



# BRIDGE CAST X

Owner's Manual

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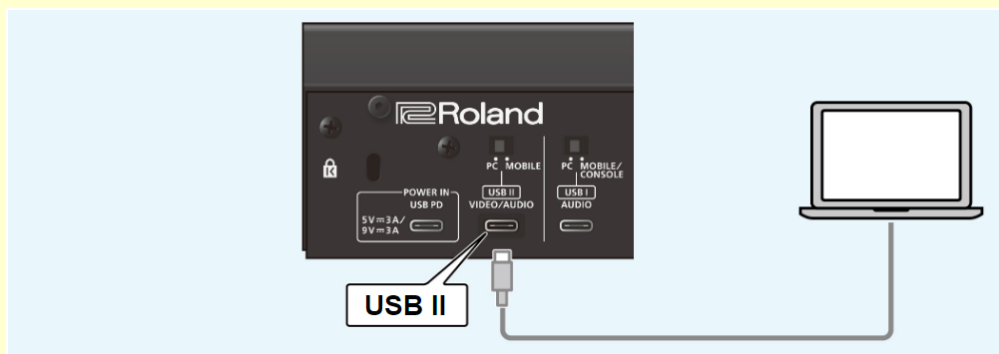
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# BRIDGE CAST X Owner's Manual

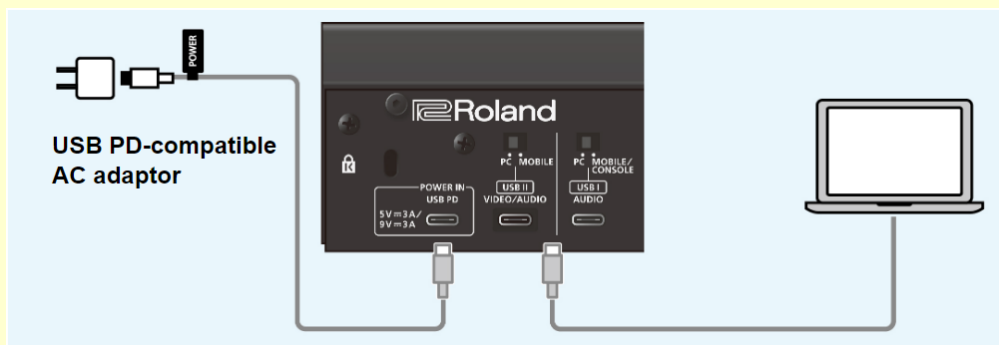


## Supplying power to this unit

You can power this unit via USB bus power if the computer to which it is connected can supply 5 V/3 A of power. Connect your computer to the USB II port. For details, see “USB II port(P.11)”.



If 5 V/3 A of power can't be supplied to this unit, connect an AC adaptor (5 V/3 A or 9 V/3 A) that supports USB PD to the POWER IN port.





## About the "BRIDGE CAST" dedicated app



The BRIDGE CAST app is a dedicated app used for configuring the settings of this unit and helps you to use this unit's features (for computers running Windows/macOS).

You can use this app for a variety of operations, such as adjusting the mic sound quality, adjusting the game sound or voice chat audio, backing up/restoring the settings on this unit and more.

Before using this unit, download the BRIDGE CAST app and install it on your computer.

For details, refer to "Installing the BRIDGE CAST app and driver(P.16)".

## Supported operating systems

Access the website below to see which operating systems are supported.

<https://roland.cm/bridgecastx>

Before using this unit, carefully read the information in "USING THE UNIT SAFELY" and "IMPORTANT NOTES" (the "READ THIS FIRST" leaflet). After reading, keep the document(s) where it will be available for immediate reference.

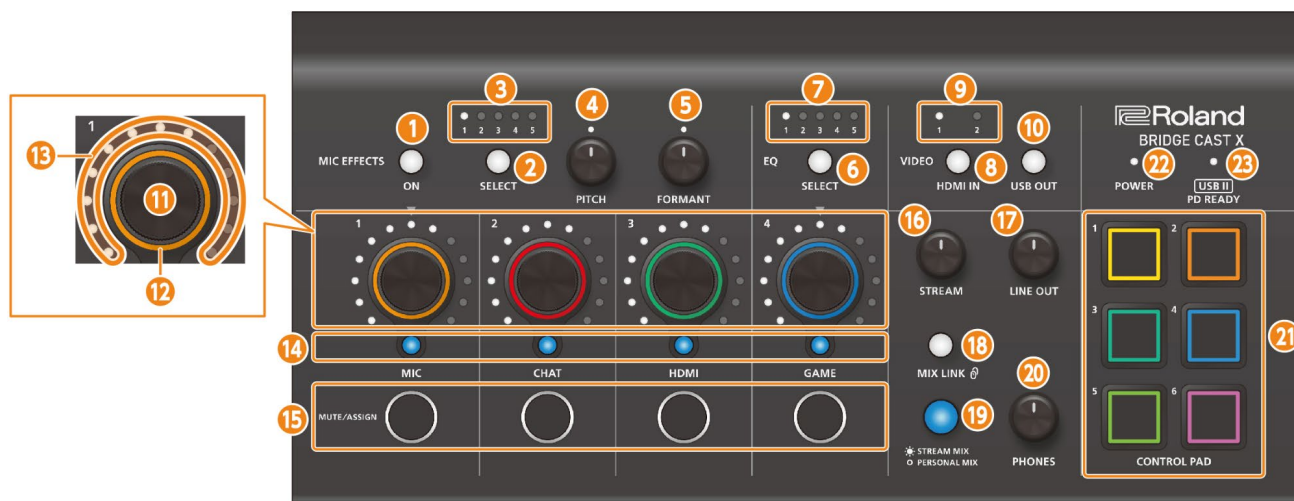
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# Panel descriptions (on BRIDGE CAST X)

This section explains the names of the components of the BRIDGE CAST and how each one works.

- ▶ **Top panel(P.6)**
- ▶ **Rear panel(P.11)**

## Top panel



You can use the “BRIDGE CAST” dedicated app to access more detailed settings. For details, refer to “[About the BRIDGE CAST app\(P.15\)](#)”.

## MIC EFFECTS area

These are the settings for the mic effects and for the mics that you use.

### 1. MIC EFFECTS [ON] button

Turns the mic effects (voice changer, reverb) on/off. When on, the button is lit.

Voice changer	Alters the pitch and tonal quality of your voice.
Reverb	Adds reverberation to the sound.

### Selecting the type of mic to use

The type of mic to use must be set in order to input audio from a mic. Hold down the MIC EFFECTS [ON] button and turn the CH [2] knob.

CH [2] knob	Type of mic
Turn counterclockwise (the left half of the level meter lights up)	Dynamic mic (when phantom power is off) Condenser mic (when phantom power is on)
Clockwise (the right half of the level meter lights up)	Headset

When connecting a dynamic mic or a condenser mic that operates on battery power, make sure to set the phantom power switch to “OFF”. These types of mics may malfunction when supplied with phantom power.

- ▶ **BRIDGE CAST app: [Selecting the type of mic\(P.34\)](#)**

### Adjusting the input gain (sensitivity)

Hold down the MIC EFFECTS [ON] button and turn the CH [1] knob.

► **BRIDGE CAST** app: [Adjusting the input gain \(sensitivity\)](#)(P.35)

## 2. MIC EFFECTS [SELECT] button

This recalls a mic effect preset. Each press of the button cycles between settings 1 through 5 in order.

### About the presets

You can customize the mic effect settings and overwrite the presets when using the BRIDGE CAST app.

► [Saving the Mic Effect Settings as a Preset](#)(P.40)

## 3. MIC EFFECTS 1–5 indicators

The indicators light up to indicate the preset number of the mic effect that you've recalled.

## 4. [PITCH] knob

Edits the voice changer pitch (how high or low your voice sounds).

► **BRIDGE CAST** app: [Changing the audio \(Voice Changer\)](#)(P.38)

## 5. [FORMANT] knob

Edits the voice changer formant (the character of your voice).

► **BRIDGE CAST** app: [Changing the audio \(Voice Changer\)](#)(P.38)

## EQ area

Use the equalizer to adjust the balance between the game audio that's input from the USB port (input source: GAME<sup>\*1</sup>) and the game audio that's input from the HDMI IN 1/2 connectors (input source: HDMI<sup>\*1</sup>).

\*1: The equalizer is only applied to the game sound that's sent to the PERSONAL MIX bus.

## 6. EQ [SELECT] button

Recalls the equalizer presets. Each press of the button cycles between settings 1–5 and OFF in order.

### About the presets

You can customize the equalizer settings and overwrite the presets when using the BRIDGE CAST app.

► [Saving the game settings as a preset](#)(P.51)

## 7. EQ 1–5 indicators

The indicators light up to indicate the preset number of the equalizer that you've recalled.

## VIDEO area

Use the controls in this area to switch between input video signals and to turn the video output on/off.

## 8. VIDEO [HDMI IN] button

Selects the input video. Press the button to toggle between 1 (HDMI IN 1) and 2 (HDMI IN 2).

## 9. VIDEO 1, 2 indicators

The indicators show which video input is selected.

## 10. VIDEO [USB OUT] button

Turns the video output from the USB II port on/off.

