HEAD RUSH®
P E D A L B O A R D

User Guide   English

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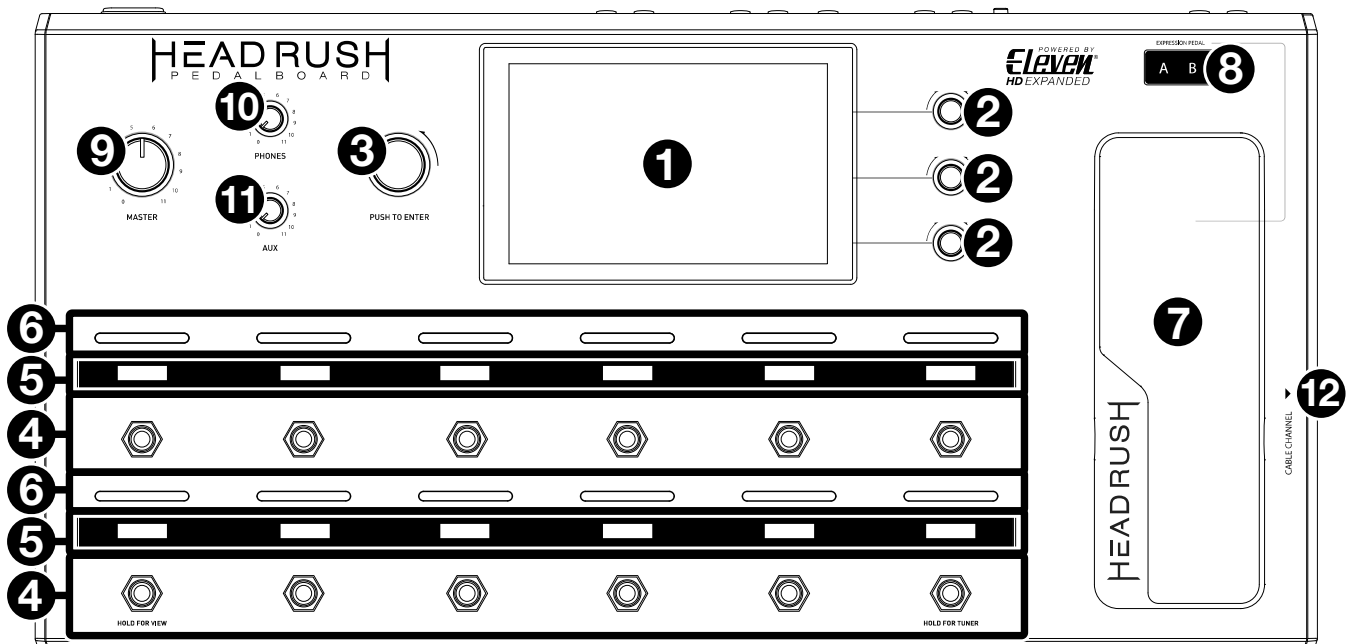
Safety & Warranty Manual

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**.
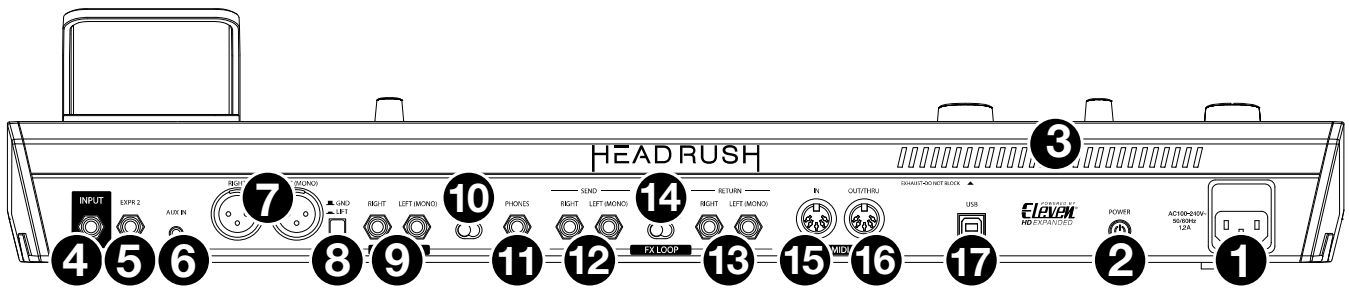
HEADRUSH

Features

Top Panel

1. **Main Display**: This full-color multi-touch display shows information relevant to the HeadRush Pedalboard'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. **Parameter Knobs**: Turn these knobs to adjust the parameters or settings shown next to them in the main display.

3. **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.

4. **Footswitches**: Press these footswitches to activate or deactivate the assigned model, load the assigned rig, enter the tuner, change the footswitch mode (see *Operation > Footswitch Modes*), enter Hands-Free Mode (see *Operation > Hands-Free Mode*), or change the tempo of the current rig.

5. **Footswitch Displays**: These display strips indicate the model, rig, setlist, assignment, control, or available selections assigned to each footswitch.

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

7. **Expression Pedal**: Use this pedal to adjust the assigned parameter/parameters. See *Operation > Hardware Assign > Expression Pedal* for more information.

8. **Expression Pedal Status LED**: These LEDs indicate the current status of the expression pedal. See *Operation > Hardware Assign > Expression Pedal* for more information.

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

10. **Phones Volume**: Turn this knob to adjust the volume level of the **phones output**.

11. **Aux Volume**: Turn this knob to adjust the volume level of the **aux input**.

    Important: The audio signal from the aux input is routed directly to the outputs of the HeadRush Pedalboard without any modeling applied. It is also unaffected by the master volume or phones volume knobs.

12. **Cable Channel**: Place your cables under and through this indent on the underside of the HeadRush Pedalboard to keep your stage clutter-free and prevent people from tripping over cables.
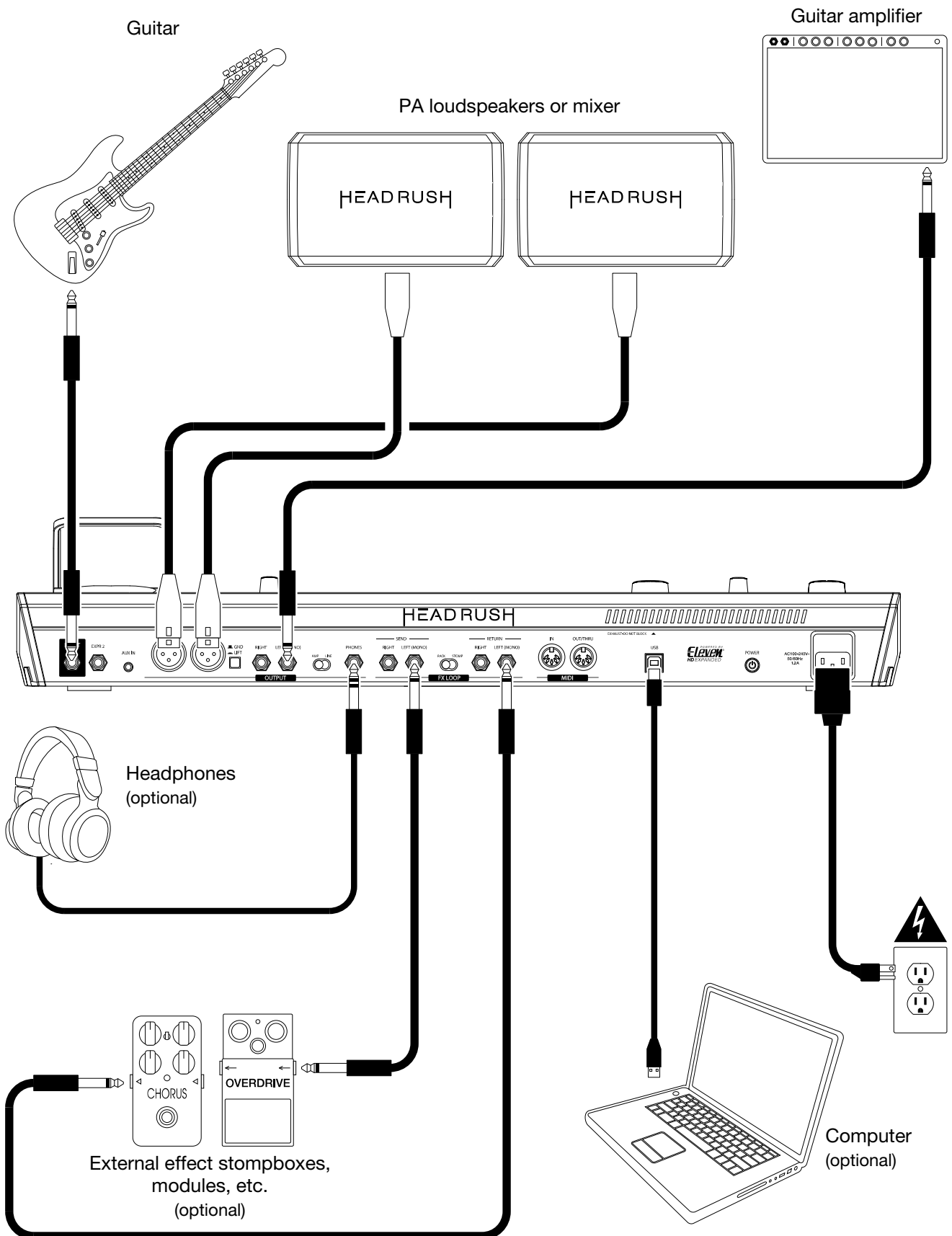
HEADRUSH

Rear Panel

1. **Power Input** (IEC): Connect this input to a power outlet using the included power cable.

