Getting Ready .............................................. 2
Connecting the Equipment .......................... 2
Turning the Power On ................................... 3
Specify the Type of Amplifier You Have Connected ........ 3
Adjusting the Volume ..................................... 3
Using the Tuner ........................................... 3
Tuner Settings ............................................ 3

Playing ....................................................... 4
Selecting a Patch ......................................... 4
About the Play Screen ................................. 4
Selecting the Control Mode .......................... 5
Using the GT-1000CORE with a Bass Guitar .......... 5

Editing: Effects .......................................... 6
Basic Procedure for Effect Editing .................... 6
Effect Placement ......................................... 6
Using STOMPBOX ....................................... 7
Editing the STOMPBOX ................................. 7
Reading STOMPBOX Settings into a Patch .......... 7
Writing Patch Settings into a STOMPBOX .......... 8
Saving a Patch ........................................... 8

Editing: MENU .......................................... 9
Basic MENU Operations ................................ 9
Assigning Favorite Parameters to [1]–[5] Knobs ...... 9
Adjusting the Contrast (Brightness) of the Display .... 9
Restoring the Factory Default Settings (Factory Reset) .. 10
Turning Off the Auto Off Function ................. 10
Using the Metronome .................................. 10

Connecting to a Computer ............................ 11
Installing the USB Driver .............................. 11
Using the GT-1000CORE as an Audio Interface ...... 11

Connecting with an External MIDI Device ............ 12
Operations from the GT-1000CORE ................ 12
Operations from an External MIDI Device .......... 12

Footswitch and Expression Pedal Settings ............ 13
Assigning a Function .................................... 13
Making Assignments from the Effect Edit Screen (Quick Assign) ........... 13
Connecting External Pedals .......................... 14

Looper ...................................................... 15
Assigning Looper Functions to Switches ............... 15
Loop Playback Level Setting .......................... 15
Switch Color ............................................ 15

Main Specifications .................................... 16

USING THE UNIT SAFELY ............................. 16

IMPORTANT NOTES .................................... 17

Before using this unit, carefully read “USING THE UNIT SAFELY” and “IMPORTANT NOTES” (leaflet “USING THE UNIT SAFELY” and Owner’s Manual (p. 16, 17)). After reading, keep the document(s) where it will be available for immediate reference.

© 2020 Roland Corporation

Owner’s Manual (this document)
Read this first. It explains the basic things you need to know in order to use the GT-1000CORE.

PDF Manual (download from the Web)
- Parameter Guide
  This explains all parameters of the GT-1000CORE.
- Sound List
  This is a list of the sounds built into the GT-1000CORE.
- MIDI Implementation
  This is detailed information about MIDI messages.

To obtain the PDF manual
1. Enter the following URL in your computer.
   http://www.boss.info/manuals/

2. Choose “GT-1000CORE” as the product name.
Getting Ready

Connecting the Equipment

SEND (1, 2)/RETURN (1, 2) jacks
Connect an external effect processor here.
You can also use the SEND (1, 2)/RETURN (1, 2) jacks as SEND (L, R)/RETURN (L, R) jacks for connecting a stereo effect unit.
You can also use the SEND (1, 2) jacks as SUB OUT jacks, and use the RETURN jacks as AUX IN jacks.
For details on the parameter, refer to "GT-1000CORE Parameter Guide" (PDF).

OUTPUT jack
Connect these to your guitar amp, mixer, or headphones (sold separately).
* If using a mono connection, use only the R/MONO jack.
* Connect your headphones to the L/PHONES jack. If you're using headphones, don't connect anything to R/MONO jack.
* Only the OUTPUT signal is output from the headphones. The SUB OUT signal is not output. For details, refer to "GT-1000CORE Parameter Guide" (PDF).

DC IN jack
Connect the included AC adaptor here.
* The DC IN jack also serves as the power switch. Power is turned on whenever a plug is inserted into the DC IN jack, and is turned off when the plug is disconnected.

INPUT R/MONO, L jacks
Connect your guitar or the output of another effect unit. If you are inputting in mono, use only the R/MONO jack.

Ground Terminal
* Connect this to an external earth or ground if necessary.

