

Main features

The ES-8 is a switching system that lets you connect effect pedals and other effect units, and then store and recall up to 800 different combinations of them.

- It provides dedicated jacks for connecting stereo-in/out effect units and volume pedals.
- It also provides a wide variety of external control functions for controlling your amp and effects in real time.

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Before using this unit, carefully read "USING THE UNIT SAFELY" and "IMPORTANT NOTES" (leaflet "USING THE UNIT SAFELY" and Owner's Manual (p. 21)). After reading, keep the document(s) including those sections where it will be available for immediate reference.

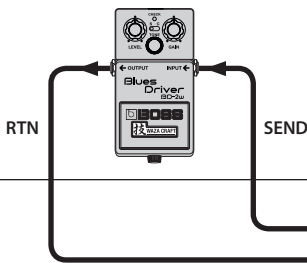
Panel Descriptions

Rear Panel (Connecting Your Equipment)

SEND 1–6, RTN 1–6 jacks

These jacks provide mono-send mono-return effect loops. Signals are sent from SEND 1–6 jacks to each effect unit, and the signals from each effect unit are received at the RTN 1–6 jacks.

Connect the SEND 1–6 jacks to the INPUT jack of each effect unit, and connect the OUTPUT jack of each effect unit to the RTN 1–6 jacks.



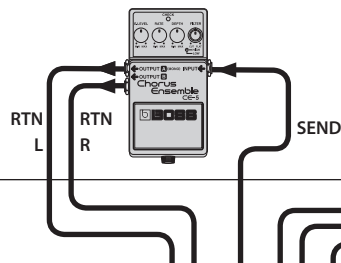
SEND 7, RTN 7L/R jacks

These jacks provide a mono-send stereo-return effect loop.

- * If the last stage of the chain is the stereo-send effect loop or the output, the signal is output in stereo. If the last effect loop in the chain is the mono-send effect loop, only the signal received at the RTN 7L jack is output.
- * A mono-return effect can also be connected here. Connect it to the RTN 7L jack. In this case, if a stereo-send effect loop or the output is connected later, the signal received at the RTN 7L jack is output.

MEMO

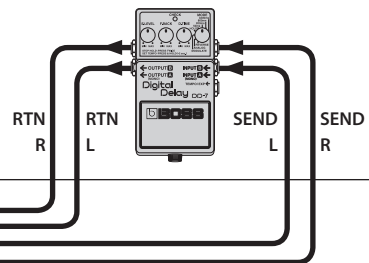
For the returns of effect loops 7 and 8, set the system setting Preference to select mono-return or stereo-return (p. 12).



SEND 8L/R, RTN 8L/R jacks

These jacks provide a stereo-send stereo-return effect loop.

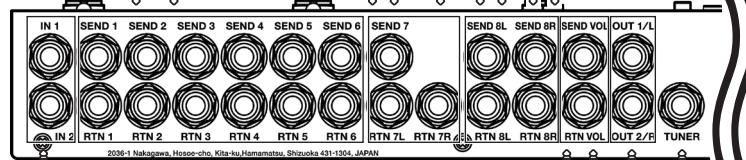
- * If the stereo output is connected as the last stage, the output is stereo. If the last effect loop is mono-send, only the signal received at the RTN 8L jack is output.
- * A mono-send/return effect can also be connected here. Connect it to the SEND 8L/RTN 7L jacks. In this case, if a stereo-return effect loop or the output is connected later, the signal received at the RTN 8L jack is output.



IN 1, 2 jacks



Connect your guitars or basses to these jacks. The settings determine which input is selected. It is not possible for both inputs to be selected simultaneously.



TUNER jack

This jack is for connecting an external tuner. The signal that is input from the jack selected by Input Sel (p. 9) is output from this jack even if mute is on.

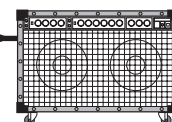


SEND VOL, RTN VOL jacks

These jacks are for connecting a volume pedal. * You can also use these jacks as send/return for a preamp (p. 15).



OUT 1/L, 2/R jacks



These are the output jacks. OUT 1/L and OUT 2/R can be turned on/off independently. Pressing the [MUTE] switch mutes the output from the OUT 1/L and 2/R jacks.

NOTE

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

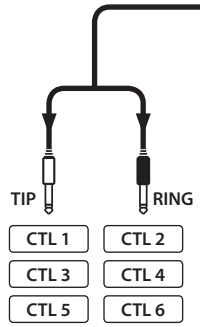
EXT CTL jacks

CTL 1/2-5/6 jacks

These are control jacks for latch or momentary operation. You can use them to control various things such as switching amp channels or turning reverb on/off. If you're using an effect device that's equipped with a footswitch jack, connect that jack here.

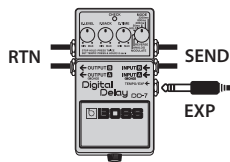
Each of these jacks can accommodate a stereo 1/4" plug (TRS) to make the appropriate connection to the device you're controlling.

* If 1/4" plug cables are connected, only CTL 1, CTL 3, and CTL 5 are available.



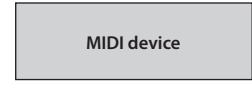
EXP 1, 2 jacks

If you're using an effect unit that allows an expression pedal (such as the Roland EV-5) to be connected, connect it to this jack. This allows an expression pedal connected to the CTL IN EXP 1, 2 jacks or the values you've specified to control the effect unit on the ES-8.



MIDI connectors

Connect an external MIDI device here to transmit and receive MIDI messages. The operation of the MIDI OUT/THRU connectors depends on the system settings (p. 12).



DC IN jack

Connect the included AC adaptor here. The power turns on when you plug the connected AC adaptor into an AC outlet.

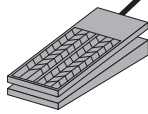


CTL IN jacks

These let you control effect units or amps that are connected to the EXT CTL jacks.

To use these as EXP 1, 2 jacks

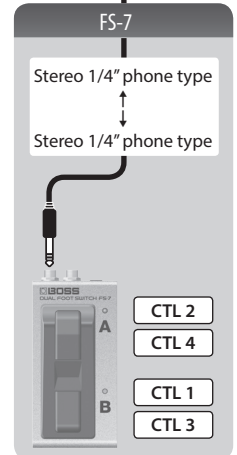
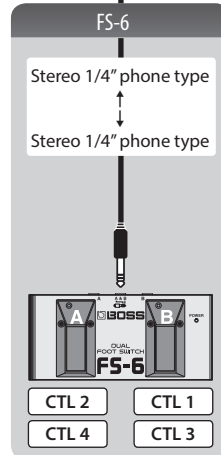
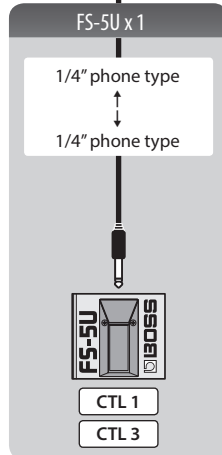
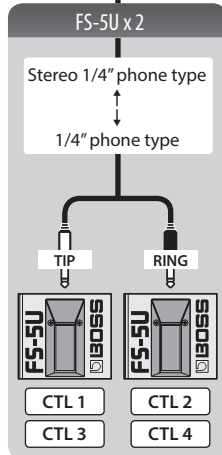
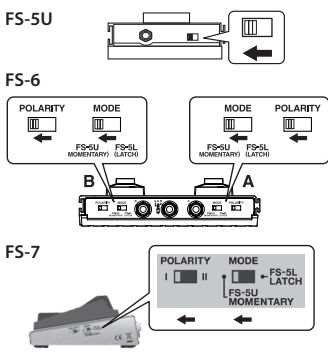
Connect an expression pedal (such as the Roland EV-5).



To use these as CTL 1/2, 3/4 jacks

Connect a footswitch.

Mode/Polarity switch



NOTE

- This instrument is equipped with balanced (TRS) type jacks. Wiring diagrams for these jacks are shown below. Make connections after first checking the wiring diagrams of other equipment you intend to connect.
- Use only the specified expression pedal (FV-500H, FV-500L, Roland EV-5; sold separately). By connecting any other expression pedals, you risk causing malfunction and/or damage to the unit.



English

日本語

Deutsch

Français

Italiano

Español

Português

Nederlands

Top Panel

[EDIT] button

Press this to make patch settings or system settings.

[WRITE] button

Press this to save patch settings.

[–] [+] buttons

Use these to edit the value of a setting.
* Hold down one button while pressing the other button to make the value change rapidly.

[DISPLAY/EXIT] button

Press this to switch the play screen, to cancel an operation, or to return to the previous screen.

[ENTER] button

Press this to confirm an operation.

[◀] [▶] buttons

Use these to move the cursor or to select a category or parameter.

Lock function

When you press the [DISPLAY/EXIT] button and [ENTER] button simultaneously to activate Lock function, all buttons will be disabled. This prevents settings from being changed when you inadvertently press a button. The Lock function turns off when you press the two buttons simultaneously once again.

LOCKED!

Display

The ES-8 shows various information here. The display at the left shows the bank/number.



Blinks in synchronization with the tempo.

* The explanations in this manual include illustrations that depict what should typically be shown by the display. Note, however, that your unit may incorporate a newer, enhanced version of the system (e.g., includes newer sounds), so what you actually see in the display may not always match what appears in the manual.

What is an effect loop?

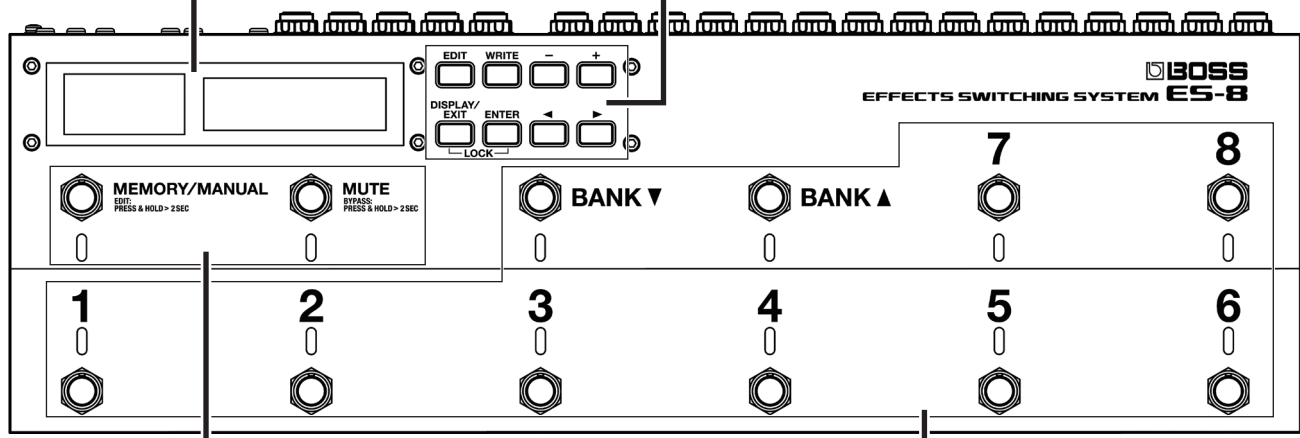
This is a connection in which an effect device is connected via send and return jacks. The ES-8 provides eight effect loops, 1–8.

What is memory mode?