2. **Power Switch**: Press this button to turn the HeadRush Pedalboard's power on. Press and hold this button to turn the HeadRush Pedalboard's power off.

3. **Vent**: Make sure this vent is unobstructed while using the HeadRush Pedalboard.

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

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

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

7. **Outputs** (XLR): Connect these outputs to the inputs of your mixer, active loudspeaker, etc. If you only need to use one output, use the one labeled **L/Mono**. If you hear any hum or noise in the signal from these outputs, try using the **ground-lift switch**.

8. **Ground-Lift Switch**: Engage (depress) this switch to reduce hum or noise in the signal from the **XLR outputs**.

9. **Outputs** (1/4"/6.35 mm, TRS): Connect these outputs to the inputs of your amplifier, audio interface, etc. Set the **Amp/Line selector** to the setting appropriate for the connected device. If you only need to use one output, use the one labeled **L/Mono**.

10. **Amp/Line Selector**: Use this switch to select the level of the signal sent from the 1/4"/6.35 mm outputs only. When set to **Amp**, the output level will be +6 dBu for a standard guitar amplifier. When set to **Line**, output level will be line-level, +18 dBu.

11. **Phones Output** (1/4"/6.35 mm, TRS): Connect standard 1/4" (6.35 mm) stereo headphones to this output. Use the **phones volume** knob to control the volume level.

12. **Send Outputs** (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. Set the **Rack/Stomp selector** to the setting appropriate for the connected device. If you only need to use one output, use the one labeled **L/Mono**. Use the **FX-Loop Stereo** setting in the Global Settings screen to determine whether the output signal will be mono or stereo (see *Operation > Global Settings > Audio Configuration* for more information).

13. **Return Inputs** (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. Set the **Rack/Stomp selector** to the setting appropriate for the connected device. If you only need to use one output, use the one labeled **L/Mono**. Use the **FX-Loop Stereo** setting in the Global Settings screen to determine whether the output signal will be mono or stereo (see *Operation > Global Settings > Audio Configuration* for more information).

14. **Rack/Stomp Selector**: Use this switch to select the level of the signal sent from the **send outputs** to the return inputs of an external device (e.g., effects rack unit, effect pedal, etc.). When set to **Rack**, output level will be line-level, +18 dBu. When set to **Stomp**, the output level will be +6 dBu like a standard guitar pedal ("stompbox").

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

16. **MIDI Output/Throughput** (5-pin DIN): Use a standard MIDI cable to connect this output to the MIDI input of an optional external MIDI device. You can set this output to be a standard MIDI output or MIDI throughput (see *Operation* > *Global Settings* > *MIDI Settings* for more information).

17. **USB Port**: Connect this USB port to a computer using a standard USB cable. This connection allows the HeadRush Pedalboard 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, setlists, and impulse response (IR) files. This connection is also used to update the firmware.

Setup

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

Guitar

Guitar amplifier

PA loudspeakers or mixer

Headphones
(optional)

External effect stompboxes,
modules, etc.
(optional)

Computer
(optional)

Operation

This chapter describes the HeadRush Pedalboard's functions.

Main Screen

Overview

Tap to search for rigs by name.

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.

Tap for more options.

PUSH TO ENTER

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

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

Turn the **parameter knobs** to adjust the corresponding parameters. If a model has more than three parameters, drag your finger up or down this column to bring the additional parameters into focus.

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 delete a model, tap and drag it to the bottom of the touchscreen over the **Drag Here to Delete** bar that appears.

To show a model's parameters on the right edge of the screen, tap the model so it is outlined in green. You can then turn the **parameter knobs** to adjust the parameters in the column to their left. If a model has more than three parameters that you would like to adjust, drag your finger up or down the column to bring the additional parameters into focus. When no model is selected, the parameters will be ones that you assign in the *Hardware Assign* screen.

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 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 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 of the following:

- Press the upper-left (**Rig ▲**) or lower-left (**Rig ▼**) **footswitch** to load the previous or next rig immediately.

- Tap the name of the rig on the screen, and then tap the ◀ or ▶ next to it.

- Tap the name of the rig on the screen and then turn the **encoder**.

- 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 rig name). The results will appear below. Tap a result to load that rig.
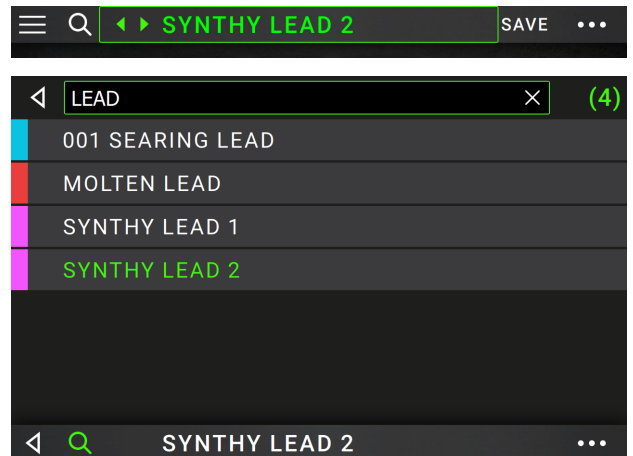
To create a new rig, tap the ●●● button in the upper-right corner, and then tap **New Rig**.

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 Pedalboard 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 Reverb/Delay Tail Spillover for the whole rig, tap **Tail** on the main screen. Alternatively, press and hold the upper-left (**Rig ▲**) footswitch for one second.

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 tap the effect in the **Main Screen**. Then turn the **parameter knob** corresponding to the **Tail** parameter and toggle between **Off** and **On**.

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

HEAD RUSH

Signal Path

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

To reconfigure the signal path, tap ■■■■ at the bottom of the main screen. The icon will change to match the current signal path 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.
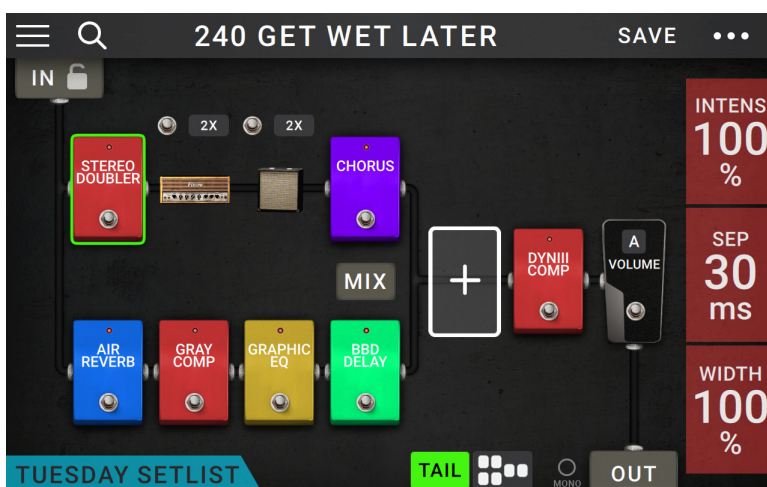
This signal path splits immediately from the source and rejoins near the end. Like the second configuration, this one is useful for using two types of effects (or chains of effects independently, but it allows for more models in the split paths and the rejoined one.

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

Stereo vs. Mono

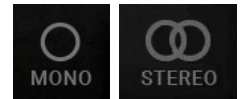The outgoing signal from the HeadRush Pedalboard can be mono or stereo, depending on the models in your rig, the signal path, and which outputs you are using. An indicator near the end of the signal path indicates the current configuration.

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.

Footswitch Modes

The eight middle footswitches can be used to activate or bypass models (amps, cabs, or effects) as well as select rigs, setlists, and songs. The footswitches can be used in one of five modes: **Stomp Mode**, **Rig Mode**, **Hybrid Mode**, **Setlist Mode**, or **Song Mode**. The mode you are in when you power off HeadRush Pedalboard will be the mode you are in when you power it back on.

To change the mode:

1. Press and hold the lower-left footswitch until **Exit** appears in its display. The adjacent five footswitches now correspond to the five modes: **Stomp**, **Rig**, **Hybrid**, **Setlist**, and **Song.**

2. Press a **footswitch** to enter the corresponding mode.

| Exit | Stomp | Rig | Hybrid | Setlist | Song |
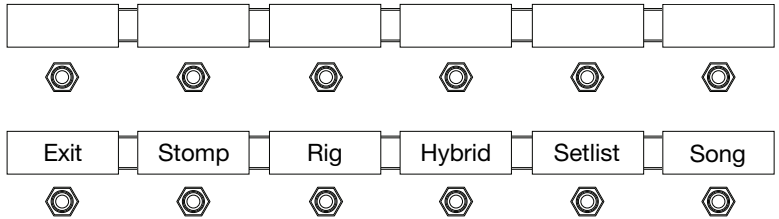
Stomp Mode

The middle eight footswitches correspond to models (amps, cabs, or effects) in your rig. Press a footswitch to activate or deactivate its model.
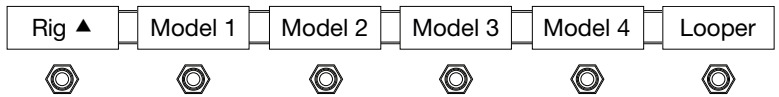
> **To show the previous or next rig**, press the upper-left (**Rig ▲**) or lower-left (**Rig ▼**) footswitch.

| Rig ▲ | Model 1 | Model 2 | Model 3 | Model 4 | Looper |
| Rig ▼ | Model 5 | Model 6 | Model 7 | Model 8 | Tuner |
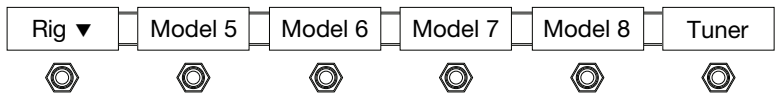
Rig Mode

