BOSS

RC-202 LOOP STATION

Parameter Guide

Contents

Input FX/Track FX Settings

Basic Procedure for Effect Editing

1. Press the [P. SHIFT]–[DELAY] button to make it blink.

2. Turn the [VALUE] knob to select the FX type.

3. Press the [VALUE] knob to select the parameter; then turn the [VALUE] knob to adjust the value.

4. Press the [SETUP] (EXIT) button to return to the Play screen.

FX Type List

The parameters that are shown differ depending on the FX type that is selected.

FX type		Explanation	INPUT FX				TRACK FX			
			P. SHIFT	LO-FI	RING MOD	DELAY	BEAT	FILTER	SLICER	DELAY
LPF	LPF	A filter that cuts the region above the cutoff frequency.	✓	✓	✓	✓		✓	✓	✓
bPF	BPF	A filter that cuts only the region surrounding the cutoff frequency.	✓	✓	✓	✓		✓	✓	✓
hPF	HPF	A filter that cuts the region below the cutoff frequency.	✓	✓	✓	✓		✓	✓	✓
Ph	PHASER	Gives the sound a swishing quality by adding a phase-shifted sound.	✓	✓	✓	✓		✓	✓	✓
FL	FLANGER	Produces a metallic resonance reminiscent of a jet airplane taking off and landing.			✓	✓			✓	✓
SYn	SYNTH	Generates a synthesizer sound.	✓					✓		
LFi	LO-FI	This effect intentionally degrades the sound to create a distinctive character.	✓	✓	✓	✓		✓	✓	✓
rnG	RING MODULATOR	By applying amplitude modulation (AM) to the input signal, this allows you to produce bell-like sounds.	✓	✓	✓	✓		✓	✓	✓
G2b	GUITAR TO BASS	Transforms a guitar sound into a bass sound.	✓*1					✓*1		
SG	SLOW GEAR	Creates a volume-swell sound (violin technique).	✓*1					✓*1		
trS	TRANSPOSE	Transposes the sound when you turn the FX on.	✓*1					✓*1		
PS	PITCH SHIFT	Lets you raise or lower the pitch while you perform.	✓*1					✓*1		
rbt	ROBOT	Cyber-robot voice.	✓*1					✓*1		
dSt	VOCAL DIST	Distortion for vocals.	✓	✓	✓	✓		✓	✓	✓
UoC	VOCODER	Vocoder sound that uses the audio input to modulate the sound of the track you specify.	✓					✓		
nCP	NATURAL COMP	Produces a natural compression effect (an effect that makes the volume more consistent).	✓*1					✓*1		
hCP	HARD COMP	Produces a strong compression effect (an effect that makes the volume more consistent).	✓*1					✓*1		
nLñ	NATURAL LIM	Applies a natural limiter effect (an effect that limits the volume).	✓*1					✓*1		
hLñ	HARD LIM	Applies a strong limiter effect (an effect that limits the volume).	✓*1					✓*1		
Pho	PHONE VOX	Gives the sound a character similar to a voice heard via telephone.	✓*1					✓*1		
Eq	EQ	Adjusts the tone as a equalizer.	✓	✓	✓	✓		✓	✓	✓
Lis	LOW ISOLATOR	An equalizer that cuts the volume of the low-frequency region.	✓	✓	✓	✓		✓	✓	✓
ñis	MID ISOLATOR	An equalizer that cuts the volume of the mid-frequency region.	✓	✓	✓	✓		✓	✓	✓
his	HIGH ISOLATOR	An equalizer that cuts the volume of the high-frequency region.	✓	✓	✓	✓		✓	✓	✓
oCt	OCTAVE	Adds a sound one octave (or two octaves) lower than the input, creating a sense of low-frequency depth.	✓*1					✓*1		
APn	AUTO PAN	Cyclically varies the stereo position of the sound.	✓	✓	✓	✓		✓	✓	✓
ñPn	MANUAL PAN	Varies the stereo position of the sound.	✓	✓	✓	✓		✓	✓	✓
tr	TREMOLO	Cyclically changes the volume.	✓	✓	✓	✓		✓	✓	✓
SL	SLICER	Repeatedly cuts the sound, transforming a conventional sound to create the impression of a rhythmic backing.	✓	✓	✓	✓		✓	✓	✓
dL	DELAY	Adds a delayed sound to the direct sound, giving the sound greater depth or creating special effects.			✓	✓			✓	✓
PdL	PANNING DELAY	Moves the delay sound alternately between left and right.			✓	✓			✓	✓
tE	TAPE ECHO	A virtual tape echo that produces a realistic tape delay sound.				✓*2				✓*2
GdL	GRANULAR DELAY	Repeats the input sound at short intervals, producing an oscillator-like sound.				✓*2				✓*2
rol	ROLL	Loops the sound in a short interval.			✓	✓			✓	✓
Cho	CHORUS	In this effect, a slightly detuned sound is added to the original sound to add depth and breadth.			✓	✓			✓	✓
rEU	REVERB	Adds reverberation to the sound.				✓				✓
rEP	BEAT REPEAT	Plays the track repeatedly in time with the beat. Turn the [TRACK FX] knob to change the length of repeats.					✓			
SFt	BEAT SHIFT	The track will play shifted by the length of the beat. Turn the [TRACK FX] knob to change the length of the beat shift.					✓			
SCt	BEAT SCATTER	The track will be scrubbed in time with the beat. Turn the [TRACK FX] knob to change the scrubbed length.					✓			
UF	VINYL FLICK	The track will sound as though you are touching the turntable. Slowly turn the [TRACK FX] knob to change the playback speed; quickly turn the knob to produce a spin-like effect.					✓			