In this mode, you can select “patches,” where each patch is a combination of effect loops and various settings. You can select from 800 patches by using the switches to specify the bank and number.

What is manual mode?

In this mode you can turn the effect loops (1–8) on/off individually.



[MEMORY/MANUAL] switch

Switches between memory mode (indicator lit blue) and manual mode (lit red). Hold down the switch for two seconds or longer to enter memory edit mode.

[MUTE] switch

Mutes the sound that is output from the ES-8. If mute is on, the indicator is lit blue. Hold down the switch for two seconds or longer to enter the bypass state (indicator lit red); the input is output without change.

[BANK ▼] [BANK ▲] switches

Use these to switch banks in memory mode.

Number switch [1]–[8]

Use these to select a patch number. The indicator of the currently selected number is lit blue. In manual mode, these switches turn each effect loop (1–8) on/off individually. When an effect loop is on, its number indicator is lit red.

MEMO

You can also assign a different function to each switch (p. 10).

Attaching the Rubber Feet

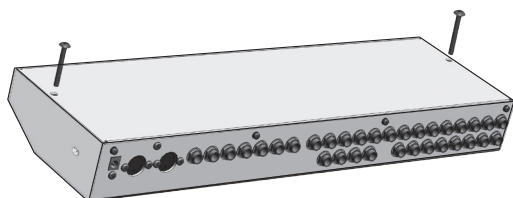
You can attach the rubber feet (included) if necessary. Attach them in the locations shown in the illustration.



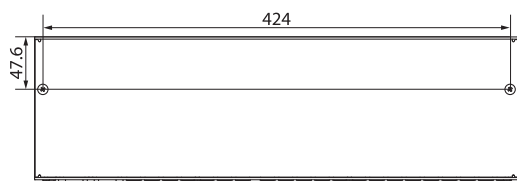
- * When turning the unit over, be careful so as to protect the buttons and switches from damage. Also, handle the unit carefully; do not drop it.
- * If the rubber feet are not attached correctly, the unit may be deformed when you press the switches.

Installing the ES-8 in a Pedalboard

You can fasten the ES-8 to your pedalboard by installing the included screws in the screw holes on the bottom of the unit.



- * You must use only the included screws. Using other screws may damage the ES-8 or cause malfunctions.



Unit: mm

Turning the Power On and Off

Once everything is properly connected (p. 2), be sure to follow the procedure below to turn on their power. If you turn on equipment in the wrong order, you risk causing malfunction or equipment failure.

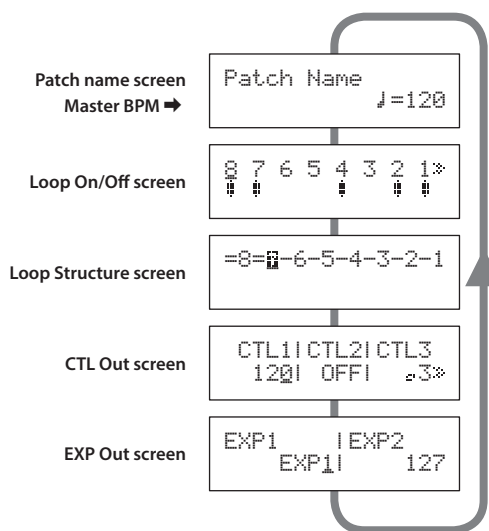
- When powering up:** Turn on the power to your guitar amp last.
- When powering down:** Turn off the power to your guitar amp first.

- * This unit is equipped with a protection circuit. A brief interval (a few seconds) after turning the unit on is required before it will operate normally.

Switching the Play Screen

The screen that appears when you turn on the power is called the "play screen," and the state in which the play screen is shown is called "play mode."

There are five types of play screen as shown in the following illustration, and you can use the [DISPLAY/EXIT] button to switch between them.



MEMO

Even in play mode, you can use the [◀] [▶] buttons and [-] [+] buttons to edit the settings.
To save your edited settings, use the patch write (p. 6) operation.

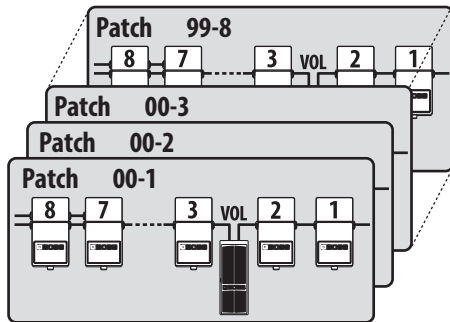
Saving/Recalling a Combination of Effect Units (Memory Mode)

“Memory mode” is the mode in which you can save combinations of effect loops (patches) in the ES-8, and recall those saved settings. In contrast to memory mode, “manual mode” is the mode in which you can use the switches to turn each effect loop on/off manually.

Patch Structure

A “patch” consists of a combination of effect loops (each effect loop’s on/off status and connection order) and parameter settings.

Patches are organized by bank (00–99) and number (1–8). You can store 800 patches.



Switching Between Memory and Manual Modes

1. Press the [MEMORY/MANUAL] switch.

Each time you press this switch, you alternate between memory mode and manual mode.

- In memory mode, the MEMORY/MANUAL indicator is lit blue.
- In manual mode, the MEMORY/MANUAL indicator is lit red.

In manual mode

Pressing the number switches [1]–[8] turns each effect loop on/off.

- The number indicator is lit red if the corresponding effect loop is on, and unlit if that effect loop is off.
- If an effect loop is on, the Loop On/Off screen shows an “#” icon.

8	7	6	5	4	3	2	1	※
#				#		#	#	
1, 2, 4, 7, 8								On
3, 5, 6								Off

Saving a Patch (Patch Write)

NOTE

- The patch you created is lost if you turn off the power or switch patches before performing the patch write operation.
- When you perform the patch write operation, the patch that was in the save-destination is lost.

1. Press the [WRITE] button.

```
00-1  
Patch name
```

2. Use the [◀] [▶] buttons and [-] [+] buttons to select the save-destination bank number and patch number.

- * You can also use the [BANK ▼] [BANK ▲] switches and number switches [1]–[8] to select the bank number and patch number.

3. Press the [ENTER] button.

4. Use the [◀] [▶] buttons and [-] [+] buttons to assign a patch name.

- * If you decide to cancel the patch write operation, press the [DISPLAY/EXIT] button several times.

5. Press the [WRITE] button or the [ENTER] button.

The display indicates “Executing...,” and then the previous display reappears when patch write is completed.

MEMO

- You can write a patch from either memory mode or manual mode.
- When you write a patch, the ES-8 switches to memory mode.

Recalling a Patch (Patch Change)

1. Use the [BANK ▼] [BANK ▲] switches to select a bank.

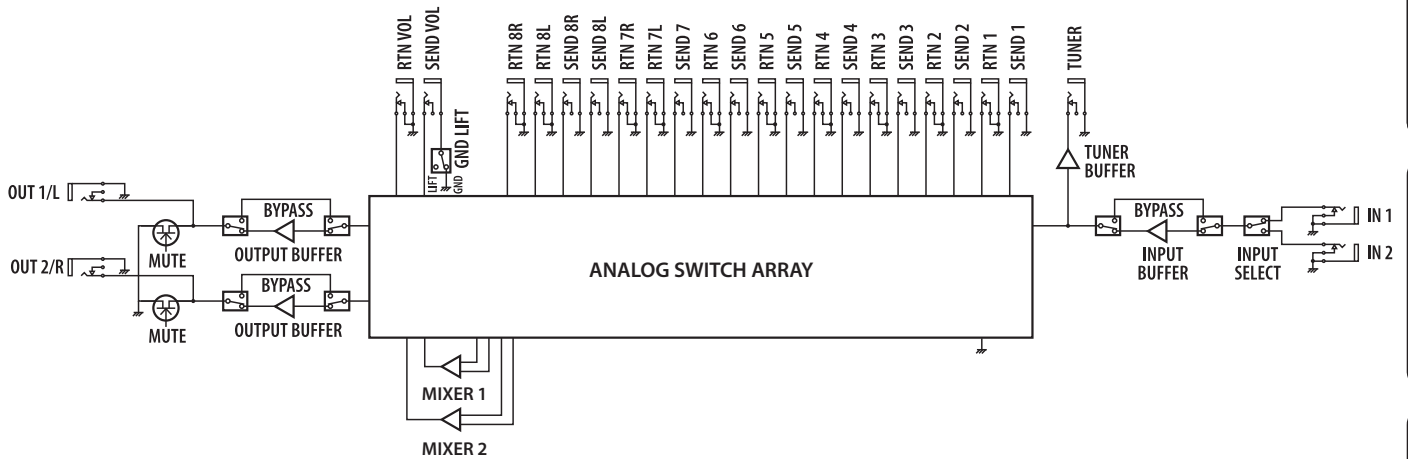
2. Use the number switches [1]–[8] to select a patch.

MEMO

- In the patch name screen of Play mode, you can use the [◀] [▶] buttons to select a patch.
- You can specify whether the next patch is selected as soon as you use the [BANK ▼] [BANK ▲] switches to change banks, or whether the patch is not changed until you then press a number switch. For details on how to make this setting, refer to “Making Global Settings (System Setting)” (p. 12).

Creating a Patch

Block Diagram



The ES-8 uses an “analog switch array” that lets you freely change the connection order of your effect units. It also contains two internal mixers, and lets you create a wide range of sounds by connecting effect units in parallel or using the “Carry Over” function.

Carry Over

This function cuts only the input while leaving the output connected when you change patches. For example, you can use this to allow just the delay sound to remain when switching patches.

Tips for Creating Patches (Sounds)

The ES-8 has two internal mixers.

Using these internal mixers is important in order to take advantage of the ES-8’s unique features, such as the ability to connect loops in parallel and use the Carry Over function. Understanding how to use the mixers will make it even more enjoyable to create patches (sounds).

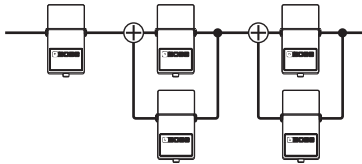
NOTE

The same mixers are used for parallel connections and for Carry Over.

This means that depending on the settings, you might not be able to use a parallel connection, or that Carry Over might not work.

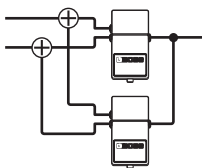
Parallel connection

- If the effect units are mono, you can make parallel connections in two places simultaneously.



⊕ : Mixer

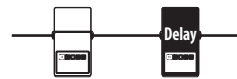
- If the effect units are stereo, one parallel connection uses both of the two mixers.



Using the Carry Over function

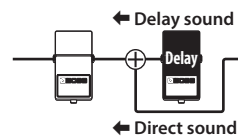
This lets you preserve the sound (e.g., delay sound) when you switch patches.

- Before the patch change



- After the patch change

The send to the delay loop is cut, and only the return is mixed with the direct sound.



* To use the Carry Over function, enable Carry Over for the patch that follows the patch change.

* Carry Over might not work if the Loop Structure (p. 9) settings differ before and after the patch change.

Changing the Effect Loop Settings

In the Loop Structure screen you can make the following settings.

- Change the connection order of the effect loops
- Create a parallel connection
- Specify Carry Over

Loop Structure screen

The Loop Structure screen shows the following content.

