HEADRUSH
GIGBOARD

User Guide
(English)

HEADRUSH

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User Guide

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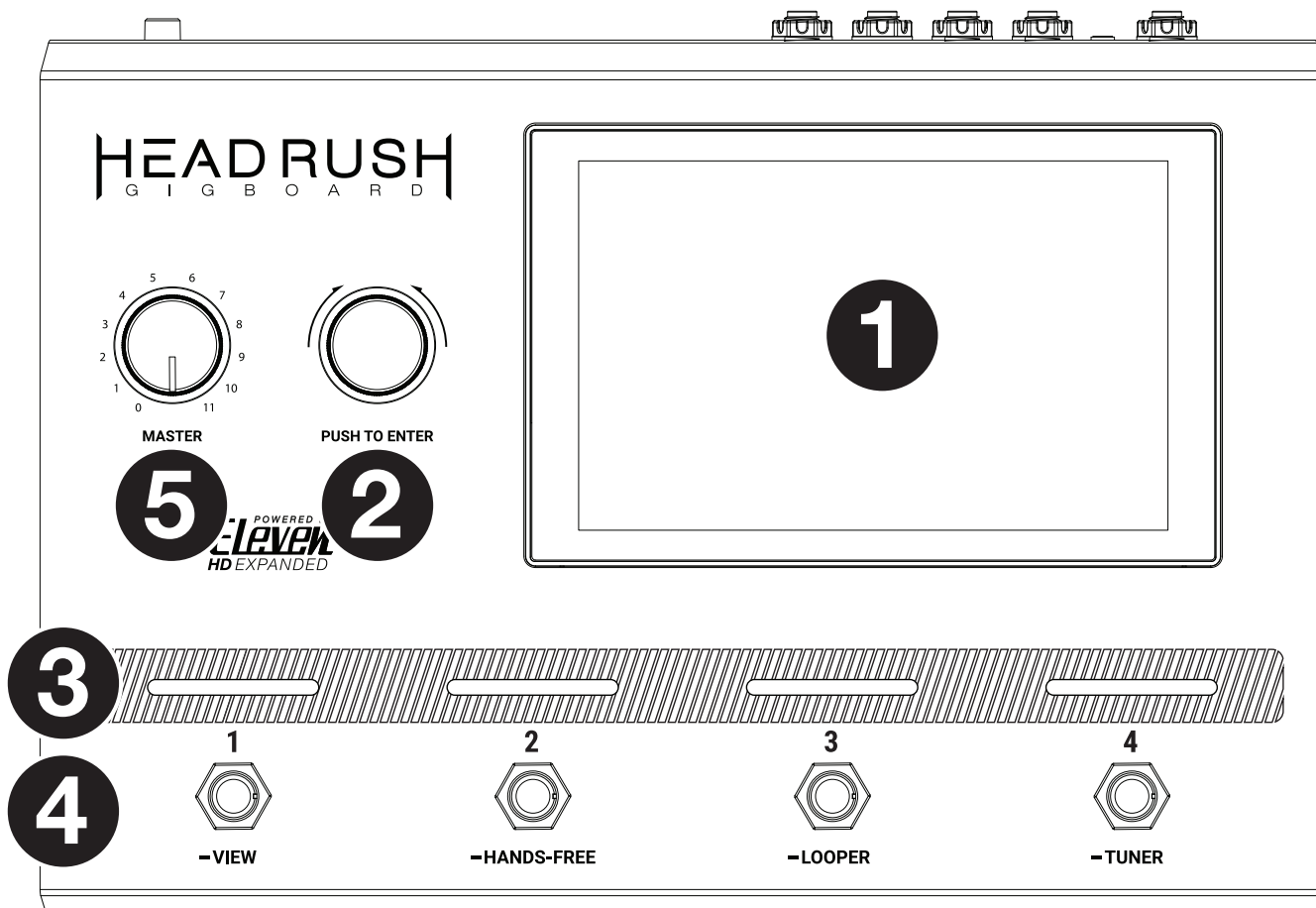
Safety & Warranty Manual

Support

For the latest information about this product (documentation, technical specifications, system requirements, compatibility information, etc.) and product registration, visit **headrushfx.com**.

For additional product support, visit **headrushfx.com/support**.

HEAD RUSH

Features

Top Panel

1. **Main Display**: This full-color multi-touch display shows information relevant to the HeadRush Gigboard's current operation. Touch the display (and use the hardware controls) to control the interface. See *Operation > Main Screen* to learn how it works.

2. **Encoder**: Turn this encoder to scroll through the available menu options or adjust the parameter values of the selected field in the display. Push the encoder to confirm your selection.

3. **Footswitch Indicators**: These lights indicate whether the stomp, rig, or scene assigned to each footswitch is on (brightly lit) or off (dimly lit).

4. **Footswitches**: Press these footswitches to activate or deactivate the assigned model or scene, or to load the assigned rig.

5. **Master Volume**: Turn this knob to adjust the volume level of the **outputs**.

HEADRUSH

Rear Panel
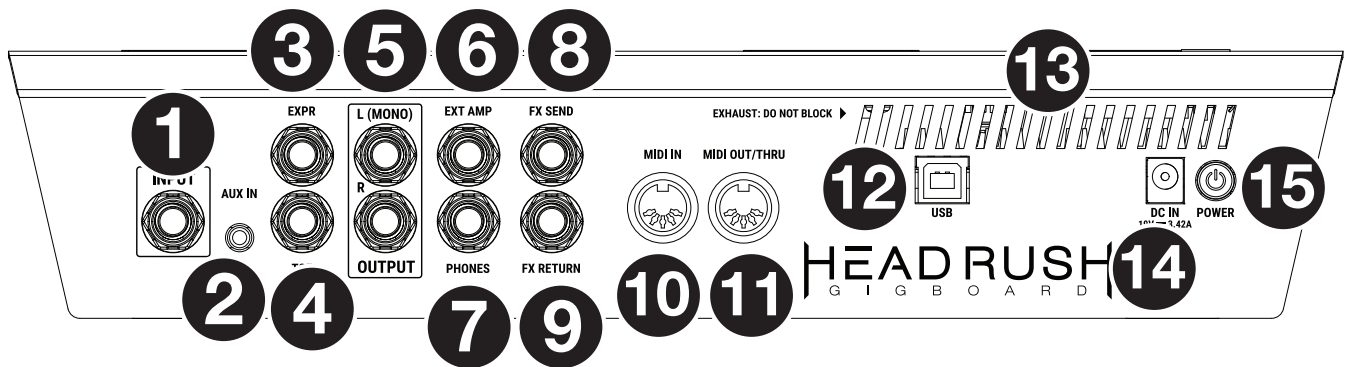
1. **Guitar Input** (1/4"/6.35 mm, TS): Connect your guitar to this input using a standard instrument cable.

2. **Aux Input** (1/8"/3.5 mm, TRS): Connect an optional audio source (e.g., smartphone, tablet, etc.) to this input using an 1/8"/3.5 mm stereo cable.

3. **Expression Pedal Input** (1/4"/6.35 mm, TRS): Connect an optional expression pedal to this input using a standard 1/4" (6.35 mm) TRS cable.

4. **Expression Pedal Toe Switch Input** (1/4"/6.35 mm, TS): Connect the toe switch output of your optional expression pedal to this input using a standard 1/4" (6.35 mm) TS cable.

5. **Outputs** (1/4"/6.35 mm, TRS): Connect these outputs to the inputs of your amplifier, audio interface, etc. If you only need to use one output, use the one labeled **L/Mono**.

    Note: You can set these outputs to send signal at amp level or line level (default) in the **Global Settings Menu**.

6. **External Amp Footswitch Output** (1/4"/6.35 mm, TRS)**:** Connect this output to the footswitch input of an external guitar amplifier to toggle channels or turn reverb on and off on the amplifier using the Gigboard.

    IMPORTANT! Only connect this output to amplifiers that have a "short-to-sleeve" footswitch input. If you connect this output to any other type of footswitch input, you may cause permanent damage to your equipment. If you are unsure if your amplifier has a "short-to-sleeve" footswitch input, please consult the amplifier's manual or manufacturer to confirm before attempting.

7. **Phones Output** (1/4"/6.35 mm, TRS): Connect standard 1/4" (6.35 mm) stereo headphones to this output.

8. **FX Send Output** (1/4"/6.35 mm, TRS): Connect these outputs to the inputs of another effects module, an effect pedal, or the effects loop return of an amplifier.

9. **FX Return Input** (1/4"/6.35 mm, TRS): Connect these inputs to the outputs of another effects module, an effect pedal, or the effects loop send of an amplifier.

    Note: You can set the FX Return Input to receive signal at rack level or stomp level (default) in the **Global Settings Menu**.
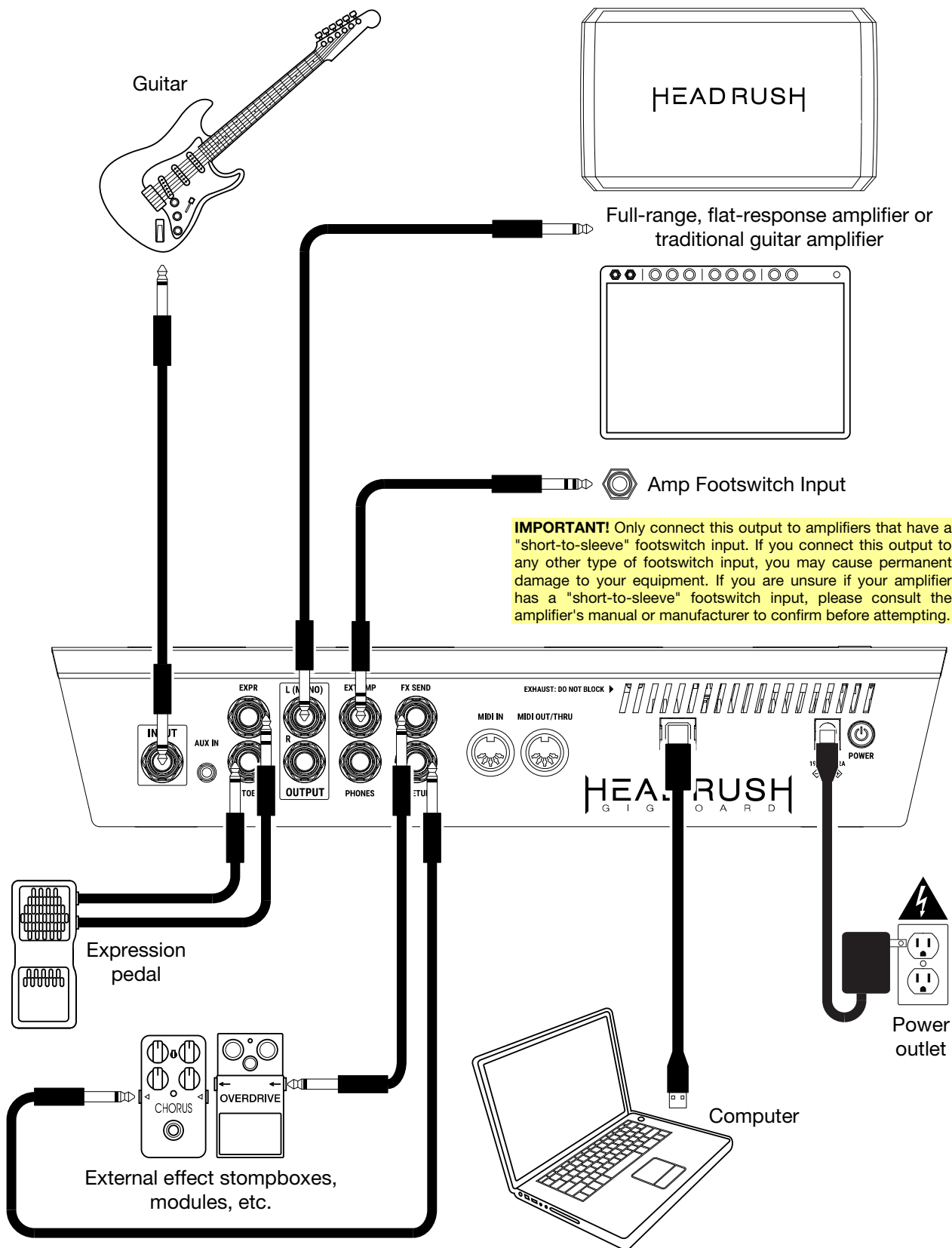
10. **MIDI Input** (5-pin DIN): Use a standard MIDI cable to connect this input to the MIDI output of an optional external MIDI device.