* Effects "*1" and "*2" cannot be both used simultaneously as an input FX and a track FX respectively.

* Pitch-detection effects (GUITAR TO BASS, PITCH BEND, ROBOT) don't work correctly with chords. Nor will they work correctly when applied to multiple tracks as a track FX, since multiple sounds are mixed.

FX Parameter List

Parameters indicated by ● can be controlled by the [INPUT FX]/[TRACK FX] knobs.

FX type		Parameter		Knob	Explanation
LPF bPF hPF	LPF BPF HPF	rAt	Rate		Adjusts the rate of modulation.
		dEP	Depth		Adjusts the depth of modulation.
		rES	Resonance		Adjusts the intensity of the effect.
		Cut	Cutoff	●	Adjusts the cutoff frequency of the filter.
		StP	Step Rate		Specifies the frequency at which stepped filter modulation occurs. If you don't want any change, choose "OFF."
Ph FL	PHASER FLANGER	rAt	Rate		Adjusts the speed of the effect.
		dEP	Depth		Adjusts the richness of the effect.
		rES	Resonance		Adjusts the intensity of the effect.
		StP	Step Rate		Specifies the frequency at which stepped effect modulation occurs. If you don't want any change, choose "OFF."
		ELU	E. Level	●	Adjusts the volume level of the effect.
SYn	SYNTH	Frq	Frequency		Adjusts the frequency of the filter. Higher settings make the sound brighter.
		rES	Resonance		Adjusts the intensity of the effect.
		dEC	Decay		Adjusts the time over which the filter frequency will change. Higher settings produce a longer movement time.
		bLC	Balance	●	Adjusts the volume balance between the direct sound and the synth sound.
LFi	LO-FI	dEP	Bit Depth		Specifies the bit depth.
		SnP	Sample Rate		Specifies the sampling rate.
		bLC	Balance	●	Adjusts the volume balance between the direct sound and the effect sound.
rnG	RING MODULATOR	Frq	Frequency	●	Specifies the frequency at which modulation is applied.
		bLC	Balance		Adjusts the volume balance between the direct sound and the effect sound.
G2b	GUITAR TO BASS	bLC	Balance	●	Adjusts the volume balance between the direct sound and the effect sound.
SG	SLOW GEAR	SEn	Sens		Specifies the sensitivity at which the effect responds to the input sound.
		riS	Rise Time	●	Adjusts the time until when the maximum volume is reached.
		LU	Level		Specifies the output volume.
trS	TRANSPOSE	trA	Trans	●	Specifies the transpose in semitone units. If this is set to +12, the pitch rises one octave when the FX is on.
PS	PITCH SHIFT	Pit	Pitch		Specifies the width of pitch change (-3 octave–+4 octave).
		bnd	Bend	●	The pitch is shifted from the original pitch to the value specified by the Pitch parameter.
rbt	ROBOT	nt	Note		Specifies the pitch (C, D♭, D, E♭, E, F, F♯ …) of the robot voice.
		Gdr	Gender	●	Negative (–) settings give the voice a more masculine character, while positive (+) settings make the voice more feminine.
dSt	VOCAL DIST	diS	Dist	●	Adjusts the degree of distortion.