The middle eight footswitches correspond to rigs you have saved. Press a footswitch to load its rig.
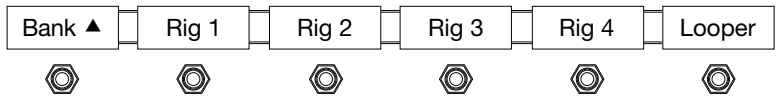
> **To show the previous or next four rigs**, press the upper-left (**Bank ▲**) or lower-left (**Bank ▼**) footswitch.

| Bank ▲ | Rig 1 | Rig 2 | Rig 3 | Rig 4 | Looper |
| Bank ▼ | Rig 5 | Rig 6 | Rig 7 | Rig 8 | Tuner |

Hybrid Mode

The upper middle four footswitches correspond to rigs you have saved. Press one of these footswitches to load its rig. The lower middle four footswitches correspond to models (amps, cabs, or effects) in your signal chain. Press one of these footswitches to activate or deactivate its model.
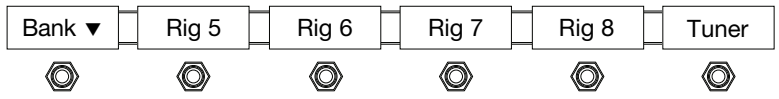
Bank ▲	Rig 1	Rig 2	Rig 3	Rig 4	Looper
◎	◎	◎	◎	◎	◎
Bank ▼	Model 1	Model 2	Model 3	Model 4	Tuner
◎	◎	◎	◎	◎	◎
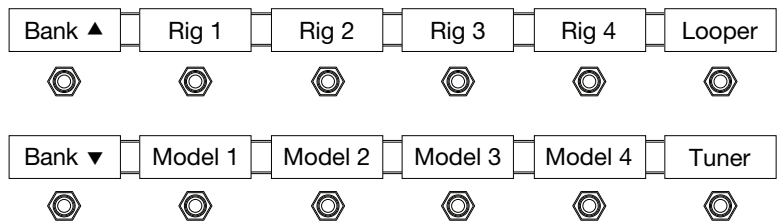
- **To show the previous or next four rigs/models**, press the upper-left (**Bank ▲**) or lower-left (**Bank ▼**) footswitch.

- If you would like to reverse the view so that models are on the top row and rigs are on the bottom row, you can set **Hybrid Mode** to **REVRS** on the **Global Settings** page. See *Global Settings > Footswitches* to learn more.

Setlist Mode

The middle eight footswitches correspond to setlists you have saved. Press a footswitch to load its setlist. After you select a setlist, you will automatically be brought to *Song View*.

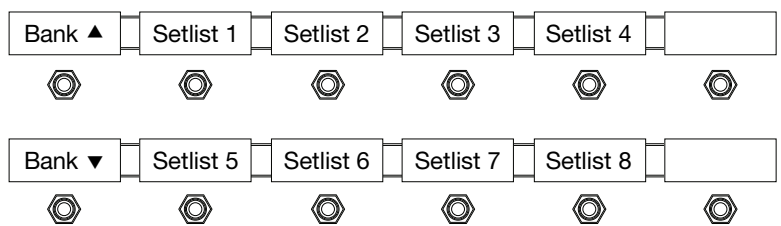| Bank ▲	Setlist 1	Setlist 2	Setlist 3	Setlist 4	
◎	◎	◎	◎	◎	◎
Bank ▼	Setlist 5	Setlist 6	Setlist 7	Setlist 8	
◎	◎	◎	◎	◎	◎

- **To show the previous or next four setlists**, press the upper-left (**Bank ▲**) or lower-left (**Bank ▼**) footswitch.

Song Mode

The four footswitches toward the right correspond to four rigs from a song in your setlist. This mode can only be used when you have a Setlist loaded. After entering this mode, you will automatically be brought to *Song View*.

Song ▲	Rig ▲	Bank ▲	Rig 1	Rig 2	
◎	◎	◎	◎	◎	◎
Song ▼	Rig ▼	Bank ▼	Rig 3	Rig 4	
◎	◎	◎	◎	◎	◎
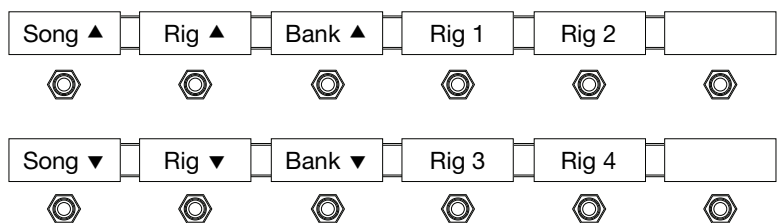
- **To select the previous or next song**, press the upper-left (**Song ▲**) or lower-left (**Song ▼**) footswitch.

- **To select the previous or next rig in the current song**, press the upper footswitch second from the left (**Rig ▲**) or the lower footswitch second from the left (**Rig ▼**).

- **To show the previous or next four rigs in the current song**, press the upper footswitch third from the left (**Bank ▲**) or the lower footswitch third from the left (**Bank ▼**).

Rigs

When you're using the HeadRush Pedalboard, a **rig** is a preset: the combination of assigned **models**—the amps, cabs, and effects—and the parameter settings of 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 (**Custom IR**, **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 are loading an impulse response (IR) file, you can select one that is truncated to **1024** samples, which are less DSP-intensive, freeing up more resources to load and use additional models and/or IRs to your rigs.

> **To load a truncated IR**, select the **IR 1024** model instead of the normal setting when adding an IR to your rig.

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.
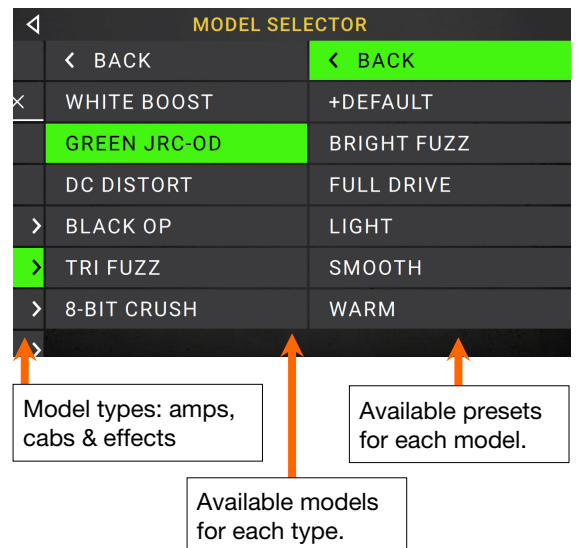
Optimizing Your Signal Chain

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 Pedalboard. 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 Pedalboard:

- 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.

001 SEARING LEAD*

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.

Note: Select **Do not show this dialog again** in the message to disable these confirmation messages. You can re-enable them in the **Global Settings** screen (see *Global Settings*).
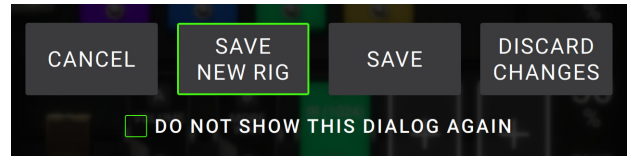
To save a rig, tap **Save** in the upper-right corner.

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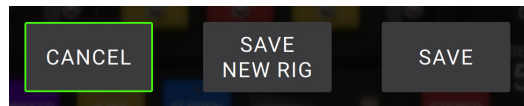
To return to the previous screen without saving, tap **Cancel** at any time.

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**.

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.
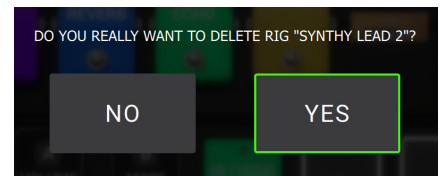
Adjusting Settings

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

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.

Turn the **parameter knobs** to adjust the corresponding parameters. If a model has more than three parameters, drag your finger up or down the column of parameters on the screen to bring additional settings into focus.

Parameters

Listed below are some of the parameters that you can adjust for each type of rig item. The types include 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 a preset after adjusting parameters.

Amp

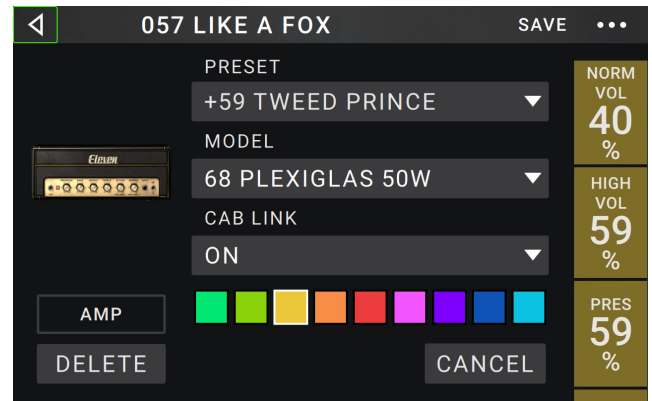The Amp category is a list of popular guitar amplifiers.

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).

Cab Link: This setting determines whether or not a specific cab and microphone are associated with the amp. When this is set to **Off**, any cab and microphone used in the current rig will be completely independent of the amp you select. When this is set to **On**, a specific cab and microphone combination will be used if you change the amp's **Preset** setting or if you load a new amp to the rig. You can change the cab and microphone manually afterward by adjusting the parameters of the cab model.

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.

Cab

The Cab category is a list of popular amp cabinets, which contain the speakers. The HeadRush Pedalboard 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.