Rear Panel

Output
* 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.

NOTE
While the display indicates "SAVING..." data is being saved. Do not turn off the power during this time.

USB COMPUTER port
Use a USB cable to connect to a computer and exchange audio/MIDI data between the GT-1000CORE and the computer (p. 11).

CTL2, 3/EXP 1 jack, CTL4, 5/EXP 2 jack
You can control various parameters by connecting an expression pedal (EV-30, Roland EV-5: sold separately) or a footswitch (FS-5U, FS-6, FS-7: sold separately).
* For details on the settings, refer to "Footswitch and Expression Pedal Settings" (p. 13).
* Use the CTL4, 5/EXP 2 jack to switch the channels of your guitar amp. For details, refer to "GT-1000CORE Parameter Guide" (PDF).
* Use only the specified expression pedal. By connecting any other expression pedals, you risk causing malfunction and/or damage to the unit.

Connecting the Equipment

1. Turn down the volume of the connected device.
2. Connect your equipment to the OUTPUT jack(s).
3. Connect your guitar, etc.
4. Turning the power on.
5. Turn on the power of the amp(s).

Side Panel (Left)

MIDI IN/OUT jacks
Connect an external MIDI device here.
( p. 12)
* Use a TRS/MIDI connecting cable (sold separately: BMIDI-5-35) to connect an external MIDI device.
* Do not connect an audio device here. Doing so will cause malfunctions.

Connecting the Equipment

Attach the Rubber Feet
You can attach the rubber feet (included) if necessary.
Attach them in the locations shown in the illustration.
* Using the unit without rubber feet may damage the floor.
* When turning the unit over, be careful so as to protect the buttons and knobs from damage. Also, handle the unit carefully; do not drop it.
Getting Ready

In this manual, the order of the MENU operations is written as follows.

**Example**
Press the [MENU] button.
Use the [3] knob to select "IN/OUT SETTING."
Use the [1] knob to select "INPUT."

Choose [MENU] → "IN/OUT SETTING" → "INPUT."

### Turning the Power On

Turn the power on in the order of steps 1–5.
To turn the power off, reverse the order.

### Specify the Type of Amplifier You Have Connected

1. Choose [MENU] → "IN/OUT SETTING" → "OUTPUT SELECT."

The menu screen appears.

2. Turn knob [SELECT] to select the type of amp.

For details on the amp types, refer to the "GT-1000CORE Parameter Guide" (PDF).

**MEMO**
If you are using the AIRD PREAMP of the GT-1000CORE, we recommend that in order to take full advantage of its characteristics, you connect to an input that is not affected by a preamp, such as the RETURN jack, rather than using the guitar input jack that is affected by the preamp of the guitar amp.

### Adjusting the Volume

Use [OUTPUT LEVEL] knob to adjust the overall volume of the GT-1000CORE.

### Using the Tuner

The GT-1000CORE is equipped with a conventional monophonic tuner which lets you tune your instrument one string at a time, and a polyphonic tuner which lets you play and tune all of your open strings simultaneously.

#### Tuner Settings

To make tuner settings, use knobs [1]–[6] located below the display.

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Value</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>[1] <strong>MODE</strong> (TUNER MODE)</td>
<td>NORMAL, STREAM</td>
<td>Specifies the meter display method for the monophonic tuner.</td>
</tr>
<tr>
<td>[3] OUTPUT</td>
<td>MUTE</td>
<td>While tuning, the sound of the guitar being input to the GT-1000CORE will be output without change. All effects will be off.</td>
</tr>
<tr>
<td></td>
<td>BYPASS</td>
<td>Allows you to tune while hearing the current effect sound. Only for monophonic tuner.</td>
</tr>
<tr>
<td></td>
<td>THRU</td>
<td></td>
</tr>
<tr>
<td>[4] TYPE</td>
<td>6-REG (6-REGULAR), 6-DROP D, 7-REG (7-REGULAR), 7-DROP A, 4-B REG (4-B REGULAR), 5-B REG (5-B REGULAR)</td>
<td>Selects the type of tuning for the polyphonic tuner.</td>
</tr>
<tr>
<td>[5] OFFSET</td>
<td>–5–1, ––</td>
<td>Adjusts the reference pitch of the polyphonic tuner in semitone units relative to standard tuning.</td>
</tr>
</tbody>
</table>
Playing

Selecting a Patch

A combination of effects and their settings is called a “patch.”