		ton	Tone		Adjusts the tonal character.
		LU	Level		Adjusts the volume level of the effect.
UoC	VOCODER	CAr	Carrier		Specifies the track (TRACK 1, 2) that is the basis (carrier) of the vocoder sound. * If the specified track is empty, you won't hear the vocoder.
		ndS	Mod Sens		Specifies the sensitivity by which the audio input will control the modulation.
		AtV	Attack		Specifies the attack of the sound.
		bLC	Balance	●	Adjusts the volume balance between the direct sound and the vocoder sound.
nCP hCP nLn hLn Pho	NATURAL COMP HARD COMP NATURAL LIM HARD LIM PHONE VOX	dYn	Dynamics	●	Adjusts the range between loud and soft volumes. Higher settings will reduce the difference in volume.
Eq	EQ	Lo	Low		Adjusts the low frequency range tone.
		Lon	Low-Mid		Adjusts the low-middle frequency range tone.
		hin	High-Mid		Adjusts the high-middle frequency range tone.
		hi	High		Adjusts the high frequency range tone.
		LU	Level	●	Adjusts the overall volume level of the equalizer.
LiS niS hiS	LOW ISOLATOR MID ISOLATOR HIGH ISOLATOR	rAt	Rate		Adjusts the rate of modulation. This lets you cut the low- or high-frequency range at intervals of the specified note value in synchronization with the tempo.
		dEP	Depth		Adjusts the depth of modulation.
		StP	Step Rate		Specifies the rate at which the amount of cut is modulated in a stepwise manner. If you don't want any change, choose "OFF."
		bLU	Band Level	●	Specifies the amount of cut.
oCt	OCTAVE	nd	Mode		Selects the octave that will be sounded (-1 octave, -2 octave, or -1 and -2 octaves).
		oLU	Oct. Level	●	Adjusts the volume level of the octave sound.
APn	AUTO PAN	rAt	Rate		Specifies the rate at which stereo position (pan) is modulated.
		dEP	Depth	●	Specifies the depth at which stereo position (pan) is modulated.
		StP	Step Rate		Specifies the rate at which the stereo position is modulated in a stepwise manner. If you don't want any change, choose "OFF."
nPn	MANUAL PAN	PoS	Position	●	Specifies the stereo position (pan).
tr	TREMOLO	rAt	Rate		Specifies the rate at which tremolo is applied.
		dEP	Depth	●	Specifies the depth at which tremolo is applied.
		LU	Level		Specifies the output volume.
SL	SLICER	Ptn	Pattern		Selects the slice pattern used to cut the sound.
		rAt	Rate		Specifies the rate at which the slice pattern will repeat.
		dEP	Depth	●	Specifies the depth at which the effect is applied. Values greater than "100" will accentuate the attack.
dL	DELAY	tn	Time		Specifies the delay time.
		FbV	Feedback		Specifies the number of delay repeats.
		ELU	E. Level	●	Adjusts the volume level of the delay.
PdL	PANNING DELAY	tn	Time		Specifies the delay time from the original sound until the delay sound is heard.
		FbV	Feedback		Specifies the number of delay repeats.
		ELU	E. Level	●	Adjusts the volume level of the effect.