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 an angle from the center of the speaker and it 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.
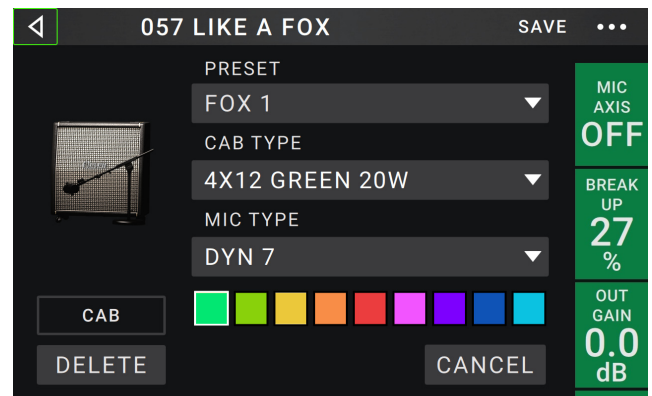
Effects

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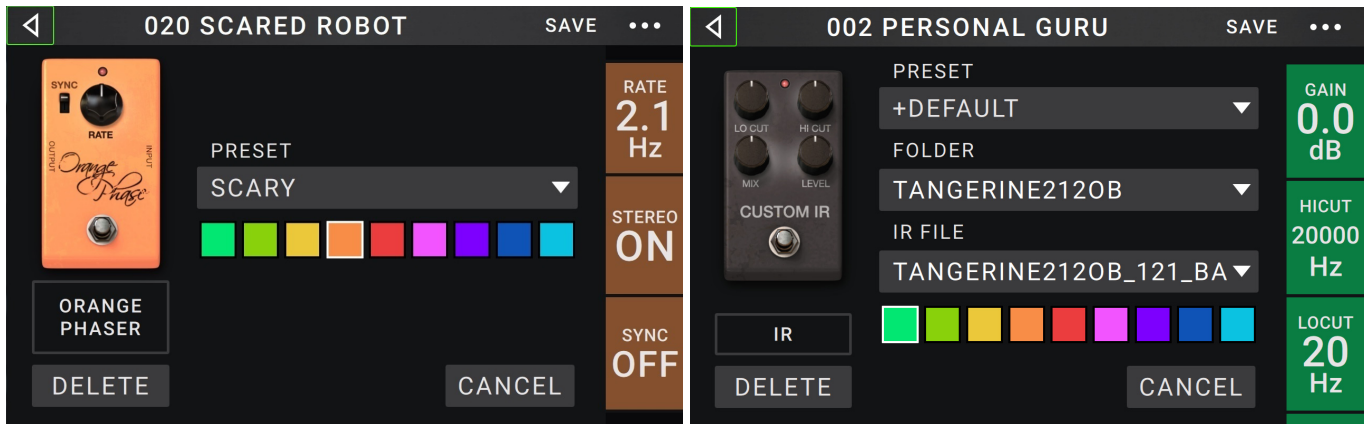
In

These input settings control the signal sent through 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 **gray**.

- 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.

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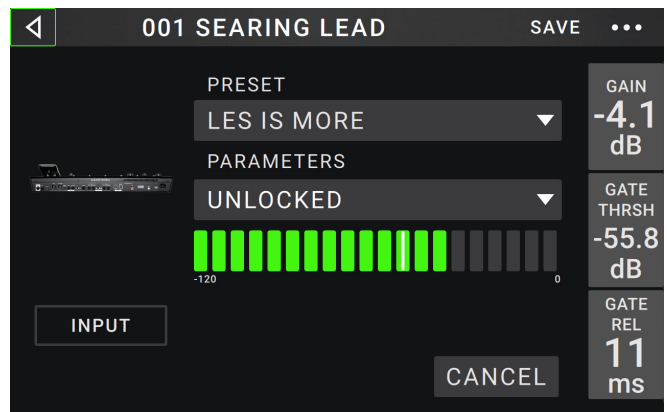
Out

These output settings control the signal sent to the HeadRush Pedalboard 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.

Alternate Output: This level meter indicates the current level of your output signal. You can set which outputs will send this signal in the Global Settings screen. The **To Amp Gain** setting controls the level of this signal unless the **Alternate Output** source is set to **Rig Input**. See *Global Settings* to learn about this.

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

To Amp Gain: This setting controls the gain level of the signal of the Alternate Output unless the **Alternate Output** source is set to **Rig Input** (see *Global Settings* to learn about this). The available range is **-60.0** to **12.0 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 Pedalboard handles stereo and mono signals.
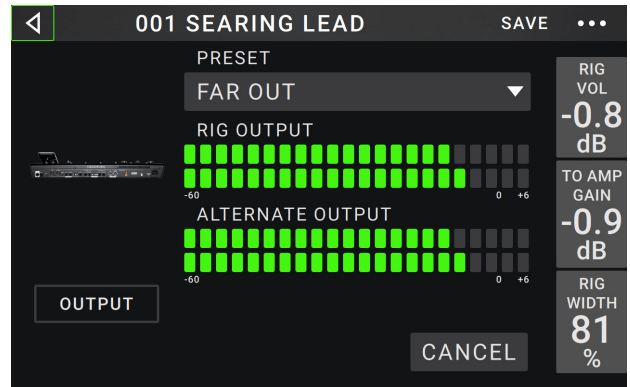
Mix

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.
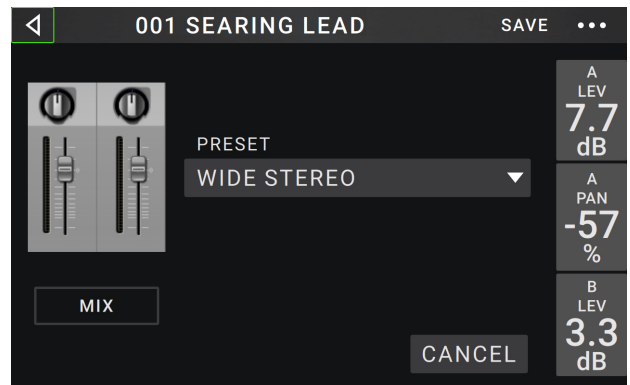
Saving a Preset

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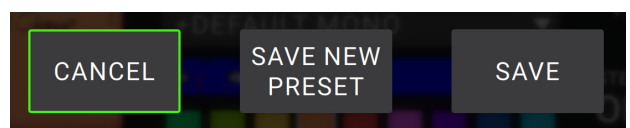
To return to the previous screen without saving, tap **Cancel** at any time.

Hardware Assign

The Hardware Assign screen enables you to customize how the HeadRush Pedalboard's footswitches, expression pedal, and parameter knobs 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.
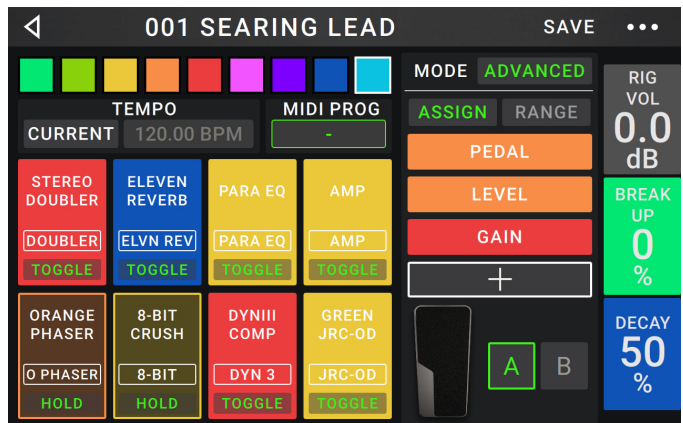
To set the color associated with the rig, tap it in the upper-left part of the screen. This color will appear next to the rig name when you view a list of all available rigs or when you view and create setlists. It will also be the color of the corresponding footswitch indicator when the HeadRush Pedalboard is in the **Rig** footswitch 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 (the lower-right-most one) at the desired tempo 3–8 times to set the new tempo in beats per minute (**BPM**). You can do this anytime that footswitch display shows **Tempo**.

- **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 Pedalboard 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).

HEADRUSH

Footswitches

The eight boxes in the lower-left corner represent the middle eight footswitches of the HeadRush Pedalboard. 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.

4. On the Hardware Assign screen, tap **Toggle/Hold/Scene** for that footswitch to cycle through the available options:

   When set to **Toggle**, each press will turn the model on or off.

   When set to **Hold**, pressing and holding the footswitch will activate it, and releasing the footswitch will deactivate it.

   When set to **Scene**, each press will turn a scene on or off. A scene is a collection of "linked" models in the rig—all of which will simultaneously turn on or off when you press that scene's footswitch. See the *Scenes* section to learn about this feature.
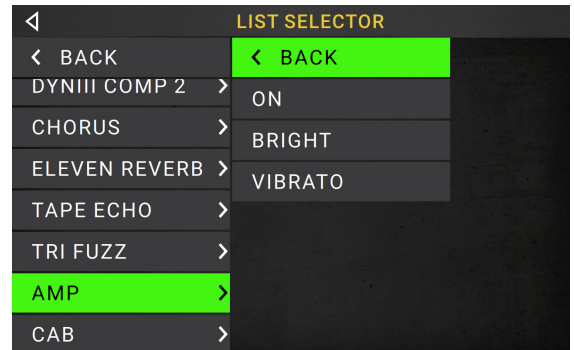
To swap two assignments, tap and drag one of them over the other, and then release it.