User patch (U001–U250)
Can be overwritten

Preset patch (P001–P250)
Cannot be overwritten, however, you can write a Preset patch into the User area, modify the settings to your needs and store your modified version in the User area.

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

   Patch
   Patch name
   Patch Number

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

About the Play Screen

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

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

Large patch number

Large patch name

Show functions assigned to switches of this unit

When the screen at left is shown, you can press the PAGE [◄] [►] buttons simultaneously to edit the functions that are assigned to the switches of the unit. Use the [SELECT] knob to select the switch that you want to edit, and then press the [SELECT] knob to select the function.

To return to the previous screen, press the PAGE [◄] [►] buttons simultaneously once again.

Show effect configuration

<table>
<thead>
<tr>
<th>Indication</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>![I]</td>
<td>Indicates the input level.</td>
</tr>
<tr>
<td>![O]</td>
<td>Indicates the output level.</td>
</tr>
<tr>
<td>![R]</td>
<td>Indicates the return level.</td>
</tr>
<tr>
<td>![R]</td>
<td>Indicates the send level.</td>
</tr>
<tr>
<td>![D]</td>
<td>Indicates the amount of compression when the compressor is operating.</td>
</tr>
<tr>
<td>![P]</td>
<td>Indicates the BPM.</td>
</tr>
<tr>
<td>![B]</td>
<td>Blinks in time with the BPM.</td>
</tr>
<tr>
<td>![T]</td>
<td>Indicates the page to which you navigate using the PAGE [◄] [►] buttons (edit screen).</td>
</tr>
</tbody>
</table>

You can change the parameters that are adjusted by knobs [1]–[5] when the play screen is shown.

For details, refer to the “Assigning Favorite Parameters to [1]–[5] Knobs” (p. 9).
Selecting the Control Mode

The control mode setting lets you choose how you want to operate the effects.

1. Choose [MENU] → “CONTROL MODE.”

2. Turn knob [SELECT] to select the control mode.

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Explanation</th>
</tr>
</thead>
</table>
| MEMORY (Memory mode) | This mode lets you recall and use the patches that are saved in the unit. Use the \[\] switch and \[\] switch to switch patches.  
* Press the \[\] switch and \[\] switch simultaneously to start the tuner.  
* Press the \[\] switch and [CTL 1] switch simultaneously to start manual mode.  
* Even in memory mode, you can select functions other than patch recall. |
| MANUAL (Manual mode) | This mode lets you use the \[\] switch and \[\] switch to operate the functions that are assigned to them by each patch or by the settings for the entire system. When you select manual mode, a portion of the PLAY screen changes.  
* Press the \[\] switch and \[\] switch simultaneously to start the tuner.  
* Press the \[\] switch and [CTL 1] switch simultaneously to select memory mode. |

Assigning the switches in manual mode

In manual mode, the functions that are assigned to \[\], \[\], and [CTL1] switches can be changed as follows.

1. Choose [MENU] → “CONTROL ASSIGN” → “CONTROL FUNCTION.”

2. Use the PAGE \[\] \[\] buttons to move to the last page.

3. Use knobs [1]–[2] to select parameters or edit the values.

Using the GT-1000CORE with a Bass Guitar

If you're using a bass guitar, turn bass mode on.

1. Press the [EFFECT] button.

The edit screen (effect chain) appears.

2. Turn knob [SELECT] to select “MST.”

3. Use the PAGE \[\] \[\] buttons to move to the last page.

4. Turn knob [2] (BS MODE) to select “ON.”

Turn ON
Basic Procedure for Effect Editing

The edit screens show the block configuration (effect chain) of all effects provided by the GT-1000CORE, as well as the output and send/return. You can edit from this effect chain display by selecting the block that you want to edit.

1. Press the [EFFECT] button.
The edit screen (effect chain) appears.

2. Turn knob [SELECT] to select the block that you want to edit.
The selected block is enclosed by a thick frame.

* By pressing knob [SELECT] you can turn the selected effect on/off. Effects that are off are shown in gray. When the effect is turned on, it is shown in white.