VIDEO [USB OUT] button state	Video output	VIDEO [USB OUT] button operation
Unlit	Computer does not recognize the BRIDGE CAST X as a device that can output video	Video is not output. When the button is dark, it lights up when pressed.
Lit	Computer recognizes the BRIDGE CAST X as a device that can output video	The video signal from the HDMI IN 1 or 2 connector is output to the USB II port. When you press the button while it is lit, the button starts blinking. Each press thereafter toggles the button between the lit and blinking state. Long-press the button when it is lit to make the button go dark.
Blinking	Computer recognizes the BRIDGE CAST X as a device that can output video	A black screen is output from the USB II port. Long-press the button when it is blinking to make the button go dark.

To output video from the USB II port, set the signal that's input to the HDMI IN 1 and 2 connectors to 4K/60 Hz or 1080P/60 Hz. Video is not output from the USB ports if a video signal that's not at 4K/60 Hz or 1080P/60 Hz resolution is inputted.

## Mixer area

Use this area to adjust the input sources assigned channels 1–4, and the respective output volumes.

You can edit the input/output settings for each bus (STREAM MIX, PERSONAL MIX).

### About the buses

"Buses" refer to the destinations where the audio for each input source is sent.

There are two kinds of buses on this unit, the "STREAM MIX" bus and the "PERSONAL MIX" bus. The STREAM MIX bus can be used for streaming settings, whereas the PERSONAL MIX bus can be used for monitoring settings. Configure each bus according to your needs.

The audio sent to the buses is output as a mix.

- \* The mic audio can be output without going through a bus (meaning that the mic audio is not mixed with other audio). The mic audio can be used for voice chats.

### 11. CH [1]–[4] knobs

These adjust the volume of the input sources assigned to each channel.

Set the input source from "Input source(P.30)", accessed from the BRIDGE CAST app home screen → "CH.1"–"CH.4".

### 12. CH 1–4 color indicators

Indicates the mute state of the channels.

These indicators light up when mute is off, and blink when mute is on.

You can change the indicator colors. Set this from "LED color sliders(P.30)", accessed from the "HOME" tab of the BRIDGE CAST app → "CH.1"–"CH.4".

You can also make the indicators go dark when mute is on. Set this from the "SYSTEM" tab in the BRIDGE CAST app → "MUTE DISPLAY(P.83)".

### 13. CH 1–4 level meters

These indicate the input level for each channel. The volume is shown instead when you operate the CH [1]–[4] knobs.

You can disable the level meters so that only the volume is shown. The level meter display setting is in the menu screen of the BRIDGE CAST app, accessed from "SYSTEM" → "INDICATOR TYPE(P.83)".

### 14. CH 1–4 bus selection indicators

These indicators light up and go dark to indicate which bus each channel operates.

Select the bus used for each channel by using the bus selection buttons.

Lit	STREAM MIX bus
Unlit	PERSONAL MIX bus

When the input source is "MIC" (mic audio)  
The buses are switched as followed.

Lit	STREAM MIX bus	–
Unlit	PERSONAL MIX bus	Set which source to operate from using the <a href="#">MIC/PERSONAL selector switch</a> (P.29) in the BRIDGE CAST app.
	Mic audio (not routed through a bus)	

### 15. MUTE/ASSIGN [1]–[4] buttons

Use these buttons to mute the audio and to execute the functions assigned to the buttons.  
Set the functions for the MUTE/ASSIGN [1]–[4] buttons from "[MUTE/ASSIGN button functions](#)(P.30)", accessed from the home screen → "CH.1"–"CH.4" of the BRIDGE CAST app.

#### MUTE/ASSIGN 1–4 indicators

These indicators go dark when the mute function assigned to the MUTE/ASSIGN [1]–[4] buttons is turned on.

### 16. [STREAM] knob

Adjusts the STREAM MIX bus volume that's output from the USB port.

### 17. [LINE OUT] knob

Adjusts the volume of audio that's output from the LINE OUT jack.

### 18. [MIX LINK] button

Links/unlinks the two buses (STREAM MIX, PERSONAL MIX). When linked, the button lights up.  
When the link is on, you can adjust the input level while retaining the volume balance for each bus.  
When the input source is "MIC", the MIC audio (not routed through a bus), STREAM MIX bus and PERSONAL MIX bus are linked.

### 19. Bus selection buttons

These buttons switch between the buses (STREAM MIX, PERSONAL MIX) to be used. The buses to be output to headphones/headset change at the same time.  
The buttons light up and go dark to indicate which bus is being used.

Lit	STREAM MIX bus
Unlit	PERSONAL MIX bus

The CH 1–4 bus selection indicators also light up or go dark in tandem.

### 20. [PHONES] knob

Adjusts the volume of the headphones/headset.

## MEMO

You can change the maximum volume of the headphones/headset.  
Set this from "SYSTEM" → "[PHONES GAIN](#)(P.83)" in the menu screen of the BRIDGE CAST app.

\* Change this setting only after turning the headphones/headset volume all the way down.

## CONTROL PAD area

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Use the control pads to execute multiple functions.

### 21. CONTROL PAD [1]–[6]

Press a pad to execute the function that's assigned to it.

Configure the functions for control pads [1]–[6] from "CONTROL PAD(P.58)" in the HOME screen of the BRIDGE CAST app.

## POWER area

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This area indicates the power status of the BRIDGE CAST X.

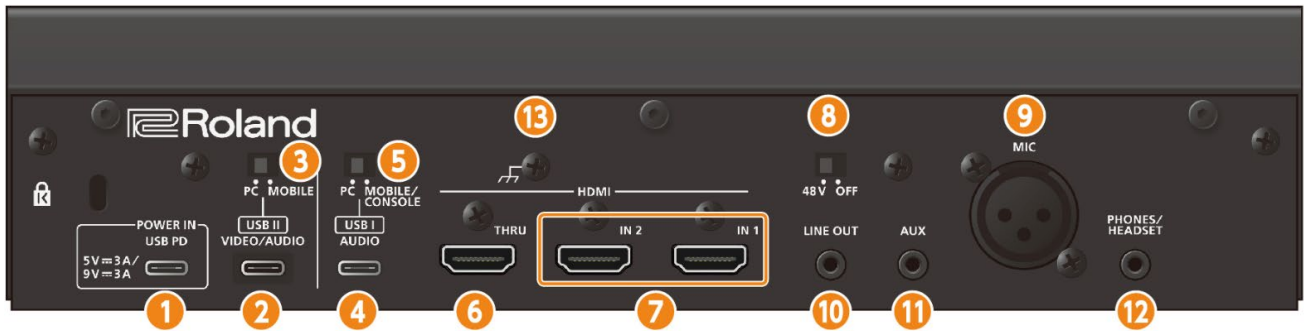
### 22. POWER indicator

This lights up when the necessary power is supplied to operate the BRIDGE CAST X from the POWER IN port or the USB II port.

### 23. USB II PD READY indicator

This lights up when power can be supplied to a smartphone that's connected to the USB II port.

## Rear panel



### About the included USB cable

This unit includes two USB cables. The USB cable with the “POWER” tag supports USB 2.0, and the other USB cable supports USB 3.2.

- \* Do not use the included USB cables with any other equipment besides this unit.

#### 1. POWER IN port (USB Type-C®)

Connect the included cable with the “POWER” tag (USB Type-C® to USB Type-C®) to an AC adaptor (commercially available) that supports USB PD (Power Delivery). When you connect an AC adaptor that supports USB PD, the power automatically turns on, and the POWER indicator on the top panel lights up.

#### NOTE

- Make sure to use the USB cable that’s marked with the “POWER” tag.
- Use an AC adaptor with an output of 5 V/3 A or 9 V/3 A that supports USB PD.
- You can power a smartphone (which supports USB PD Power Role Swap) that’s connected to the USB II port, if you use a USB PD-compatible AC adaptor that supplies at least 9 V/3 A of power. The USB II PD READY indicator on the top panel lights up when power can be supplied from this unit to a smartphone to which power can be supplied.

#### MEMO

You can power this unit via bus power without connecting a USB PD-compatible AC adaptor. For details, see “USB II port”.

#### 2. USB II port (USB Type-C®)

Use the included USB Type-C® to USB Type-C® cable to connect to a computer or a mobile device such as a smartphone. You must set the [USB II connection setting switch](#) according to the device that’s connected.

#### About bus power operation

This unit can operate on bus power. You can power this unit via USB bus power when the computer to which it is connected can supply 5 V/3 A of power. By doing so, you don’t need to connect an AC adaptor that supports USB PD to the POWER IN port.

If you can’t operate this unit via bus power, if it does not operate in a stable manner or if you want to connect a mobile device to the USB port, connect a USB PD-compatible AC adaptor to the POWER IN port.

#### 3. USB II connection setting switch

Set this to “PC” or “MOBILE”, according to which device you connect to the USB II port.

The unit determines the state of the USB II connection setting switch when it starts up. Do not change the switch’s setting after starting up this unit.

**PC:** when connecting to your computer

This lets you transmit and receive audio and MIDI messages between multiple devices.

