

BOSS**HYBRID DRIVE OD-200**

Owner's Manual



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

Panel Descriptions

Top Panel



1 Display

Shows the parameters and the values.

2 [PARAM] knob

Adjusts the parameter that's selected by the [PARAM] button.

3 [LEVEL] knob

Adjusts the volume of the effect sound.

4 [DRIVE] knob

Adjusts the depth of distortion.

5 Mode knob

Selects the sound.

Mode	Explanation
<i>old</i> (OVERDRIVE)	Uses an asymmetrical overdrive circuit to produce sweet, mild distortion.
<i>bls</i> (BLUES)	Providing distortion that faithfully reproduces the nuances of your picking.
<i>scr</i> (SCREAM)	Sound similar to the Ibanez TS-808.
<i>cnt</i> (CNTR OD)	An effect that models the sound of the KLON CENTAUR.
<i>hdr</i> (X-DRIVE)	Overdrive that uses MDP to provide ideal distortion in each frequency region.

Mode	Explanation
<i>d5t</i> (DIST)	This gives a basic, traditional distortion sound.
<i>HdS</i> (X-DIST)	Distortion that uses MDP to provide ideal distortion in each frequency region.
<i>StL</i> (STACK DRIVE)	Produces the sound of a large stack amp. Drive settings provide a diverse variety of distortion.
<i>FAt</i> (FAT DIST)	Distortion that provides a thick distortion sound.
<i>bR</i> (BROWN)	Lead sound with a distinct edge.
<i>HnL</i> (X-METAL)	Core sound that uses MDP to preserve the sound's definition even with extreme gain.
<i>FuZ</i> (FUZZ)	Sound similar to an Electro-Harmonix Big Muff π.

6 [LOW] knob

Adjusts the sound level of the low-frequency range.

7 [MIDDLE] knob

Adjusts the sound level of middle-frequency range.

8 [HIGH] knob

Adjusts the sound level of the high-frequency range.

9 [PARAM] button

Selects the parameter that's adjusted by the [PARAM] knob.

Parameter	Explanation
BOOST TYPE (BOOSTER TYPE)	<i>Mid</i> : A booster with a distinctive mid-range. A sound suitable for soloing.
	<i>CLN</i> (CLEAN): Raises the gain without changing the guitar's character.
	<i>Trb</i> (TREBLE): A bright-sounding booster.
	<i>Od</i> (OVERDRIVE): This models the sound of the BOSS OD-1.
	<i>BL5</i> (BLUES): This is a crunch sound of the BOSS BD-2.
	<i>Scr</i> (SCREAM): This models an Ibanez TS-808.
	<i>Cntr Od</i> (CNTR OD): This models a KILON CENTAUR.
	<i>Hdr</i> (X-DRIVE): This is an overdrive that uses MDP to obtain the distortion that's most appropriate in each pitch range.
	<i>d5t</i> (DIST): This models the sound of the BOSS DS-1.

Panel Descriptions

Parameter	Explanation
BOOST TYPE (BOOSTER TYPE)	Hd5 (x-DIST) : This is a distortion that uses MDP to obtain the distortion that's most appropriate in each pitch range.
	Stk' (STACK DRIVE) : This models the sound of the BOSS ST-2.
	Fat' (FAT DIST) : A distortion sound with thick distortion.
	MZn (METAL ZONE) : This models the sound of the BOSS MT-2.
	MLc (METAL CORE) : This models the sound of the BOSS ML-2.
	Fuzz (FUZZ) : This models an Electro-Harmonix Big Muff π .
BOOST PRE (BOOSTER PRE GAIN)	Adjusts the gain of the booster.
BOOST POST (BOOSTER POST GAIN)	Adjusts the volume when boost is on.
GATE DECAY	Adjusts the time until the gate closes. With smaller values, the gate closes faster.
GATE THRESH (GATE THRESHOLD)	Adjusts the volume at which the gate applies. With larger values, the gate applies at a higher volume.

You can also select the parameter by pressing the [PARAM] knob.

About the booster

As its main distortion, the OD-200 provides 12 different types of sound.