To edit the text displayed above the footswitch, tap the text in the box below the model name, use the virtual keyboard that appears to enter a name, and then tap anywhere other than the text field.
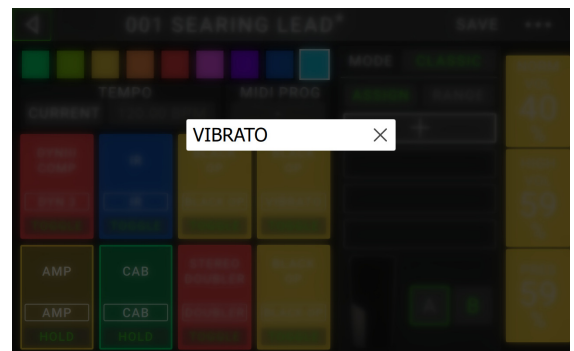
Scenes

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/Hold/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 a model to load a preset when the scene is turned on, tap the Preset field and select a preset. With this feature enabled, you change the parameters of a model by selecting a scene.

5. Tap a **color** at the bottom of the touchscreen to select a color for the scene.

6. 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.

Quick Parameters

The right edge of the screen shows a column of fields for three parameters. These are the three parameters that are shown first whenever you load a rig. When no model is selected on the main screen, you can turn the three **parameter knobs** to adjust these parameters. You can assign any continuous parameters to these knobs (parameters with a range of values rather than ones with only "on" and "off" states).

To assign a parameter to a parameter knob:

1. Tap the field to which you want to assign a parameter. **+** indicates an empty field.

2. In the list that appears, tap the model with the parameter you want to assign. You can also select parameters for the incoming signal (**Input**) or outgoing signal (**Output**).

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

   Tap **Unassigned ✕** to unassign that parameter knob.
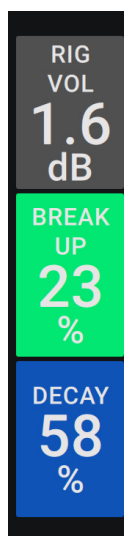
Expression Pedal

The expression pedal can control two parameters (in Classic Mode) or two sets of parameters (in Advanced Mode). Use the toe switch to switch between them—Expression Pedal A or B.

To activate the toe switch, move the "toe end" of the expression pedal so it touches the pedalboard, and then press down. The expression pedal status LED will indicate **A** or **B**.

Note: When you save your rig, the current 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.
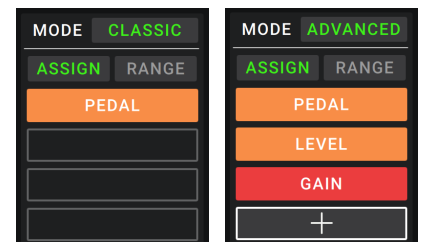
Important: You **cannot** edit any parameters assigned to the expression pedal in **Classic Mode** (they will show a lock icon and be grayed out in other screens to indicate this). You **can** edit any parameters assigned to the expression pedal in **Advanced Mode** (they will show a pedal icon in other screens to indicate this).

To assign a parameter to the 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.
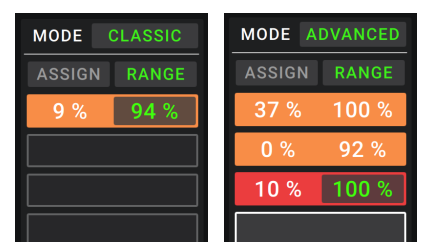
Setlists

A **song** is a group of rigs that are sorted together for optimal organization. A **setlist** is a saved collection of songs and rigs arranged in a customized order. After being edited and saved, setlists can be loaded at a later time. This feature is useful if, for instance, you need only some of your rigs for a performance; in this case, you could save a setlist with only those rigs so that you don't have to spend time searching through all of your rigs while performing.

To view your available setlists, tap the ≡ button in the upper-left corner of the main screen.

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 songs and rigs in the setlist.

   • **To add a song to the setlist,** tap the **New Song +** button in the lower-right corner.

   • **To add a rig to the setlist**, tap it in the list on the left half of the screen. It will automatically be added to the end of the setlist. Alternatively, you can tap and hold the rig while dragging it to the desired location in the setlist. You are able to add the same rig to more than one slot in a setlist.

   • **To rearrange a song in the setlist**, press the arrow to collapse the song so that its rigs are hidden. Then tap and hold the song while dragging it to the desired location in the setlist.

   • **To rearrange a rig in the setlist**, tap and hold the rig while dragging it to the desired location in the setlist.

   • **To further customize the arrangement of your rigs**, tap the **Empty Slot +** button in the lower-left corner. In place of a rig, a blank will be inserted into the setlist, and you can rearrange it as you would any other rig. In the **Rig**, **Hybrid,** and **Song** footswitch modes, the blank will be assigned to the footswitch corresponding to its position in the setlist, and this footswitch will be disabled. Use this feature if you would like to limit the number of selectable rigs in a row of footswitches or in one of your banks of rigs.

   • **To remove a rig from the setlist**, tap the X on its right edge.

   • **To remove a song from the setlist**, tap the trash can on its right edge.

   • **To rename a song in the setlist**, tap the pencil icon then type the new name.
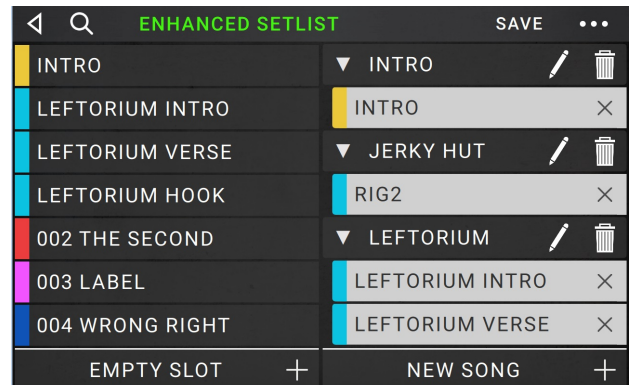
To save your changes to the current setlist, tap **Save** in the upper-right corner.

• **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**.

• **To return to the previous screen without saving**, tap **Cancel**.
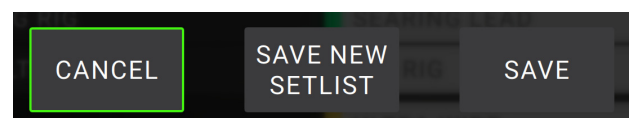
To load a setlist:

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.

◁ Q	SETLISTS	NEW •••
★ ALL RIGS		(12)
••• GIG 7/3		(8)
••• RECORDING 4/19		(6)
••• RECORDING 4/2		(4)
••• REHEARSAL 5/11		(6)
••• GIG 9/30 1ST SET		(9)
••• GIG 7/6		(11)
••• GIG 9/30 2ND SET		(8)
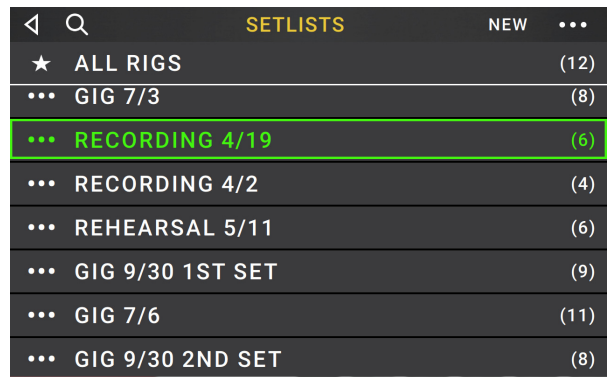
To edit a setlist, tap the ••• button on its left side, and then tap the pencil icon. You will see the same screen you used to create the setlist, where you can edit and save it.

••• GIG 7/3		(8)
••• RECORDING 4/19	(6) ✎ 🗑	
••• RECORDING 4/2		(4)
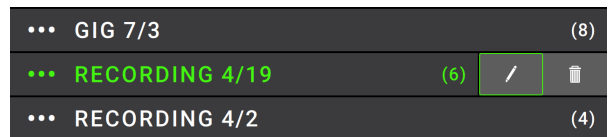
To delete a setlist, tap the ••• button on its left side, and then tap the trash can icon. Tap **Yes** to confirm the deletion or **Cancel** to return to the Setlists screen without deleting it.

Song View

There are two **Song View** pages that can be used to show your currently loaded setlist during a performance: **Classic** and **Advanced**. **Song View** automatically appears after you select the **Setlist** or **Song** footswitch mode, and you can also make it appear by tapping the ••• button on the main page and selecting **Song View**. When **Song View** is opened, it will display the last selected page (**Classic** or **Advanced**).

Classic Song View (pictured below) shows a list of the songs in the setlist, the number of rigs in each song, and the current rig.