Input FX/Track FX Settings

FX type		Parameter			Explanation
tE	TAPE ECHO	*rAt*	Repeat Rate	⬤	Adjusts the tape speed.
		int	Intensity		Adjusts the amount of delay repeats.
		ELU	Echo Level		Adjusts the volume level of the effect.
GdL	GRANULAR DELAY	*tΠ*	Time	⬤	Specifies the spacing of the repeats.
		FbƘ	Feedback		Specifies the length that will be repeated.
		ELU	E. Level		Adjusts the volume level of the effect.
roL	ROLL	*tΠ*	Time		Specifies the loop rate.
		Πd	Mode	⬤	Changes the loop rate (or the loop pattern). Looping does not occur with the "OFF" setting.
		FbƘ	Feedback		Specifies the proportion of effect sound that is returned to the input.
		ELU	E. Level		Adjusts the volume level of the effect.
Cho	CHORUS	*rAt*	Rate		Adjusts the rate of the chorus effect.
		dEP	Depth		Adjusts the depth of the chorus effect.
		ELU	E. Level	⬤	Adjusts the volume level of the effect.
rEU	REVERB	*tΠ*	Time		Adjusts the length (time) of reverberation.
		ELU	E. Level	⬤	Adjusts the volume level of the effect.
		dLU	Direct Level		Specifies the volume of the direct sound.
rEP	BEAT REPEAT	*tYP*	Type		Specifies the direction in which repeat playback will occur.
		LEn	Length	⬤	Specifies the repeat length.
SFt	BEAT SHIFT	*tYP*	Type		Specifies the direction in which the playback position will be shifted.
		Sht	Shift	⬤	Specifies the amount by which the playback position will be shifted.
SCt	BEAT SCATTER	*tYP*	Type		Specifies the type of scrub playback.
		LEn	Length	⬤	Specifies the length of scrub playback.
UF	VINYL FLICK	*FLƘ*	Flick	⬤	Applies an effect as though you were manipulating the rotation of a record.

"*rAt* (Rate)" parameter values

Value	Explanation
0–100	0–100
4Π	4 measures
2Π	2 measures
1Π	1 measure
2	Half note
4.	Dotted quarter note
2t	Half-note triplet
4	Quarter note
8.	Dotted eighth note
4t	Quarter-note triplet
8	Eighth note
16.	Dotted sixteenth note
8t	Eighth-note triplet
16	Sixteenth note
32	Thirty-second note

"*tΠ* (Time)" parameter values

Value	Explanation
1–999	1–999 ms
1Ƙ	1,000 ms
32	Thirty-second note
16	Sixteenth note
8t	Eighth-note triplet
16.	Dotted sixteenth note
8	Eighth note
4t	Quarter-note triplet
8.	Dotted eighth note
4	Quarter note
2t	Half-note triplet
4.	Dotted quarter note
2	Half note

Bank Settings

Basic Procedure for Bank Settings

1. Select the bank for which you want to make settings.

2. Press the [SETUP] (EXIT) button.

3. Press a button to select the category of settings that you want to make.

Button	Explanation
[P. SHIFT] (RHYTHM) button	Make rhythm-related settings.
[LO-FI] (LOOP) button	Make looper-related settings such as recording and playback method.
[RING MOD] (CTL) button	Make controller-related settings such as for external pedals.
[DELAY] (FX) button	Make effect settings.