=8=7-8-5-4-3-2-1-U-I

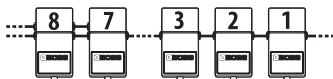


I	IN
U	Volume loop
1-8	Loop number
[] [] []	A loop for which Carry Over is specified
-	Mono
=	Stereo
0	OUT

The screen is not able to show all the content simultaneously. You can see the remaining content by using the [◀] [▶] buttons to move the cursor.

Changing the Effect Loop Connection Order

Before the change



Example: Change the order of effect loops 2 and 3

1. In play mode, press the [DISPLAY/EXIT] button several times to access the Loop Structure screen.

=8=7-6-5-4-3-2-1

2. Use the [◀] [▶] buttons to select the loop whose connection you want to change.

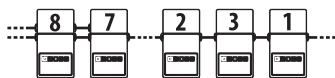
Move the cursor to effect loop 2.

=8=7-6-5-4-3-2-1

3. Use the [-] [+] buttons to move the loop number.

When you press the [-] button, effect loops 2 and 3 change places.

=8=7-6-5-4-2-3-1



Changing the connection order of the volume loop

You can change the connection order of the volume pedal (U) in the same way as for the effect loop.

Specifying mono/stereo return for effect loops 7 and 8

For the returns of effect loops 7 and 8, set the system setting Preference to select mono-return or stereo-return (p. 12).

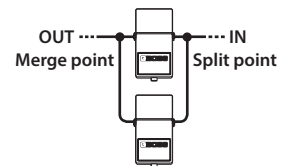
Making a Parallel Connection

Example: Connect effect loops 2 and 3 in parallel

4. Use the [◀] [▶] buttons to move the cursor to the merge point of the parallel connection, and press the [ENTER] button.

Move the cursor between effect loops 2 and 4, and press the [ENTER] button; the parallel loop is created.

=8=7-6-5-4-2-3-1



* Depending on the settings, there might be cases in which parallel connection is not possible (p. 7).

5. Use the [▶] button to select the loop whose connection you want to change.

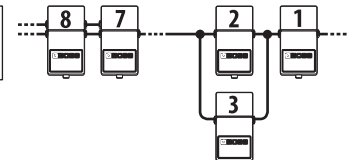
Move the cursor to effect loop 3.

=8=7-6-5-4-2-3-1

6. Use the [-] button to move the loop number.

When you press the [-] button three times to move effect loop 3, effect loops 2 and 3 are connected in parallel.

=8=7-6-5-4-2-1-U



Cancelling a Parallel Connection

Use the [◀] [▶] buttons to move the cursor to the merge point of the parallel connection, and press the [ENTER] button; the parallel connection is cancelled.

=8=7-6-5-4-2-1-U

=8=7-6-5-4-3-2-1

Specifying Carry Over

Example: You can specify Carry Over for effect loop 7

7. Use the [◀] [▶] buttons to select the loop for which you want to specify Carry Over, and press the [ENTER] button.

Move the cursor to effect loop 7 and press the [ENTER] button; Carry Over is specified.

=8=7-6-5-4-3-2-1

* Depending on the settings, there are cases in which Carry Over does not work (p. 7).

Editing the Settings of a Patch (Memory Edit Mode)

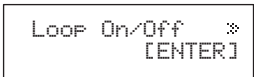

Quick Edit

Here's how you can turn the effect loops on/off and save the settings by operating only the switches.

1. Recall the patch that you want to edit.
2. Hold down the [MEMORY/MANUAL] switch for two seconds or longer.
The MEMORY/MANUAL indicator blinks blue; the ES-8 is in memory edit mode.
3. Use number switches [1]–[8] to turn each effect loop on/off.
4. Press the [MEMORY/MANUAL] switch.
5. Use the [BANK ▼] [BANK ▲] switches and number switches [1]–[8] to select the save-destination.
6. Press the [MEMORY/MANUAL] switch.
If you decide to cancel, press the [MUTE] switch.


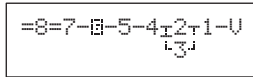
When the settings are saved, the MEMORY/MANUAL indicator changes to steadily lit blue.

Basic Operation

1. Recall the patch that you want to edit.
2. Press the [EDIT] button.
3. Use the [◀] [▶] buttons to select "Patch" or "CTL/EXP," and press the [ENTER] button.
(Example)

4. Use the [◀] [▶] buttons to select a category, and press the [ENTER] button.
(Example)

5. Use the [◀] [▶] buttons to move the cursor, and use the [-] [+] buttons to specify its value.
6. To save the edited settings, write the patch.
To cancel without saving, press the [DISPLAY/EXIT] button several times.

Parameter List

Patch




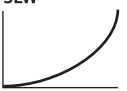
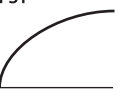
Parameter	Value/Explanation
Patch Name	Up to 16 characters
Loop On/Off	You can turn each effect loop on/off. When on, a "♯" icon is shown. * You can also turn them on/off by pressing the number switches [1]–[8]. 
Loop Structure Carry Over	You can make the following settings. For details on operation, refer to "Changing the Effect Loop Settings" (p. 8). • Connection order of each effect loop • Parallel connection settings • Connection position of volume loop • Carry Over setting * Depending on the settings, there are cases in which parallel connection is not possible, or in which Carry Over does not work. 
CTL1–6	Specify the control signals that are sent from the EXT CTL 1/2–5/6 jacks when you switch patches. The available control signals depend on the Play Option/CTL1–6 setting (p. 12). For LAT OFF Sends "off" ON Sends "on" For PLS OFF Sends a short (100 ms) pulse when changing between "off" and "on." ON * If the display of the ES-8 differs from the state of the connected equipment, switch the state of the connected equipment. For TP2–4 OFF Sends nothing • Sends tempo at the interval of the specified note value according to the Master BPM value * Depending on the Master BPM setting, there are cases in which this cannot be sent. 20–500 Sends the specified tempo (♩=)
EXP1, 2	Specify the control signals that are sent from the EXT CTL EXP 1–2 jacks when you switch patches. 0–127 The specified value is sent. EXP1, 2 The current value of the expression pedal connected to the CTL IN jack is sent.
Input Sel	Selects the input. 1 IN 1 jack is selected. 2 IN 2 jack is selected.
Input Buf	Turns the input buffer on/off (p. 19). ON, OFF
Output Sel	Selects the output destination. 1, 2 The sound is output from the OUT 1/L or OUT 2/R jack. 1&2 The sound is output from both the OUT 1/L and OUT 2/R jacks (stereo output).
Output Buf	Turns the output buffer on/off (p. 14). ON, OFF
Output Gain	This is the output gain. It is used only if Output Buf is ON. 0 dB, +2 dB, +4 dB, +6 dB
Master BPM	Specifies the patch's BPM. 20–500




Creating a Patch

Parameter	Value/Explanation
Patch MIDI 1–8	
Ch	Specifies the transmit channel for MIDI messages. OFF (not transmitted), 1–16
LSB MSB	Specifies whether bank select messages are transmitted when you switch patches. * It is not possible to turn on only Bank LSB. * Not transmitted if PC is OFF. * It is not possible to transmit only bank select. Bank select is always transmitted in conjunction with program change.
	OFF Not transmitted. 0–127 The specified value is transmitted.
PC	Specifies whether a program change is transmitted when you switch patches.
	OFF Not transmitted. 1–128 The specified value is transmitted.
Ctl1–2 CC#	Specifies whether a control change is transmitted when you switch patches.
	OFF Not transmitted. CC#000–127 The specified control change is transmitted.
Ctl1–2 Val	Specifies the value of the control change.
	0–127

CTL/EXP

Parameter	Value/Explanation
MEMORY MANUAL, MUTE, BANK DOWN, BANK UP, NUMBER 1–8, CTL IN 1–4	
	Specify the function of the [MEMORY/MANUAL] switch, [MUTE] switch, [BANK ▼] [BANK ▲] switches, number switches [1]–[8], and footswitches connected to the CTL IN jacks.
	OFF Pressing the switch does nothing. MemM [MEMORY/MANUAL] switch Mute [MUTE] switch
Func	BnkD, BnkU [BANK ▼] switch, [BANK ▲] switch MemU, MemD Change patches MemU: 00-1 → 99-8, MemD: 99-8 → 00-1 Num1–8 Number switch [1]–[8] Ctl1–6 A control signal is sent from the corresponding EXT CTL jack CTL 1/–5/6. BPM Tap the switch to control the master BPM.
Min, Max	Specify the values that are sent when the switch is pressed (Max) and released (Min). * These settings are available only when Func is Ctl1–6.
	OFF Sends "off" ON Sends "on"
Mod	Specifies the operation of the switch. * These settings are available only when Func is Ctl1–6.
	MOM Normally off; on only while the switch is being operated. TGL Alternates on/off each time the switch is operated.
EXP IN 1, 2	
Func	Specify the function of the expression pedals connected to the CTL IN jacks.
	OFF Operating the pedal does nothing. Exp1, 2 Sends a control signal from EXT CTL jacks EXP 1 or 2. BPM Use the control to control Master BPM.
Min, Max	Specify the values that are sent when the pedal is advanced (Max) and returned (Min).
	When Func is Exp1 or Exp2 0–127 Specifies the value that is sent from the jack. When Func is BPM 20–500 Specifies the range of the Master BPM.

Parameter	Value/Explanation
Assign (A) 1–12	
Sw	Turns the assignment on/off. ON, OFF
	Specifies the controller (source).
	CTL1–4 A footswitch connected to a CTL IN jack BnkD, BnkU [BANK ▼] switch, [BANK ▲] switch MemM [MEMORY/MANUAL] switch Mute [MUTE] switch Num1–8 Number switch [1]–[8] CNum Currently selected number switch EXP1, 2 An expression pedal connected to a CTL IN jack.
Src	INT Internal pedal The virtual expression pedal will begin operating when started by the specified trigger (Trig), modifying the parameter specified by "Target." 
	WAV Wave pedal The virtual expression pedal will cyclically modify the parameter specified by "Target" in a fixed wave form. 
	CC000–127 Control change number from an external MIDI device
	Specifies the operation of the controller.
Mod	MOM The value will normally be off (minimum value), and will be on (maximum value) only while the control is being operated. TGL The value will toggle between off (minimum) and on (maximum) each time the control is operated.
Cate	Selects the Target category.
Target	Specifies the parameter to be controlled. For details, refer to "Target List."
Min Max	Specifies the range of change for the parameter. The values will depend on the parameter that's assigned by Target.
*1 Ch	Specifies the transmit channel for control changes. 1–16
*1 CC#	Specifies the controller number that is transmitted. 000–127
Act L Act H	Within the operating range of the source, this specifies the range that will control the target parameter. (L) 0–126 The target parameter will be controlled within the range specified. Normally, you should leave Act L at "0" and Act H at "127." (H) 1–127
	Specifies how the motion of the internal pedal will be triggered.
	PAT When the patch is switched
	When an expression pedal connected to a CTL IN jack (EXP 1–2) enters the following status
	Ex1L, Ex1M, Ex1H, Ex2L, Ex2M, Ex2H
	ExL Minimum ExM Advance the pedal through the central value ExH Maximum
*2 Trig	CTL1–4 A footswitch connected to a CTL IN jack MemM [MEMORY/MANUAL] switch Mute [MUTE] switch BnkD, BnkU [BANK ▼] switch, [BANK ▲] switch Num1–8 Number switch [1]–[8] CNum Currently selected number switch CC000–127 When the specified controller number is received
*2 Tim	Specifies the time over which the internal pedal will move from the released (heel) position to the depressed (toe) position. 0–100
*2 Crv	Select one of the following curves to specify the change produced by the internal pedal. LNR  SLW  FST 
*3 Rate	Specifies the time for one cycle of the wave pedal. ♩, 0–100 If this is set to a note value, a time corresponding to the "Master BPM" value specified for each patch is assigned.