11. **MIDI Output** (5-pin DIN): Use a standard MIDI cable to connect this output to the MIDI input of an optional external MIDI device.

12. **USB Port**: Connect this USB port to a computer using a standard USB cable. This connection allows HeadRush Gigboard to send and receive the digital audio signal to and from your computer. You can also use this connection to import or export rigs, model presets, and setlists.

13. **Vent**: Make sure this vent is unobstructed while using HeadRush Gigboard.

14. **Power Input**: Connect this input to a power outlet using the included power cable.

15. **Power Switch**: Press this button to turn HeadRush Gigboard's power on. Press and hold this button to turn HeadRush Gigboard's power off.

Setup

Items not listed under *Introduction* > *Box Contents* are sold separately.

IMPORTANT! In the **Global Settings Menu**, make sure you set the **Outputs** to send signal at amp level if you are using a traditional guitar amplifier, or line level (default) if you are using a full-range flat-response amplifier, mixer, PA speaker or audio interface.

Guitar

Full-range, flat-response amplifier or traditional guitar amplifier

Amp Footswitch Input

IMPORTANT! Only connect this output to amplifiers that have a "short-to-sleeve" footswitch input. If you connect this output to any other type of footswitch input, you may cause permanent damage to your equipment. If you are unsure if your amplifier has a "short-to-sleeve" footswitch input, please consult the amplifier's manual or manufacturer to confirm before attempting.

Expression pedal

External effect stompboxes, modules, etc.

Computer

Power outlet

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Operation

This chapter describes the HeadRush Gigboard's functions.

Main Screen

Overview

Tap to view setlists.

Tap and drag this bar downward to view list of rigs.

Rig name.

Tap to save rig.

Turn **encoder** to move through selectable items onscreen or to adjust parameters. Press **encoder** as an **Enter** command.

PUSH TO ENTER

This button toggles between the different routing options for a rig.

This button enables or disables reverb and delay tails when switching to another rig.

Double-tap a model, **In**, or **Out** to show its parameters.

Tap its **footswitch** to activate or deactivate it.

These four blocks show the current function of the 4 footswitches.

Basic Operations

Important: The sequence of models in your signal chain is not necessarily reflected in the footswitches. You can freely assign models to available footswitches without changing your signal chain at all—and vice versa. See *Hardware Assign* to learn about this.

To assign a model (amp, cab, or effect) **to an empty slot**, tap it (**+**) and then use the list that appears. See *Rigs > Creating a New Rig* to learn about this.

To show a model's parameters on the right edge of the screen, tap the model so it is outlined in green.

To show a model's settings screen, double-tap it. Its settings screen will appear with its preset menu, parameters, and assigned color.

To activate or deactivate a model, press the **footswitch** assigned to it, or tap the model's footswitch in the **display**.
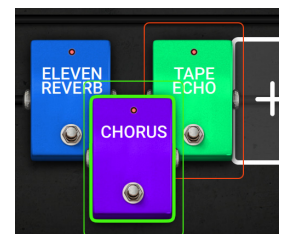
To rearrange the models in your signal chain, tap and drag a model to another slot or between two other models (the ones after that position will shift one slot further down the signal chain).

To switch an amp and/or cab between a dual and single configuration, tap the **2X** button next to it.

To load another rig (preset), do any one of the following:

- Tap the ◄ or ► next to the name of the current rig on the screen.
- Tap the name of the rig on the screen and then turn the **encoder**.
- Press a **footswitch** assigned to a preset when Gigboard is in Rig Mode.
- Press a **footswitch** assigned to **Prev Rig** or **Next Rig** when Gigboard is in Hybrid Mode.

To create a new rig, tap the ●●● button in the upper-right corner, and then tap **New Rig**.

To delete the current rig, tap the ●●● button in the upper-right corner, and then tap **Delete Rig**, and then tap **Yes** to continue or **No** to cancel.
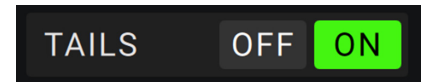
Reverb/Delay Tail Spillover

The Gigboard features two types of Reverb/Delay Tail Spillover: 1) If you have reverb and/or delay effect(s) active on your rig and then switch to a different rig, the effect(s) will continue to decay after switching to the second rig; 2) If you have a reverb or delay effect active on your rig and then bypass this effect, it will continue to decay after it is bypassed.

To enable or disable this feature for the current rig, tap **Tail** on the main screen.

Note: This feature will not work if you are using an effects loop or USB Audio.

To enable or disable Reverb/Delay Tail Spillover for an individual effect, first enter the settings page for the delay or reverb effect. Then select **Tails On** or **Tails Off**.

Note: Adjusting this parameter will not impact the Reverb/Delay Tail Spillover setting for the whole rig.
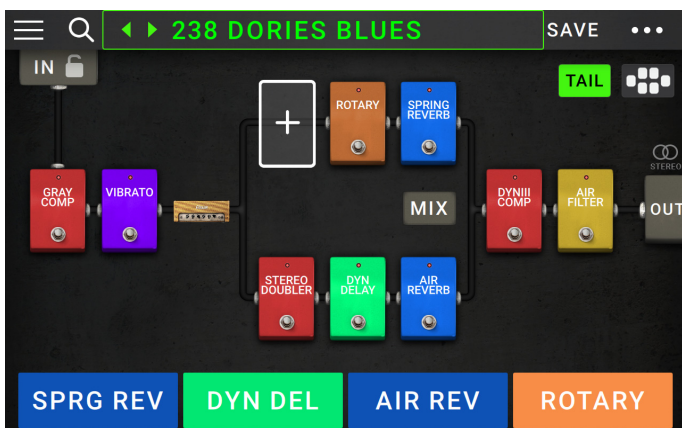
Signal Path

You can easily reconfigure the path of your signal chain to split, which will create more complex routings.

To reconfigure the signal path, tap ■■■■ toward the top right of the main screen. The icon will change to match one three possible signal paths (as shown below).

This straight signal path is the default and the most common.

This signal path splits in the middle and rejoins near the end. This configuration is useful if you want to use two types of effects (or chains of effects) but want to keep their signals separate.

See *Adjusting Settings > Parameters > Mix* to learn how to mix the split paths together.

This signal path splits immediately from the source and rejoins near the end. Like the second configuration, this one is useful for using two types of effects (or chains of effects independently, but it allows for more models in the split paths and the rejoined one.

See *Adjusting Settings > Parameters > Mix* to learn how to mix the split paths together.

Stereo vs. Mono

The outgoing signal from the HeadRush Gigboard can be mono or stereo, depending on the models in your rig, the signal path, and which outputs you are using. An indicator near the end of the signal path indicates the current configuration.

The signal will be **stereo** if you do any **one** of the following:

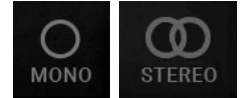- Use any stereo effect model in your signal chain. Even if you have placed mono effect models after it. (This is possible because the mono effect is simply applied identically to both channels and not summed).

- Use a split signal path, even if the split paths rejoin before the output.

- Use a double-amp and/or double-cab configuration (i.e., if **2X** is **on**).

The signal will be **mono** if you do **all** of the following:

- Use no stereo effect models in your signal chain.

- Use the linear (not split) signal path.

- Use only single-amp and single-cab configurations, if you use an amp or cab model at all.

Alternatively, the signal will be mono if you do any one of the following:

- Use only the **L/Mono output** (of a stereo pair) on the rear panel.

- Reduce the **Rig Width** output setting to **0%**.

To adjust the width of the stereo field, tap the **Out** icon at the end of your signal path, and turn the third **parameter knob** to adjust the **Rig Width** output setting. This affects stereo signals only, not mono signals. **100%** uses the full stereo field, while **0%** produces a mono signal.

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Footswitch Modes

The four footswitches can be used to activate or bypass models (amps, cabs, or effects) as well as select scenes, rigs, or setlists. These footswitches are always in one of four modes: **Stomp**, **Rig**, **Hybrid**, or **Setlist**.

To change the mode:

1. Press and hold Footswitch 1. Then select from the four footswitches which correspond to the four modes: **Stomp**, **Rig**, **Hybrid**, and **Setlist**.

2. Press a **footswitch** to enter that mode.

STOMP	RIG	HYBRID	SETLIST

Stomp Mode

Footswitches 1-4 correspond to models (amps, cabs, or effects) in your signal chain. Press a footswitch to activate or deactivate its model.

JRC-OD	FLANGER	8-BIT	FILTER

Rig Mode

The first 2 footswitches correspond to rigs you have saved. Press a footswitch to load its rig.

To show the previous bank of two rigs, press footswitch 3.

To show the next bank of two rigs, press footswitch 4.