Audio input (source)	Audio output	MIDI input/output	Keyboard (HID) output	Video output
CHAT GAME MUSIC SYSTEM	MIC (mic audio: not routed through a bus) STREAM (STREAM MIX bus audio) PERSONAL (PERSONAL MIX bus audio)	BRIDGE CAST X CTRL (for transmitting/receiving MIDI messages) <ul style="list-style-type: none"> <li>See the “MIDI Implementation Chart” (PDF) for details on what MIDI messages can be transmitted and received. <a href="https://roland.cm/bridgecast_om">https://roland.cm/bridgecast_om</a></li> <li>“BRIDGE CAST X-II CTRL” and “BRIDGE CAST X-II APP” are recognized as MIDI devices when accessing from a MIDI-compatible app on your computer.</li> </ul>	Outputs the hot key that’s assigned to the control pad.	Outputs the video signal input from the HDMI IN 1, 2 connectors as-is.  * To output video from the USB port, set the signal that’s input to the HDMI IN 1 and 2 connectors to 4K/60 Hz or 1080P/60 Hz. Video is not output from the USB ports if a video signal that’s not at 4K/60 Hz or 1080P/60 Hz resolution is inputted.

The dedicated driver must be installed when you use the “PC” setting.

▶ [Installing the BRIDGE CAST app and driver](#)(P.16)

**MOBILE:** when connecting to a video game console, iPad or iPhone

This lets you transmit and receive the following audio signals.

You can also connect a computer with the “MOBILE” setting.

Audio input (source)	Audio output
CONS/MOBI (CONSOLE/MOBILE)	MIC (mic audio: not routed through a bus) or STREAM (STREAM MIX bus audio) Set the audio to output via the USB port from “OUTPUT” → “ <a href="#">USB OUT MODE (MOBILE/CONSOLE)</a> ” in the menu screen of the BRIDGE CAST app.

**4. USB I port (USB Type-C®)**

Use the included USB Type-C® to USB Type-C® cable to connect to a computer, a mobile device such as a smartphone or a video game console.

The [USB I connection setting switch](#) setting should match the device that’s connected.

**5. USB I connection setting switch**

Set this to “PC” or “CONSOLE/MOBILE”, according to which device you connect to the USB I port.

The unit determines the state of the USB I connection setting switch when it starts up. Do not change the switch’s setting after starting up this unit.

**PC:** when connecting to your computer

This lets you transmit and receive audio and MIDI messages between multiple devices.

Audio input (source)	Audio output	MIDI input/output	Keyboard (HID) output
CHAT GAME MUSIC SYSTEM	MIC (mic audio: not routed through a bus) STREAM (STREAM MIX bus audio) PERSONAL (PERSONAL MIX bus audio)	BRIDGE CAST X CTRL (for transmitting/receiving MIDI messages) <ul style="list-style-type: none"> <li>See the “MIDI Implementation Chart” (PDF) for details on what MIDI messages can be transmitted and received. <a href="https://roland.cm/bridgecast_om">https://roland.cm/bridgecast_om</a></li> <li>“BRIDGE CAST X-I CTRL” and “BRIDGE CAST X-I APP” are recognized as MIDI devices when accessing from a MIDI-compatible app on your computer.</li> </ul>	Outputs the hot key that’s assigned to the control pad.



The dedicated driver must be installed when you use the “PC” setting.

► [Installing the BRIDGE CAST app and driver](#)(P.16)

**CONSOLE/MOBILE:** when connecting to a video game console, iPad or iPhone

This lets you transmit and receive the following audio signals.

You can also connect a computer with the “CONSOLE/MOBILE” setting.

Audio input (source)	Audio output
CONSOLE/MOBILE	MIC (mic audio: not routed through a bus) or STREAM (STREAM MIX bus audio) Set the audio to output via the USB port from “OUTPUT” → “ <a href="#">USB OUT MODE (MOBILE/CONSOLE)</a> ” in the menu screen of the BRIDGE CAST app.

## 6. HDMI THRU connector

Connect this to an external display or similar device. The video signal that’s input from the HDMI IN 1 and 2 connectors is output as-is from this connector.

## 7. HDMI IN 1, 2 connectors

Connect devices here such as a video camera (SLR camera), a video game console, a mobile device (such as a smartphone) or a computer.

Use an HDMI adapter cable to connect your mobile device.

## 8. Phantom power switch

Selects whether phantom power is supplied from this unit. Set this to “48 V” if you connect a condenser mic that requires a phantom power supply to the MIC connector.

When connecting a dynamic mic or a condenser mic that operates on battery power, make sure to set the phantom power switch to “OFF”. These types of mics may malfunction when supplied with phantom power.

## 9. LINE OUT jack (stereo mini type)

Connect this jack to your monitor speakers or other audio equipment. This jack is compatible with 3.5 mm stereo mini plugs. Set the audio to output from “OUTPUT” → “[LINE OUT MODE\(P.70\)](#)” in the menu screen of the BRIDGE CAST app.

## 10. AUX jack (four-conductor stereo mini phone type)

Connect this to your tablet, smartphone or similar device. This jack is compatible with four-conductor (TRRS) 3.5 mm mini plugs.

When you use a four-conductor mini plug cable, you can input the audio from your smartphone and output the mic audio (mono mix) to your smartphone.

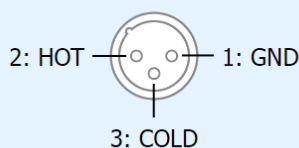
With a three-conductor mini plug, only audio input is available.

## 11. MIC connector (XLR)

Connect your microphone here. When a condenser mic that requires phantom power is connected, the MIC connector can supply phantom power (+48 V).

Phantom power on this unit: DC 48 V, 6 mA max.

Pin assignment of MIC jack



You must set the type of mic to be used and the input gain (sensitivity) in order to input audio from the mic.

► **BRIDGE CAST** app: [Getting ready to use a mic](#)(P.34)

► Operations on this unit: [Selecting the type of mic to use](#)(P.6), [Adjusting the input gain \(sensitivity\) for the mic](#)(P.7)

## 12. PHONES/HEADSET jack (four-conductor stereo mini phone type)

Connect your headphones or headset here. The audio from the bus being used is output from this jack.

When using a headset, the audio from the headset mic is input.

Use a headset with a 3.5 mm CTIA-type mini plug (four-conductor).

You must set the type of mic to be used and the input gain (sensitivity) in order to input audio from the mic.

► **BRIDGE CAST** app: [Getting ready to use a mic](#)(P.34)

► Operations on this unit: [Selecting the type of mic to use](#)(P.6), [Adjusting the input gain \(sensitivity\) for the mic](#)(P.7)

## 13. Ground terminal

Connect this to an external earth or ground, as necessary.

# Installing the dedicated app and driver

This section explains about the “BRIDGE CAST” dedicated app used for operating and configuring the settings on this unit, as well as how to install the dedicated driver.

- ▶ [About the BRIDGE CAST app\(P.15\)](#)
- ▶ [Installing the BRIDGE CAST app and driver\(P.16\)](#)

## About the BRIDGE CAST app



The BRIDGE CAST app is a dedicated app used for configuring the settings of this unit and helps you to use this unit’s features (for computers running Windows/macOS).

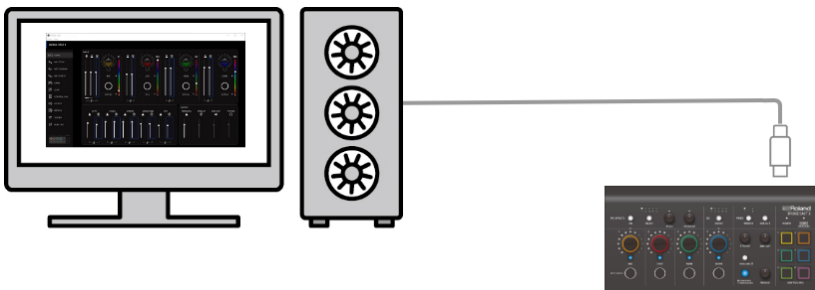
With the app, you can make detailed adjustments to the sound quality of the mic, such as suppressing unwanted sound picked up by the mic, leveling out differences in mic volume and so on.

You can also use this app for a variety of operations, such as adjusting the game sound or voice chat audio, backing up/restoring the settings on this unit and more.

Refer to “[Installing the BRIDGE CAST app and driver\(P.16\)](#)” for details on how to download and install the BRIDGE CAST app.

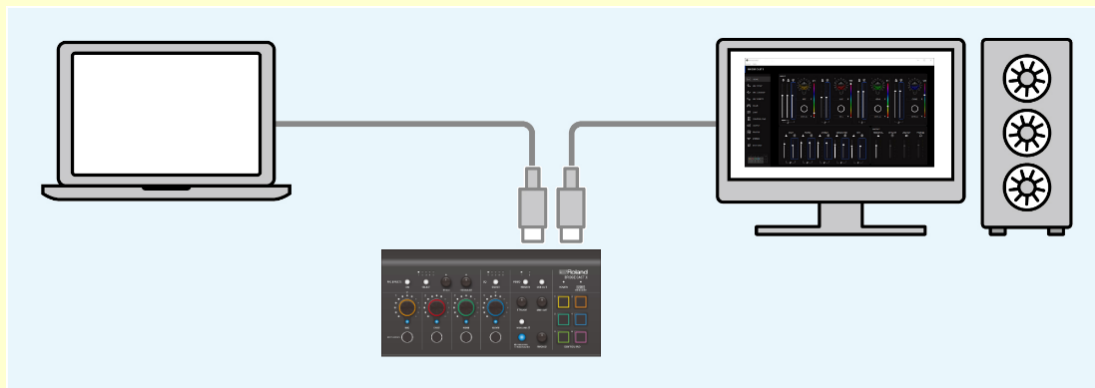
You can use the BRIDGE CAST app to control this unit by connecting this unit to a computer via USB cable.