The position of the booster connection and the operations of the BOOSTER PRE GAIN, BOOSTER POST GAIN, and LOW/MIDDLE/HIGH knobs will differ depending on the STRUCTURE parameter.

When STRUCTURE is SERIES

The booster is placed before the main distortion.



Parameter	Explanation
BOOST PRE (BOOSTER PRE GAIN)	Adjusts the booster gain. Increasing this value increases the signal that is input to the main distortion, making the distortion stronger. The distortion of the booster itself does not change.
BOOST POST (BOOSTER POST GAIN)	Adjusts the volume when boost is on. This let you raise (or lower) the volume when using the booster to increase the gain when transitioning from backing to solo.
[LOW] [MIDDLE] [HIGH] knobs	Adjust the tonal character of the main distortion.

When STRUCTURE is PARALLEL

The booster and main distortion are placed in parallel.



Parameter	Explanation
BOOST PRE (BOOSTER PRE GAIN)	Adjusts the booster gain. Depending on the type, the sound will distort.
BOOST POST (BOOSTER POST GAIN)	Adjusts the volume of the booster.
[LOW] [MIDDLE] [HIGH] knobs	Adjust the tonal character of the main distortion and the booster as a whole.

Preventing accidental operation (panel lock)

By long-pressing the [PARAM] button, you can switch between enabling (unlocking) or disabling (locking) operation of the knobs and buttons.

If you attempt an operation while the unit is locked, the display indicates "L L L".

10 BOOST/GATE indicator

Indicates the parameter that can be adjusted by the [PARAM] knob.

11 [MEMORY] button

Switches or saves memories (MANUAL, 1–4) (p. 8).

12 MEMORY indicator

Indicates the currently selected memory.

13 [ON/OFF] switch

Turns the effect on/off.

14 [MEMORY/BOOST] switch

Switches memories (p. 8).

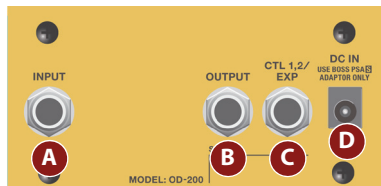
Long-press the [MEMORY/BOOST] switch to turn the booster on/off.

MEMO

The function of the footswitch can be changed by "MFC" (MEMORY SWITCH FUNCTION).

Rear Panel (Connecting Your Equipment)

- * To prevent malfunction and equipment failure, always turn down the volume, and turn off all the units before making any connections.



A INPUT jack

Connect your guitar, bass, or effect unit here.

Turning On/Off the Power

The INPUT jack also operates as the power switch. The power turns on when you insert a plug into the INPUT jack.

When powering up

Power-up equipment such as your guitar amp last.

When powering down

Power-down equipment such as your guitar amp first.

- * Before turning the unit on/off, always be sure to turn the volume down. Even with the volume turned down, you might hear some sound when switching the unit on/off. However, this is normal and does not indicate a malfunction.

B OUTPUT jack

Connect this jack to your amp or effector.

C CTL 1, 2/EXP jack

Using the jack as CTL 1, 2

You can connect a footswitch (sold separately: FS-5U, FS-6, FS-7) and use it to switch the booster ON/OFF or switch memories (p. 9).

Using the jack as EXP

You can connect an expression pedal (sold separately: EV-30, Roland EV-5, etc.) and use it to control the amount of boost or the volume of the effect sound (p. 11).

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

D DC IN jack

An AC adaptor (sold separately: PSA-S series) can be connected to this jack.

- * Use only the specified AC adaptor (sold separately: PSA-S series) and plug it into an AC outlet of the correct voltage.
- * If the AC adaptor is connected while power is on, the power supply is drawn from the AC adaptor.

Side Panel (Connecting Your Equipment)



E MIDI jacks

Use a TRS/MIDI connecting cable (sold separately: BMIDI-5-35) to connect an external MIDI device. You can use an external MIDI device to switch the memories of this unit.

- * Do not connect an audio device here. Doing so will cause malfunctions.

F USB port

Connect your computer using a commercially available USB cable that supports USB 2.0.