Parameter	Value/Explanation
*3 Form	Select one of the following to specify the change produced by the wave pedal.
	<div style="display: flex; justify-content: space-around; align-items: flex-start;"> <div style="text-align: center;"> <p>SAW</p>  </div> <div style="text-align: center;"> <p>TRI</p>  </div> <div style="text-align: center;"> <p>SINE</p>  </div> </div>

*1 Shown if Cate is set to MIDI.

*2 Shown if Src is set to INT.

*3 Shown if Src is set to WAV.

Target List

Target	Min/Max	Explanation
When Cate is set to LOOP		
L1-8, LV	OFF, ON	Effect loop on/off
	OFF, ON	
When Cate is set to E.CTL		
EXP1, 2	0-127	Transmits the value of the expression pedal that is connected to the CTL IN EXP 1 or 2 jack.
	0-127	
CTL1-6	OFF, ON	Switches the setting of the jack.
	OFF, ON	
When Cate is set to InOut		
IN	1, 2	IN 1, IN 2
	1, 2	
OUT	1, 2, 1&2	OUT 1/L, OUT 2/R, OUT 1/L & OUT 2/R
	1, 2, 1&2	
When Cate is set to MODE		
MemM	MEM, MAN	Switches between memory mode and manual mode.
	MEM, MAN	
Mute	OFF, ON	Mute on/off
	OFF, ON	
Byps	OFF, ON	Bypass on/off
	OFF, ON	
When Cate is set to MIDI		
000-127	0-127	The control change value is transmitted from the MIDI OUT connector.
	0-127	
When Cate is set to BPM		
MstBPM	20-500	Master BPM
	20-500	
Tap	OFF, ON	Of the EXT CTL CTL 1/2-5/6 jacks, tap tempo corresponding to the controller operation is transmitted from the jack whose Play Option setting is set to TP2-TP4.
	OFF, ON	
When Cate is set to LED		
BankD, BankU, Num1-8	OFF, ON	Lights or turns off the indicator of the controller that is set to Target.
	OFF, ON	

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Making Global Settings (System Setting)

Settings that are shared by the entire ES-8 are called "system settings."

1. Press the [EDIT] button.
2. Use the [◀] [▶] buttons to select the system setting category (Play Option–Others), and then press the [ENTER] button.

```
◀Play Option ▶
  [ENTER]
```

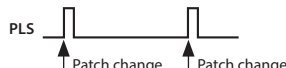
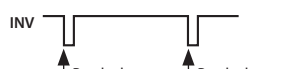
```
Switch Mode ▶
  PUSH
```

3. Use the [◀] [▶] buttons to select a parameter, and then press the [ENTER] button.

```
Switch Mode
  PUSH
```

4. Use the [-] [+] buttons to specify the value.
5. Press the [DISPLAY/EXIT] button several times to return to the play screen.

List of Parameters

Parameter	Value/Explanation
Category: Play Option	
Switch Mode	PUSH The change happens when you press the switch.
	RELEASE The change happens when you release the switch.
Bank Chg Mode	WAIT Specifies how patches are switched. Although the indication in the display is updated to reflect the change in the bank when a [BANK ▼] or [BANK ▲] switch is pressed, the patch will not change until a number switch has been pressed.
	IMMEDIATE The patch switches instantly when a [BANK ▼] or [BANK ▲] switch or any of the number switch is pressed.
CTL1–6	LAT (Latch) Specifies the operation of the EXT CTL CTL 1/2–5/6 jacks. Latch operation
	PLS Send a pulse when changing patches 
	INV 
	TP2 (Tap 2) Turns on/off twice at the Master BPM setting when the patch changes
	TP3 (Tap 3) Turns on/off three times at the Master BPM setting when the patch changes
TP4 (Tap 4) Turns on/off four times at the Master BPM setting when the patch changes	
Bank Extent Min, Max Specify the lower and upper limit of the banks that can be selected. Only the specified range of banks are available for selection. (Min) 0–99, (Max) 0–99	
Patch Chg Time Specifies the mute time when switching patches. 0–10	
Category: Preference	
Input Sel, Input Buf, Output Sel, Output Buf	Common PAT The settings of each patch are used.
	Input Sel 1, 2 IN 1, IN 2
	Input Buf, Output Buf ON, OFF Buffer On/Off
	Output Sel 1, 2 1&2 Both OUT 1/L and OUT 2/R
Loop 7 Return Loop 8 Return Specify whether effect loops 7 and 8 are mono-return or stereo-return. * If this parameter is not set correctly, you might not obtain the expected effect when using parallel connection or the Carry Over function. MONO, STEREO	
Vol Loop Lift Disconnects the SEND VOL jacks' No. 1 pin from the ES-8's ground. Set this to LIFT if a ground loop or similar problem is causing output of hum or noise. Normally, this is set to GND. GND, LIFT	

Parameter	Value/Explanation
Category: MIDI Setting	
MIDI Out Mode	OUT Operates as a MIDI OUT connector.
	THRU Operates as a MIDI THRU connector. MIDI data received at MIDI IN is mixed with the MIDI data of the ES-8, and output together.
RxCh Specifies the MIDI channel on which MIDI messages are received. 1–16	
Dev ID Specifies the device ID used to transmit and receive exclusive messages. 1–32	
Sync	INT This setting determines the basis used for synchronizing the timing for tempo and other time-based parameters. * When synchronizing performances to the MIDI Clock signal from an external MIDI device, timing problems in the performance may occur due to errors in the MIDI Clock. Synchronize with the ES-8's internal clock.
	AUTO Synchronize with MIDI clock received via MIDI. However, automatically synchronize with the ES-8's internal clock if MIDI clock messages cannot be received.
Clock Out Specifies whether MIDI clock messages are transmitted. ON, OFF	
Category: PC Map	
Bank 0/PC# 1/ Memory Bank 6/PC#128/ Memory	You can use the "program change table" to freely specify the correspondence between program change messages received by the ES-8 and the patches that are selected. Specify the bank/number of the patch that is selected when "bank select MSB + program number" are received. 00–1–99–8 * Bank select LSB is ignored.
Category: Others	
LCD Contrast Adjust the contrast (brightness) of the display. 1–10	
Pol Exp 1, 2	ST Specify the polarity of the CTL IN EXP 1 and EXP 2 jacks. If a Roland or BOSS expression pedal is connected
	IN If pressing or releasing the connected expression pedal produces the opposite result from what is expected
Pol C1–C4	ST Specify the polarity of the CTL IN CTL 1/2–3/4 jacks. If a BOSS footswitch is connected
	IN If pressing or releasing the connected footswitch produces the opposite result from what is expected

Patch/Data Operations (Utility)

1. Press the [EDIT] button.
2. Use the [◀] [▶] buttons to select "UTILITY;" and press the [ENTER] button.
3. Use the [◀] [▶] buttons to select the desired item, and press the [ENTER] button.

Copying a Patch (Patch Copy)

Patch Copy
00-1 → 99-8

Select the copy-source and copy-destination patches, and press the [ENTER] button.
* The copy-destination patch is overwritten.

Exchanging Patches (Patch Exchange)

Patch Exchange
00-1 ↔ 99-8

Select the exchange-source and exchange-destination patches, and press the [ENTER] button.

Initializing a Patch (Patch Init)

Patch Init
00-1

Select a patch that you want to initialize, and press the [ENTER] button.
When the confirmation message appears, press the [ENTER] button once again.

Copying a Bank (Bank Copy)

Bank Copy
00 → 99

Select the copy-source and copy-destination bank, and press the [ENTER] button.
* All patches in the copy-destination bank are overwritten.

Exchanging Banks (Bank Exchange)

Bank Exchange
00 ↔ 99

Select the exchange-source and exchange-destination banks, and press the [ENTER] button.

Transmitting Data to an External MIDI Device (Bulk Dump)

Bulk Dump
Frm: Sys To: 99-8

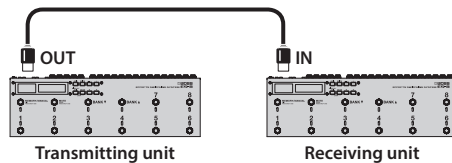
With the ES-8, you can use Exclusive messages to set another ES-8 to the same settings or to save settings to MIDI sequencers and other such devices. This transmission of data is referred to as bulk dump.
"System settings" + "settings of the selected patch" can be transmitted.

Frm (From)	Sys, 0-1-8
To	0-1-99-8, Sys (*1)

*1 Shown if Frm is set to Sys.

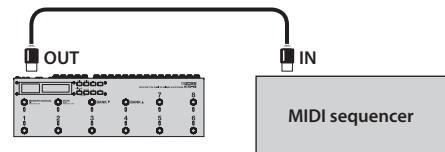
When Transmitting Data to Another ES-8

Make connections as shown in the illustration below, and set the transmitting and receiving units to the same device ID (p. 12).



When Saving to a MIDI Sequencer

Connect as shown in the figure below, and put the sequencer in the state where it is ready to receive Exclusive messages.



Specify the highest patch whose data you want to transmit, and press the [ENTER] button.
When the confirmation message appears, press the [ENTER] button once again.

Restoring saved data from a MIDI sequencer to the ES-8

Connect your MIDI sequencer's MIDI OUT to the ES-8's MIDI IN, select the same device ID as when transmitting the data to the MIDI sequencer, and then transmit the data from the MIDI sequencer.

Restoring the Factory Settings (Factory Reset)

Factory Reset
Frm: Sys To: 99-8

"System settings" + "settings of the selected patch" can be returned to their factory-set condition (Factory Reset).
* All data that is reset is lost.