4. Press the [VALUE] knob to select a parameter, and turn the [VALUE] knob to edit the value.

5. Press the [SETUP] (EXIT) button to return to the Play screen.

RHYTHM

Indication	Value	Explanation
LU	**Adjusting the Rhythm Volume (Rhythm Level)**	
	0–100 (default: 50)	Adjusts the volume of the rhythm sound.
Ptn	**Selecting the Rhythm Sound (Rhythm Pattern)**	
	Selects the rhythm pattern, such as rock drums or Latin percussion. The rhythm pattern is selected independently for each phrase memory. * You should select the time signature before you select the rhythm pattern. If you change the time signature, the rhythm pattern is set to "P03." **Reference** Refer to "Rhythm Pattern List" (p. 12)	
bEt	**Selecting the Time Signature for the Rhythm Sound (Beat)**	
	Selects the time signature of the rhythm. The time signature is selected independently for each phrase memory. * The time signature cannot be changed once you've recorded a track. You must specify this before recording. * If you change the time signature, the rhythm pattern is set to "P03." **Reference** Refer to "Rhythm Pattern List" (p. 12)	
L in	**Outputting the Rhythm Only to Headphones (Rhythm Line Out)**	
	This lets you output the rhythm only to headphones. If you want to use the rhythm sound as a click, you can turn this "OFF" so that it will not be output from the LINE OUTPUT jacks.	
	oFF	The audio of the rhythm sound is output only from the PHONES jack.
	on (default)	The audio of the rhythm sound is output from the LINE OUTPUT jacks and the PHONES jack.
rEC	**Playing a Count-In When Recording (Recording Count-In)**	
	You can have recording start after a count-in sound is played. * A count-in won't be sounded when a track or rhythm is being played back.	
	oFF (default)	No count-in is played.
	in	Recording starts after a one-measure count-in is played.
PLY	**Playing a Count-In for Playback (Playback Count-In)**	
	You can have playback start after a count-in sound is played.	
	oFF (default)	No count-in is played.
	in	Playback starts after a one-measure count-in is played.
StP	**Specifying How the Rhythm Sound Will Stop (Rhythm Stop)**	
	You can specify how the rhythm sound will stop.	
	oFF	The rhythm sound plays regardless of the looper function. The rhythm sound does not stop until you press the RHYTHM [START/STOP] button.
	LPr (default)	When you press the [■] button to stop the looper function, the rhythm sound also stops.
	rEC	You can stop the rhythm sound when ending the first recording. The rhythm sound stops when you press the [►/●] button to loop (transitioning to overdub or playback)

LOOP

Parameter	Value	Explanation
ACt		## Changing the Record → Overdub → Playback Switching Order (REC Action)
		When you press the [►/●] button, the operation is switched in the order of record → playback → overdub, but you can change this so that the switching order is record → overdub → playback.
		* If you are using reverse playback, and you specify record → overdub → playback, the switching order changes to record → playback → overdub.
	r-d	Operation will switch in the order of Recording → Overdub → Playback.
	r-P (default)	Operation will switch in the order of Recording → Playback → Overdub.
QuA		## Automatically Correcting the Timing of a Button Press (Play Quantize)
		Your timing will be corrected (Loop Quantize) based on the tempo and time signature of the rhythm, even if the timing at which you press a button is slightly inaccurate. • If rhythm is on • If the MIDI Sync is on
	rEC (default)	Quantize to the measure start location only for recording.
	NSr	Quantize to the measure start location for recording/overdubbing/playback.
	bEt	Quantize to the measure start location for recording. Quantize to the beat location for overdubbing and for playback.
tGt		## Specifying the Track Operated by an External Controller (Target Track)
		This specifies the track (track 1, 2) that is operated if CTL target (p. 7) is set to "11–15." **MEMO** You can switch the target track by pressing the [TRACK] button of track 1 or 2 twice in succession in the play screen.
Fd i		## Playing Back with a Fade-In (Fade In)
		When playing back track, you can choose whether to start playback with a fade-in or have playback start immediately.
	oFF (default)	Playback starts immediately.
	on	Playback starts with a fade-in.
Fdo		## Stopping with a Fade-Out (Fade Out)
		When stopping a track, you can choose whether to stop with a fade-out or to stop immediately.
	oFF (default)	Playback will stop immediately.
	on	Playback will fade out and then stop.
Fdt		## Adjusting the Time Used to Fade In/Out (Fade Time)
		This specifies the fade-in/out time when fade-in/out is turned "ON."
	1–64 (MEAS) (default: 2)	This is the fade-in/out time. This is specified in units of measures.

CTL

Assigning the Function of an External Controller

Here's how to assign the function of an external pedal (expression pedal, footswitch) that's connected to the RC-202. You can also assign a control change message from an external MIDI device (such as the FC-300).