- * Do not use a micro USB cable that is designed only for charging a device. Charge-only cables cannot transmit data.
- * This is used only for program updates.

Saving and Switching Memories

Saving to Memory

Here's how to save effect settings that you edited.

- 1. Long-press the [MEMORY] button.**

The display indicates "H-E."

- 2. Press the [MEMORY] button to select the save-destination (MAN, 1-4).**

If you decide to cancel, press the [PARAM] button.

- 3. Long-press the [MEMORY] button to confirm the save-destination.**

The memory is saved.

* If you save to MAN, the settings of the panel are applied as the values for MODE, DRIVE, LEVEL, LOW, MIDDLE, and HIGH.

Switching Memories

Here's how to recall a saved memory.

- 1. Press the [MEMORY] button to select a memory.**

Each time you press the button, you cycle through the memories in the order of "MAN (manual) → 1 → 2 → 3 → 4 → MAN..."

What is "MAN" (manual)?

This unit normally applies the effect according to the settings that are saved in memory, but if you select MAN (manual) the effect is applied according to the positions of the panel knobs. Even in this case, the booster and gate settings recall the settings that are written to MAN (this can be changed).

Overall Settings (Menu)

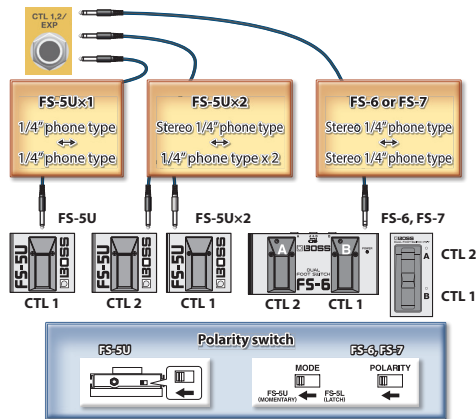
Basic Operation

1. Press the [PARAM] button and [MEMORY] button simultaneously.
You enter menu mode.
2. Turn the [PARAM] knob to select a parameter, and then press the [PARAM] knob.
The value is displayed.
3. Turn the [PARAM] knob to edit the value.
4. Press the [PARAM] knob.
5. Press the [PARAM] button and [MEMORY] button simultaneously.
You exit menu mode.

Assigning functions to external pedals

You can connect a footswitch (sold separately: FS-5U, FS-6, FS-7) to the CTL 1, 2/EXP jack, and use it to switch the booster on/off or to change memories.

Use the menu items "CTL 1F" or "CTL 2F" to make these settings (p. 10).



Menu Parameter List

About the mark

- Can be set and saved for each memory by the "Saving to Memory" (p. 8) operation. If you do not perform this operation, the settings are lost when you switch memories.
- Can be set and saved for each memory if the preference (SWP/MEP/C1P/C2P/EPP) is set to MEM (MEMORY). To save, refer to "Saving to Memory" (p. 8).
If set to SYS (SYSTEM), the settings common to the unit are used. Function settings are saved automatically.

Parameter	Explanation
 SEr (STRUCTURE)	Selects how the main distortion and the booster are connected. SEr (SERIES) : Connected in the order of booster → main distortion. PRrL (PARALLEL) : The booster and the main distortion are connected in parallel.

Parameter	Explanation
 SWF (ON/OFF SWITCH FUNCTION)	Specify the functions of the [ON/OFF] switch, [MEMORY/BOOST] switch, and footswitches connected to the CTL 1, 2/EXP jack. * The functions that can be assigned differ depending on the switch.
 NFL (MEMORY SWITCH FUNCTION)	OFF : No operation. SW (ON/OFF SWITCH) : Turns the effect on/off. BSr (BOOST) : Turns the booster on/off. MAN (MANUAL) : Selects manual. M-1 (MEMORY 1) : Selects memory 1. M-2 (MEMORY 2) : Selects memory 2. M-3 (MEMORY 3) : Selects memory 3. M-4 (MEMORY 4) : Selects memory 4.
 CT1F (CTL1 FUNCTION)	MUP (MEMORY UP) : Increments the memory number according to the MEMORY EXTENT setting.
 CT2F (CTL2 FUNCTION)	MdN (MEMORY DOWN) : Decrements the memory number according to the MEMORY EXTENT setting. * If MUP or MdN is assigned to the memory switch, you can turn the booster on/off by long-pressing the switch.