- ▶ [Connecting to a computer/external equipment\(P.18\)](#)



## Additional notes on using the BRIDGE CAST app

You can install and use the BRIDGE CAST app on two computers, connected respectively to the USB I and USB II ports. However, you can only open the app on one of the computers (the first one opened takes precedence).



## Installing the BRIDGE CAST app and driver

To operate this unit and configure its settings, install the “BRIDGE CAST” dedicated app on your computer.

A dedicated driver must be installed to connect this unit to a computer and to handle multiple audio sources.

USB I, II connection setting switch	Driver	USB input/output
PC	Dedicated driver	Audio: 4 input/3 output, MIDI, video (USB II only), keyboard (HID) output
USB I: MOBILE USB II: MOBILE/CONSOLE	Standard OS driver	Audio: 1 input/1 output, video (USB II only)

### MEMO

You can connect your computer to either the USB I or USB II port when installing the app.

▶ Windows users

▶ Mac users

## Windows users

### Downloading and installing the dedicated app and driver

1. Launch your browser and access the following website.

<https://roland.cm/bridgecastx>

2. From the downloads page, search for “BRIDGE CAST X USB Driver Ver.xxx for Windows 10/11” and click on the link.
3. Right-click on the compressed file that was downloaded, and select “Extract All”.
4. Double-click the Setup file.
5. Follow the onscreen instructions to install the dedicated driver.
6. Set either the USB I or USB II connection setting switch to “PC”, to match the USB port to which you’ve connected your computer.
7. Use a USB cable to connect the USB port that’s set to “PC” to your computer, and then turn on this unit.

\* You don’t need to install separate drivers for the devices connected to USB I and II.

### Downloading the BRIDGE CAST app

1. Launch your browser and access the following website.

<https://roland.cm/bridgecastx>

2. From the downloads page, search for “BRIDGE CAST APP Ver.xxx for Windows” and click on the link.

“xxx” indicates the version number.

3. Follow the onscreen instructions to download the BRIDGE CAST app.

## Installing the BRIDGE CAST app

1. **Right-click on the compressed file that was downloaded, and select “Extract All”.**
2. **Open the decompressed folder and double-click on the “Roland\_BRIDGE\_CAST\_Installer.exe” installer.**
3. **Follow the onscreen instructions to install the BRIDGE CAST app.**

If you see a User Account Control confirmation message, click “Yes”.

## ■ Mac users

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### Downloading and installing the dedicated app and driver

1. **Launch your browser and access the following Web page.**  
<https://roland.cm/bridgecastx>
2. **From the downloads page, search for “BRIDGE CAST X Driver Ver.xxx for macOS” and click on the link.**  
“xxx” indicates the version number.
3. **Follow the onscreen instructions to download the dedicated driver.**
4. **Double-click the compressed file to decompress the dedicated driver you downloaded.**
5. **Open the decompressed folder and double-click on the “BRIDGECAST\_USBDriver.pkg” file.**
6. **Follow the onscreen instructions to install the dedicated driver.**
7. **Set either the USB I or USB II connection setting switch to “PC”, to match the USB port to which you’ve connected your computer.**
8. **Use a USB cable to connect the USB port that’s set to “PC” to your computer, and then turn on this unit.**

\* You don’t need to install separate drivers for the devices connected to USB I and II.

### Downloading the BRIDGE CAST app

1. **Launch your browser and access the following Web page.**  
<https://roland.cm/bridgecastx>
2. **From the downloads page, search for “BRIDGE CAST APP Ver.xxx for macOS” and click on the link.**  
“xxx” indicates the version number.
3. **Follow the onscreen instructions to download the BRIDGE CAST app.**

### Installing the BRIDGE CAST app

1. **Double-click the compressed file for the BRIDGE CAST app you downloaded to decompress it.**
2. **Double-click the “Roland\_BRIDGE\_CAST.dmg” file.**
3. **Follow the onscreen instructions to install the BRIDGE CAST app.**

# Connecting to your computer or external equipment and configuring the settings

This section explains how to connect this unit to your computer or external equipment (such as a mic, monitor speakers or tablet) and how to configure your computer's device settings.

- ▶ **Connecting to a computer/external equipment(P.18)**
- ▶ **Configuring the device settings on your computer(P.20)**

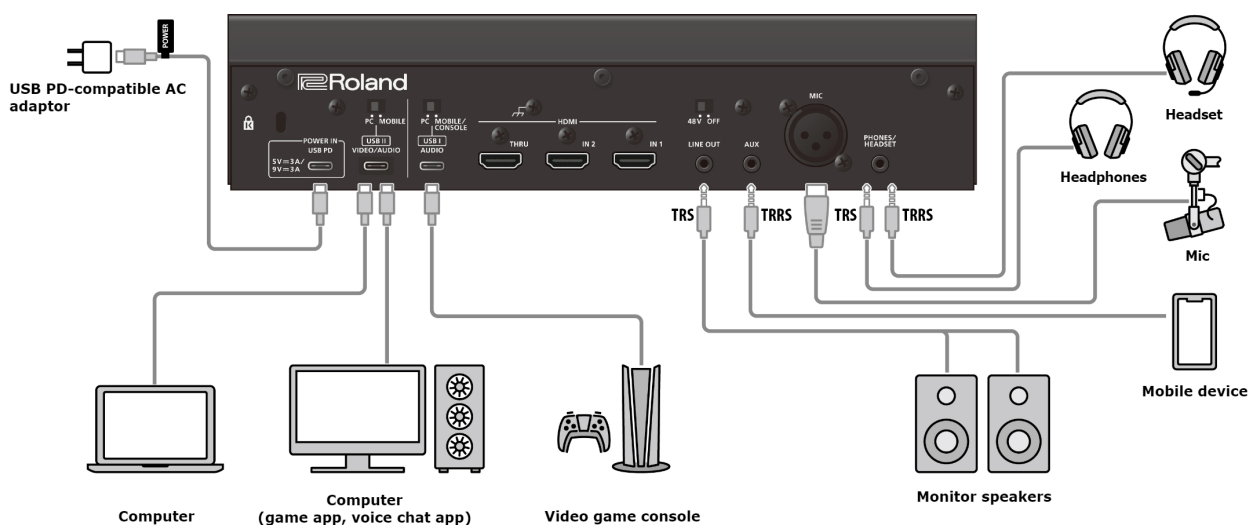
## Connecting to a computer/external equipment

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

1. **Connect your mic, monitor speakers, headphones, mobile device or other external equipment to this unit.**
2. **Connect your computer to the USB I or USB II port.**

To import the video output signal from the BRIDGE CAST X into your computer, connect to the USB II port.

3. **Set the USB I or USB II connection settings switch to "PC", according to the USB port you're using.**
3. **Turn on your computer or video game console, and then turn on this unit.**
4. **Turn on your external equipment.**
5. **Launch the BRIDGE CAST app.**
6. **Adjust the volume to ensure a listenable volume balance while playing the game audio from your computer, video game console, voice chat or mic.**



## Mic audio input

You must set the type of mic to be used and the input gain (sensitivity) in order to input audio from the mic.

- ▶ [Selecting the type of mic to use](#)(P.34)
- ▶ [Adjusting the input gain \(sensitivity\) for the mic](#)(P.35)

## Device settings on the computer

You must configure the input/output device and playback/recording device settings on your computer if you wish to transmit/receive audio as desired between your computer and this unit.

- ▶ [Configuring the device settings on your computer](#)(P.20)

## Adjusting the volume

Adjust the input/output volume by operating this unit or the app.

- ▶ [Adjusting the volume \(home screen\)](#)(P.28)

### MEMO

You can change the maximum volume of the headphones/headset.

Set this from "SYSTEM" → "PHONES GAIN(P.83)" in the menu screen of the BRIDGE CAST app.

- \* Change this setting only after turning the headphones/headset volume all the way down.

Related links:

[Installing the BRIDGE CAST app and driver](#)(P.16)

## Configuring the device settings on your computer

Configure the input/output device and playback/recording device settings on your computer according to the game app, voice chat app or other software to be used, if you wish to transmit/receive audio as desired between your computer and this unit.

- ▶ [List of devices](#)
- ▶ [Examples of settings](#)
- ▶ [Transmitting and receiving MIDI messages](#)

### List of devices

If you set the USB connection setting to “PC” and connect this unit to your computer, the unit is recognized on the computer as follows.