PLEXI ROCK	CLEAN HE...	PREV BANK	NEXT BANK

Alternate Rig Mode

To enter the alternate version of Rig Mode, go to page 2 of the Global Settings, and then change the **4 Rigs / No Hold** parameter to **On**.

Footswitches 1-4 correspond to rigs you have saved. Press a footswitch to load its rig.

To show the previous bank of four rigs, press and hold footswitch 2.

To show the next bank of four rigs, press and hold footswitch 3.

BLUES RIG	OD RIG (PREV BANK)	CLEAN RIG (NEXT BANK)	CHORUS

Note: You cannot access hands-free mode or the looper when using the alternate rig mode.

Hybrid Mode

The first 2 footswitches can be assigned to activate/deactivate a model or to select a scene in the currently selected rig.

To switch to the previous rig, press footswitch 3.

To switch to the next rig, press footswitch 4.

JRC-OD	FLANGER	PREV RIG	NEXT RIG

Setlist Mode

To enter the All Rigs setlist, press footswitch 1.

To enter the currently shown setlist, press footswitch 2.

To show the previous setlist, press footswitch 3.

To show the next setlist, press footswitch 4.

ALL RIGS	AMPY TO...	PREV	NEXT

HEADRUSH

Rigs

For the HeadRush Gigboard, a **rig** is a preset: the combination of assigned **models**—the amps, cabs, and effects—and the parameter settings for each of them. You can create, edit, save, and load rigs, making it easy to recall the perfect sound for each part of your performance.

Each rig has **11 slots**, each of which can have one model (amp, cab, or effect) assigned to it. An exception is when a slot is using an amp and/or cab in a dual configuration (when the **2X** button next to it is enabled).

Assigned slots will show graphical representations of the models, and empty slots will show a **+** symbol.

Creating a New Rig

To create a new rig, tap the ••• button in the upper-right corner of the screen, and tap **New Rig**.

To assign a model (amp, cab, or effect) **to an empty slot**:

1. Tap the empty slot (**+**).

2. In the list that appears, tap the type of model you want to assign: **Amp**, **Cab**, or effect (**Distortion**, **Dynamics/EQ**, **Modulation**, **Reverb/Delay**, **FX-Loop**, or **Expression**).

3. In the list that appears, tap the model you want to assign.

4. In the next list that appears, tap the preset you want to load for that model.

If you load an amp or cab to a slot with an empty adjacent slot, the first selectable cab or amp will be loaded automatically to the other slot. After that, you can configure them independently: you can separate them in the signal chain, you can change the type of the amp or cab, and you can delete each model separately.
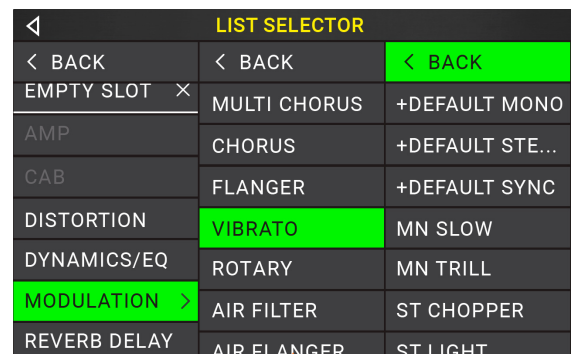
Model types: amps, cabs & effects

Available presets for each model.

Available models for each type.

14

Optimizing Your Signal Chain

The **signal chain** is the path that the audio signal follows from your guitar through your selected models and ends at the outputs of the HeadRush Gigboard. You can use the touchscreen to arrange your selected models in any sequence, but you may find that some configurations will sound better than others.

Here are some common model placement suggestions for creating great rigs with the HeadRush Gigboard:

- Dynamics (e.g., **compressors**), filters (e.g., **wah**, **pitch shifters**), and **volume** pedals generally are placed at the beginning of the signal chain. Alternatively, you can place volume pedals at the end of the signal chain to provide a slight variance in functionality.

- Gain-based effects (e.g., **overdrive**/**distortion**, **fuzz**) usually come next.

- Equalization (**EQ**) is often used to shape the tonal characteristics of overdrive/distortion and fuzz effects, so put an EQ after them. Alternatively, place it before them to shape the guitar's general tone—cutting unwanted frequencies—before the gain pedals.

- Modulation effects like **flangers**, **phasers**, and **chorus** are typically placed next.

- Time-based effects like **delays** and **reverbs** are generally placed near the end of the signal chain.

- An **amp** and a **cab** are often placed at the very end of the signal chain, although you can place it wherever you want.

Saving a Rig

If you have made certain changes to a rig, you will see an asterisk (✶) next to its name at the top of the screen, indicating that you have changed the rig in some way and may want to save it.

You will see an asterisk if you have done any of the following:

- assigned a model to the rig
- deleted a model from the rig
- moved a model in the signal chain
- changed a model's preset (see *Adjusting Settings* to learn more)
- made any change in the Hardware Assign screen (see *Hardware Assign* to learn more)

Activating or deactivating a model, using the parameter knobs on any screen, or using the expression pedal on any screen will **not** cause the asterisk to appear.

You can save these changes to this rig, save these changes as another rig, or discard them altogether.

If the asterisk is shown and you try to load a different rig, you will be asked to select one of these options:

Cancel: This option returns to the previous screen without saving the current rig or loading a new rig.

Discard Changes: This option loads a new rig without saving any changes to the previous rig.

Save as a New Rig: This option lets you save the current rig as a new rig. In the screen that appears, use the keyboard that appears to enter a name, and then tap **Save**. That rig will be saved, and the new rig will load.

Save Changes to Rig: This option saves any changes you made to the rig and then loads the new rig.

To save a rig, tap **Save** in the upper-right corner.

To save your changes to the current rig, tap **Save**.

To save your changes as a new rig, tap **Save New Rig**, use the keyboard that appears to enter a name, and then tap **Save**.

To return to the previous screen without saving, tap **Cancel** at any time.

To rename a rig, tap the ●●● button in the upper-right corner, and then tap **Edit Rig Name**.

To discard any changes you've made to the rig, tap the ●●● button in the upper-right corner, and tap **Discard Changes**.

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Deleting a Rig

To delete the current rig, tap the ••• button in the upper-right corner, and then tap **Delete Rig**, and then tap **Yes** to continue or **No** to cancel.

Adjusting Settings

To adjust the settings of an item in your rig, double-tap it to open its settings screen. You can adjust the settings of any model (amp, cab, or effect), the input (the **In**/**Lock** icon), the output (the **Out** icon), or mix (the **Mix** icon).

Overview

Tap ◁ to return to retain your changes and return to the main screen.

Tap this button and tap **Discard Changes** to discard any changes you've made since opening this screen.

Tap the **Preset** menu to select a preset.

See *Saving a Preset*.

Turn encoder to move through selectable items onscreen or to adjust parameters. Press encoder as an **Enter** command.

PUSH TO ENTER

SEARING LEAD   SAVE •••

PRESET
+DEFAULT MONO

RATE: 0.9 Hz   STEREO OFF ON

SYNC OFF ON

ORANGE PHASER

DELETE   CANCEL

Tap an **Off/On** parameter button to change the parameter's setting accordingly.

Tap and drag a slider left and right to adjust the parameter's settings. Alternatively, tap the slider and use the encoder for fine adjustments.

Tap the model name to assign a different model to this slot.

Tap **Delete** to unassign the model from the slot.

Tap a color to assign it to this model. That color will be shown on the main screen, in the Hardware Assign screen, and in the footswitch indicator for this model.

Tap **Cancel** to return to discard your changes and return to the main screen.

Parameters

These are some of the parameters that you can adjust for each type of item in a rig. This includes amps, cabs, effects, input settings, output settings, and mix settings (if you are using a split signal path). See **Saving a Preset** to learn how to save your preset after adjusting its parameters.
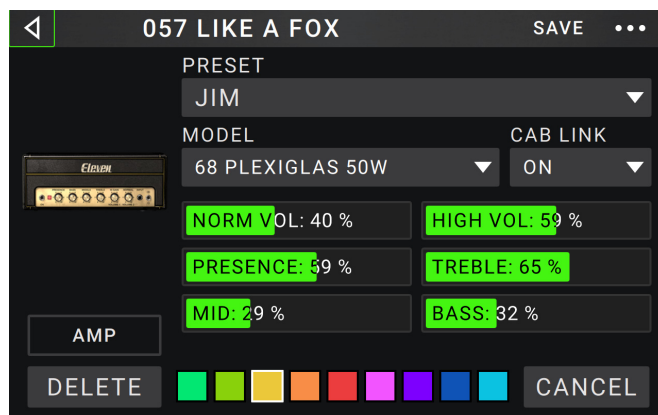
Amp

The Amp category is a list of popular guitar amplifiers.

Preset: This is the current amp preset, which includes the model, all of its settings, and its color assignment.

Model: This is the amp model.

Amp Settings: These are the settings for the selected amp model (different models may have more or fewer settings).

Color: This is the assigned color, which will appear in the Hardware Assign screen and the switch indicator if the amp is assigned to a switch.

057 LIKE A FOX	SAVE •••
PRESET	
JIM	▼
MODEL	CAB LINK
68 PLEXIGLAS 50W ▼	ON ▼
NORM VOL: 40 %	HIGH VOL: 59 %
PRESENCE: 59 %	TREBLE: 65 %
MID: 29 %	BASS: 32 %
AMP	
DELETE	CANCEL

Cab

The Cab category is a list of popular amp cabinets, which contain the speakers. The HeadRush Gigboard recreates not only the sound of the cabinet but also the type of microphone recording it.

Preset: This is the current cab preset, which includes the model, all of its settings, and its color assignment.

Cab Type: This is the cab type. Numbers notated as _**X**__ indicate the number of speakers it has and the size of each speaker (e.g., **2X12** denotes a cab with two 12-inch speakers, **4X10** denotes a cab with four 10-inch speakers). Numbers notated as __**W** indicate the emulated wattage (output power) of the speaker.

Mic Type: This is the type of microphone being used on the cab. You can select different models of dynamic (**Dyn**), condenser (**Cond**), or ribbon (**Ribbon**) microphones.

SEARING LEAD	SAVE •••
PRESET	
+4X12 CLASSIC 30W	▼
CAB TYPE	MIC TYPE
4X12 CLASSIC 30W ▼	DYN 57 ▼
ON AXIS 2 OFF ON	BREAKUP 2: 0 %
OUT GAIN 2: 0.0 dB	AMP GAIN: 0.0 dB
CAB	
DELETE	CANCEL

Mic Settings: These are the settings for the microphone:

Break Up: This determines the amount of speaker "breakup"—the natural distortion that occurs when the audio signal overdrives the speaker.