3. Use knobs [1]–[5] to adjust the parameters that are shown below the screen.

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

* To change a value in larger steps, turn a knob while pressing it.
* The number of parameters and pages differs depending on the effect.

Editing while viewing all parameters

From the edit screen, you can long-press knob [SELECT] to see a list of all parameters of the selected block. You can edit the parameters from this list.

Effect Placement

By moving blocks such as effects, output, and send/return, you can freely change the order in which the effects are placed, or arrange them in parallel.

Changing the placement of effects etc.

1. Press the [EFFECT] button.
The effect chain is shown.

2. Use knob [SELECT] to select the block that you want to move.

3. While pressing knob [SELECT], turn it left or right.
The selected block moves left or right.
Switching patches without interrupting the sound

The GT-1000CORE is equipped with a new type of high-speed patch switching system, allowing you to switch patches with minimal interruption of the sound. The fastest possible switching is automatically performed for each patch, and switching without interrupting the sound is also possible.

Tips for preventing interruptions in the sound

To prevent interruptions in the sound, observe the following points when you create the patches that are used before and after the switch.

- Avoid changing the position of blocks within the chain.
- Use multiple blocks when placing the effects (don't change the TYPE within the same block).
- Use parallel positioning, and switch the channel.

Example:

Switching from a clean sound that uses chorus and deep delay, to a crunch sound that uses phaser and shallow delay.

AMP 2 FX2 PH DLY 2
AMP 1 FX1 CHO DLY 1

The same chain is used for both patches, both before and after switching. The settings of the effect used before switching are placed in parallel with the settings used after switching.

Using STOMPBOX

Your preferred settings for each effect can be saved as a "STOMPBOX."

You can select these saved settings and use them to create your sound just as though you were connecting compact pedal effects. The STOMPBOX data is common to all patches; this means that all patches using the same STOMPBOX can be edited simultaneously.

1. Press the [EFFECT] button.
2. Use the [SELECT] knob to choose the effect you’re going to edit.
3. Use the PAGE [K] [J] buttons to move to the last page.
   The STOMPBOX select window appears.
5. Turn knob [SELECT] to select the STOMPBOX type.

Reading STOMPBOX Settings into a Patch

1. Press the [EFFECT] button.
2. Use the [SELECT] knob to choose the effect you’re going to edit.
3. Use the PAGE [K] [J] buttons to move to the last page.
   The STOMPBOX select window appears.
5. Turn knob [SELECT] to select the STOMPBOX type.
   The contents of the STOMPBOX are recalled into the patch. You can edit the patch without modifying the contents of the STOMPBOX.
Writing Patch Settings into a STOMPBOX

1. Press the [EFFECT] button.
2. Use the [SELECT] knob to choose the effect you're going to save.
3. Use the PAGE [◄][►] buttons to move to the last page.
6. Turn knob [1] to select the writing-destination STOMPBOX.
7. Use knobs [3]–[5] and [SELECT] knob to name the STOMPBOX.
   You can turn the [SELECT] knob to move the cursor within the name.

Reference
For details on naming the STOMPBOX, refer to “Editing a name” (p. 8).

Saving a Patch

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

1. Press the [WRITE] button.
   You can use knobs [3]–[5] and [SELECT] knob to edit the name.

Editing a name

To edit the patch name, use knob [SELECT] to move the cursor and use knob [5] to change the character.

<table>
<thead>
<tr>
<th>Controller</th>
<th>Operation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Turn the [3] knob</td>
<td>Selects the type of characters</td>
</tr>
<tr>
<td>Press the [3] knob</td>
<td>Delete one character (delete)</td>
</tr>
<tr>
<td>Turn the [4] knob</td>
<td>Switch uppercase/lowercase</td>
</tr>
<tr>
<td>Press the [4] knob</td>
<td>Insert one space (insert)</td>
</tr>
<tr>
<td>Turn the [5] knob</td>
<td>Changes the character</td>
</tr>
<tr>
<td>Turn the [SELECT] knob</td>
<td>Moves the cursor</td>
</tr>
</tbody>
</table>

4. Press the [WRITE] button once again.

The patch is written.
Basic MENU Operations

Here you can make settings that are common to the entire GT-1000CORE (system parameters).