Frm (From)	Sys, 0-1-8
To	0-1-99-8, Sys (*1)

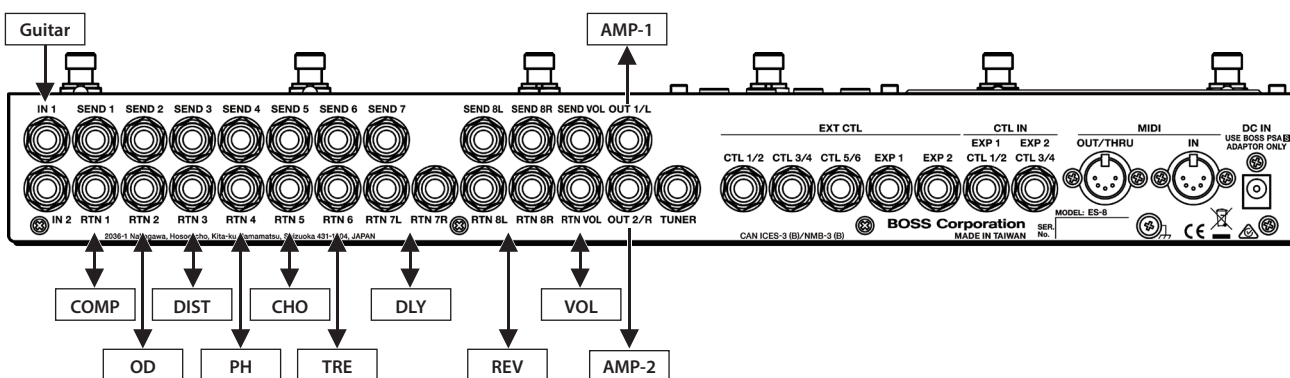
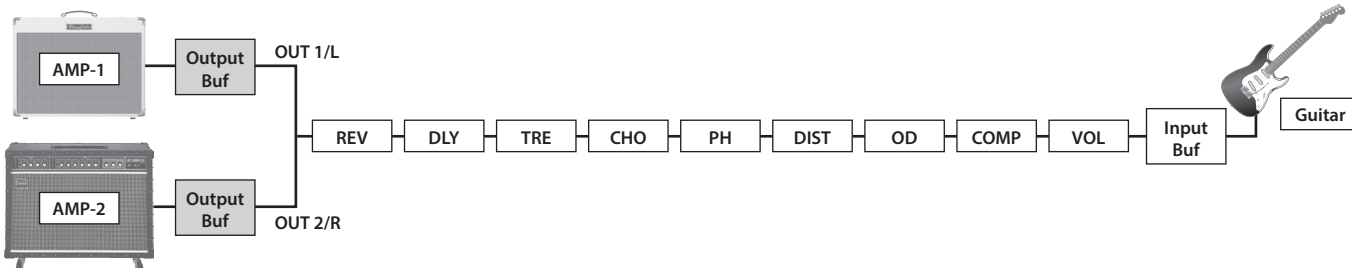
*1 Shown if Frm is set to Sys.

Specify the highest patch that you want to reset, and press the [ENTER] button.
When the confirmation message appears, press the [ENTER] button once again.

Advanced Applications

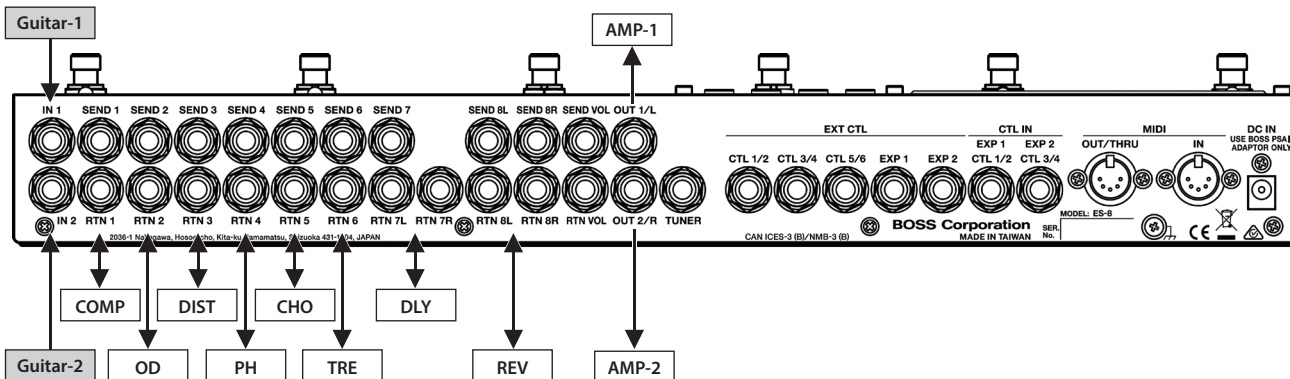
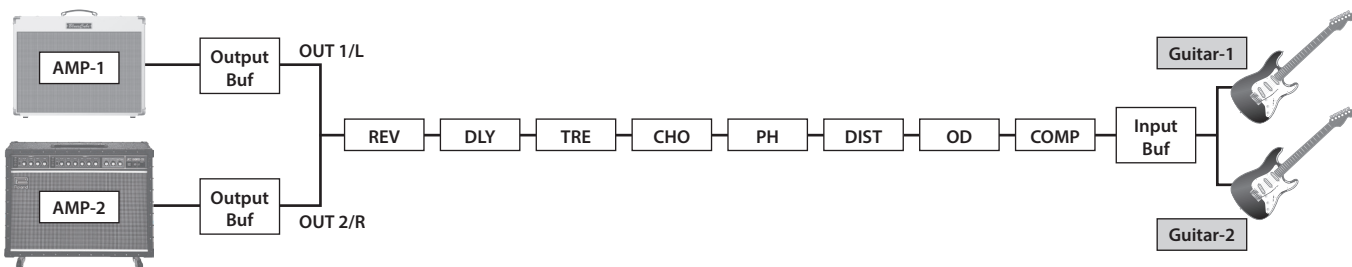
Adjusting the Level of Each Patch

Parameter	Value	Reference
Patch parameter		
Output Buf	ON	p. 9
Output Gain	0 dB, +2 dB, +4 dB, +6 dB	



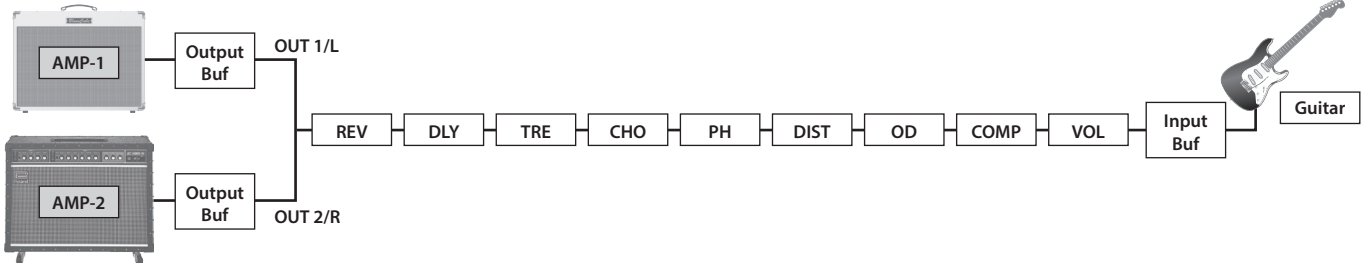
Switching Between Two Guitars

Parameter	Value	Reference
Patch parameter		
Input Sel	1, 2	p. 9



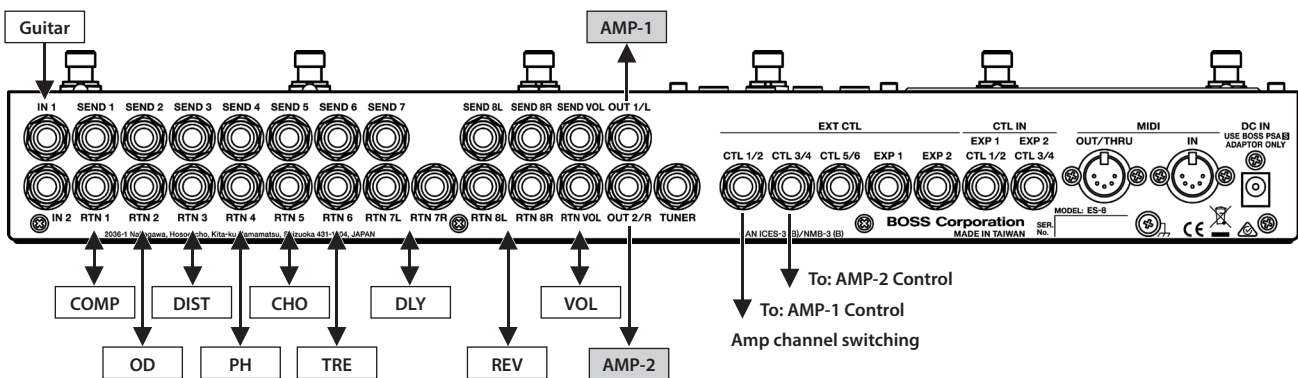
Switching Between Two Amps

Parameter	Value	Reference
Patch parameter		
Output Sel	1, 2, 1&2	p. 9



Switching the Amp's Channels

Parameter	Value	Reference
Patch parameter		
CTL1-6	ON, OFF	p. 9
System setting		
Play Option: CTL1-6	LAT, PLS	p. 12

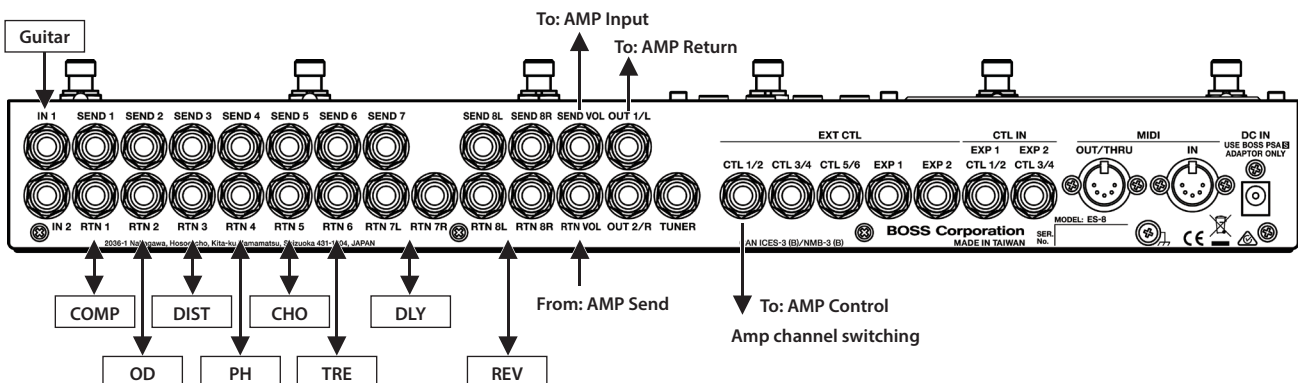
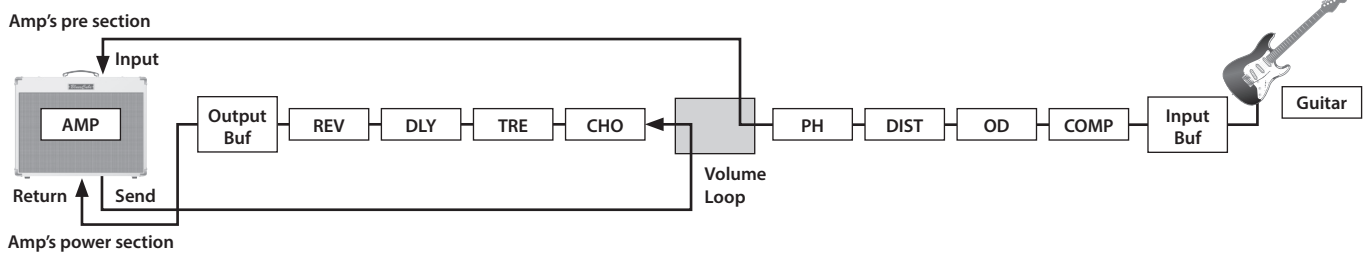


Connecting with the Four-Cable Method / Also Switching the Amp's Channels

Parameter	Value	Reference
Patch parameter		
CTL1-6	ON, OFF	p. 9
System setting		
Play Option: CTL1-6	LAT, PLS	p. 12

Reducing Hum

Parameter	Value	Reference
System setting		
Preference: Vol Loop Lift	LIFT, GND	p. 12