On-Axis: This determines the microphone position relative to the cab. On-axis placement (**On**) positions the microphone at the center of the speaker, usually resulting in a brighter sound with more definition. Off-axis placement (**Off**) is slightly offset at and angle from the center of the speaker and often sounds darker in tone.
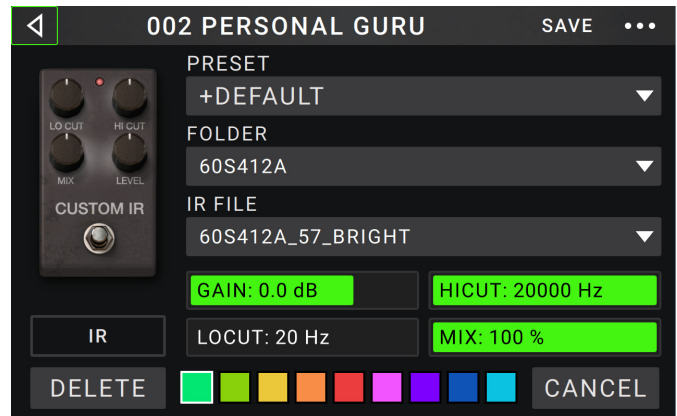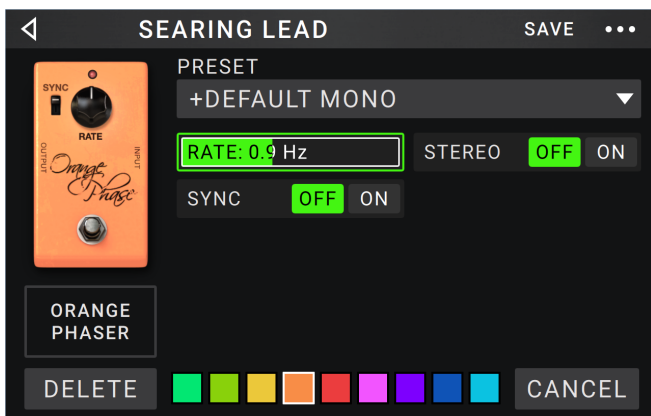
Out Gain: This is the cab's output gain level.

Color: This is the assigned color, which will appear in the Hardware Assign screen and the switch indicator if the cab is assigned to a switch.
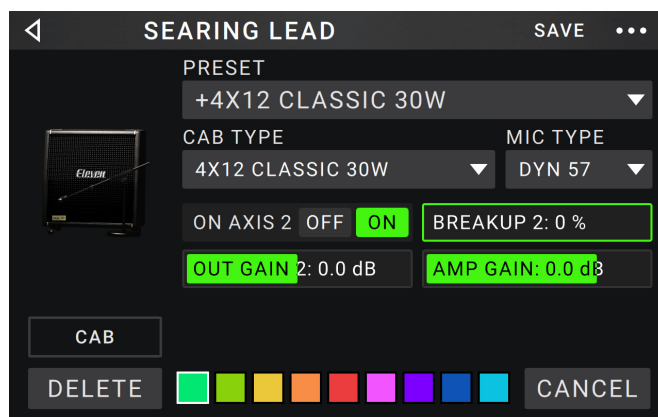
Effects

There are several types of available effects. Their adjustable settings depend on the type of effect.

In

These input settings control the signal into the models of your rig:

Preset: This is the current input preset, which includes its settings on the right edge of the display and its locked/unlocked state.

Parameters: This menu determines whether these input settings are locked or unlocked.

When **unlocked**, the settings will change to the new rig's input settings each time you load a new rig. The lock icon on the main screen will be **grey**.

When **locked**, the settings will be retained as "global" input settings, regardless of the rig. The lock icon on the main screen will be **red**.

Rig Input: This setting determines whether the rig's input signal is taken from the **guitar input** (**Guitar**) or the right (R) **return input** (**FX Ret R**). This menu is shown only when **Rig Input** is set to **Per Rig** (in the global settings (see *Global Settings* to learn about this).

Input Level Meter: This level meter indicates the current level of your input signal **before** the input controls shown on this screen.

Input Gain: This setting controls the gain level of the signal sent from your guitar into your rig. The available range is **-60.0** to **12.0 dB**.

Gate Thrsh (Threshold): This setting controls the signal level required to open the noise gate, enabling the guitar signal to be sent to the rig. The available range is **-120.0** to **0.0 dB**. The threshold is represented by a white line on the **input level meter**.

Gate Rel (Release): This setting controls the amount of time it will take for the noise gate to close once the incoming guitar signal stops. The available range is **1–3000 ms**.

USB IN VOL: This setting controls the level of the audio signal sent from your computer to the HeadRush Gigboard over a USB connection. The available range is **-60.0** to **12.0 dB**.

NOISE FILT (Filter): This setting controls the filter sweep, which allows you to reduce the high frequency humming sometimes produced by guitars with single coil pickups. The available range is **-120.0** to **-60.0 dB.**
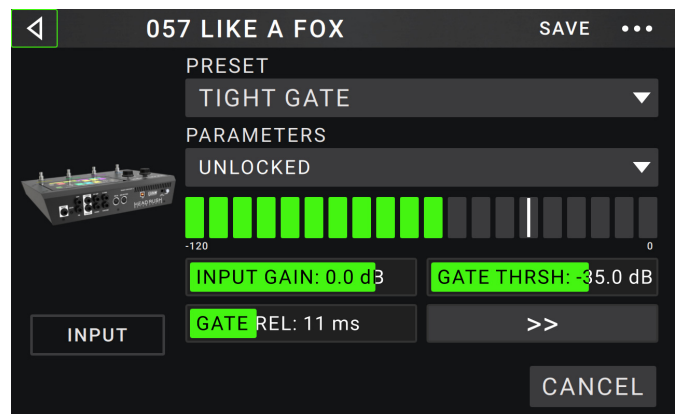
Out

These output settings control the signal sent to the HeadRush Gigboard outputs:

Preset: This is the current output preset, which includes its settings on the right edge of the display.

Rig Output: This level meter indicates the current level of your output signal **after** the output controls shown on this screen. You can set which outputs will send this signal in the Global Settings screen. See *Global Settings* to learn about this.

Rig Volume: This setting controls the level of the audio signal sent from the outputs. The available range is **-60.0** to **36.0 dB**.

Rig Width: This setting controls how much of the stereo field the output signal uses. **100%** uses the full stereo field, while **0%** produces a mono signal. This affects stereo signals only, not mono signals. See *Main Screen > Stereo vs. Mono* to learn how the HeadRush Gigboard handles stereo and mono signals.

Mix

These settings control mix of a split signal path. This is available only for rigs with split signal paths (see *Main Screen > Signal Path* to learn more):

Preset: This is the current mix preset, which includes its settings on the right edge of the display.

A Lev / B Lev (Level): These settings control the volume levels the upper (**A**) and lower (**B**) branches of the signal path. The range is **-60.0 dB** to **+12.0 dB**.

A Pan / B Pan: These settings control the panning (position in the stereo field) the upper (**A**) and lower (**B**) branches of the signal path. The range is **-100%** to **+100%**.

A/B Delay: This setting controls a timing offset between the upper (**A**) and lower (**B**) branches of the signal path. The range is **-30000µs** to **+30000µs**. If the value is negative (**-**), the A branch is delayed. If the value is positive (**+**), the B branch is delayed.
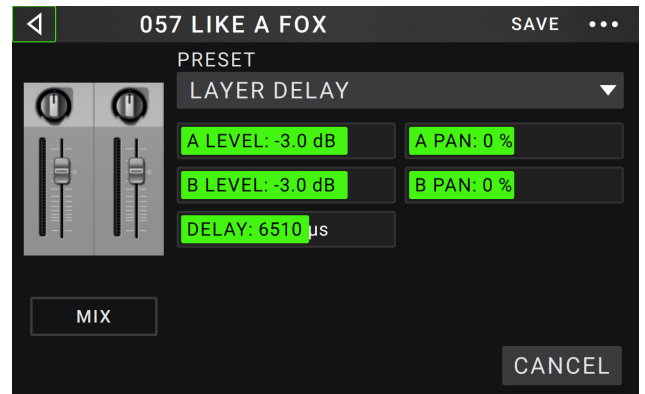
Saving a Preset

To save a preset, tap **Save** in the upper-right corner.

To save your changes to the current preset, tap **Save**.

To save your changes as a new preset, tap **Save New Preset**, use the keyboard that appears to enter a name, and then tap **Save**.

To return to the previous screen without saving, tap **Cancel** at any time.

Hardware Assign

The Hardware Assign screen enables you to customize how HeadRush Gigboard's footswitches and an expression pedal control each rig.

To open the Hardware Assign screen, tap the ●●● button in the upper-right corner of the main screen, and then tap **Hardware Assign**.

To return to the main screen, tap the ◁ button in the upper-left corner.

Important: The Hardware Assign settings are all part of the overall rig, so remember to save your changes you want to keep.

To set the color associated with the rig, tap it in the upper-left part of the screen. This color will appear next to the rig name when you view a list of all available rigs or when you view and create setlists. It will also be the color of the corresponding footswitch indicator when the HeadRush Gigboard is in Rig Mode.

To set the tempo of the rig's time-based effects (delays, modulation, etc.), tap the button under **Tempo** to select **Current** or **Fixed**.

Current: The rig will use the last-used tempo or the one set by the **Tempo** footswitch.

To set the tempo, press the **Tempo** footswitch at the desired tempo 3–8 times to set the new tempo in beats per minute (**BPM**).

Fixed: The rig will use a tempo that you set here.

To set the tempo, turn the **encoder** to set the desired tempo in beats per minute (**BPM**). You can set the tempo only in this Hardware Assign screen.

The **MIDI Prog** field determines the MIDI program change number of the rig. Use the **Prog Change** setting in the Global Settings screen to determine whether the HeadRush Gigboard can send and/or receive MIDI program change messages (see *Global Settings > MIDI Settings* for more information).

To set the MIDI program change number, turn the **encoder** to select it (**0–127**).

Important: If a rig is using a number, that number will be unavailable and cannot be assigned to another rig. Also, saving a rig with a new name will save the rig but without this program change number (to prevent rigs from sharing the same number).

Footswitches

The 4 boxes in the lower-left corner represent the 4 footswitches of the HeadRush Gigboard. You can assign any switch-based parameters (ones with only two states) to any of the footswitches—regardless of their location in the signal chain.

To assign a parameter to a footswitch:

1. Tap a box. **+** indicates an empty box.

2. In the list that appears, tap the model with the parameter you want to assign.

3. In the list that appears, tap the parameter you want to assign. Usually, the parameter will simply be **On** (to activate or deactivate it).