Audio device	Device name	Explanation
<b>Playback device</b>	Select the playback device according to the audio signal you want to output to this unit from the computer.	
	CHAT (BRIDGE CAST X *1)	Voice chat app audio
	GAME (BRIDGE CAST X *1)	Game app audio
	MUSIC (BRIDGE CAST X *1)	Music player app or browser audio
	SYSTEM (BRIDGE CAST X *1)	OS system audio
<b>Recording device</b>	Select the recording device according to the audio signal you want to input from this unit to the computer.	
	MIC (BRIDGE CAST X *1)	Mic audio (not routed through a bus)
	PERSONAL (BRIDGE CAST X *1)	PERSONAL MIX bus audio
	STREAM (BRIDGE CAST X *1)	STREAM MIX bus audio

\*1: “BRIDGE CAST X-I” is shown when you connect to the USB I port, and “BRIDGE CAST X-II” is shown when you connect to the USB II port.

### Examples of settings

Here are some setting examples.

See the owner’s manual of your computer or of the respective app for details on the audio input/output settings.

#### When using a game app

To output the sound from a game app on your computer to this unit, set the game app output device to “GAME (BRIDGE CAST X)”.

#### When using a voice chat app

To input the mic audio from this unit into the voice chat app of your computer, and then output the audio of the other party in the voice chat from your computer to this unit, set the input/output device of your voice chat app as shown below.

Input device	Output device
MIC (BRIDGE CAST X)	CHAT (BRIDGE CAST X)

#### When using a music player app or browser

When outputting audio from your computer (such as from a music player app or from a song that’s playing back in your browser) to this unit, set the playback (output) device of the music player app or browser to “MUSIC (BRIDGE CAST X)”.



## Transmitting and receiving MIDI messages

You can transmit/receive MIDI control messages between a MIDI-compatible app on your computer and this unit.

- \* Refer to the owner's manual or other documentation of the MIDI-compatible app you're using for details on the MIDI settings on your computer.

### Transmitting (from this unit to a MIDI-compatible app)

- To transmit a MIDI message, press a CONTROL PAD or MUTE/ASSIGN [1]–[4] button to which a MIDI control message is assigned.  
Assign "MIDI\_CC(P.61)" for the control pad functions as follows: HOME screen of BRIDGE CAST app → "CONTROL PAD" → "COMMAND(P.58)"  
Set the functions for the MUTE/ASSIGN [1]–[4] buttons from "CH.1"–"CH.4" → "MUTE/ASSIGN button functions(P.30)", in the home screen of the BRIDGE CAST app.
- Set the MIDI input device on your MIDI-compatible app to "BRIDGE CAST X CTRL".

### Receiving (from a MIDI-compatible app to this unit)

- Set the MIDI output device on your MIDI-compatible app to "BRIDGE CAST X CTRL".
- See the "MIDI Implementation Chart" (PDF) for details on which MIDI messages can be received.  
[https://roland.cm/bridgecast\\_om](https://roland.cm/bridgecast_om)

Related links:

[Installing the BRIDGE CAST app and driver\(P.16\)](#)

# Connecting to an iPad/iPhone

This is an example of how to connect the devices when you want to use your tablet or smartphone to have a voice chat while listening to the sound of the game.

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

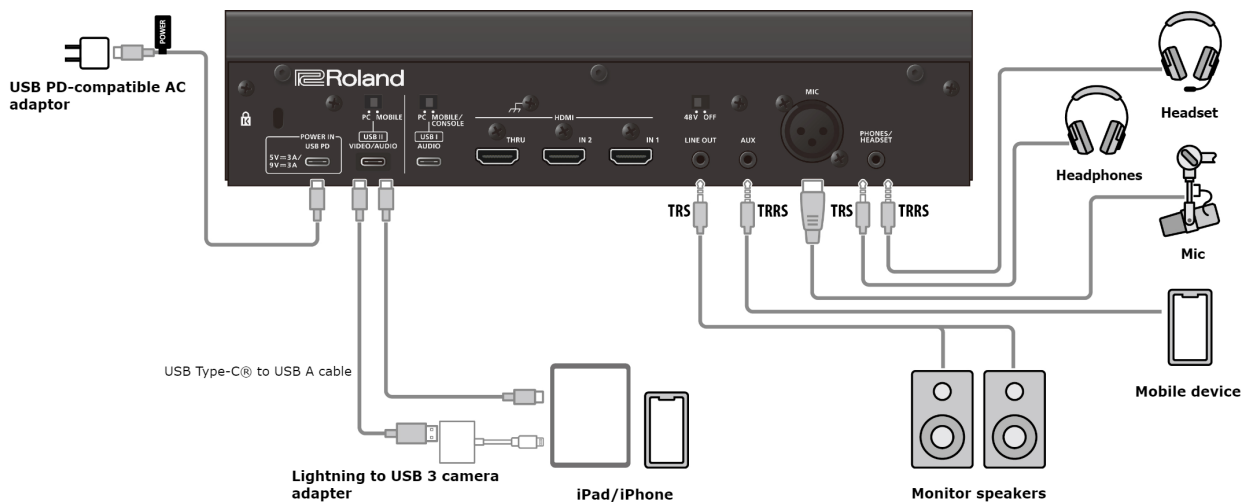
1. **Connect your mic, headphones or other external equipment to this unit.**
2. **Use a USB cable to connect your iPad or iPhone to the USB port.**

When connecting an iPad/iPhone that uses USB Type-C®, use the included USB cable (the cable without the POWER tag). When connecting to an iPad/iPhone that has a Lightning connector, use a Lightning to USB 3 Camera Adapter, available separately. When connecting the Lightning to USB 3 Camera Adapter to the BRIDGE CAST X, use a USB Type-C® to USB A cable (commercially available).

We recommend the use of Apple genuine products.

When you want to import video along with audio, connect to the HDMI IN 1 or HDMI IN 2 connector with an HDMI adapter cable (commercially available).

3. **Set the USB I or USB II connection settings switch to “MOBILE” or “CONSOLE/MOBILE”, depending on which USB port you’re using.**
4. **Turn on your external equipment.**
5. **Adjust the volume on this unit to ensure a listenable volume balance while testing the sound from the game app (iPad/iPhone), voice chat and mic.**



## About the power supply

- **This unit does not have a power switch. The power automatically turns on once you connect a USB AC adaptor (commercially available) to supply power.**
- **To turn off the power, first turn off all external equipment and then unplug the USB cables in the following order.**
  - (1) USB cable connected to iPad/iPhone
  - (2) USB cable connected to USB AC adaptor

## Mic audio input

You must set the type of mic to be used and the input gain (sensitivity) in order to input audio from the mic.

- ▶ [Selecting the type of mic to use](#)(P.34)
- ▶ [Adjusting the input gain \(sensitivity\) for the mic](#)(P.35)

## Adjusting the volume

Operate the CH [1]–[4] knobs to adjust the volume.

Bus selection buttons	CH [1] knob	CH [2] knob	CH [3] knob	CH [4] knob
<b>STREAM MIX (lit)</b>	Volume for monitoring your own voice (mic audio)	Volume of the other party's voice during voice chat (AUX jack audio)	Volume for HDMI IN 1, 2 connectors	Game volume (USB port audio)
<b>PERSONAL MIX (unlit)</b>	Adjusts one of the following volumes. <ul style="list-style-type: none"> <li>● Volume for monitoring your own voice (mic audio; default factory setting)</li> <li>● Volume of your own voice, as heard by the other party in the voice chat (mic audio output from the AUX jack)</li> </ul> Change the bus to be used beforehand as necessary. Set which to use from the <a href="#">home screen</a> (P.28) in the BRIDGE CAST app.	Volume of the other party's voice during voice chat (AUX jack audio)	Volume for HDMI IN 1, 2 connectors	Game volume (USB port audio)

For details on the voice chat app settings, see the help contents or the owner's manual for your app.

## MUTE/ASSIGN [1]–[4] buttons

With the factory settings, the following functions are assigned.

### MUTE/ASSIGN [1]–[4] buttons

Mutes/unmutes the audio for each channel.

## MEMO

When you want to use the mic audio in a voice chat within the game app, change the settings so that only your voice is output via the USB port.

From "OUTPUT" in the menu screen of the BRIDGE CAST app, set "[USB OUT MODE \(MOBILE/CONSOLE\)](#)(P.70)" to "MIC".

# Connecting to a video game console

This is an example of how to connect the devices when you want to use your tablet or smartphone to have a voice chat while listening to the sound of the game.