Advanced Song View (pictured below) shows the current song and rig in the setlist, all other rigs within the current song, as well as the previous and next songs in the setlist.
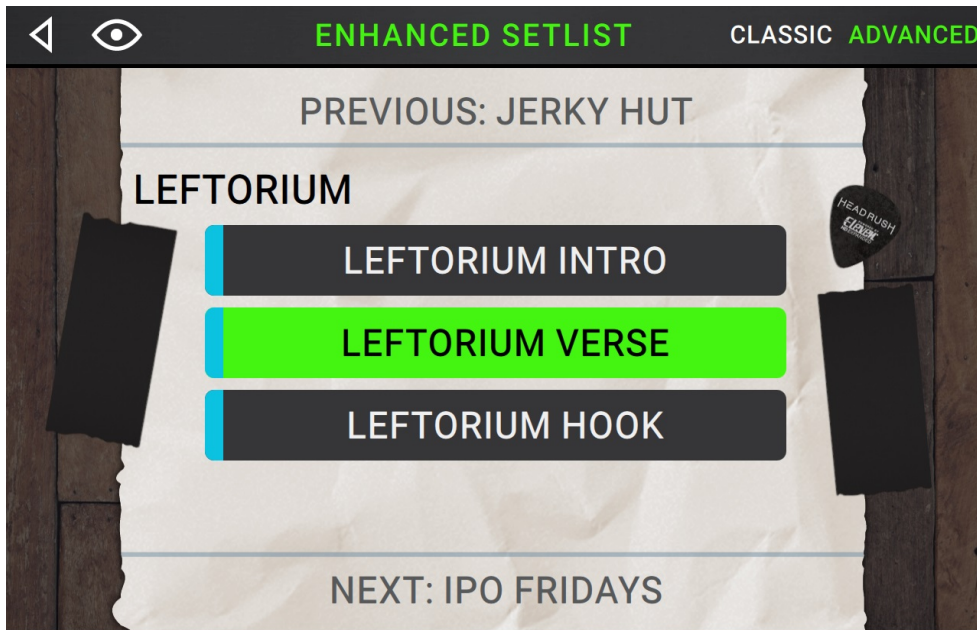
If you find that **Song View** is too bright while performing, you can tap the eye icon in the top left corner to show a simpler and darker view, as pictured below:
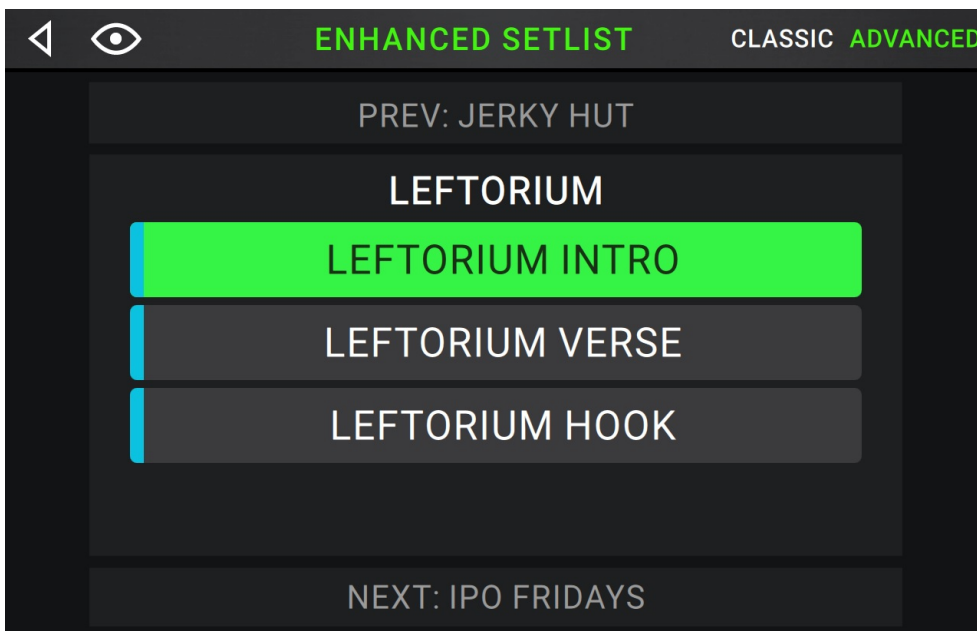
Hands-Free Mode

Hands-Free Mode enables you to adjust any of the settings on your models by using just the footswitches and expression pedal.

To enter Hands-Free Mode, press and hold a **footswitch** assigned to a model for over one second. While in Hands-Free Mode, the screen will show a single parameter and its value, and the top six footswitches will correspond to six parameters of that model.

To exit Hands-Free Mode, press the lower-left most (**Exit**) **footswitch**.

To change the value, move the **expression pedal**.

To fine-tune the value incrementally, use the lower-right two (**–** or **+**) footswitches.

To show another parameter, press the corresponding footswitch. If that model has more than six parameters, press the lower-middle two (◀ or ▶) **footswitches** to show the previous or next six parameters.

To save your rig in Hands-Free Mode, press the second footswitch from the left in the lower row of footswitches.

To quickly change and audition IR files, use the lower-middle two (**IR ▲** or **IR ▼**) **footswitches**.

Note: This option is only available when editing an IR in Hands-Free Mode.

HANDS-FREE MODE

DC DISTORT
GAIN
50 %

HANDS-FREE MODE

DC DISTORT
TREBLE
50 %
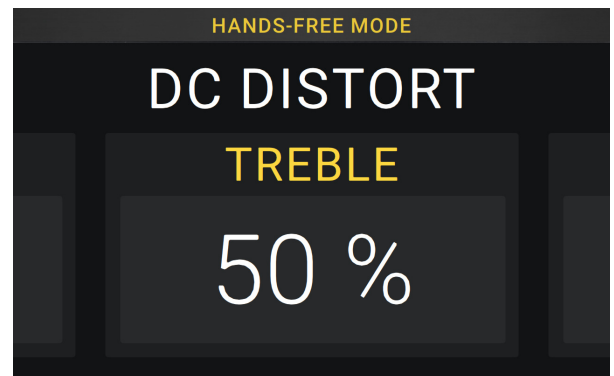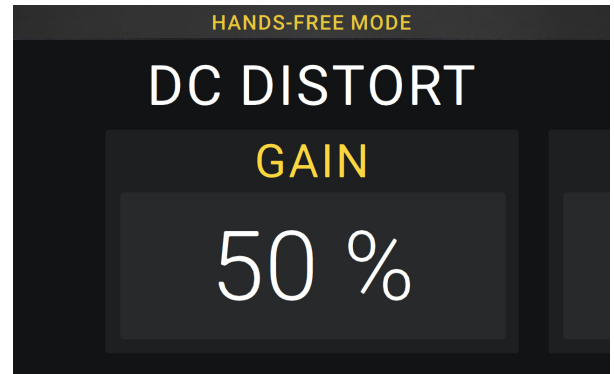
Looper

The HeadRush Pedalboard 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**.

Loop name.

Rig name.

◁ ◂ ▸ 002 PERSONAL GURU •••

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

EAST COAST ROAST.WAV

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

MIX
50
%

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

00:00.0   READY   02:13.3

FDBK
100
%

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.

SPEED   X 1   LOOP LENGTH   X 1

LOC
POST

This indicates the length of the current loop.

OVERDUB LAYERS   1   PLAYBACK   NORMAL

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

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 record over a section of the top-most (last-added) **layer** (like a punch-in/punch-out function), press the **Insert** footswitch. Recording will begin immediately, and the footswitch indicator will light **red**. Press the **Insert** footswitch again to stop recording and continue playback. This overwrites that section of the top-most layer.

To halve or double the length of the loop, press the **1/2 Loop** or **2X Loop** footswitch, respectively. The loop's relative length is shown in the **Loop Length** field. The halving process is non-destructive, so you can restore your original loop and its content by pressing **2X Loop**.

To halve or double the speed of the looper, press the **1/2 Speed** or **2X Speed** footswitch, respectively. The loop's relative speed is shown in the **Speed** field.

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

To reverse looper playback, press the **Reverse** footswitch. The looper's current playback direction is shown in the **Playback** field.

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

To mute or unmute the looper, press the **Mute** footswitch.

To set the looper's location, turn the third **parameter knob** (**Loc**) 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 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.

To create a new loop, tap the ●●● button in the top right corner and then tap **NEW LOOP**. Tap **Yes** to clear the current loop and create a new one or **No** to return to the Looper screen.

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

To load a loop, tap the ●●● button in the top right corner and then tap **LOAD LOOP**. When the file browser appears, select the loop to load, and then tap **Import** to load the loop or **Cancel** to return to the Looper screen.

Tip: While using the USB Transfer feature, you can import .WAV and .MP3 audio files for the Looper by placing the files in the HeadRush Pedalboard's **/LOOPS/** directory.

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 **Cancel** to return to the Looper screen without renaming.

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

External MIDI Control

The HeadRush Pedalboard can be controlled by incoming MIDI CC (control change) messages sent by external MIDI gear. This external MIDI gear must be connected to the 5-pin **MIDI Input**.

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

CC#	Action
49	Footswitch 1
50	Footswitch 2
51	Footswitch 3
52	Footswitch 4
53	Footswitch 5
54	Footswitch 6
55	Footswitch 7
56	Footswitch 8
57	Footswitch 9
58	Footswitch 10
59	Footswitch 11
60	Footswitch 12
64	Tap Tempo
65	Looper 1/2 Speed
66	Looper 2X Speed
67	Looper 1/2 Loop
68	Looper 2X Loop

CC#	Action
69	Looper Start/Stop
70	Looper Record
71	Looper Insert
72	Looper Peel
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

Global Settings

Use the global settings to configure the HeadRush Pedalboard'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.
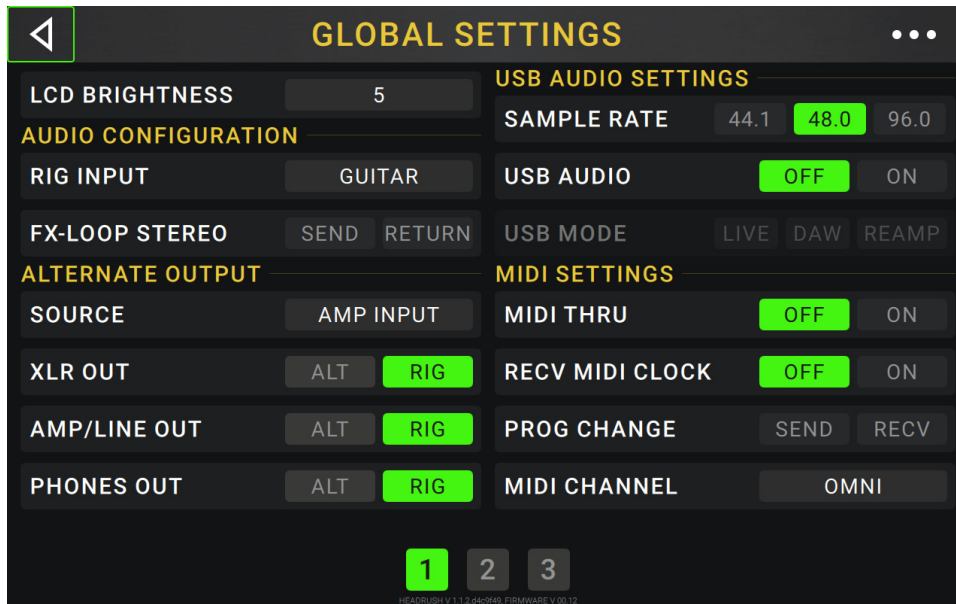
LCD Brightness: This setting determines the brightness of the main display. Tap this field, turn the **encoder** to select **1** (dim) through **5** (bright), and then press the **encoder**.