   Tap **Unassigned ✕** to unassign that footswitch.

To swap two assignments, tap and drag one of them over the other, and then release it.

Ext. Amp

You can assign a switch to send a signal to your amplifier's footswitch input by using the **external amp output**. You can use this feature to do things like change from the clean to dirty channel, or turn reverb on and off on your amplifier.

To use this feature when switching to a rig, tap the button under **Ext Amp** on the hardware assign page, and then select **Tip**, **Ring**, or **Both**. If you are unsure of which setting to use, please consult the amplifier's manual or manufacturer to confirm.

This feature can also be assigned to a footswitch on the **Model Selector** page that appears when you are assigning a footswitch's function.
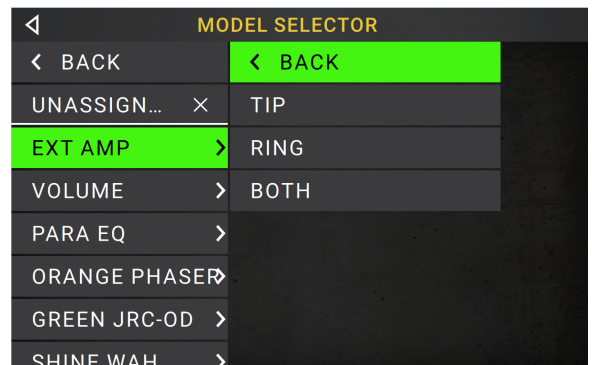
This function can also be assigned to a scene by adjusting the parameter on the **Scene Editor** screen.

IMPORTANT! Only connect this output to amplifiers that have a "short-to-sleeve" footswitch input. If you connect this output to any other type of footswitch input, you may cause permanent damage to your equipment. If you are unsure if your amplifier has a "short-to-sleeve" footswitch input, please consult the amplifier's manual or manufacturer to confirm.

Scenes

The **Scene** feature allows you to turn multiple models on or off in each rig. When you press the footswitch assigned to that scene, all models included in that scene will turn on or off, depending on how you assign them. This is a great way to create multiple tones in the same rig. For instance, you may want a particular reverb model to be on anytime a particular distortion model is also on. Alternatively, you may want to turn one delay model off when you turn another one on. Scenes enable you to do this with only one footswitch press.

To create and edit a scene:

1. On the **Hardware Assign** screen, tap **Toggle/Scene** for the desired footswitch to cycle through the available options, and select **Scene**.

2. On that model, tap **Edit**. The Scene Editor will appear, which shows all models in your rig.

3. For each model in the rig, tap the **On/Off/No Change** field to cycle through the available options:

   - **On**: This model will turn on when you turn the scene on.

   - **Off**: This model will turn off when you turn the scene on.

   - **No Change**: This model will remain unaffected when you turn the scene on.

4. If you would like for the model to load a preset when the scene is turned on, tap the **Preset** field and select a preset. You can use this feature to change individual parameters using scenes.

5. Tap the ◁ button in the upper-left corner to return to the **Hardware Assign** screen.

To rename a scene (which appears in the footswitch indicators), tap the text in the box below **Edit** on the model, use the virtual keyboard that appears to enter a name, and then tap anywhere other than the text field.

HEAD RUSH

Expression Pedal

You can connect an optional expression pedal (sold separately) to control two parameters (in Classic Mode) or two sets of parameters (in Advanced Mode). If your expression pedal has a toe switch, you can use the toe switch to switch between them—Expression Pedal A or B.

Note: When you save your rig, the currently selected Expression Pedal state (A or B) will be saved and then recalled when you load the rig again.

The column of four boxes represents the expression pedal settings. You can assign one or more continuously adjustable parameters (ones with a range of values) to the expression pedal.

To set the expression pedal mode, tap the button above **Range** in the upper-right corner to select **Classic** or **Advanced**.
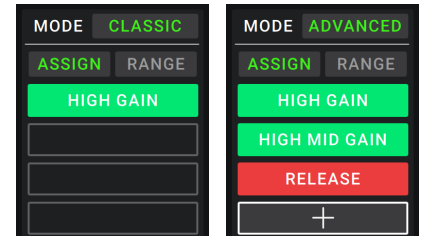
> **Classic**: You can assign one parameter to each expressional pedal (**A** and **B**). Using the toe switch will select the other expression pedal and deactivate (bypass) the current expression pedal's parameter. For instance, if you assign a wah pedal to Expression Pedal A and a volume pedal to Expression Pedal B, only one of them will be active at any time; when you are controlling the wah pedal, the volume pedal will be bypassed, and vice versa.

> **Advanced**: You can assign up to four parameters to each expression pedal (**A** and **B**). Moving the pedal will adjust all of its assigned parameters simultaneously. Using the toe switch will select the other expression pedal and leave the current pedal's parameters active and at their maximum values.

Important: You **cannot** edit any parameters assigned to the expression pedal in **Classic Mode** (they will show a lock icon and be greyed out in other screens to indicate this). You **can** edit any parameters assigned to the expression pedal in **Advanced Mode** (they will show a pedal icon in other screens to indicate this).

To assign a parameter to an expression pedal:

1. If the **Assign** button is not on, tap it.

2. Tap a box under the **Assign** button. **+** indicates an empty box.

3. In the list that appears, tap the model with the parameter you want to assign.

4. In the list that appears, tap the parameter you want to assign.

   Tap **Unassigned ✕** to unassign that box.
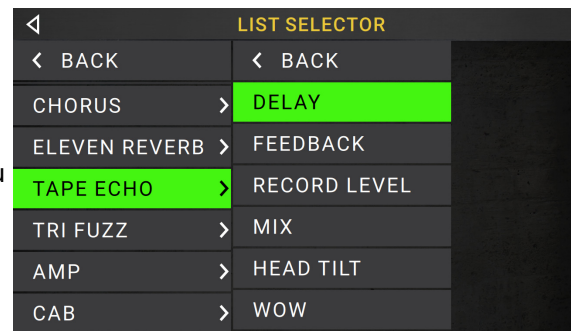
To swap two assignments (while in Advanced Mode), tap and drag one of them over the other, and then release it.

To set the range of an assigned parameter:

1. If the **Range** button is not on, tap it.

2. Tap a value under the **Range** button.

3. Turn the **encoder** to set the desired value as a percentage of the parameter's entire range. Press the **encoder** or tap elsewhere to confirm the value.

HEAD RUSH
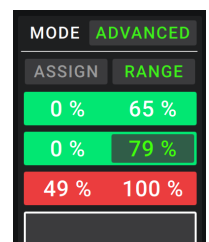
Setlists

You can use **setlists** to organize your rigs. A setlist is a saved collection of rigs, which you can save and recall at a later time. This is useful, for instance, if you only need some of your rigs for a performance; you can save a setlist of just those rigs so you don't have to spend time searching through all of your rigs before playing the next song.

To view your setlists, tap the ≡ button in the upper-left corner of the main screen. The **Setlists** screen will appear.

To return to the main screen, tap the ◁ button in the upper-left corner.

To create a setlist:

1. Tap **New** in the upper-right corner.
2. In the screen that appears, the left half is a list of all available rigs, and the right half is the list of rigs in the setlist.

    To add a rig to the setlist, tap it to add it to the end of the list. Alternatively, tap and hold it, and then drag it to the desired location in the list. You can add the same rig to a setlist more than once. The [**Empty +**] rig in the lower-left corner is a slot to use as a placeholder to make rearranging the setlist easier; it will not be available as a selectable rig when moving through rigs in the setlist.

    To rearrange the setlist, tap and hold a rig in the list on the right half, and then drag it to the desired location in the list.

    To remove a rig from the setlist, tap the ✖ on its right edge.
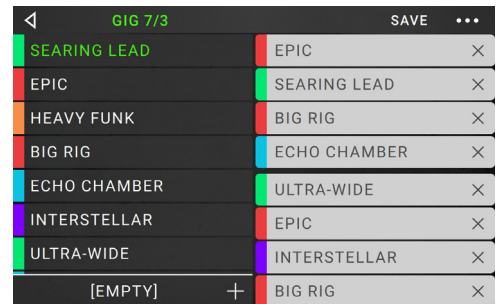
To save a setlist, tap **Save** in the upper-right corner.

    To save your changes to the current setlist, tap **Save**.

    To save your changes as a new setlist, tap **Save New Setlist**, use the keyboard that appears to enter a name, and then tap **Save**.

    (At any time) **To return to the previous screen without saving**, tap **Cancel**.

To discard any changes you've made to the setlist, tap the ◁ button in the upper-left corner, and tap **Discard Changes**.

To load a setlist:

1. While viewing the main screen, tap the ≡ button in the upper-left corner to view the **Setlists** screen. Each setlist will show the number of rigs in parentheses (including multiple instances of the same rig).
2. **Optional**: Tap the **magnifying-glass icon** in the upper-left corner, and use the virtual keyboard that appears to enter a search term (e.g., part of the setlist name). The results will appear below.
3. Tap the desired setlist. The first rig of that setlist will load immediately. Tap **All Rigs** to view all rigs instead of a specific setlist.
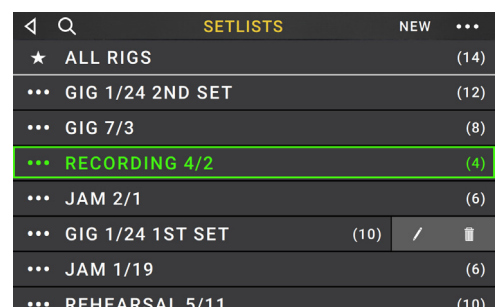
To edit a setlist, tap the ●●● button on its left side, and then tap the pencil icon. You will see the same screen you used to create the setlist, where you can edit and save it.

To delete a setlist, tap the ●●● button on its left side, and then tap the trash can icon. Tap **Yes** to confirm the deletion or **Cancel** to return to the Setlists screen without deleting it.

Hands-Free Mode

Hands-Free Mode enables you to adjust any of the settings on your models by using just the footswitches and/or an optional expression pedal. (sold separately).

To enter Hands-Free Mode, press and hold **footswitch 2** for over one second. While in Hands-Free Mode, the screen will show a single parameter and its currently selected value.

To change the value, press **footswitch 1** (down) or **footswitch 2** (up). You can also change this by moving an external expression pedal.

To access the next available parameter, press **footswitch 3**.

To access the previous available parameter, press and hold **footswitch 3**.

To access the next available block in your rig, press **footswitch 4**.