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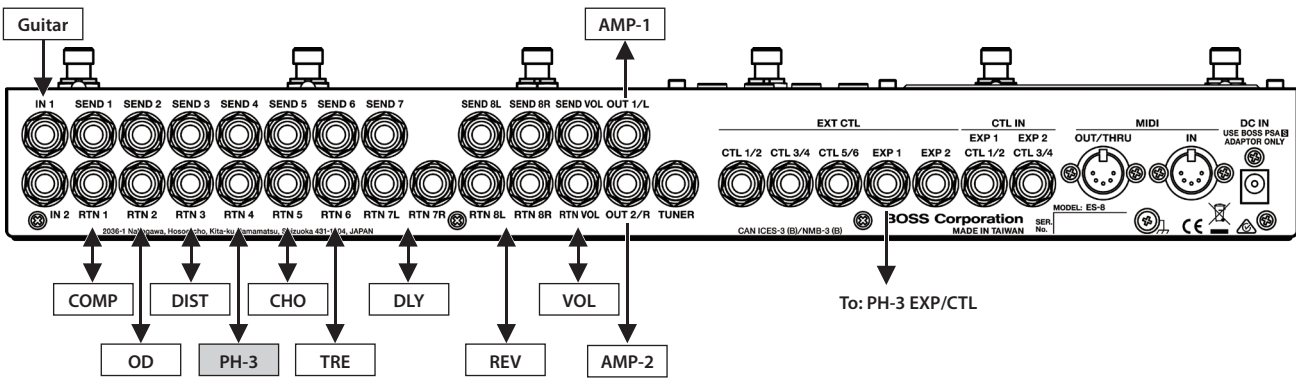
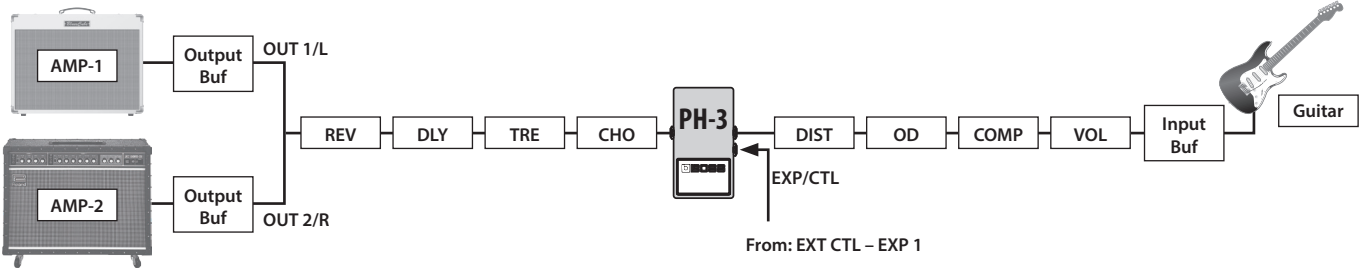
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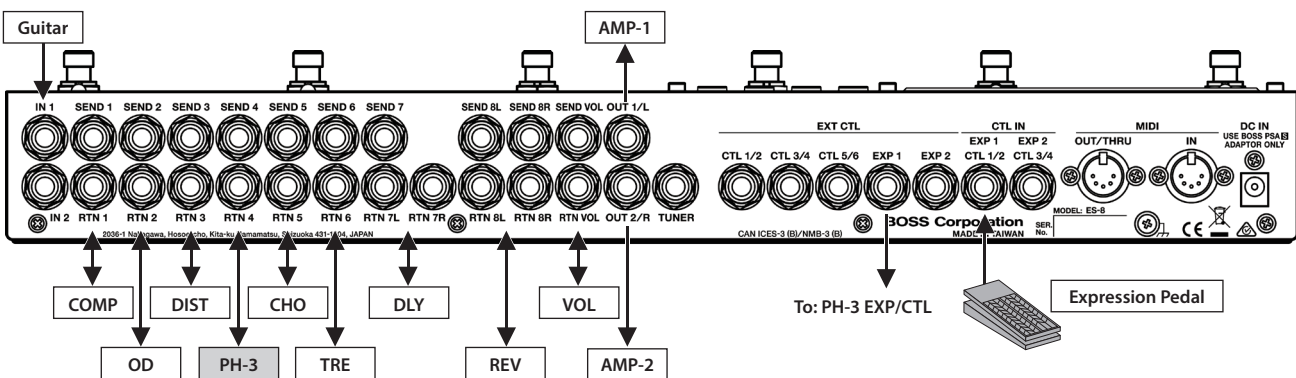
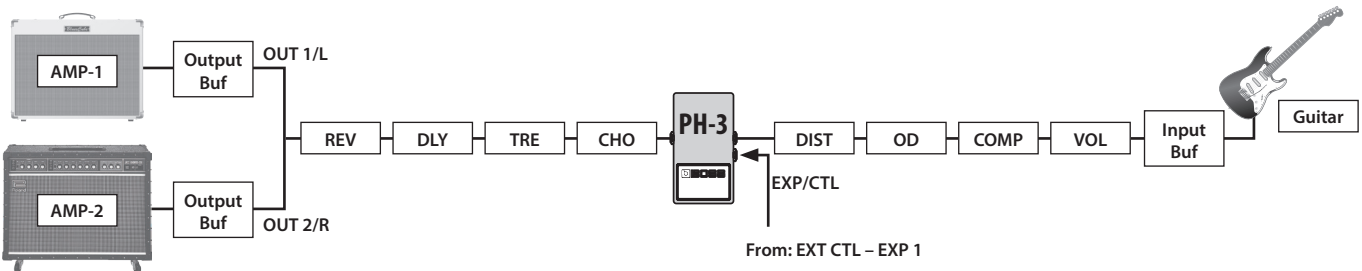
Changing the BOSS PH-3's Rate for Each Patch

Parameter	Value	Reference
Patch parameter		
EXP1	0-127	p. 9



Using an Expression Pedal to Control the BOSS PH-3's Rate

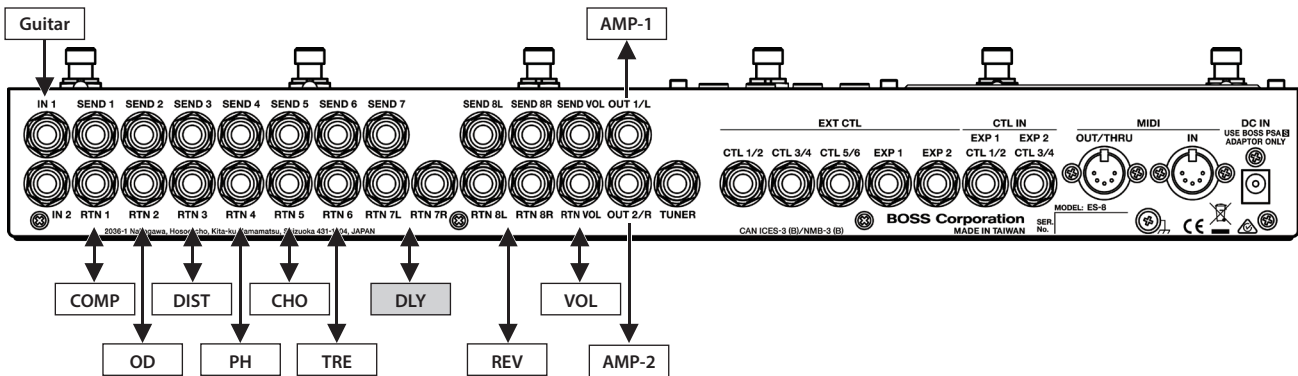
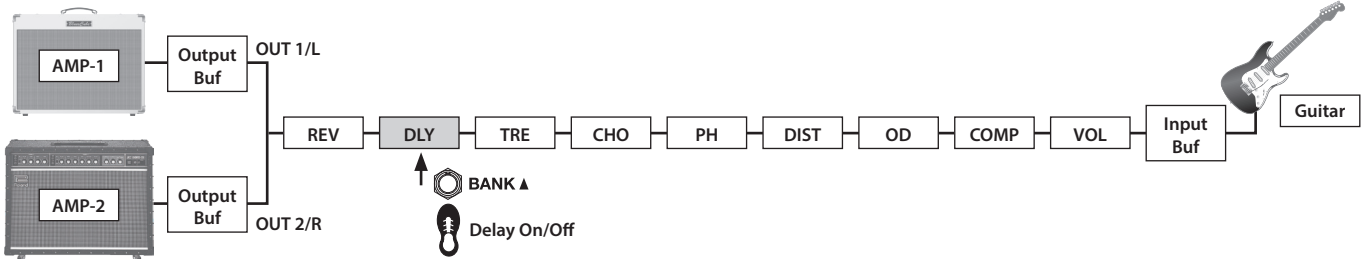
Parameter	Value	Reference
Patch parameter (CTL/EXP)		
Assign 1		p. 10
Sw	ON	
Src	EXP1	
Mod	MOM	
Cate, Target	E. CTL, EXP1	
Min, Max	0, 127	
Act L, Act H	0, 127	



Using the [BANK ▲] Switch to Turn Delay On/Off

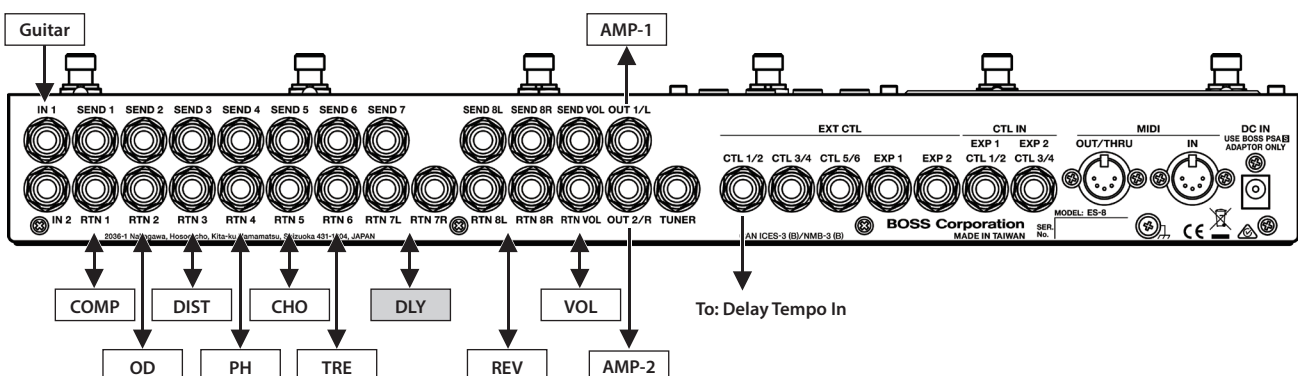
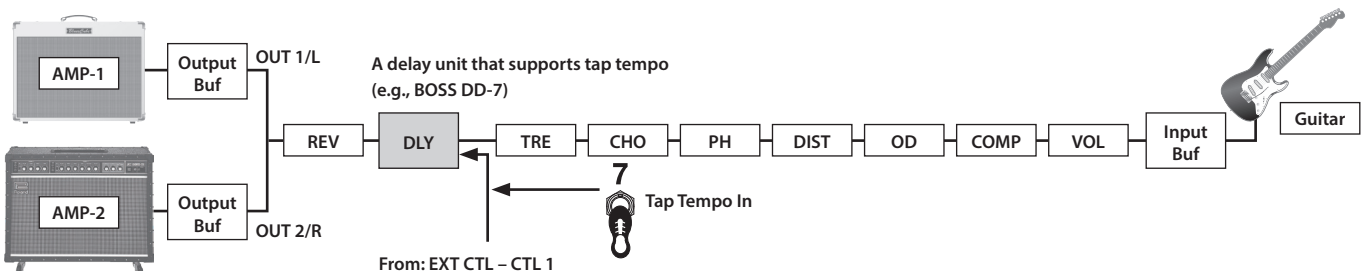
Parameter	Value	Reference
Patch parameter (EXP/CTL)		
Assign 1	Sw	ON
	Src	BnkU
	Mod	TGL
	Cate, Target	LOOP, L7
	Min, Max	OFF, ON
	Act L, Act H	0, 127
BANK UP	Func	OFF

* You can also add an assignment to make the indicator light (p. 11).