Parameter	Explanation	Parameter	Explanation
EPF (EXPRESSION FUNCTION)	Specifies the function of an expression pedal connected to the CTL 1, 2/EXP jack. OFF: No operation. DRU (DRIVE): The same operation as the [DRIVE] knob. LUL (LEVEL): The same operation as the [LEVEL] knob. LO (LOW): The same operation as the [LOW] knob. MID (MIDDLE): The same operation as the [MIDDLE] knob. HIGH: The same operation as the [HIGH] knob. PRE (BOOSTER PRE LEVEL): Adjusts the BOOSTER PRE LEVEL parameter. POST (BOOSTER POST LEVEL): Adjusts the BOOSTER POST LEVEL parameter.	SHP (ON/OFF SWITCH FUNCTION PREFERENCE)	
		MEP (MEMORY SWITCH FUNCTION PREFERENCE)	
		CTL1P (CTL1 FUNCTION PREFERENCE)	MEM : The setting in memory is used.
		CTL2P (CTL2 FUNCTION PREFERENCE)	SYS (SYS) : The controller's function is fixed regardless of memory.
		EPP (EXPRESSION FUNCTION PREFERENCE)	
		EXT FROM	Specify the memory switching range (MEMORY EXTENT FROM-TO).
		EXT TO	MANUAL , 1-4
EPn (EXPRESSION MIN)		rch (MIDI RECEIVE CHANNEL)	Specifies the MIDI receive channel. If this is "OFF," MIDI messages are not received. 1-16, OFF
EPn (EXPRESSION MAX)		rch (MIDI TRANSMIT CHANNEL)	Specifies the MIDI transmit channel. If this is "OFF," MIDI messages are not transmitted. If this is RECEIVE, the same setting as the receive channel is used. 1-16, rcu (RECEIVE), OFF

Overall Settings (Menu)

Parameter	Explanation						
P_{IN} (PC IN)	Specifies whether program changes are received (ON) or not received (OFF).						
P_{OUT} (PC OUT)	Specifies whether program changes are transmitted (ON) or not transmitted (OFF). Correspondence between memories and program numbers						
	<table> <tr> <th>Memory</th><th>Program number</th></tr> <tr> <td>MAN</td><td>1</td></tr> <tr> <td>MEMORY 1-4</td><td>2-5</td></tr> </table>	Memory	Program number	MAN	1	MEMORY 1-4	2-5
Memory	Program number						
MAN	1						
MEMORY 1-4	2-5						
CC_{IN} (CC IN)	Specifies whether control changes are received (ON) or not received (OFF). By receiving CC messages, this unit lets you use MIDI to control the same operations as a knob or footswitch.						
CC_{OUT} (CC OUT)	Specifies whether control changes are transmitted (ON) or not transmitted (OFF).						

Parameter	Explanation
DR_{CC} (DRIVE CC)	
LEV_{CC} (LEVEL CC)	
LOW_{CC} (LOW CC)	
MID_{CC} (MIDDLE CC)	
$HIGH_{CC}$ (HIGH CC)	
PRE_{CC} (BOOSTER PRE LEVEL CC)	
$POST_{CC}$ (BOOSTER POST LEVEL CC)	Specify the controller number corresponding to each item. <i>OFF, 1-31, 64-95</i>
SW_{CC} (ON/OFF SWITCH CC)	
BW_{CC} (BOOSTER ON/OFF CC)	
MEM_{CC} (MEMORY/BOOST SWITCH CC)	
$CTL1_{CC}$ (CTL1 CC)	
$CTL2_{CC}$ (CTL2 CC)	
EXP_{CC} (EXPRESSION CC)	
EFF_{CC} (EFFECT ON/OFF CC)	

Parameter	Explanation
<i>n t h</i> (MIDI THRU)	Specifies whether MIDI messages received at the MIDI IN connector are retransmitted without change from the MIDI OUT connector (<i>on</i>) or are not retransmitted (<i>off</i>).
<i>P 1-P9</i> (P1-P9)	Specify the memory corresponding to the received program number. Bank select is ignored (received regardless).
<i>P 10-P99</i> (P10-P99)	If this is " <i>off</i> ," the effect turns off.
<i>P.00-P.28</i> (P100-P128)	<i>off, n-1, n-2, n-3, n-4</i>

Appendix

Returning to the Factory Settings (Factory Reset)

Here's how to return the OD-200 to its factory-set state.