For details on the parameter, refer to the "GT-1000CORE Parameter Guide" (PDF).

1. Press the [MENU] button.

   * You can use the PAGE [<] [>] buttons to see additional items.

2. Press a knob [1]–[5] to select the item that you want to edit. A sub-menu appears.

3. Once again press a knob [1]–[5] to select the item that you want to edit.

4. Use knobs [1]–[5] and [SELECT] knob to select parameters or edit the values.
   * The method of selecting parameters or editing values differs depending on the item. For details, refer to “GT-1000CORE Parameter Guide” (PDF).

Assigning Favorite Parameters to [1]–[5] Knobs

Here’s how to assign the parameters that are controlled by knobs [1]–[5] when the play screen (p. 4) is shown.

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

2. Use the [1]–[5] knobs to specify the parameters to be controlled by each knob.

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

Adjusting the Contrast (Brightness) of the Display

You can adjust the brightness of the display.

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

Restoring the Factory Default Settings
(Factory Reset)

Restoring the GT-1000CORE’s settings to their original factory default settings is referred to as “Factory Reset.” Not only can you return all of the settings to the values in effect when the GT-1000CORE was shipped from the factory, you can also specify the items to be reset.

* When you execute “Factory Reset,” the settings you made will be lost. Save the data you need to your computer using the dedicated software.

1. Choose [MENU] → “FACTORY RESET.”

2. Choose the type of settings to be restored to the factory default settings with knobs [1] and [5].

3. Press the [WRITE] button.

<table>
<thead>
<tr>
<th>Knob</th>
<th>Parameter</th>
<th>Value</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>[1]</td>
<td>FROM</td>
<td>SYSTEM</td>
<td>System parameter settings</td>
</tr>
<tr>
<td>[5]</td>
<td>TO</td>
<td>U001–U250</td>
<td>Settings for Patch Numbers</td>
</tr>
<tr>
<td></td>
<td></td>
<td>U001–U250</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>STOMPBOX</td>
<td>Settings for STOMPBOX</td>
</tr>
</tbody>
</table>

4. To cancel factory reset, press the [4] button. Once the Factory Reset is complete, you are returned to the Play screen.

Turning Off the Auto Off Function

The GT-1000CORE can turn off its power automatically. The power will turn off automatically when 10 hours have passed since you last played or operated the unit. The display will show a message approximately 15 minutes before the power turns off.

With the factory settings, this function is turned “ON” (power-off in 10 hours). If you want to have the power remain on all the time, turn it “OFF.”

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

2. Use the [1] knob to select “OFF.”

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

Using the Metronome

“METRONOME” is located in the second page of the menu. Use the PAGE [ ] [ ] buttons to access the second page.

Metronome display

Metronome settings

Use knobs [1]–[5] below the display to make metronome settings.

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Value</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>[1] EFFECT TEMPO</td>
<td>–</td>
<td>By pressing knob (1) you can set the metronome’s BPM to the master BPM value.</td>
</tr>
<tr>
<td>[4] OFF/ON</td>
<td>OFF, ON</td>
<td>Turns the metronome on/off.</td>
</tr>
<tr>
<td>[5] LEVEL</td>
<td>0–100</td>
<td>Specifies the volume of the metronome.</td>
</tr>
</tbody>
</table>
Connecting to a Computer

By connecting the GT-1000CORE to a computer via USB, you can do the following.

- Transmit and receive digital audio signals between the computer and the GT-1000CORE
- Edit and manage patches, and display the “GT-1000CORE Parameter Guide” (PDF) on a computer using the dedicated software
- Download patches from our dedicated BOSS TONE CENTRAL website
  ➔ http://bosstonecentral.com/
* Do not use a micro USB cable that is designed only for charging a device. Charge-only cables cannot transmit data.

Installing the USB Driver

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

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

➔ http://www.boss.info/support/

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

Using the GT-1000CORE as an Audio Interface

You can record the sound of the GT-1000CORE on your computer, or have sound from your computer be output from the OUTPUT jacks.