Using Number Switch [7] to Change the Delay Time

Parameter	Value	Reference
Patch parameter		
Assign 1	Sw	ON
	Src	Num7
	Mod	MOM
	Cate, Target	E. CTL, CTL1
	Min, Max	OFF, ON
	Act L, Act H	0, 127
NUMBER 7	Func	OFF



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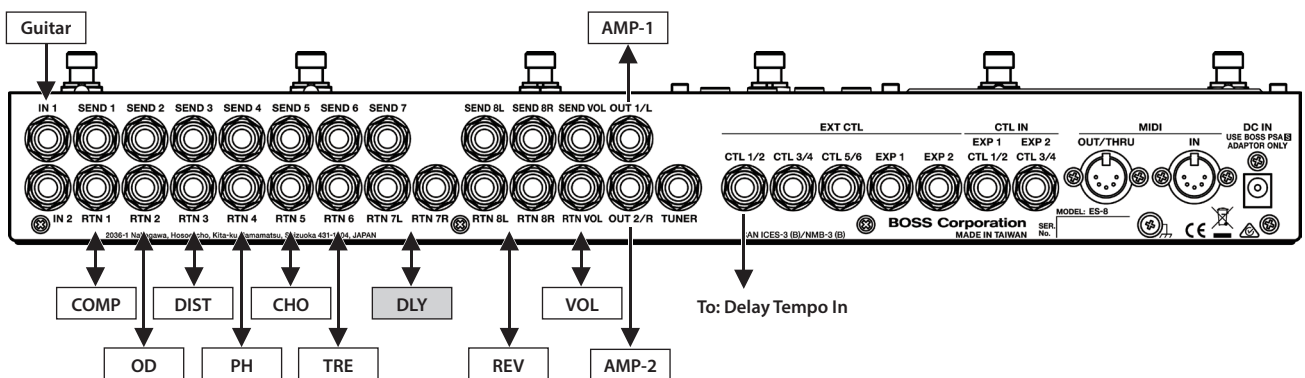
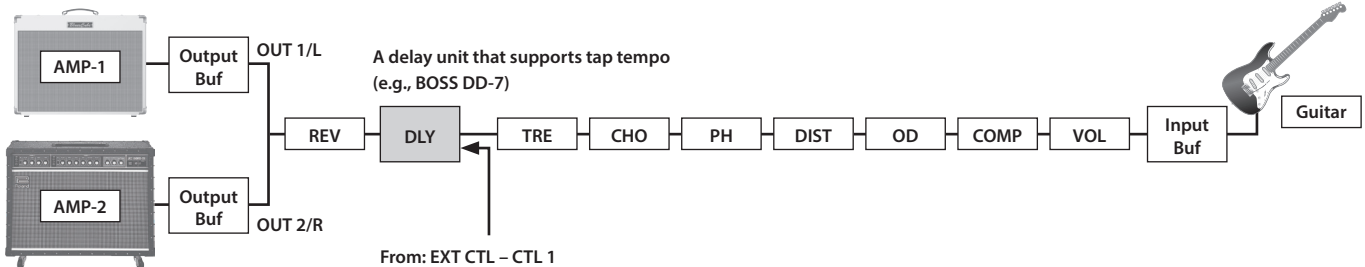
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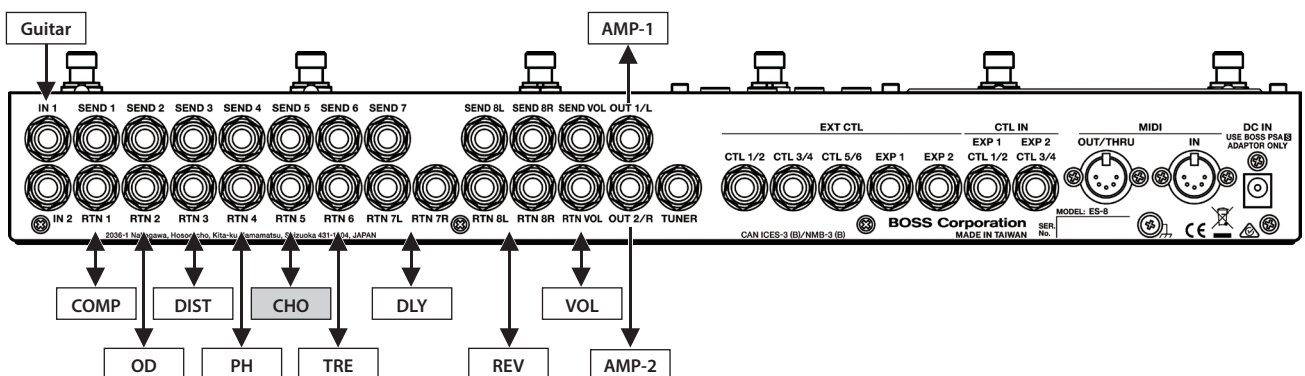
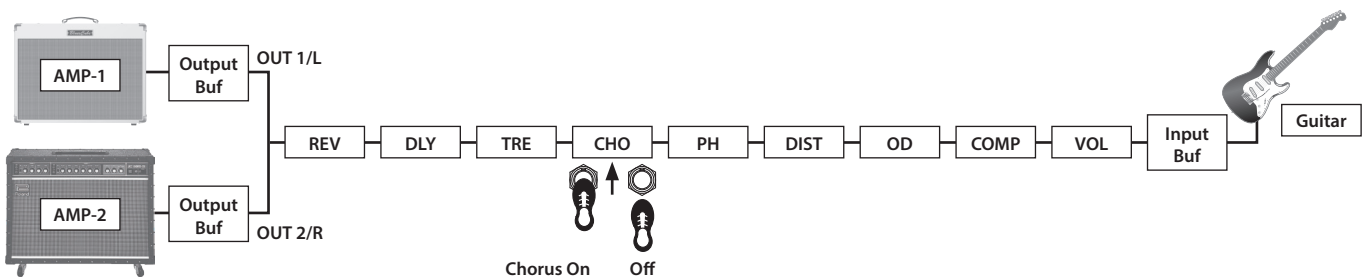
Using Tap Tempo to Set the Delay Time of Each Patch

Parameter	Value	Reference
System setting		
Play Option: CTL1	TP2-TP4	p. 12
Patch parameter		
CTL1	♩, 20-500	p. 9
Master BPM	20-500	



Applying Chorus Only While the Currently Selected Number Switch Is Held Down

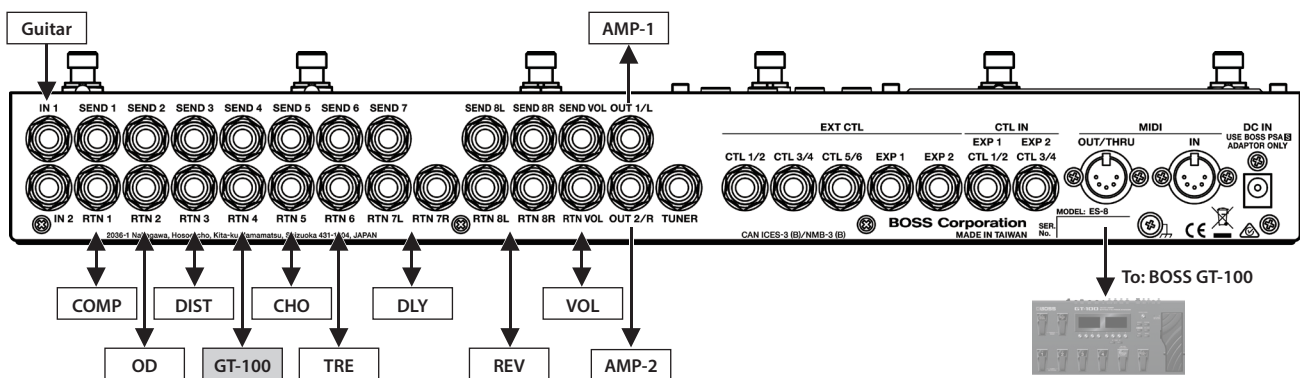
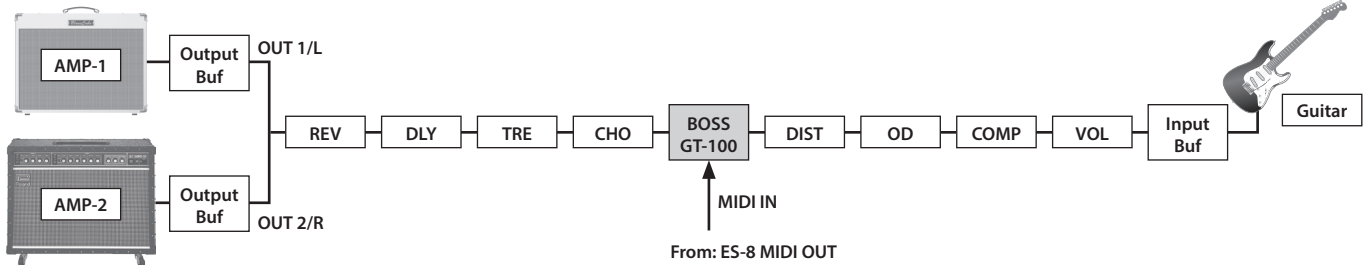
Parameter	Value	Reference	
Patch parameter (CTL/EXP)			
Assign 1	Sw	ON	p. 10
	Src	CNum	
	Mod	MOM	
	Cate, Target	LOOP, L5	
	Min, Max	OFF, ON	
	Act L, Act H	0, 127	



Using CC (Control Change) to Control a MIDI-Equipped Effect Unit When the Patch Changes