1. While holding down the [ON/OFF] switch and [MEMORY/BOOST] switch, turn on the power (insert a plug into the INPUT jack).

The display indicates "F L T."

2. Press the [MEMORY/BOOST] switch.

The display indicates "S U R."

If you decide to cancel, press the [MEMORY] button.

3. Press the [MEMORY/BOOST] switch.

The factory reset is executed.

4. When the display indicates "F I N," turn the power off and on again.

Installing Batteries

Insert the batteries as shown below, being careful to orient the batteries correctly.

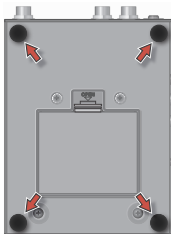
- * Batteries should always be installed or replaced before connecting any other devices. This way, you can prevent malfunction and damage.
- * If operating this unit on batteries, please use alkaline batteries.
- * Even if batteries are installed, the unit will turn off if you connect or disconnect the power cord from the AC outlet while the unit is turned on, or if you connect or disconnect the AC adaptor from the unit. When this occurs, unsaved data may be lost. You must turn off the power before you connect or disconnect the power cord or AC adaptor.
- * When turning the unit over, be careful so as to protect the buttons and knobs from damage. Also, handle the unit carefully; do not drop it.
- * If you handle batteries improperly, you risk explosion and fluid leakage. Make sure that you carefully observe all of the items related to batteries that are listed in "USING THE UNIT SAFELY" and "IMPORTANT NOTES" (leaflet "USING THE UNIT SAFELY").
- * "L O" will appear on the display if the batteries are low. Replace them with new ones.



Attaching the Rubber Feet

You can attach the rubber feet (included) if necessary.
Attach them in the locations shown in the illustration.

* Using the unit without rubber feet may damage the floor.



Main Specifications

BOSS OD-200: HYBRID DRIVE

Power Supply	Alkaline battery (AA, LR6) x 3, AC adaptor (sold separately)
Current Draw	220 mA
Expected Battery Life Under Continuous Use	Alkaline: Approx. 6 Hours * These figures will vary depending on the actual conditions of use.
Dimensions	101 (W) x 138 (D) x 63 (H) mm / 4 (W) x 5-7/16 (D) x 2-1/2 (H) inches 101 (W) x 138 (D) x 65 (H) mm / 4 (W) x 5-7/16 (D) x 2-9/16 (H) inches (including rubber foot)
Weight	670 g / 1 lb 8 oz (including batteries)
Accessories	Owner's Manual Leaflet "USING THE UNIT SAFELY" Alkaline battery (AA, LR6) x 3 Rubber foot x 4
Options	AC adaptor: PSA-S series Footswitch: FS-5U Dual footswitch: FS-6, FS-7 Expression pedal: FV-500H, FV-500L, EV-30, Roland EV-5 MIDI/TRS connecting cable: BMIDI-5-35

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

USING THE UNIT SAFELY/IMPORTANT NOTES



CAUTION

Keep small items out of the reach of children

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

- Included Parts

Rubber feet (p. 15)

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Repairs and Data

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

Additional Precautions

- Any data stored within the unit can be lost as the result of equipment failure, incorrect operation, etc. To protect yourself against the irretrievable loss of data, try to make a habit of creating regular backups of the data you've stored in the unit.
- Roland assumes no liability concerning the restoration of any stored content that has been lost.
- Do not use connection cables that contain a built-in resistor.

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- In this manual, company names and product names of the respective owners are used because it is the most practical way of describing the sounds that are emulated using DSP technology.