To exit Hands-Free Mode, press and hold **footswitch 4**.
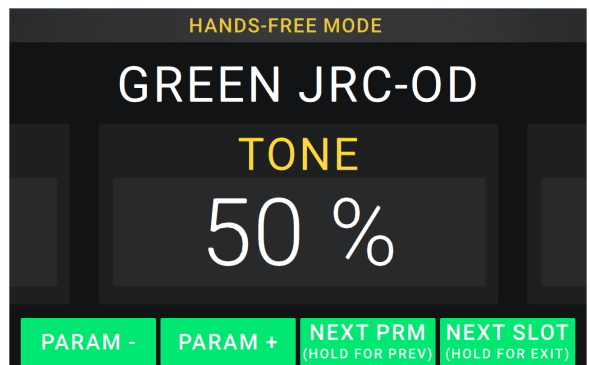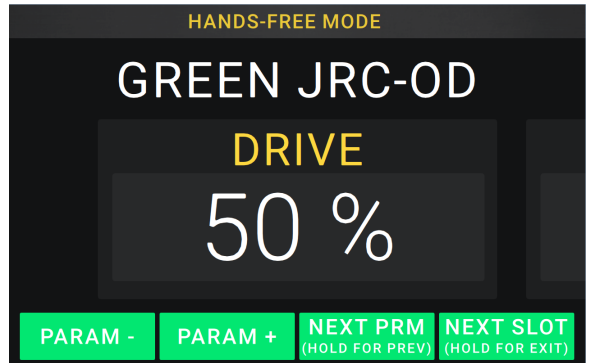
Tuner/Tempo

You can use the Tuner/Tempo page to tune your guitar and set a tempo for time-based effects.

To enter Tuner/Tempo mode, press and hold **footswitch 4** for over one second. While in Tuner/Tempo Mode, the screen to the right is shown.

To change the tuner reference pitch, tap the parameter and then turn the encoder.

To unmute your signal while tuning, press **footswitch 1**.

To enter a tempo via tapping a footswitch, press **footswitch 3** at the desired tempo 3–8 times to set the tempo in beats per minute (BPM).

To exit this page, press **footswitch 4**.

25
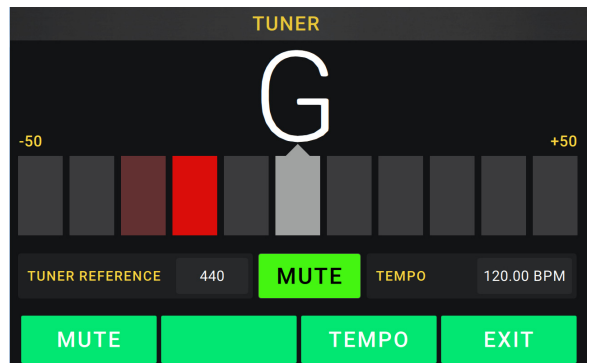
Looper

The HeadRush Gigboard has a built-in looper that you can use to layer your performances. While the looper's operation is shown in the display, you can control most of it conveniently with the footswitches.

The looper can hold up to **20 minutes** of audio at a time across a maximum of **50 layers**.

Rig name.

Loop file name.

This meter indicates your current location in the loop during recording or playback.

Tap here to save, load, rename and delete loops.

This indicates how many layers are playing in the current loop, including the original.

This controls how much of the looper's signal you hear in the outputs.

This controls how much of the looper's signal is routed back through it when recording another layer.

This indicates the current speed of the loop as a multiple or fraction of the original.

This indicates the length of the current loop.
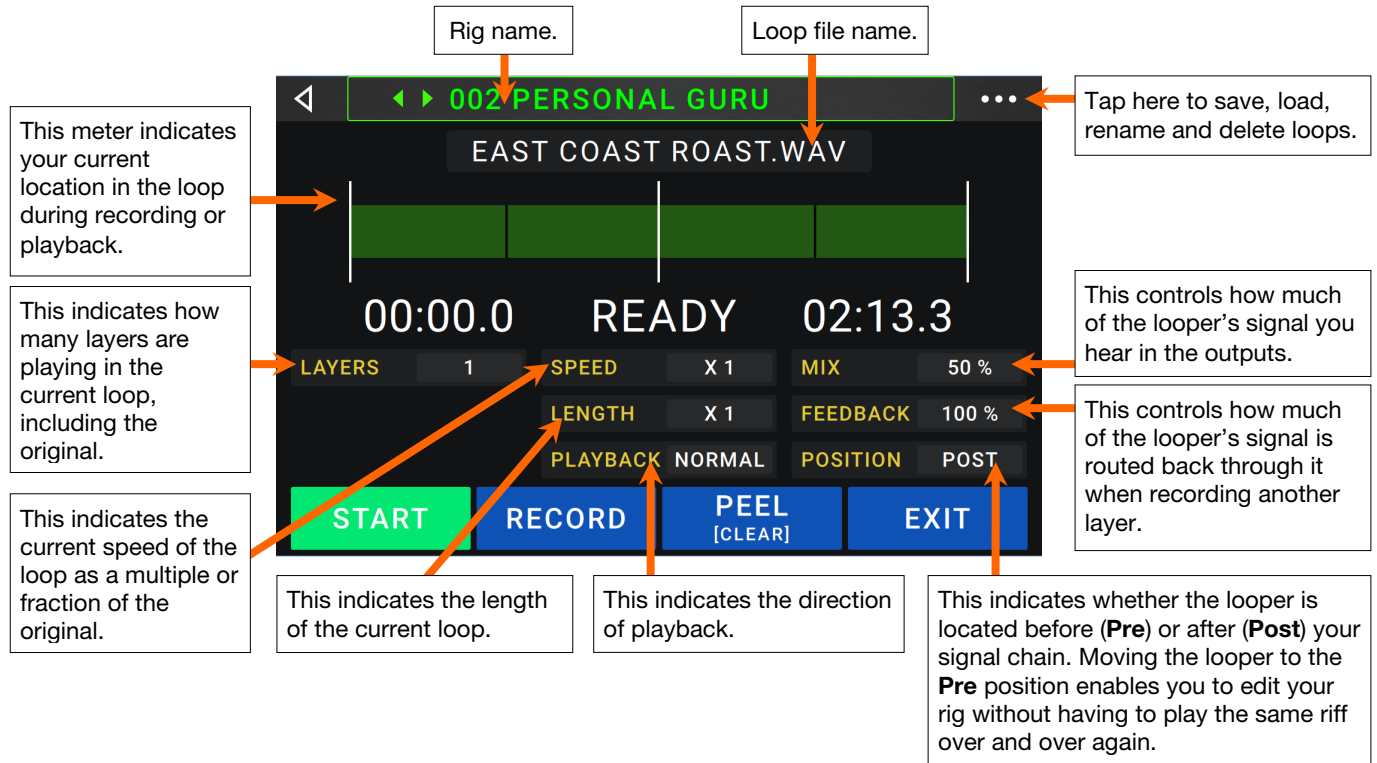
This indicates the direction of playback.

This indicates whether the looper is located before (**Pre**) or after (**Post**) your signal chain. Moving the looper to the **Pre** position enables you to edit your rig without having to play the same riff over and over again.

To record the first layer of a loop, press the **Record** footswitch. Recording will begin immediately and the footswitch indicator will light **red**. Press the **Record** footswitch again to stop recording and start loop playback. The footswitch is now called **Overdub** and the footswitch indicator is **yellow**.

To record additional layers onto the loop (overdub), press the **Overdub** footswitch. Overdubbing will begin immediately and the footswitch indicator will light **red**. Press the **Overdub** footswitch again to stop overdubbing and continue playback.

To erase the top-most (last-added) **layer of the loop**, press the **Peel** footswitch. The top-most layer of the loop will be erased immediately. This process is destructive, so you can't re-add it later.

To clear the full loop, press and hold the **Clear** footswitch. This process will stop playback and is destructive, so you can't re-add it later.

To halve or double the length of the loop, tap the button next to the **Length** field and then turn the encoder. The halving process is non-destructive, so you can restore your original loop and its content by by doubling the length of the loop.

To halve or double the speed of the looper, tap the button next to the **Speed** field and then turn the **encoder**.

Tip: Use this to create low bass lines or ultra-high guitar parts that you couldn't ordinarily play.

To reverse looper playback, tap the button next to the **Playback** field and then turn the **encoder**.

Tip: Create eerie effects by recording layers in reverse then switching back to normal playback.

To set the looper's location, tap the button next to the **Playback** field and then turn the **encoder** to place it before (**Pre**) or after (**Post**) the signal chain. Moving the looper to the **Pre** position enables you to edit your rig without having to play the same riff over and over again.

To create a new loop, tap the ●●● button in the top right corner, and then tap **New Loop**. Tap **Yes** to clear the looper and create a new loop, or tap **No** to return to the Looper screen without creating a new loop.

To save a loop, tap the ●●● button in the top right corner, and then tap **Save Loop**. Tap **Yes** to confirm the save, or tap **Cancel** to return to the Looper screen without saving it.

To load a loop, tap the ●●● button in the top right corner, and then tap **Load Loop**. Use the file browser that appears to select the loop to load, and then tap **Import** to load the loop, or tap **Cancel** to return to the Looper screen without deleting it.

Tip: You can import .**WAV** and .**MP3** audio files and load them into the looper by placing the files in the **/LOOPS/** directory of the HeadRush Gigboard while using the *USB Transfer* feature.

To edit a loop's name, tap the ●●● button in the top right corner, and then tap **Edit Loop Name**. Use the keyboard to type a new name, and then tap **OK** to confirm the new name, or tap **Cancel** to return to the Looper screen without renaming the loop.

To delete a loop, tap the ●●● button in the top right corner, and then tap **Delete Loop**. Tap **Yes** to confirm the deletion, or tap **No** to return to the Looper screen without deleting it.

To exit the looper and return to the main screen, press the **Exit** footswitch. If the looper is playing, playback will continue. Press and hold the **Looper** footswitch for one second to stop looper playback without re-entering the looper.

To re-enter the looper, press the **Looper** footswitch again.

Tip: Use this feature to create different effect configurations (adjust parameters, activate/deactivate models, etc.) for each layer, creating a multi-textured performance. You can also switch rigs while using the looper and use a different rig for each layer.

HEADRUSH

External MIDI Control

The HeadRush Gigboard can be controlled by incoming MIDI CC (control change) messages from external MIDI gear. These MIDI messages can be received from hardware connected to 5-pin **MIDI Input** only.