* For details of the audio signal flow when connected via USB and instructions on how to make settings, refer to “GT-1000CORE Parameter Guide” (PDF).
* Refer to the instruction manual for the software you are using to learn how to switch the input source of the software.

Making use of the GT-1000CORE’s dedicated software

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

➔ http://www.boss.info/support/

Using the dedicated software allows you to do the following:
- Easily download patches from our BOSS TONE CENTRAL website.
- Edit patch settings
- Name patches
- Organize patches in order and switch them around
- Back up patches and system settings, and return to the backed up settings
- Display the “GT-1000CORE Parameter Guide” (PDF) on your computer
Connecting with an External MIDI Device

On the GT-1000CORE, you can use MIDI to perform the following operations.

**Operations from the GT-1000CORE**

<table>
<thead>
<tr>
<th>Operation</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Transmit program change messages</td>
<td>When you select a patch on the GT-1000CORE, the program change message specified by PATCH MIDI is also transmitted. The external MIDI device that receives this program change message will switch to the corresponding settings.</td>
</tr>
<tr>
<td>Transmit control change messages</td>
<td>Operations of GT-1000CORE’s built-in footswitches, or footswitches or expression pedals connected to the CTL 2, 3/EXP1, and CTL 4, 5/EXP2 jacks, are transmitted as control change messages. These messages can control parameters on an external MIDI device.</td>
</tr>
</tbody>
</table>

**Operations from an External MIDI Device**

<table>
<thead>
<tr>
<th>Operation</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch patch numbers</td>
<td>When the GT-1000CORE receives a program change message from an external MIDI device, the GT-1000CORE will change patches.</td>
</tr>
<tr>
<td>Receive control change messages</td>
<td>The GT-1000CORE can receive control change messages to control a specified parameter while you perform.</td>
</tr>
<tr>
<td>Receive data</td>
<td>The GT-1000CORE can receive data that is transmitted from another GT-1000CORE unit, or data that was saved on a MIDI sequencer.</td>
</tr>
</tbody>
</table>

**Connection example**

* Use a TRS/MIDI connecting cable (sold separately: BMIDI-5-35) to connect an external MIDI device.

**Settings**

1. Choose [MENU] → “MIDI” → “MIDI SETTING.”

2. Use [1]–[6] knobs to specify the value of each parameter.

For details on MIDI, refer to “GT-1000CORE Parameter Guide)” (PDF).
Footswitch and Expression Pedal Settings

A variety of functions can be assigned each of the \([\text{I}], \text{[A]}, \text{[CTL1]}\) switches on the top panel, and expression pedals or footswitches that are connected to the rear panel CTL2, 3/EXP1 jack and side panel CTL4, 5/EXP2 jack (p. 14).

### Assigning a Function

1. Choose [MENU] → “CONTROL ASSIGN” → “CONTROL FUNCTION.”

2. Turn the [SELECT] knob or knob [1] to select the item that you want to set. Turning the knob will move the selected item vertically.

   ![Assigning Function Diagram](image)

   The settings of the selected item can now be edited.

3. Turn knobs [2]–[5] to edit the value of the item selected for each switch.

   ![Assigning Function Diagram](image)

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

### Making Assignments from the Effect Edit Screen (Quick Assign)

In the effect edit screen (p. 6), you can select an effect parameter and assign that parameter to the switch of your choice.

1. Press the [EFFECT] button.

2. Turn knob [SELECT] to select the block that you want to edit.

3. Long-press the knob [1]–[5] for the parameter that you want to assign.

   ![Assigning Function Diagram](image)

   * You can also access the assign matrix setting screen in the same way from the all-parameter list screen (p. 6). You can also access it by selecting [MENU] → “CONTROL ASSIGN” → “ASSIGN SETTING.”

4. Press [SELECT] knob or knob [1] to turn the SW on.

5. Turn knobs [2]–[5] to edit parameters.

   If necessary, use the PAGE \([\llbracket \downarrow \rrbracket], \[\uparrow \rrbracket\) buttons to switch between pages of settings.