Audio Configuration:

Rig Input: This setting determines whether each rig's input signal is taken from the **guitar input** (**Guitar**) or the right (R) **return input** (**FX Ret R**). When set to **Per Rig**, the source is determined by the **Rig Input** setting of each rig (see *Adjusting Settings > Parameters > In* to learn about this). When set to **FX Ret R** or **Per Rig**, the **FX-Loop Stereo Return** setting will be disabled; the signal will be mono.

FX-Loop Stereo: These settings determine whether the incoming and outgoing signal in the effects loop is stereo or mono. Tap **Send** to enable or disable the stereo signal for the **send outputs**. Tap **Return** to enable or disable the stereo signal for the **return inputs**.

Alternate Output: These settings determine the signal sent from each output.

Source: This setting determines the point in the signal path from which the alternate output signal is taken: **Rig Input**, **Amp Input** (the default setting), **Amp Output**, **Cab Input**, **Cab Output**, **IR Input**, **IR 1024 In**, **Amp 2 Input**, **Amp 2 Output**, **Cab 2 Input**, **Cab 2 Output**, **IR 2 Input**, or **IR 1024 2 In**.

XLR Out: This setting determines whether the **XLR outputs** will send the rig output signal (**Rig**) or alternate output signal (**Alt**).

Amp/Line Out: This setting determines whether the **1/4" (6.35 mm) outputs** will send the rig output signal (**Rig**) or alternate output signal (**Alt**).

Phones Out: This setting determines whether the **phones output** will send the rig output signal (**Rig**) or alternate output signal (**Alt**).

USB Audio Settings:

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 pedalboard 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 what audio signal how the HeadRush Pedalboard 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 Pedalboard's **outputs**.

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

- **Reamp**: Your computer will send an audio signal to the HeadRush Pedalboard, which will process it through the current rig and send it back to your computer. The HeadRush Pedalboard's **outputs** will be disabled to prevent any latency while monitoring. See *USB > Reamping* to learn how to configure your DAW for this process.

MIDI Settings: These settings determine how the HeadRush Pedalboard sends and receives MIDI information from and to external devices. These settings affect only the HeadRush Pedalboard'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 Pedalboard's MIDI input will be sent directly to the MIDI output. Tap **Off** to use the HeadRush Pedalboard's MIDI output normally; the HeadRush Pedalboard will be able to send its own MIDI information out of the MIDI output.

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

Prog Change: Tap **Send** to enable or disable the HeadRush Pedalboard's transmission of MIDI program change messages when you press the upper-left (**Rig ▲**) or lower-left (**Rig ▼**) switch. Tap **Recv** to enable or disable the HeadRush Pedalboard's reception of MIDI program change messages from an external MIDI device.

MIDI Channel: This setting determines the MIDI channel(s) that the HeadRush Pedalboard 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**.

GLOBAL SETTINGS

XLR OUT EQ				AMP/LINE OUT EQ			
EQ ON	OFF	ON		EQ ON	OFF	ON	
LEVEL	0.0 dB			LEVEL	0.0 dB		
LOW BAND	SHELF	CUT		LOW BAND	SHELF	CUT	
HIGH BAND	SHELF	CUT		HIGH BAND	SHELF	CUT	
LOW	100 Hz	0.0 dB	Q 0.6	LOW	100 Hz	0.0 dB	Q 0.6
LOW MID	260 Hz	0.0 dB	Q 0.6	LOW MID	260 Hz	0.0 dB	Q 0.6
HIGH MID	2000 Hz	0.0 dB	Q 0.6	HIGH MID	2000 Hz	0.0 dB	Q 0.6
HIGH	5000 Hz	0.0 dB	Q 0.6	HIGH	5000 Hz	0.0 dB	Q 0.6

1 2 3

HEADRUSH V.1.1.2.d4c9f49, FIRMWARE V 00.12
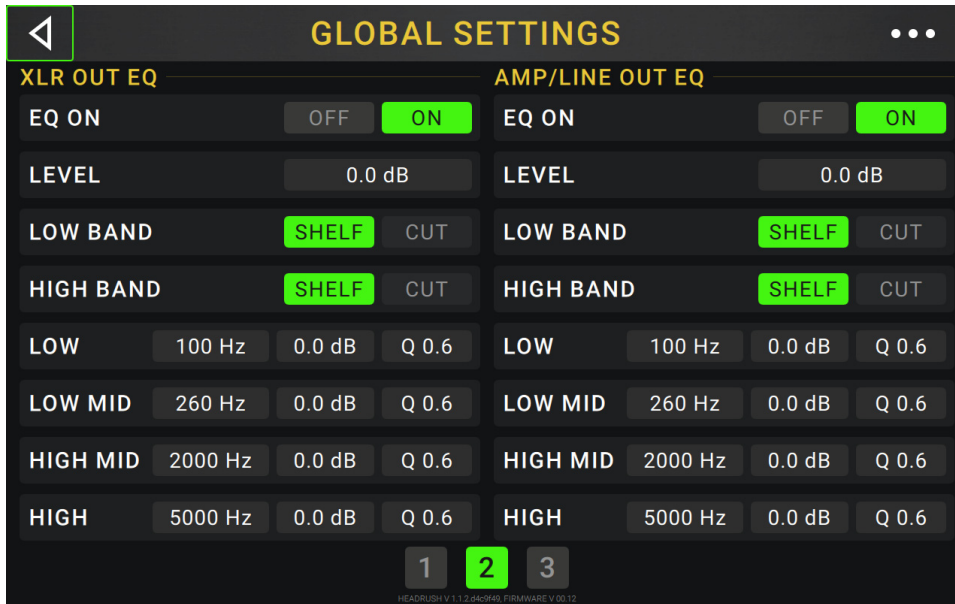
XLR Out EQ & **Amp/Line Out EQ**: These settings on Page 2 determine if/how equalization is applied the **XLR outputs** (the settings on the left half of the page) and/or the **1/4"** (**6.35 mm**) outputs (the settings on the right half of the page). Each equalizer is a four-band parametric equalizer.

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 signal level from the outputs is boosted or cut. This value is applied to 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**.
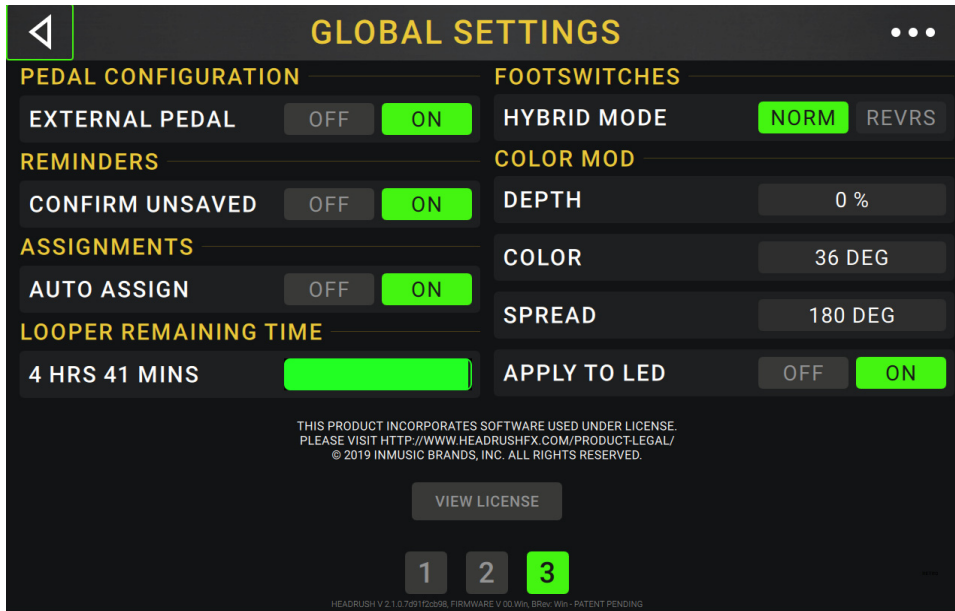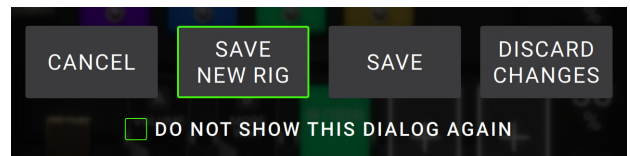
Pedal Configuration:

> **External Pedal**: This setting determines whether or not you are using an external expression pedal with the HeadRush Pedalboard.
>
>> Tap **On** to use the built-in expression pedal to control the parameter/parameters of Bank A while your external expression pedal controls the parameter/parameters of Bank B. (If you are using the expression pedal's Classic Mode, pressing the toe switch will activate or deactivate the parameter. If you are using Advanced Mode, the toe switch will be disabled entirely.)
>>
>> Tap **Off** to disable the expression pedal input and use the built-in expression pedal only.

