX & 10 k\Omega \\ \hline \end{tabular} LiNE OUT & -4 dBu (Maximum: +8 dBu) \\ \hline \end{tabular} PHONES/HEADSET & -1 dBu (Maximum: +11 dBu) \\ \hline \end{tabular} PHONES/HEADSET & 78 mW + 78 mW (32 \Omega) \\ \hline \end{tabular} PHONES/HEADSET & 35 mW + 35 mW (250 \Omega) \\ \hline \end{tabular} Output Impedance & \\ \hline \end{tabular} USB bus power \\ \hline \end{tabular} Power & \\ \hline \end{tabular} USB bus power \\ \hline \end{tabular} USB bus power \\ \hline \end{tabular} USB AC adaptor (commercially available) \\ & * Use an USB AC adaptor that can supply 5 V, 1.0 A or more. \\ \hline \end{tabular} Current Draw & 5 VDC, 900 mA \\ \hline \end{tabular} Dimensions & 222 (W) x 110 (D) x 70 (H) mm \\ 8.7 (W) x 4.3 (D) x 2.8 (H) inches \\ \hline \end{tabular} Weight & 450 g \\ 1 \ lb & \\ \hline \end{tabular} Accessories & Leaflet "Read Me First" \\ \hline \end{tabular}$   | Input Level       | HEADSET MIC  | -58.5–20.5 dBu (Maximum: -8.5 dBu)  |
| Output LevelPHONES/HEADSET<br>PHONES/HEADSET<br>PHONES/HEADSET<br>35 mW + 78 mW (32 Ω)<br>PHONES/HEADSET<br>PHONES/HEADSET<br>35 mW + 35 mW (250 Ω)Output ImpedanceLINE OUT<br>PHONES/HEADSET<br>10 ΩPowerUSB bus power<br>USB AC adaptor (commercially available)<br>* Use an USB AC adaptor that can supply 5 V, 1.0 A or more.Current Draw5 V DC, 900 mADimensions222 (W) x 110 (D) x 70 (H) mm<br>8.7 (W) x 4.3 (D) x 2.8 (H) inchesWeight450 g<br>1 lbAccessoriesLeaflet "Read Me First"   | Input Impedance   | MIC<br>HEADSET MIC   | 3.4 kΩ       1.3 kΩ   |
| Output Impedance         PHONES/HEADSET         10 Ω           USB bus power         USB bus power           USB AC adaptor (commercially available)         *         Use an USB AC adaptor that can supply 5 V, 1.0 A or more.           Current Draw         5 V DC, 900 mA         222 (W) x 110 (D) x 70 (H) mm         8.7 (W) x 4.3 (D) x 2.8 (H) inches           Weight         450 g         1 lb         Accessories         Leaflet "Read Me First"   | Output Level      | PHONES/HEADSET<br>PHONES/HEADSET   | -1 dBu (Maximum: +11 dBu)<br>78 mW + 78 mW (32 Ω)   |
| PowerUSB AC adaptor (commercially available)<br>* Use an USB AC adaptor that can supply 5 V, 1.0 A or more.Current Draw5 V DC, 900 mADimensions222 (W) x 110 (D) x 70 (H) mm<br>8.7 (W) x 4.3 (D) x 2.8 (H) inchesWeight450 g<br>1 lbAccessoriesLeaflet "Read Me First"   | Output Impedance  |  |   |
| Dimensions         222 (W) x 110 (D) x 70 (H) mm<br>8.7 (W) x 4.3 (D) x 2.8 (H) inches           Weight         450 g<br>1 lb           Accessories         Leaflet "Read Me First"   | Power             | USB AC adaptor (comr   |   |
| Dimensions         222 (W) x 110 (D) x 70 (H) mm<br>8.7 (W) x 4.3 (D) x 2.8 (H) inches           Weight         450 g<br>1 lb           Accessories         Leaflet "Read Me First"   | Current Draw      | 5 V DC 900 mA  |   |
| 8.7 (W) x 4.3 (D) x 2.8 (H) inches           Weight         450 g<br>1 lb           Accessories         Leaflet "Read Me First"   |                   | · ·  |   |
| Weight       450 g<br>1 lb         Accessories       Leaflet "Read Me First"  | Dimensions        |  |   |
|   | Weight            | 450 g  | H) inches   |
| USB 2.0 Type-C to Type-A Cable (2 m, 6.5 feet)  | Accessories       | USB 2.0 Type-C to Type   | e-C Cable (2 m, 6.5 feet)   |

## Mixer Block Diagram (PC)



## Mixer Block Diagram (CONSOLE/MOBILE)



### **Owner's Manual**

03

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