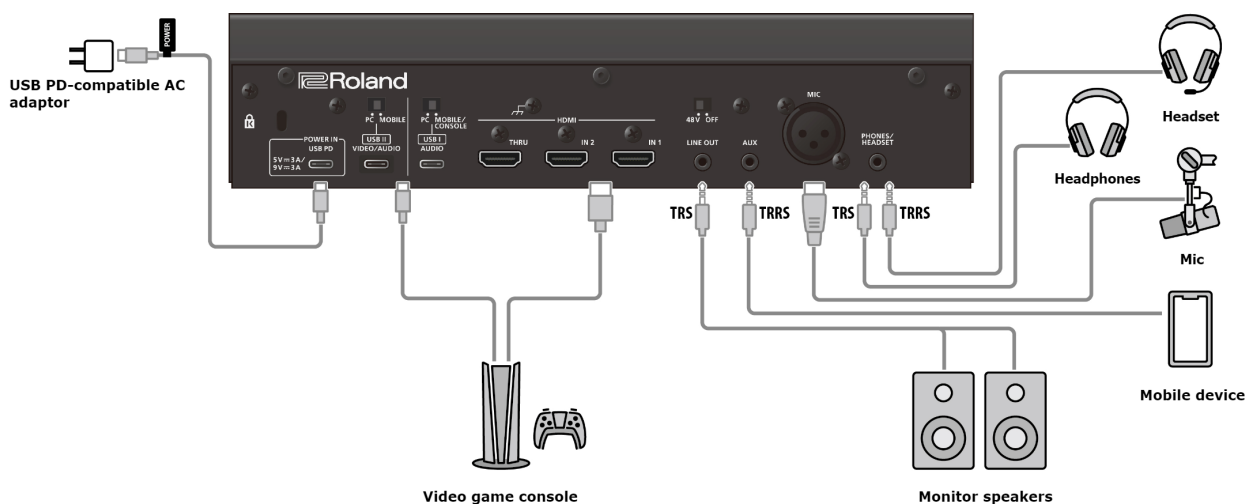
- \* To prevent malfunction and equipment failure, always turn down the volume, and turn off all the units before making any connections.
- \* Before turning the unit on/off, always be sure to turn the volume down. Even with the volume turned down, you might hear some sound when switching the unit on/off. However, this is normal and does not indicate a malfunction.

1. **Connect your mic, headphones or other external equipment to this unit.**
2. **Connect your video game console to the USB I or USB II port.**

When you want to import video along with audio, connect to the HDMI IN 1 or HDMI IN 2 connector with an HDMI adapter cable (commercially available).

If you can configure the game audio and the voice chat audio on the video game console to be output separately (as with the Sony PlayStation), set the game audio to be output to HDMI and the chat audio to be output to USB and then use the respective separate cables to connect. This lets you adjust the volumes separately on this unit.

3. **Set the USB I or USB II connection settings switches to “MOBILE” or “CONSOLE/MOBILE”, according to the USB port you’re using.**
4. **Turn on your external equipment.**
5. **Adjust the volume on this unit to ensure a listenable volume balance while testing the sound from the video game console, voice chat and mic.**



## Mic audio input

You must set the type of mic to be used and the input gain (sensitivity) in order to input audio from the mic.

- ▶ [Selecting the type of mic to use\(P.34\)](#)
- ▶ [Adjusting the input gain \(sensitivity\) for the mic\(P.35\)](#)

## Adjusting the volume

Operate the CH [1]–[4] knobs to adjust the volume.

Bus selection buttons	CH [1] knob	CH [2] knob	CH [3] knob	CH [4] knob
<b>STREAM MIX (lit)</b>	Volume for monitoring your own voice (mic audio)	Volume of the other party's voice during voice chat (AUX jack audio)	Volume for HDMI IN 1, 2 connectors	Volume of the other party's voice during voice chat (USB port audio)
<b>PERSONAL MIX (unlit)</b>	Adjusts one of the following volumes. <ul style="list-style-type: none"> <li>● Volume for monitoring your own voice (mic audio; default factory setting)</li> <li>● Volume of your own voice, as heard by the other party in the voice chat (mic audio output from the AUX jack)</li> </ul> Change the bus to be used beforehand as necessary. Set which to use from the <a href="#">home screen</a> (P.28) in the BRIDGE CAST app.	Volume of the other party's voice during voice chat (AUX jack audio)	Volume for HDMI IN 1, 2 connectors	Volume of the other party's voice during voice chat (USB port audio)

For details on the voice chat app settings, see the help contents or the owner's manual for your app.

### MUTE/ASSIGN [1]–[4] buttons

With the factory settings, the following functions are assigned.

#### MUTE/ASSIGN [1]–[4] buttons

Mutes/unmutes the audio for each channel.

### MEMO

When you want to use the mic audio in a voice chat within the game app, change the settings so that only your voice is output via the USB port.

From "OUTPUT" in the menu screen of the BRIDGE CAST app, set "USB OUT MODE (MOBILE/CONSOLE)(P.70)" to "MIC".

# Connecting HDMI devices and outputting video via USB

Here's an example of how to output the game or other video signal that's input from the HDMI IN (1, 2) connectors via USB to your computer.

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

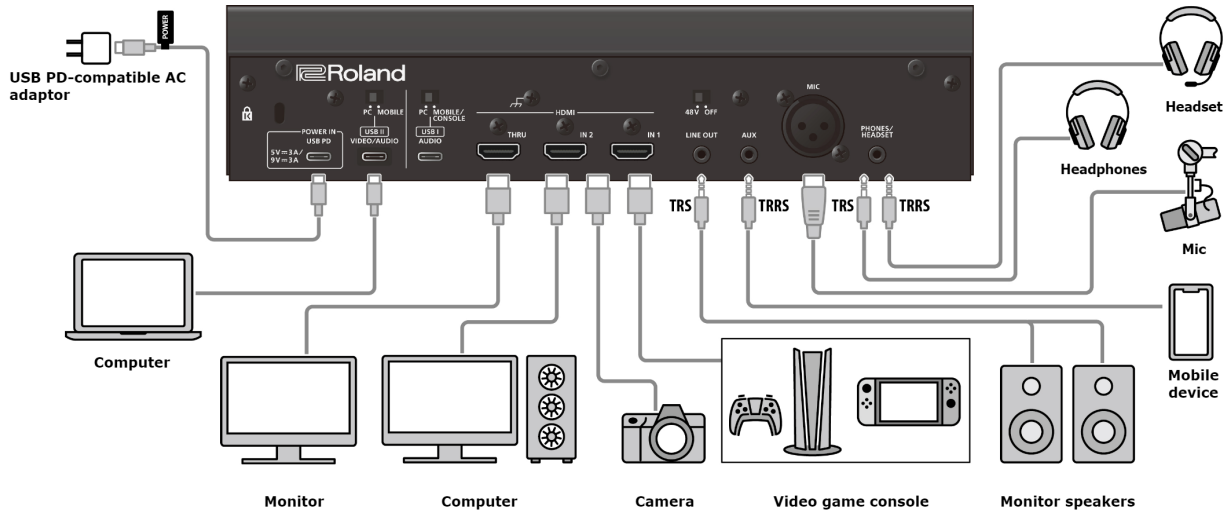
1. Use an HDMI cable to connect your computer or gaming device to the HDMI IN 1 or 2 connector.
2. If you want to use an external display to check the video that's input from the HDMI IN 1 or 2 connectors, connect the display (monitor) to the HDMI THRU connector.

## MEMO

If you want to use the HDMI THRU connector to output a video that's input to the HDMI IN connector with a frame rate of 60 Hz or greater, set **HDMI IN CAPABILITY MODE (EDID)**(P.84) to "DISPLAY THRU" or "MERGED".

3. When outputting a video via USB that's input to the HDMI IN 1 or 2 connectors, connect your computer to the USB II port.

Be sure to use only the included USB cable.



4. Press the VIDEO [HDMI IN] button to select the input video.

Press the button to toggle between 1 (HDMI IN 1) and 2 (HDMI IN 2).

5. Press the VIDEO [USB OUT] button to output the video to your computer.

The VIDEO [USB OUT] button lights up, and the video signal is output to the computer that's connected to the USB II port. When you press the VIDEO [USB OUT] while it is lit, a black screen is output to the computer, and the VIDEO [USB OUT] button blinks.

Long-press the VIDEO [USB OUT] button to stop the video output to your computer. The VIDEO [USB OUT] button goes dark.

## ■■■■ App ■■■■

[Adjusting the volume \(home screen\)\(P.28\)](#)

**Adjusting the mic audio**

[Getting ready to use a mic\(P.34\)](#)

[Calibrating the mic sound quality \(Cleanup\)\(P.36\)](#)

[Processing the Mic Audio \(Mic Effects\)\(P.38\)](#)

[Saving the Mic Effect Settings as a Preset\(P.40\)](#)

[Exporting a mic effect preset file\(P.43\)](#)

**Adjusting the game sound**

[Listening to game audio in virtual surround\(P.46\)](#)

[Using the Equalizer to Adjust the Game Sound\(P.49\)](#)

[Saving the game settings as a preset\(P.51\)](#)

[Exporting a game preset file\(P.54\)](#)

**Adjusting the chat audio**

[Making the voice chat audio easier to hear\(P.57\)](#)

**CONTROL PAD settings**

[Assigning functions to the control pads\(P.58\)](#)

[Saving the CONTROL PAD settings as a preset\(P.64\)](#)

[Exporting a CONTROL PAD preset file\(P.67\)](#)

**Output settings**

[Editing the output audio settings\(P.70\)](#)

**Configuring a profile**

[Creating a profile\(P.71\)](#)

[Exporting a profile\(P.75\)](#)

**System settings**

[Backing up/restoring the settings on this unit\(P.78\)](#)

[Restoring the factory settings \(Factory Reset\)\(P.82\)](#)

[Other Settings\(P.83\)](#)

**Background music and sound effects**

[Registering a sound effect\(P.31\)](#)

[Using background music and sound effects from Roland Cloud \(BGM CAST\)\(P.85\)](#)

# Adjusting the volume (home screen)

The home screen is shown when you launch the BRIDGE CAST app.