   Use SOURCE to specify the pedal or MIDI message that you will operate.
Footswitch and Expression Pedal Settings

Connecting External Pedals

MODE/POLARITY switch

FS-5U  FS-6  FS-7
Stereo 1/4" phone type 1/4" phone type Stereo 1/4" phone type
1/4" phone type x 2 1/4" phone type 1/4" phone type

Rear Panel

Side Panel (Left)
Looper

You can record up to 38 seconds (MONO) of a performance and play back the recorded section over and over. You can also layer additional performances with the recording as it plays back (overdubbing). This lets you create real-time backing performances on the fly.

Assigning Looper Functions to Switches

To use the looper, you must first assign the looper’s record, play, and overdub functions to the desired switches. Here we explain an example of how you can use the [CTL1] switch of the GT-1000CORE to operate the looper.

1. Select the patch with which you want to use the looper.
2. Choose [MENU] → “CONTROL ASSIGN” → “CONTROL FUNCTION.”
3. For “CTL 1,” set FUNCTION to “LOOPER.”

MEMO
- With the factory settings, preset patches P246–P250 and user patches U246–U250 are set as shown above.

Loop Playback Level Setting

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

1. Press the [EFFECT] button.
2. Turn knob [SELECT] to select LOOPER.
3. Turn knob [1] to specify the “LEVEL” value.

Switch Color

<table>
<thead>
<tr>
<th>Color</th>
<th>Status</th>
</tr>
</thead>
<tbody>
<tr>
<td>Red</td>
<td>Record</td>
</tr>
<tr>
<td>Yellow</td>
<td>Overdub</td>
</tr>
<tr>
<td>Green</td>
<td>Playback</td>
</tr>
<tr>
<td>Green (blink)</td>
<td>Stopped (phrase exists)</td>
</tr>
<tr>
<td>Blue</td>
<td>Stopped (no phrase)</td>
</tr>
</tbody>
</table>

MEMO
- The recording time is up to 38 seconds (MONO). In stereo mode, the recording time is up to 19 seconds.
- The recorded content will be lost when you turn off the Looper or turn off the power.
Main Specifications

<table>
<thead>
<tr>
<th>Specification</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sampling Frequency</td>
<td>96 kHz</td>
</tr>
<tr>
<td>AD/DA conversion</td>
<td>32 bits</td>
</tr>
<tr>
<td>Processing</td>
<td>32-bit floating point</td>
</tr>
<tr>
<td>Memory</td>
<td>250 (User) + 250 (Preset)</td>
</tr>
<tr>
<td>Phrase Loop</td>
<td>38 sec. (MONO) 19 sec. (STEREO)</td>
</tr>
<tr>
<td>Tuner internal detection</td>
<td>+/−0.1 cent</td>
</tr>
<tr>
<td>Nominal Input Level</td>
<td>INPUT L/MONO, R: −10 dBu, RETURN 1, RETURN 2: −10 dBu</td>
</tr>
<tr>
<td>Maximum Input Level</td>
<td>INPUT L/MONO, R: +12 dBu, RETURN 1, RETURN 2: +12 dBu</td>
</tr>
<tr>
<td>Input Impedance</td>
<td>INPUT L/MONO, R: 2 MΩ, RETURN 1, RETURN 2: 1 MΩ</td>
</tr>
<tr>
<td>Nominal Output Level</td>
<td>OUTPUT L/PHONES, R/MONO: −10 dBu, SEND 1, SEND 2: −12 dBu</td>
</tr>
<tr>
<td>Output Impedance</td>
<td>OUTPUT L/PHONES, R/MONO: 44 Ω, SEND 1, SEND 2: 2.1 kΩ</td>
</tr>
<tr>
<td>Recommended Load Impedance</td>
<td>OUTPUT L/PHONES, R/MONO: 10 kΩ or greater (Phones: 44 Ω or greater)</td>
</tr>
<tr>
<td>Display</td>
<td>Graphic LCD 256 x 80 dots</td>
</tr>
<tr>
<td>Indicators</td>
<td>□ indicator, □ indicator, CTL 1 indicator</td>
</tr>
<tr>
<td>Connectors</td>
<td>INPUT L/MONO, R, OUTPUT (R/MONO) jacks: 1/4-inch phone type</td>
</tr>
<tr>
<td></td>
<td>OUTPUT (L/PHONES) jack: 1/4-inch TRS phone type</td>
</tr>
<tr>
<td></td>
<td>CTL 2, 3/EXP 1, CTL 4, 5/EXP 2 jacks: 1/4-inch TRS phone type</td>
</tr>
<tr>
<td></td>
<td>MIDI (IN, OUT) connectors: Stereo miniature phone type</td>
</tr>
<tr>
<td></td>
<td>USB COMPUTER →USB port: USB Micro-B type</td>
</tr>
<tr>
<td></td>
<td>DC IN jack</td>
</tr>
<tr>
<td>Power Supply</td>
<td>AC adaptor</td>
</tr>
<tr>
<td>Current Draw</td>
<td>670 mA</td>
</tr>
<tr>
<td>Dimensions</td>
<td>173 (W) x 135 (D) x 63 (H) mm, 6-13/16 (W) x 5-3/8 (D) x 2-12 (H) inches</td>
</tr>
<tr>
<td></td>
<td>173 (W) x 135 (D) x 65 (H) mm, 6-13/16 (W) x 5-3/8 (D) x 2-9/16 (H) inches (including rubber foot)</td>
</tr>
<tr>
<td>Weight</td>
<td>920 g, 2 lbs 1 oz</td>
</tr>
<tr>
<td>Accessories</td>
<td>AC adaptor, Owner’s Manual, Leaflet “USING THE UNIT SAFELY,” Rubber foot x 4</td>
</tr>
</tbody>
</table>