The chart below lists the available parameters that can be controlled by external MIDI hardware:

CC#	Action
50	Footswitch 1
51	Footswitch 2
52	Footswitch 3
53	Footswitch 4
64	Tap Tempo
65	Looper: 1/2 Speed
66	Looper: 2X Speed
67	Looper: 1/2 Loop
68	Looper: 2X Loop
69	Looper Start/Stop
70	Looper Record
71	Looper Insert
72	Looper Peel

CC#	Action
73	Looper Mute
74	Looper Reverse
75	Block 1 Toggle On/Off
76	Block 2 Toggle On/Off
77	Block 3 Toggle On/Off
78	Block 4 Toggle On/Off
79	Block 5 Toggle On/Off
80	Block 6 Toggle On/Off
81	Block 7 Toggle On/Off
82	Block 8 Toggle On/Off
83	Block 9 Toggle On/Off
84	Block 10 Toggle On/Off
85	Block 11 Toggle On/Off

HEAD RUSH

Global Settings

Use the global settings to configure the HeadRush Gigboard's overall operation.

To show the global settings, tap the ●●● button in the upper-right corner of the screen, and tap **Global Settings**.

To select each page of the global settings, tap the number at the bottom edge of the screen.
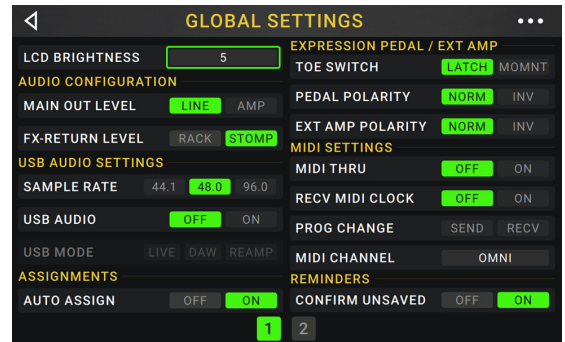
LCD Brightness: This setting determines the brightness of the main display. Tap this field, turn the **encoder** to select **1** (dim) through **5** (bright), and then press the **encoder**.

Audio Configuration:

Main Out Level: This setting determines the signal level sent to the main **Outputs** (1/4"/6.35 mm, TRS). When set to **Line**, the output level will be +18 dBu. Use this setting if you are connecting the HeadRush Gigboard to a full-range, flat-response amplifier, PA speaker, mixer, or audio interface. When set to **Amp**, the output level will be +6 dBu. Use this setting if you are connecting the HeadRush Gigboard to a traditional guitar amplifier.

FX Return Level: This setting determines the signal level received by the **FX Return Input** (1/4"/6.35 mm, TRS). When set to **Rack**, the output level will be line level, +18 dBu. Use this setting if you are connecting a rack effects processor in the HeadRush Gigboard's FX-Loop. When set to **Stomp**, the output level will be +6 dBu. Use this setting if you are connecting a traditional guitar pedal ("stompbox") in the FX-Loop.

USB Audio Settings:

Important note for Windows users: Before connecting the Headrush Gigboard to your computer, download and install the necessary drivers from **headrushfx.com/support**.

Sample Rate: This setting determines the sample rate of the USB audio signal: **44.1** kHz, **48.0** kHz or **96.0** kHz. Remember to select the same sample rate as the one in your DAW. Also, set it **before** opening your DAW.

USB Audio: This setting determines whether or not HeadRush Gigboard is sending a USB audio signal over a USB connection. Tap **On** to enable sending of the USB audio signal with the selected **Sample Rate**. Tap **Off** to disable the USB audio signal. (To change the Sample Rate, set **USB Audio** to **Off** first, select the correct sample rate, set **USB Audio** to **On** again, and restart your DAW.)

USB Mode: This setting determines how the HeadRush Gigboard sends its audio signal over the USB connection and how its outputs function while doing so:

- **Live**: The audio signal will be sent to your computer as well as to the HeadRush Gigboard's **outputs**.

- **DAW**: The audio signal will be sent to your computer only. The HeadRush Gigboard's **outputs** will be disabled to prevent any latency while monitoring.

- **Reamp**: Your computer will send an audio signal to the HeadRush Gigboard, which will process it through the current rig and send it back to your computer. The HeadRush Gigboard's **outputs** will be disabled to prevent any latency while monitoring.

Assignments:

> **Auto Assign**: This setting determines how models are assigned to the switches. Tap **On** if you want models to be automatically assigned to the next available switch when you load them. Tap **Off** if you want models to load without being assigned to a switch; you will have to assign them manually in the **Hardware Assign** screen.

Expression Pedal / Ext Amp:

> **Toe Switch**: Change this parameter to **Latch** if your expression pedal uses a latching toe switch or **Momnt** if your expression pedal uses a momentary toe switch.

> **Pedal Polarity**: If it seems like your expression pedal is registering motion in the wrong direction, you can change this parameter to invert the pedal polarity. Select between **Norm** (normal) and **Inv** (inverted).

> **Ext Amp Polarity**: If it seems like your external amplifier is getting the opposite messages you intended, change this parameter to invert the messages sent to the **External Amp Footswitch Output**. Select between **Norm** (normal) and **Inv** (inverted).

MIDI Settings: These settings determine how the HeadRush Gigboard sends and receives MIDI information to and from external devices. These settings affect only the HeadRush Gigboard's MIDI input or MIDI output.

> **MIDI Thru**: Tap **On** to use the **MIDI output** as a MIDI throughput; any MIDI information sent to the HeadRush Gigboard's MIDI input will be sent directly to the MIDI output. Tap **Off** to use the HeadRush Gigboard's MIDI output normally; the HeadRush Gigboard will be able to send its own MIDI information out of the MIDI output.

> **Recv MIDI Clock**: Tap **On** to enable the HeadRush Gigboard to receive MIDI clock information. Tap **Off** to use the HeadRush Gigboard's own internal MIDI clock (which will not be sent out).

> **Prog Change**: Tap **Send** to enable or disable the HeadRush Gigboard's transmission of MIDI program change messages when you load a rig. Tap **Recv** to enable or disable the HeadRush Gigboard's reception of MIDI program change messages from an external MIDI device.

> **MIDI Channel**: This setting determines the MIDI channel(s) that the HeadRush Gigboard will send and receive MIDI messages. Tap this field, turn the **encoder** to select all channels (**Omni**), or **1–16**, and then press the **encoder**.

Reminders:

> **Confirm Unsaved**: This setting determines whether or not you will see a confirmation message if you change the rig while there are unsaved changes on the current one. Tap **On** to enable these messages or **Off** to disable them.


> Alternatively, tap **Do not show this dialog again** in the message itself to disable them.
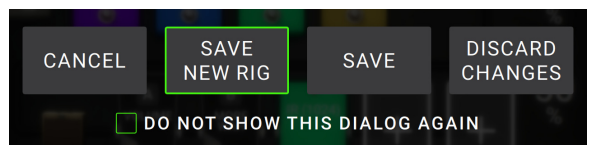
Global EQ:

These settings on Page 2 determine if/how equalization is applied for your outputs. This equalizer is a four-band parametric equalizer.

Tip: These settings are especially useful when a venue, rehearsal space, etc. has different acoustic characteristics than the room where you originally created your presets (e.g., the venue may sound "boomier," or a rehearsal space with soundproofing may deaden some of the high end). This page lets you quickly apply some additional equalization to **all** of your presets without permanently saving them.
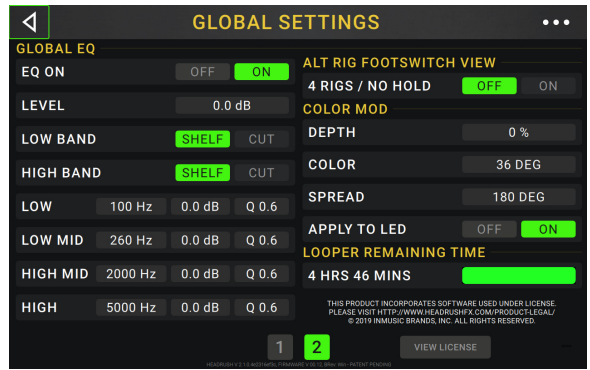
EQ On: This setting determines whether equalization is enabled (**On**) or disabled (**Off**) for the outputs.

Level: This setting determines if/how much the outputs' audio signal level is boosted or cut. This value is applied the level set by the **Master** knob.

Low Band & **High Band**: These settings determine what type of equalization is applied to the lowest-frequency band (**Low Band**) and to the highest-frequency band (**High Band**): **Shelf** or **Cut**.

Low, **Low Mid**, **High** & **High Mid**: The three settings for each of these four frequency bands determine the shape of the equalization:

The **first setting** (**Hz**) determines the center frequency of the **low**-frequency band, **low-mid**-frequency band, **high**-frequency band, or **high-mid**-frequency band.

The **second setting** (**dB**) determines how much the equalizer boosts or cuts the signal at the corresponding frequency band.

The **third setting** (**Q**) determines the width of the frequency band. The higher the setting, the wider the band will be around the center frequency (the first setting). This setting is applied whether **Low Band** or **High Band** is set to **Shelf** or **Cut**.

Alt Rig Footswitch View:

4 Rigs / No Hold: Change this setting to **On** to switch from Rig Mode to Alternate Rig Mode. See *Footswitch Modes > Rig Mode* to learn more.

Color Mod:

If you have trouble distinguishing certain colors on your Gigboard's display or if you just want to further customize the color scheme, you can use the color mod parameters to adjust their default settings.

If that sounds complicated to you, don't worry! It is best to learn simply by experimenting with the settings. While you experiment, a sample of your adjustments will be shown in real time. See the example below:

If you want to return to the default color scheme, the default settings are as follows:

- **Depth**: 0%

- **Color**: 36 DEG

- **Spread**: 180 DEG

Note: The **Color Mod** feature is disabled when the **Screen Lock** feature is enabled.
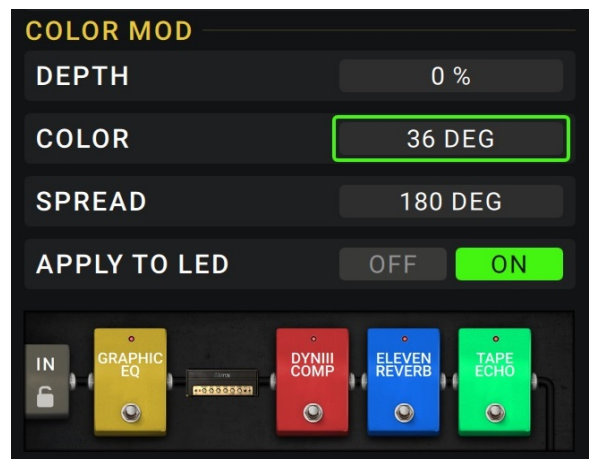
Looper Remaining Time:

This meter shows the amount of remaining internal recording time available on HeadRush Gigboard. If you are running out of internal space, you can back up loops to your computer using USB Transfer Mode, and then delete them from the HeadRush Gigboard to clear more space.