1. Select the bank for which you want to make assignments.

2. Press the [SETUP] (EXIT) button.

3. Press the [RING MOD] (CTL) button.

Controller settings (CTL Source)

4. Press the [VALUE] knob to select the controller that you want to assign.

Value	Explanation
Ct 1	The footswitch (CTL 1) connected to the CTL 1, 2/EXP jack (CTL target default setting: 11)
Ct2	The footswitch (CTL 2) connected to the CTL 1, 2/EXP jack (CTL target default setting: 23)
EXP	The expression pedal connected to the CTL 1, 2/EXP jack (CTL target default setting: 19)
C80	Control change message (80) from an external MIDI device
C81	Control change message (81) from an external MIDI device
C82	Control change message (82) from an external MIDI device
C83	Control change message (83) from an external MIDI device
C84	Control change message (84) from an external MIDI device

Specify control target (CTL Target)

5. Turn the [VALUE] knob to select the assignment target.

Value	Explanation
oFF	No assignment target is specified.
1	Switches track 1 between record/play.
2	Switches track 2 between record/play.
3	Switches track 1 between play/stop.
4	Switches track 2 between play/stop.
5	Clears track 1.
6	Clears track 2.
7	Executes undo/redo for track 1.
8	Executes undo/redo for track 2.
9	Adjusts the volume (playback level) of track 1.
10	Adjusts the volume (playback level) of track 2.
11	Switches between record/play for the track that's specified as the target track (p. 6).
12	Stops the track that's specified as the target track (p. 6).
13	Clears the track that's specified as the target track (p. 6).
14	Executes undo/redo for the track that's specified as the target track (p. 6).
15	Adjusts the volume of the track that's specified as the target track (p. 6).
16	Allows you to simultaneously play/stop all tracks.
17	Executes undo/redo.
18	Plays/stops the rhythm.
19	Adjusts the volume of the rhythm.
20	Lets you set the tempo by pressing the footswitch at the desired interval (tap tempo).
21	Adjusts the volume of the master compressor.
22	Adjusts the volume of the master reverb.
23	Switches the target track (p. 6).
24	Switches to the next phrase memory.
25	Switches to the previous phrase memory.
26	Adjusts the input volume of the INPUT jacks.
27	Adjusts the output volume of the OUTPUT jacks.
28	Adjusts the volume of the headphones.
29	Adjusts the volume of track 1 in the range of 0–playback level.
30	Adjusts the volume of track 2 in the range of 0–playback level.
31	Adjusts the volume balance of tracks 1 and 2.
32	Controls the parameter that is assigned to the [INPUT FX] knob.
33	Controls the parameter that is assigned to the [TRACK FX] knob.
34	Switches to the next memory within the bank.
35	Switches to the previous memory within the bank.

6. Press the [SETUP] (EXIT) button to return to the Play screen.

FX

Parameter	Value	Explanation
⌐EU	**Adjusting the Reverb Depth (Reverb Level)**	
	0–100 (default: 0)	Adjusts the amount of reverb.
CⲘP	**Adjusting the Compressor Depth (Comp Level)**	
	0–40 (default: 0)	Adjusts the depth of the Compressor.
Ⲙd	**Specifying How Effects Are Switched (FX Mode)**	
	You can specify whether effects are switched for each bank or for each phrase memory.	
	bⲛビ (default)	Effects are switched for each bank.
	ⲘEⲘ	Effects are switched for each phrase memory.

System Settings

Basic Procedure for System Settings

1. Press the [SETUP] (EXIT) button.

2. Press a button to select the category of settings that you want to make.

Button	Explanation
[BEAT] (I/O) button	Make settings related to input and output.
[FILTER] (MIDI) button	Make settings related to MIDI.
[SLICER] (USB) button	Make settings related to USB.
[DELAY] (GENERAL) button	Make settings such as auto-off.