Parameter	Value	Reference
Patch parameter		
Patch MIDI	Ch	1-16
	Ctl CC#	000-127
	Ctl1 Val	0-127

p. 10

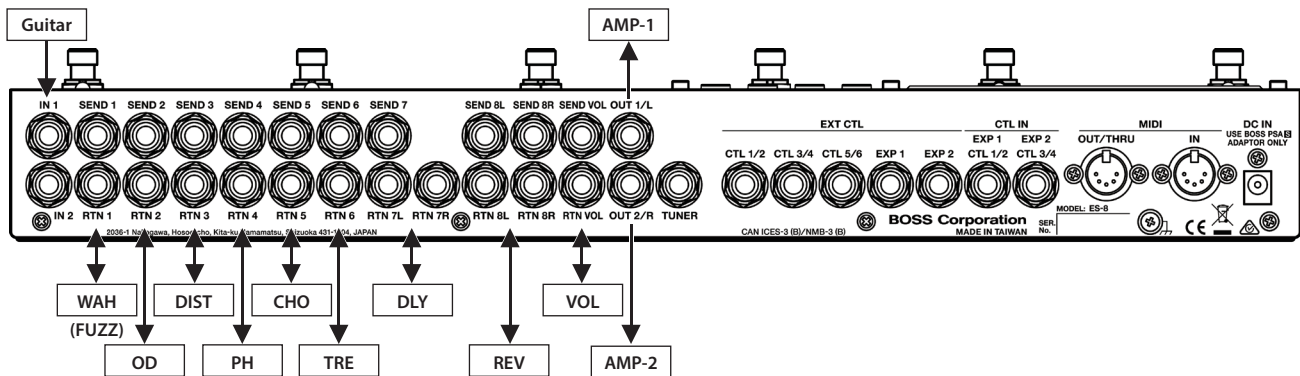
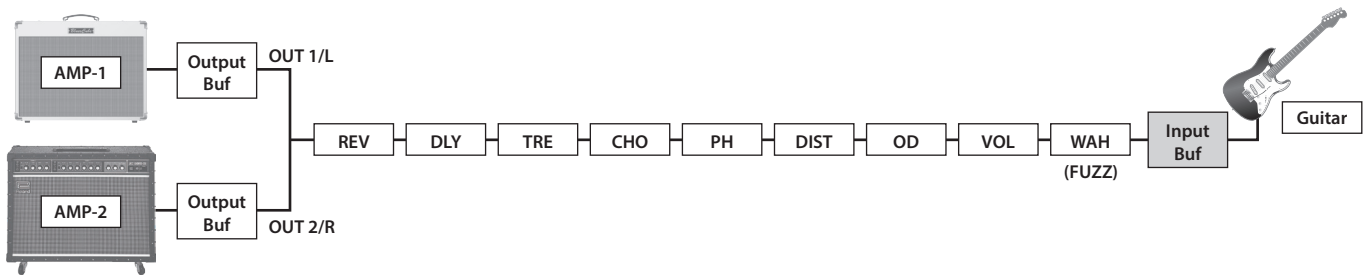


Connecting a Wah or Fuzz (Input Buffer Off)

The sound of some wah or fuzz units may change if they are connected after a buffer.

In this case, turn the ES-8's input buffer (Input Buf) off.

Parameter	Value	Reference
Patch parameter		
Input Buf	OFF	p. 9



English

日本語

Deutsch

Français

Italiano

Español

Português

Nederlands

Appendix

Troubleshooting

Problem	Items to check	Action	
No sound / volume too low	Are the connection cables broken?	Try using a different set of connection cables.	---
	Is the ES-8 correctly connected to the other devices?	Check connections with the other devices.	p. 2
	Is the connected amp turned off, or the volume lowered?	Check the settings of your amp/mixer system.	---
	Could the volume pedal have lowered the level?	Advance the volume pedal.	---
	Could mute be turned on?	Press the [MUTE] switch to turn mute off.	p. 4
	Is each effects set correctly?	Check the settings of each effects.	---
	Is the power to the external device connected to the SEND 1-8 and RTN 1-8 jacks off, or is the volume of the device turned down?	Check the settings for the connected device.	---
	Could you be using a connection cable that contains a resistor?	Use a connection cable that does not contain a resistor.	---
	Could you have turned off Input Buf and connected an effect loop in parallel?	Depending on the impedance of the signal, the volume may diminish. If you use a parallel connection, turn on Input Buf.	p. 9
Oscillating sound occurs	Could the gain value or the value of a volume-related parameter be too high due to the settings of a connected amp or effect unit?	Lower these values.	---
Sound switches on its own	Could an external MIDI device be set to modify the parameters?	Check the assignment settings.	p. 10
	Is "INT" or "WAV" set as the Src in Assign?	When the Src is set to "INT" or "WAV," the effect parameter set as the Assign Target changes automatically.	
Patch does not change	Is something other than the Play screen shown in the display?	On the ES-8, patches can be selected only when the Play screen is displayed. Press the [DISPLAY/EXIT] button several times to return to the Play screen.	p. 5
	Could you have changed the function of the [BANK ▼] [BANK ▲] switches or the number switches [1]-[8]?	If the Func setting is set to OFF, change it to BnkD, BnkU, or Num1-8.	p. 10
Sound does not change when you switch patches	Are the loop settings of each patch correct?	Check the loop settings.	p. 9
Can't change the settings of a connected effect unit	Is the EXT CTL jack connected?	Check the cable type and connection.	p. 3
	Is the cable the correct type (mono, TRS)?		
Can't specify Carry Over / Can't specify parallel connection	Could you already be using both mixers?	There are two internal mixers.	p. 7
	Could you have specified Carry Over or parallel connection for a stereo-return loop?	Turn off one of the mixers you're using, or change the stereo return to mono return.	p. 12
Can't use a controller to modify a parameter	Could the loop be turned off?	Turn the loop on.	p. 6
	Is the Preference setting set to anything other than PAT?	To change the settings for an individual patch, set the Preference setting to PAT. To change a specific setting for all patches in common, select a setting other than PAT.	p. 12
	Do the MIDI channel settings of both devices match?	Make sure that the MIDI channels of both devices match.	p. 10
	Do the controller number settings of both devices match?	Make sure that the controller number of both devices match.	p. 12
When using an expression pedal, the effect changes depending on the patch	The effect of using an expression pedal will differ depending on the patch.	Try out the effect beforehand.	---
MIDI messages are not transmitted/received	Are the MIDI cables broken?	Try another set of MIDI cables.	---
	Are the MIDI cables connected correctly?	Connect MIDI IN and MIDI OUT.	---
	Do the MIDI channel settings match?	Match the MIDI channel settings. Receive channel of the ES-8: MIDI Setting → RxCh Transmit channel of the ES-8: Patch MIDI 1-8 → Ch	p. 12 p. 10
Hum is heard	Could the amp's send/return be connected to the volume loop?	In some cases, you can minimize hum by disconnecting pin number 1 of the SEND VOL jack from the ES-8's ground. Try changing the Vol Loop Lift setting.	p. 12
Effect not applied	Could the effect switch be off?	Check the on/off setting of each effect.	---

Error Messages

Display	Problem	Action	
MIDI BUFFER FULL!	The data cannot be processed correctly due to the high volume of MIDI messages.	Reduce the volume of MIDI messages transmitted to the ES-8. Reduce the tempo of the transmitting MIDI device.	---
MIDI OFFLINE!	Transmissions from the connected device have been interrupted. This message also appears when the power to the connected device has been turned off. It does not indicate damage.	Check to make sure no cable is disconnected and that there are no shorts.	---
DATA WRITE ERROR!	Writing to the memory for storage of user data failed.	The unit may be damaged. Consult the nearest Roland service center.	---
LOCKED!	The buttons are locked.	Turn "Lock function" off.	p. 4
NO MORE MIXERS ARE AVAILABLE!	Both of the two internal mixers are already in use.	Check the Loop Structure settings.	p. 7, p. 9
SYSTEM ERROR!	A problem has occurred in the system.	Contact your dealer or a nearby Roland service center.	---
MEMORY DAMAGED!	It is possible that the contents of memory have been damaged.	Please execute a Factory Reset. If this does not resolve the problem, contact your dealer or a nearby Roland service center.	---

Main Specifications

BOSS ES-8: Effects Switching System

Loops	8 (Effect loop), 1 (Volume loop)
Patch Memory	800
Pedals	Number switch x 8, BANK switch x 2, MEMORY/MANUAL switch, MUTE switch
Nominal Input Level	IN 1, 2: -10 dBu RTN 1-6, RTN 7L, RTN 7R, RTN 8L, RTN 8R, RTN VOL: -10 dBu
Input Impedance	IN 1, 2: 1 MΩ (Buffer: On)
Nominal Output Level	SEND 1-7, SEND 8L, SEND 8R, SEND VOL, OUT 1/L, OUT 2/R, TUNER: -10 dBu
Output Impedance	OUT 1/L, OUT 2/R: 1 kΩ (Buffer: On), TUNER: 1 kΩ
Recommended Load Impedance	10 kΩ or greater
Display	7 segments, 3 characters (LED) 16 characters, 2 lines (backlit LCD)
Connectors	IN 1, 2 jacks: 1/4-inch phone type SEND 1-7, SEND 8L, SEND 8R, SEND VOL jacks: 1/4-inch phone type RTN 1-6, RTN 7L, RTN 7R, RTN 8L, RTN 8R, RTN VOL jacks: 1/4-inch phone type OUT 1/L, OUT 2/R jacks: 1/4-inch phone type TUNER jack: 1/4-inch phone type EXT CTL CTL 1/2, CTL 3/4, CTL 5/6 jacks: 1/4-inch TRS phone type EXT CTL EXP 1, EXP 2 jacks: 1/4-inch TRS phone type CTL IN EXP 1 CTL 1/2, EXP 2 CTL 3/4 jacks: 1/4-inch TRS phone type MIDI connectors (IN, OUT/THRU) DC IN jack
Power Supply	AC adaptor
Current Draw	400 mA
Dimensions	439 (W) x 137 (D) x 65 (H) mm 17-5/16 (W) x 5-7/16 (D) x 2-9/16 (H) inches
Weight	2.5 kg / 5 lbs 9 oz
Accessories	AC adaptor, Owner's manual, Leaflet "USING THE UNIT SAFELY," Rubber foot x 5, Screw x 2
Options (sold separately)	Footswitch: FS-5U, FS-6, FS-7 Expression pedal: BOSS FV-500L, FV-500H, Roland EV-5

* 0 dBu = 0.775 Vrms

* In the interest of product improvement, the specifications and/or appearance of this unit are subject to change without prior notice.

USING THE UNIT SAFELY

⚠ WARNING

To completely turn off power to the unit, pull out the plug from the outlet

When the power needs to be completely turned off, pull out the plug from the outlet. For this reason, the outlet into which you choose to connect the power cord's plug should be one that is within easy reach and readily accessible.



⚠ WARNING

Use only the supplied AC adaptor and the correct voltage

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



⚠ 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
- Screw (p. 5)



Handle the ground terminal carefully

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



IMPORTANT NOTES

Repairs and Data

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

Additional Precautions

- Any data stored within the unit can be lost as the result of equipment failure, incorrect operation, etc. To protect yourself against the irretrievable loss of data, try to make a habit of creating regular backups of the data you've stored in the unit.
- Roland assumes no liability concerning the restoration of any stored content that has been lost.
- Never strike or apply strong pressure to the display.
- Use only the specified expression pedal (FV-500H, FV-500L, Roland EV-5; sold separately). By connecting any other expression pedals, you risk causing malfunction and/or damage to the unit.
- Do not use connection cables that contain a built-in resistor.

- Depending on the circumstances of a particular setup, you may experience a discomforting sensation, or perceive that the surface feels gritty to the touch when you touch this device, or the metal portions of other objects, such as guitars. This is due to an infinitesimal electrical charge, which is absolutely harmless. However, if you are concerned about this, connect the ground terminal (see figure) with an external ground. When the unit is grounded, a slight hum may occur, depending on the particulars of your installation. If you are unsure of the connection method, contact the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page.

Unsuitable places for connection

- Water pipes (may result in shock or electrocution)
- Gas pipes (may result in fire or explosion)
- Telephone-line ground or lightning rod (may be dangerous in the event of lightning)



 **BOSS**