USB

You can use the HeadRush Gigboard's USB connection to your computer for *Transferring Files & Settings* (e.g., rigs, setlists, presets, etc.), *Recording* (to a digital audio workstation [DAW]), or *Reamping*.

Transferring Files & Settings

Over a USB connection, you can transfer rig, setlist, model preset, loop and/or impulse response (IR) files between your computer and the HeadRush Gigboard.

We recommend creating a backup copy of your files to your computer before you make any changes.

Important:

Do not disconnect or power off the HeadRush Gigboard during the process.
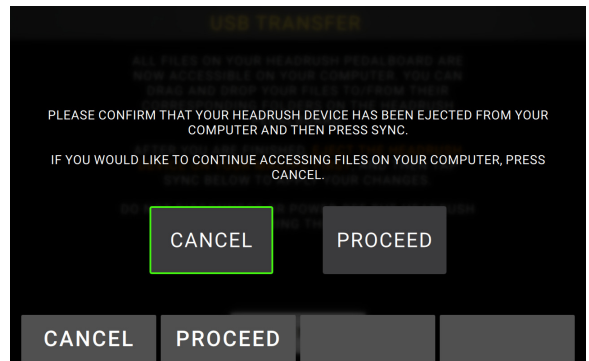
Any unsupported files will be ignored.

You cannot transfer a folder or .zip/archive folder to/from HeadRush Gigboard. Instead, transfer any supported files directly.

We recommend organizing the file structure of your rigs, setlists, model presets, and/or impulse response files on your computer so that it's identical to the file structure as shown on the HeadRush Gigboard "drive."
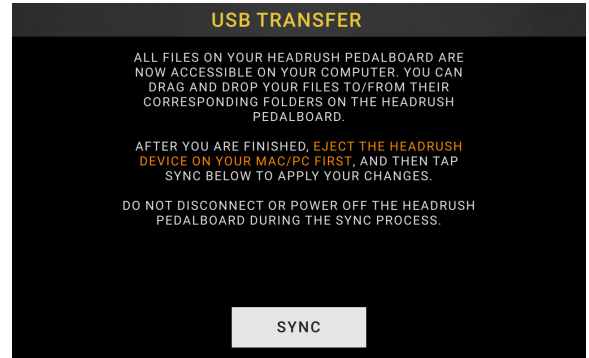
To transfer files between the HeadRush Gigboard and your computer:

1. Connect your computer to the HeadRush Gigboard's **USB port** using a standard USB cable.

2. With your computer powered on, power on the HeadRush Gigboard using the **power switch**.

3. Tap the ●●● button in the upper-right corner of the screen, and tap **Global Settings**.

4. In the Global Settings screen, tap the ●●● button in the upper-right corner of the screen, and tap **USB Transfer**. On your computer, the HeadRush Gigboard will appear as a mass-storage device called **HeadRush**.

    Windows users: If this is the first time you've connected it to this computer, you may need to wait a minute while it installs the class-compliant drivers.

5. Open the **HeadRush** drive. You can now freely click and drag contents between **HeadRush** and your computer. Note that any changes you make to the contents of your **HeadRush** are immediate and cannot be cancelled.

    Tip: During this step, you can add an image to use with the Screen Lock feature. See *Screen Lock* to learn more.

6. **IMPORTANT:** When you are finished transferring contents, you must unmount/eject the Headrush drive from your computer.

7. After the drive has been ejected, tap **Sync** on your HeadRush Gigboard to "commit" any changes you made to the contents of the HeadRush drive. An additional prompt will appear to confirm you have ejected the drive. Tap **Proceed** to continue or **Cancel** to continue accessing files on your computer.

    As the HeadRush Gigboard analyzes and imports the files, a meter on the display will indicate its progress. The normal Global Settings screen will reappear when the process is finished. Do not disconnect or power off HeadRush Gigboard during the sync process.

Recording

When the HeadRush Gigboard's USB port is connected to your computer, you can select and use the HeadRush Gigboard as a 24-bit audio interface, enabling you to play audio through it or to send its audio signal to the computer. It can use sample rates of 44.1 kHz, 48 kHz, or 96 kHz.

Important Note for Windows Users: Before connecting the HeadRush Gigboard to your computer, download the necessary drivers from **headrushfx.com/support** and install them.

To use the HeadRush Gigboard as an audio interface with your computer, open your computer's **Control Panel** (Windows) or **System Preferences** (Mac OS), open its sound/audio settings, and select **HeadRush Gigboard** as the device for recording/input and/or for playback/output.

The HeadRush Gigboard can send four separate audio signal channels to your computer. Before recording the HeadRush Gigboard's audio signal into your digital audio workstation (DAW), select the channel/channels you want to record:

1: the **left** channel of the **master outputs** with all active effects applied.

2: the **right** channel of the **master outputs** with all active effects applied.

3: a **mono** channel of the **guitar input** with no effects applied.

4: identical audio signal to **3**.

The HeadRush Gigboard can receive four separate audio signal channels from your computer. The channels are named and routed as follows:

1: the **left** channel of your computer's output audio signal, which will be sent directly out of the HeadRush Gigboard's **master outputs** and **phones output**.

2: the **right** channel of your computer's output audio signal, which will be sent directly out of the HeadRush Gigboard's **master outputs** and **phones output**.

3: a **mono** channel of your computer's audio signal, which will be sent back through the HeadRush Gigboard (see *Reamping* below).

4: not used in this scenario.

Important: Remember to set your DAW's master outputs to be sent to **1/2**.

Reamping

Reamping is a process that adds the tone coloration of an amp to a pre-recorded audio signal—in this case, sending audio from your DAW through the HeadRush Gigboard and then recording it back into your DAW. This is useful for saving time because you can change the sound of an already-recorded guitar track without having to manually play the same part again.

To use the HeadRush Gigboard to reamp an audio signal:

1. In your DAW, make sure **HeadRush Gigboard** is selected as your audio interface for both recording/input and playback/output.

2. Assign the output of the desired track to **3**.

3. On the HeadRush Gigboard, tap the ●●● button in the upper-right corner of the screen, and tap **Global Settings**.

4. In the Global Settings screen, tap **Reamp** next to **USB Mode**.

   Also, make sure the **Sample Rate** is set to the same sample rate as the one in your DAW. To change the Sample Rate, set **USB Audio** to **Off** first, select the correct sample rate, set **USB Audio** to **On** again, and restart your DAW.

5. In your DAW again, create a new audio track and assign its input. For a **stereo** input signal, select **1/2**. For a **mono** input signal, select **1**.

6. Locate the point in your track where you want to start reamping.

7. On the HeadRush Gigboard, select the rig, models, or other parameters to achieve the sound you want.

8. In your DAW, start audio recording. The track you want to reamp will be sent through the HeadRush Gigboard and recorded into the audio track you created earlier.

Screen Lock

The Screen Lock feature disables the **touchscreen** and gives you a simple interface that shows your current rig name, setlist name, and a customizable image.

To customize the Screen Lock image:

1. Connect your computer to the HeadRush Gigboard's **USB port** using a standard USB cable.

2. With your computer powered on, power on the HeadRush Gigboard using the **power switch**.

3. Tap the ••• button in the upper-right corner of the screen and then tap **Global Settings**.

4. In the Global Settings screen, tap the ••• button in the upper-right corner of the screen, and tap **USB Transfer**. On your computer, the HeadRush Gigboard will appear as a mass-storage device called **HeadRush**.
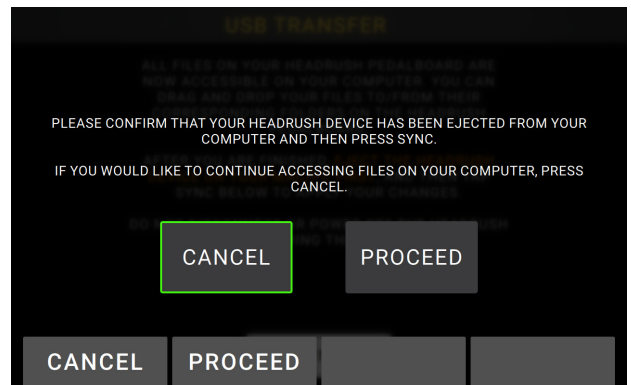
   Windows users: If this is the first time you've connected it to this computer, you may need to wait a minute while it installs the class-compliant drivers.

5. Open the **HeadRush** drive.

6. Place a **.png**, **.bmp**, **.jpg**, or **.jpeg** file named **LockScreenLogo** in the root directory of the **HeadRush** drive. We recommend using an **800x400**-pixel image (it will be automatically scaled to this size after transferring it). Note that any changes you make to the contents of your **HeadRush** are immediate and cannot be cancelled.

   Tip: During this step, transfer rig, setlist, model preset, and/or impulse response (IR) files between your computer and the HeadRush Gigboard. See *USB > Transferring Files & Settings* to learn more.

7. **IMPORTANT:** When you are finished transferring contents, you must **unmount/eject** the HeadRush drive from your computer. File corruption may occur if the drive is not properly ejected before continuing.

8. After the drive has been ejected, tap **Sync** on your HeadRush Gigboard to "commit" any changes you made to the contents of the HeadRush drive. An additional prompt will appear to confirm you have ejected the drive. Tap **Proceed** to continue or **Cancel** to continue accessing files on your computer.

   As the HeadRush Gigboard analyzes and imports the files, a meter on the display will indicate its progress. The normal Global Settings screen will reappear when the process is finished. Do not disconnect or power off HeadRush Gigboard during the sync process.

HEAD RUSH

Appendix

Technical Specifications

Footswitches	(4) footswitches with color LEDs
Knobs	(1) 300° master volume knob (1) 360° navigation/data encoder
Display	(1) full-color LED-backlit display with touch interface 6.9" / 176 mm (diagonal) 5.9" x 3.7" / 150 x 93 mm (width x height)
Connectors	(1) 1/4" (6.35 mm) TS input (guitar) (1) 1/4" (6.35 mm) TRS input (expression pedal) (1) 1/4" (6.35 mm) TS input (expression pedal toe switch) (1) 1/8" (3.5 mm) stereo input (auxiliary device) (1) 1/4" (6.35 mm) TRS output (external amp switch) (1) 1/4" (6.35 mm) TRS input (send) (1) 1/4" (6.35 mm) TRS output (return) (1) 5-pin MIDI input (1) 5-pin MIDI output/thru (1) USB Type-B port (1) IEC power input
Power	**Connection** DC power adapter input **Input Voltage** 19 VDC, 3.42 A, center-positive
Dimensions (width x depth x height)	12.96" x 8.88" x 2.64" 32.92 x 22.56 x 6.71 cm
Weight	7.14 lbs. 3.24 kg

Specifications are subject to change without notice.

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