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.

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.

Looper Remaining Time: This meter shows how much loop recording time is available in HeadRush Pedalboard's internal memory. If you want to increase the available memory, you can back up loops to your computer using the USB Transfer feature and then delete the loops from the HeadRush Pedalboard.

Footswitches:

> **Hybrid Mode**: This setting determines whether the layout of footswitch functions in **Hybrid** Mode will be normal (rigs on top row, stomps on the bottom row) or reversed (stomps on the top row, rigs on the bottom row). Select between **NORM** and **REVRS** to determine the layout.

Color Mod:

If you have trouble distinguishing certain colors on your Pedalboard'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:
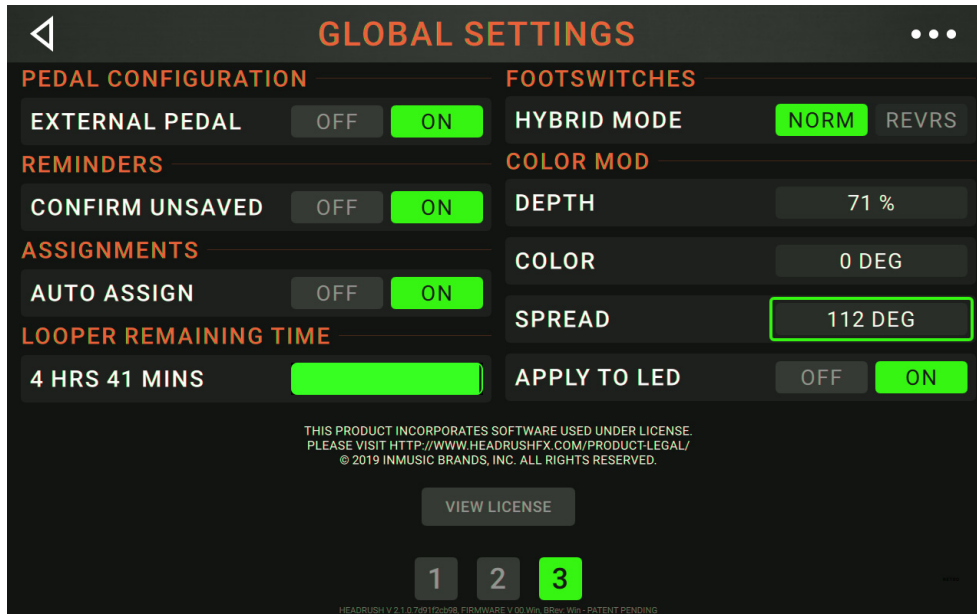
If you want to return to the default color scheme, the default settings are as follows:

- Depth: 0%
- Color: 36 DEG
- Spread 180 DEG

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

HEADRUSH

USB

You can use the HeadRush Pedalboard'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 Pedalboard.

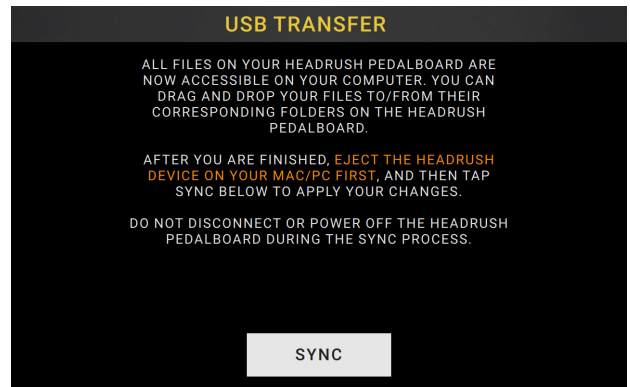We recommend creating a backup copy of your files to your computer before you make any changes.

Important:

Do **not** disconnect or power off the HeadRush Pedalboard during the process.

Any unsupported files will be ignored.

You cannot transfer a folder or .zip/archive folder to/from HeadRush Pedalboard. 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 Pedalboard "drive."

USB TRANSFER

ALL FILES ON YOUR HEADRUSH PEDALBOARD ARE NOW ACCESSIBLE ON YOUR COMPUTER. YOU CAN DRAG AND DROP YOUR FILES TO/FROM THEIR CORRESPONDING FOLDERS ON THE HEADRUSH PEDALBOARD.

AFTER YOU ARE FINISHED, EJECT THE HEADRUSH DEVICE ON YOUR MAC/PC FIRST, AND THEN TAP SYNC BELOW TO APPLY YOUR CHANGES.

DO NOT DISCONNECT OR POWER OFF THE HEADRUSH PEDALBOARD DURING THE SYNC PROCESS.

SYNC

To transfer files between the HeadRush Pedalboard and your computer:

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

2. With your computer powered on, power on the HeadRush Pedalboard 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 Pedalboard will appear as a mass-storage device called **HeadRush**.
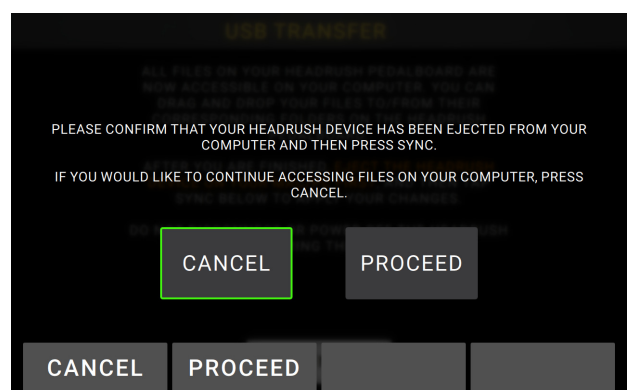
   Windows users: If this is the first time you've connected it to this computer, you may need to wait a minute while it installs the class-compliant drivers.

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. File corruption may occur if the drive is not properly ejected before continuing.

7. After the drive has been ejected, tap **Sync** on your HeadRush Pedalboard 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 Pedalboard 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 Pedalboard during the sync process.

PLEASE CONFIRM THAT YOUR HEADRUSH DEVICE HAS BEEN EJECTED FROM YOUR COMPUTER AND THEN PRESS SYNC.

IF YOU WOULD LIKE TO CONTINUE ACCESSING FILES ON YOUR COMPUTER, PRESS CANCEL.

CANCEL   PROCEED

CANCEL   PROCEED

Recording

When the HeadRush Pedalboard's USB port is connected to your computer, you can select and use the HeadRush Pedalboard 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 48 kHz or 96 kHz.

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

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

The HeadRush Pedalboard can send four separate audio signal channels to your computer. Before recording the HeadRush Pedalboard'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 Pedalboard 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 Pedalboard'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 Pedalboard's **master outputs** and **phones output**.
- **3**: a **mono** channel of your computer's audio signal, which will be sent back through the HeadRush Pedalboard (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 Pedalboard 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 Pedalboard to reamp an audio signal:

1. In your DAW, make sure **HeadRush Pedalboard** 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 Pedalboard, 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 Pedalboard, 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 Pedalboard and recorded into the audio track you created earlier.

HEAD RUSH

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 Pedalboard's **USB port** using a standard USB cable.

2. With your computer powered on, power on the HeadRush Pedalboard 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 Pedalboard will appear as a mass-storage device called **HeadRush**.
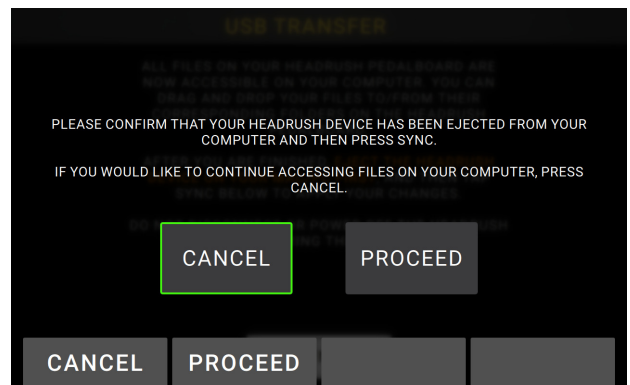
   Windows users: If this is the first time you've connected it to this computer, you may need to wait a minute while it installs the class-compliant drivers.

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 Pedalboard. 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 Pedalboard 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 Pedalboard 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 Pedalboard during the sync process.

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HEADRUSH

Technical Specifications

Footswitches	(12) footswitches with color LEDs & OLED displays
Pedals	(1) expression pedal
Knobs	(1) 300° master volume knob (1) 300° phones volume knob (1) 300° auxiliary volume knob (1) 360° navigation/data encoder (3) 360° parameter encoders

Displays	**Main 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)
	OLED Displays	(12) monochromatic OLED-backlit displays 1.2" / 30 mm (diagonal) 1.1" x 0.4" / 28 x 11 mm (width x height)

Connectors	(1) 1/4" (6.35 mm) TS input (guitar) (1) 1/4" (6.35 mm) TRS input (secondary expression pedal) (1) 1/8" (3.5 mm) stereo input (auxiliary device) (2) XLR outputs (with ground-lift switch) (2) 1/4" (6.35 mm) TRS outputs (amp- or line-level) (2) 1/4" (6.35 mm) TRS inputs (sends) (2) 1/4" (6.35 mm) TRS outputs (returns) (1) 5-pin MIDI input (1) 5-pin MIDI output/thru (1) USB Type-B port (1) IEC power input

Power	**Connection**	IEC
	Input Voltage	100–240 V, 50/60 Hz, 1.2 A

Dimensions (width x depth x height, pedal fully forward)	24.00" x 12.00" x 3.12" 60.96 x 30.48 x 7.92 cm
Weight	16.53 lbs. 7.50 kg

Specifications are subject to change without notice.

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headrushfx.com