3. Press the [VALUE] knob to select a parameter, and turn the [VALUE] knob to edit the value.

4. Press the [SETUP] (EXIT) button to return to the Play screen.

I/O

Parameter	Value	Explanation
`oLU`	### Adjusting the Output Volume of the OUTPUT Jacks (Output Level)	
	0–100 (default: 50)	Adjusts the output volume from the OUTPUT jacks.
`PLU`	### Adjusting the Output Volume of the Headphones (Headphone Level)	
	0–100 (default: 50)	Adjusts the output volume from the headphone jack.
`U48`	### Phantom Power Setting	
	If you are using a condenser mic that requires a phantom power supply, turn phantom power "ON."	
	`oFF` (default)	Phantom power is off.
	`on`	Phantom power is on.
`L in`	### Outputting the Input Audio Only to Headphones (Input Line Out)	
	This setting lets you output the input audio only through headphones. If you don't want the input audio to be output from the OUTPUT jacks, turn this "OFF."	
	`oFF`	The input audio is output only from the PHONES jack.
	`on` (default)	The input audio is output from the OUTPUT jacks and the PHONES jack.
`SrC`	### Specifying Stereo/Mono for Each Input Jack (Input Source)	
	This setting lets you specify whether the input jacks are used as stereo (ST) or as mono (MON). For example if you specify "MON," you can connect a different guitar to each of the INPUT INST L/MONO and R jacks.	
	`Non`	Mono
	`St` (default)	Stereo
`nS`	### Specifying the Noise Suppressor Depth (Noise Suppressor)	
	The noise suppressor is an effect that suppresses noise. Adjust it as appropriate for the amount of noise. Increase this value if there is more noise, and decrease it if there is less noise.	
	0–100 (default: 40)	Adjusts the depth of the noise suppressor.

MIDI

Parameter	Value	Explanation
5ҰՌ		**Synchronizing the Tempo (MIDI Sync)**
		You can synchronize the tempo to MIDI clock data received via the MIDI IN connector or the USB port. You can also use a MIDI cable to synchronize two RC-202 units. **Reference** For more detailed information about MIDI and synchronization, refer to "MIDI settings" (Owner's Manual).
	Rᵗ (default)	The RC-202 will normally operate using its internal tempo, but will synchronize the tempo to MIDI clock if MIDI clock data is being input via the MIDI IN connector or the USB port (AUTO). Choose the "AUTO" setting if using the RC-202 as a slave device.
	ᵢՌᵗ	The RC-202 will operate using the phrase memory tempo specified within the unit (INTERNAL). Choose the "INTERNAL" setting if you don't want to synchronize the RC-202 to an external device.
5ᵣՇ		**Choosing MIDI or USB for Synchronization (MIDI Sync Source)**
		Specifies whether the RC-202 will synchronize to the tempo data from the USB port or the tempo data from the MIDI IN connector when MIDI Sync is "AUTO."
	Rᵗ (default)	When connected via USB, the RC-202 will synchronize to the tempo data from the USB port. When not connected via USB, it will synchronize to the tempo data from the MIDI IN connector.
	ՌᵢԺ	The RC-202 will synchronize to the tempo from the MIDI IN connector.
ᵣH		**MIDI Receive Channel**
	1–16 (default: 1)	Sets the MIDI channel used for receiving MIDI messages.
oՊՌ		**MIDI Omni Mode**
	oFF	Messages will be received only on the channel specified by the MIDI Receive Channel setting.
	oՌ (default)	Messages are received via all MIDI channels, regardless of the MIDI Receive Channel settings.
ᵗH		**MIDI Transmit Channel**
	1–16	Sets the MIDI channel used for transmitting MIDI messages.
	ᵣH (default)	The MIDI transmit channel will be the same as the MIDI receive channel.
PՇ		**MIDI Program Change Out**
	oFF	MIDI program change messages will not be transmitted.
	oՌ (default)	MIDI program change messages will be transmitted.

USB

Parameter	Value	Explanation
Nd		## Setting the USB Mode (USB Mode) Specifies how the RC-202 will operate when connected to your computer using a USB cable. **Reference** In order to use USB audio, you must first install the USB driver. You can download the dedicated driver for the RC-202 from the Boss website. **BOSS website** **http://www.boss.info/support/**
	NSG (default)	The RC-202 will be in USB mass storage mode, allowing you to transfer WAV files between the RC-202 and your computer.
	Aud	The RC-202's USB audio/MIDI feature is available in this mode.

Specifying the Output Destination for USB Audio Input (USB Audio Routing)

Specifies the output destination for the audio signal that is input from your computer via the RC-202's USB port.