\* The image above shows what the screen looks like when the USB port connection setting is "PC".

For details on the audio signal flow, refer to "Mixer block diagram(P.95)".

1. ▶ [INPUT section\(P.29\)](#)
2. ▶ [OUTPUT section\(P.33\)](#)
3. **Menu tab**

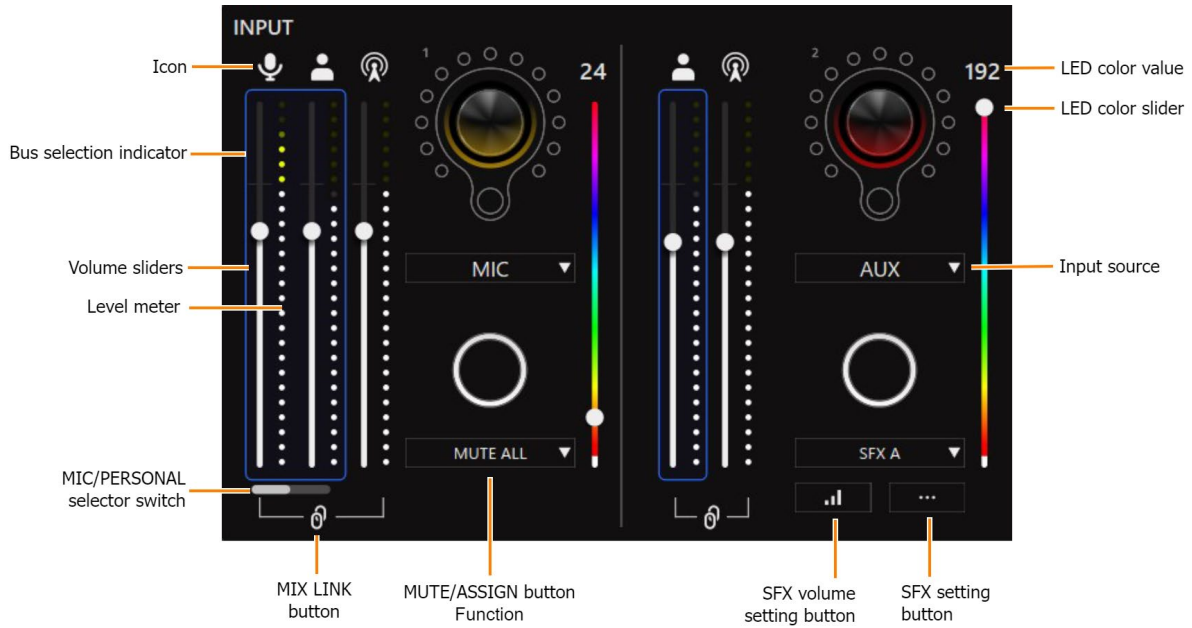
Switches between screens.

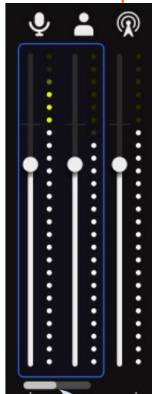
Menu tab	See the pages below for details.
<b>HOME</b>	<a href="#">INPUT section(P.29)</a> <ul style="list-style-type: none"> <li>● <a href="#">Registering a sound effect(P.31)</a></li> </ul> <a href="#">OUTPUT section(P.33)</a>
<b>MIC SETUP</b>	<a href="#">Getting ready to use a mic(P.34)</a>
<b>MIC CLEANUP</b>	<a href="#">Calibrating the mic sound quality (Cleanup)(P.36)</a>
<b>MIC EFFECT</b>	<a href="#">Processing the Mic Audio (Mic Effects)(P.38)</a> <a href="#">Saving the Mic Effect Settings as a Preset(P.40)</a> <a href="#">Exporting a mic effect preset file(P.43)</a>
<b>GAME</b>	<a href="#">Listening to game audio in virtual surround(P.46)</a> <a href="#">Using the Equalizer to Adjust the Game Sound(P.49)</a> <a href="#">Saving the game settings as a preset(P.51)</a> <a href="#">Exporting a game preset file(P.54)</a>
<b>CHAT</b>	<a href="#">Making the voice chat audio easier to hear(P.57)</a>
<b>CONTROL PAD</b>	<a href="#">Assigning functions to the control pads(P.58)</a> <a href="#">Saving the CONTROL PAD settings as a preset(P.64)</a> <a href="#">Exporting a CONTROL PAD preset file(P.67)</a>
<b>OUTPUT</b>	<a href="#">Editing the output audio settings(P.70)</a>
<b>PROFILE</b>	<a href="#">Creating a profile(P.71)</a> <a href="#">Exporting a profile(P.75)</a>
<b>SYSTEM</b>	<a href="#">Backing up/restoring the settings on this unit(P.78)</a> <a href="#">Restoring the factory settings (Factory Reset)(P.82)</a> <a href="#">Other Settings(P.83)</a>
<b>BGM CAST</b>	<a href="#">Signing in to Roland Cloud(P.85)</a> <a href="#">Using background music(P.86)</a> <a href="#">Using sound effects(P.88)</a> <a href="#">Making the settings for Roland Cloud and background music(P.90)</a>



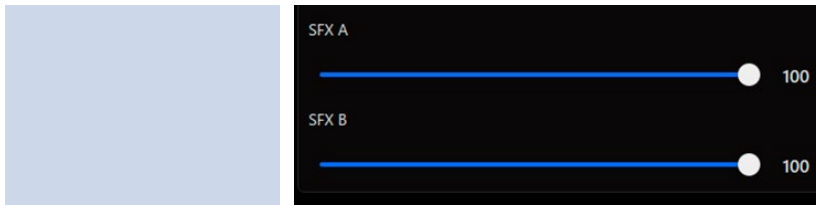
## INPUT section

These controls adjust the volume of each input source.



Name	Explanation
Icon	This shows which bus is being operated. Click the icon to mute/unmute the audio. Mic signal that is not routed through a bus
	* Only when the input source is "MIC"
	Audio sent to the PERSONAL MIX bus
Bus selection indicator	The blue border indicates which bus is being controlled, and changes when you operate the bus selection buttons on the BRIDGE CAST X.
	Audio sent to the STREAM MIX bus
Volume sliders	Drag the volume sliders to adjust the volume. You can use the cursor keys on the keyboard to fine-tune the settings.
Level meter	Indicates the volume levels.
MIC/PERSONAL selector switch	When you've selected "PERSONAL MIX" using the bus selection button on the BRIDGE CAST X, this selects whether to control either the mic audio (not routed through a bus) or the PERSONAL MIX bus. When the input source is "MIC"
	 <p>The white bar indicates the bus that's being controlled on this unit. Click the white bar to switch between buses.</p>

	For the mic audio (not routed through a bus) and PERSONAL MIX, use the BRIDGE CAST app to set which one is being controlled on this unit.
<b>MIX LINK button</b>	Links/unlinks the two buses (STREAM MIX, PERSONAL MIX). This works the same as the [MIX LINK] button on the BRIDGE CAST X. When the link is on, you can adjust the input level while retaining the volume balance for each bus.  * When the input source is "MIC", the MIC audio (not routed through a bus), STREAM MIX bus and PERSONAL MIX bus are linked.
<b>MUTE/ASSIGN button functions</b>	This sets the functions for the MUTE/ASSIGN [1]–[4] buttons.
CH MUTE ALL (*3)	Mutes/unmutes audio for the channels routed to the STREAM MIX and PERSONAL MIX buses. When the input source is "MIC", this mutes/unmutes the mic audio (not routed through a bus) and the mic audio routed to the STREAM MIX/PERSONAL MIX buses.
CH MUTE TO STREAM MIX (*3)	Mutes/unmutes audio for the channels routed to the STREAM MIX bus.
CH MUTE TO PERSONAL MIX (*3)	Mutes/unmutes audio for the channels routed to the PERSONAL MIX bus. Mutes/unmutes the mic audio (not routed through a bus) and the mic audio routed to the PERSONAL MIX bus, when the input source is "MIC".
SFX A, SFX B	Plays the sound effect registered for SFX A or SFX B. You can register a music file (.wav) that you like to SFX A and SFX B. ▶ <a href="#">Registering a sound effect(P.31)</a>
SFX BEEP	Plays a beep sound.
MUTE OUTPUT ALL	Mutes all output audio.
MUTE STREAM OUT	Mutes/unmutes audio for the STREAM MIX bus audio that's output from the USB port.
MUTE LINE OUT	Mutes/unmutes the audio output from the LINE OUT jack.
MUTE PHONES	Mutes/unmutes the headphone or headset audio.
PROFILE 1–5	Switches between profile 1–5.
GAME EQ 1–5	Recalls equalizer presets 1–5.
GAME EQ OFF	Turns the equalizer off.
MIC EFFECTS 1–5	Recalls mic effect presets 1–5.
MIDI CC 1–4 (*1)	Transmits MIDI control change messages 1–4 from the MIDI output port (CTRL) of the USB port.
SOUND EFFECTS A (BGM CAST)–SOUND EFFECTS D (BGM CAST)	Plays back the sound effects you selected for SOUND EFFECTS A–D. ▶ <a href="#">Using sound effects(P.88)</a>
<b>LED color slider</b>	Sets the color of the CH1–4 indicators. The color of the CH 1–4 indicators and LEDs change according to the motion of the LED color slider.
<b>Input source</b>	Assigns input sources to the CH [1]–[4] knobs on this unit. Use the CH [1]–[4] knobs on this unit to change the volume of the assigned input sources.
MIC	The audio of the dynamic mic, condenser mic connected to the MIC jack, or the audio of the headset mic connected to the PHONES/HEADSET jack  * When this is set to "MIC", you must select the mic type. ▶ <a href="#">Selecting the type of mic(P.34)</a>
AUX	Audio input from the AUX jack
CHAT (*1)	Audio input from the USB port
GAME (*1)	
MUSIC (*1)	
SYSTEM (*1)	
CONS/MOBI (*2)	
SFX	Sound effects (SFX A, SFX B, SFX BEEP)
HDMI	Audio input from HDMI IN 1, 2 connectors
<b>SFX volume setting button</b>	A popup window for setting the volume of SFX A and SFX B appears. To adjust the volume balance between SFX A and SFX B, use the SFX A or SFX B slider (adjustable from 0 to 100).