* 0 dBu = 0.775 Vrm
* This document explains the specifications of the product at the time that the document was issued. For the latest information, refer to the Roland website.

**USING THE UNIT SAFELY**

**WARNING**

Concerning the Auto Off function

The power to this unit will be turned off automatically after a predetermined amount of time has passed since it was last used for playing music, or its buttons or controls were operated (Auto Off function). If you do not want the power to be turned off automatically, disengage the Auto Off function (p. 10).

Use only the supplied AC adaptor and the correct voltage

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

Use only the supplied power cord

Use only the attached power cord. Also, the supplied power cord must not be used with any other device.

**CAUTION**

Keep small items out of the reach of children

To prevent accidental ingestion of the parts listed below, always keep them out of the reach of small children.

- Included Parts
- Rubber feet (p. 2)

Handle the ground terminal carefully

If you remove the screw from the ground terminal, be sure to replace it; don’t leave it lying around where it could accidentally be swallowed by small children. When refastening the screw, make that it is firmly fastened, so it won’t come loose.
Power Supply

• Place the AC adaptor so the side with the indicator faces upwards. The indicator will light when you plug the AC adaptor into an AC outlet.

Placement

• Depending on the material and temperature of the surface on which you place the unit, its rubber feet may discolor or mar the surface.

Repairs and Data

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

Additional Precautions

• Any data stored within the unit can be lost as the result of equipment failure, incorrect operation, etc. To protect yourself against the irretrievable loss of data, try to make a habit of creating regular backups of the data you’ve stored in the unit.

• Roland assumes no liability concerning the restoration of any stored content that has been lost.

• Never strike or apply strong pressure to the display.

• When disposing of the packing carton or cushioning material in which this unit was packed, you must observe the waste disposal regulations that apply to your locality.

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

• Do not use connection cables that contain a built-in resistor.

Intellectual Property Right

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

• Do not use this product for purposes that could infringe on a copyright held by a third party. We assume no responsibility whatsoever with regard to any infringements of third-party copyrights arising through your use of this product.

• Roland and BOSS are either registered trademarks or trademarks of Roland Corporation in the United States and/or other countries.

• ASIO is a trademark and software of Steinberg Media Technologies GmbH.

• This product contains eParts integrated software platform of eSOL Co., Ltd. eParts is a trademark of eSOL Co., Ltd. in Japan.

• This Product uses the Source Code of μT-Kernel under T-License 2.0 granted by the T-Engine Forum (www.tron.org).

• Company names and product names appearing in this document are registered trademarks or trademarks of their respective owners.