RC-202

USB Audio Routing
LINE OUT
SUB MIX
LOOP IN
To Looper

Same output sound as the OUTPUT jacks

OUTPUT — R L/MONO

rtn	*in* (default)	The audio will be input to the looper. It can be recorded (LOOP IN).
	Sub	Audio is output from the OUTPUT jacks and the headphone jack (SUB MIX).
	out	Audio is output only from the OUTPUT jacks and the headphone jack (LINE OUT). * If "LINE OUT" is selected, the audio signal from USB IN is not output to USB OUT.

GENERAL

Loop Indicator Setting (Indicator)

Specifies how the loop indicators will be shown.
The loop indicators can show the track status, loop position, and playback level.

Value	Explanation	Stopped (No Phrase)	Stopped (Phrase Exists)	Recording	Overdub	Playback
StS	Status Indication (default)	Unlit	Lit	Blink (tempo)		Loop Position (one-measure)
PoS	Loop Position		Unlit			
P .S (default)	Loop Position + Phrase Existence		Lit	Blink (tempo)	Loop Position	
tLV	Playback Level		Unlit		Playback Level	

ind

Auto Off Settings

AoF

When ten hours have passed since you last played or operated the RC-202, the power turns off automatically (with the factory settings).
If you don't need the power to turn off automatically, turn the Auto Off setting "OFF."

Disabling [VALUE] Knob Operation in the Play Screen

LoV

You can disable [VALUE] knob operation so that turning the [VALUE] knob in the play screen won't switch phrase memories or banks.

oFF (default)	Enabled
on	Disabled

Clearing a Track Immediately (Quick Clear)

CLr

This setting lets you change the operation in which you clear a track by holding down the [■] button for two seconds; if this setting is enabled, the operation clears the track immediately (double-click the [■] button to clear).

oFF (default)	Disabled
on	Enabled

Rhythm Pattern List

Pattern		Beat																
		2/4	3/4	4/4 *	5/4	6/4	7/4	5/8	6/8	7/8	8/8	9/8	10/8	11/8	12/8	13/8	14/8	15/8
P01	Metronome1	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
P02	Metronome2	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
P03 *	Hi-Hat	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
P04	Kick & Hi-Hat	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
P05	909 Beat			✓		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
P06	909 Clap			✓		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
P07	Bossa Feel			✓		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
P08	Samba Feel 1			✓		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
P09	Simple Beat 1	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
P10	Simple Beat 2	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
P11	Groove Beat 1		✓	✓	✓	✓	✓				✓	✓	✓	✓	✓	✓	✓	✓
P12	Groove Beat 2		✓	✓	✓	✓	✓				✓	✓	✓	✓	✓	✓	✓	✓
P13	Shuffle	✓	✓	✓		✓	✓											
P14	Pop			✓														
P15	Funk			✓														
P16	Fusion			✓														
P17	Swing			✓	✓	✓	✓		✓									

* " * " is the default value

* You should select the time signature before you select the rhythm pattern. If you change the time signature, the rhythm pattern is set to "P03."

Appendix

About the "WAVE" Folder of the RC-202

If you want to load individual WAV files from your computer into the phrase memory of the RC-202, connect the RC-202 to your computer and copy the files into the "ROLAND"-"WAVE" folder of the BOSS_RC-202 drive.

Reference

> For details on how to load files into the RC-202, refer to "Using USB to Exchange Files with Your Computer (USB Mass Storage)" (Owner's Manual).

How the "WAVE" folder is organized

WAVE folder
Phrase memories are placed in this folder.

001_1 folder
Phrase memories for bank 1, phrase memory 1, and track 1 are placed in this folder.

001_2 folder
Phrase memories for bank 1, phrase memory 1, and track 2 are placed in this folder.

033_1 folder
Phrase memories for bank 5 phrase memory 1, and track 1 are placed in this folder.

033_2 folder
Phrase memories for bank 5, phrase memory 1, and track 2 are placed in this folder.

064_1 folder
Phrase memories for bank 8 phrase memory 8, and track 1 are placed in this folder.

064_2 folder
Phrase memories for bank 8 phrase memory 8, and track 2 are placed in this folder.