**SFX setting button**

A popup screen for selecting the sound effect appears.  
 ▶ [Registering a sound effect\(P.31\)](#)

(\*1) This can be set when the USB port connection setting is “PC”.

(\*2) This can be set when the connection setting for the USB port is “CONSOLE/MOBILE”.

(\*3) This doesn’t work when “SOURCE” is set to “SFX”.

## Registering a sound effect

You can register a sound effect that you like and make it play back when you press a MUTE/ASSIGN button on this unit.

- \* To play the sound effects, you must set the function for the MUTE/ASSIGN buttons to “SFX A” or “SFX B”. See “[MUTE/ASSIGN button functions\(P.30\)](#)” in the INPUT section for details.


### MEMO

- Sound effects are saved in the memory (SFX A, SFX B) of this unit. The method of playing back these sound effects is different from Roland Cloud.
- The memories in this unit contain preset sounds when the unit is shipped from the factory.

## Music files that can be registered

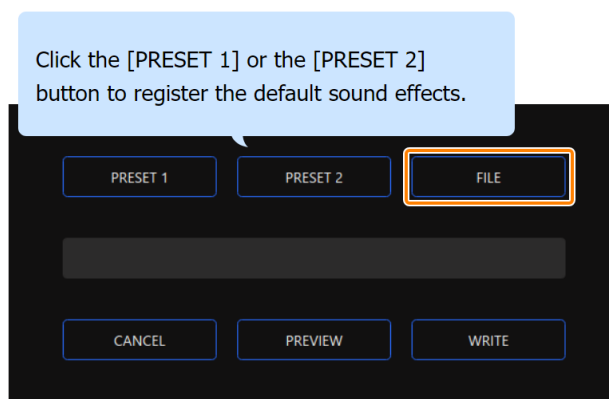
<b>Format (extension)</b>	WAV (.wav)
<b>Sample rate</b>	44.1, 48 kHz
<b>Bit rate</b>	16 bits
<b>Maximum playback time</b>	5 sec.

## Registering a sound effect

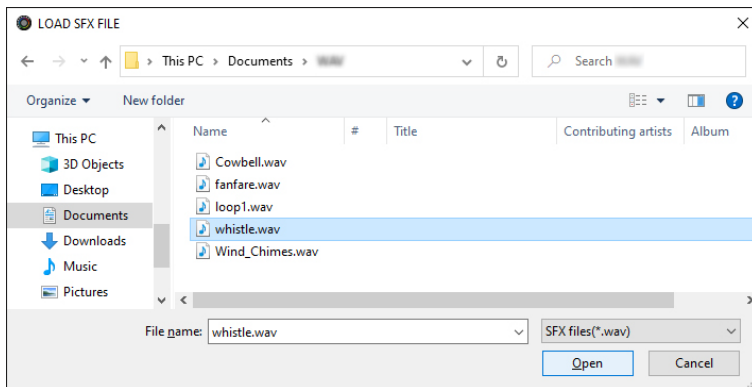
1. Click the “HOME” tab.
2. Select the internal memory (SFX A or SFX B) to assign to the MUTE/ASSIGN button.
3. Click .

A SFX setting dialog box appears.

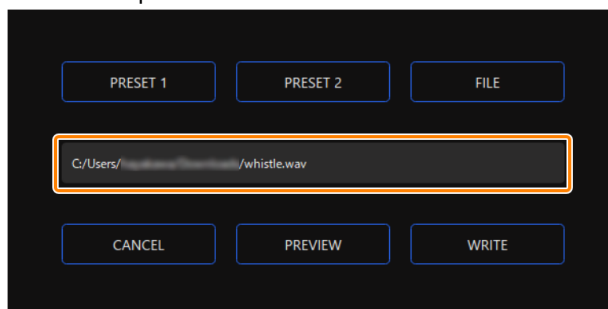
4. Click the [FILE] button.



- 5. In the LOAD SFX FILE dialog box, select the WAV file you wish to register, and then click the [Open] button.



The WAV file path is shown.

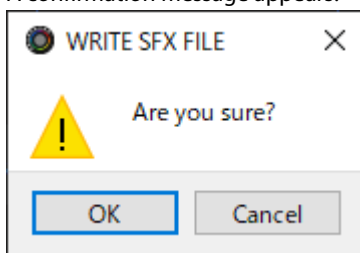


Click the [PREVIEW] button to playback a preview of the WAV file you set. You can adjust the preview volume in "SYSTEM\*1" of the input source.

\*1: When the USB I port connection setting is "MOBILE/CONSOLE" and the USB II port connection setting is "MOBILE", the input source is "CONS/MOBI".

- 6. Click the [WRITE] button.

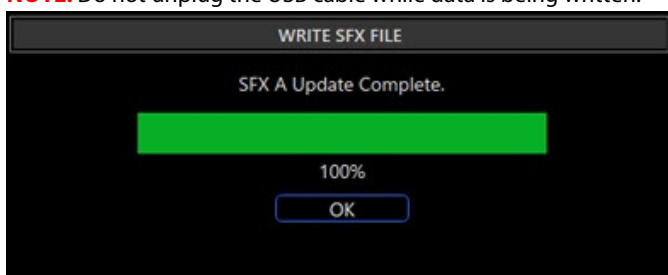
A confirmation message appears.



- 7. Click the [OK] button.

The WAV file is written to internal memory (SFX A or SFX B). A confirmation message appears after the data has been written.

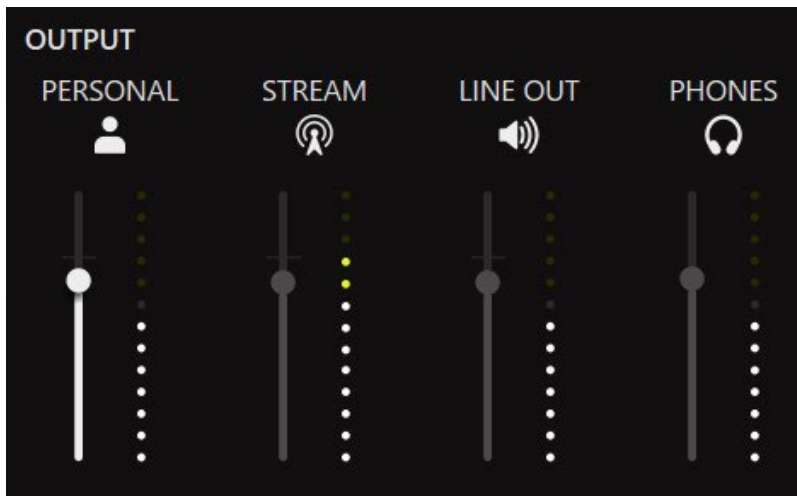
**NOTE:** Do not unplug the USB cable while data is being written.



- 8. Click the [OK] button to close the message.









## OUTPUT section

This adjusts the output volume.



You can't adjust the volume for STREAM, LINE OUT and PHONES by using the BRIDGE CAST app. Adjust the volume with the knobs on this unit instead.

Click the icon to mute/unmute the audio.

Name	Icon	Explanation	Operations on this unit
<b>PERSONAL (*1)</b>	 	Drag the volume slider to adjust the PERSONAL MIX bus signal volume that's output from the USB port.	-
<b>STREAM</b>	 	Shows the STREAM MIX bus volume that's output from the USB port (cannot be controlled).	[STREAM] knob
<b>LINE OUT</b>	 	Shows the volume of audio that's output from the LINE OUT jack (cannot be controlled).	[LINE OUT] knob
<b>PHONES</b>	 	Shows the headphones/headset volume (cannot be controlled).	[PHONES] knob

(\*1) Only when the USB port connection setting is "PC"

# Adjusting the Mic Audio

This section explains how to adjust the mic audio.

- ▶ [Getting ready to use a mic\(P.34\)](#)
- ▶ [Calibrating the mic sound quality \(Cleanup\)\(P.36\)](#)
- ▶ [Processing the Mic Audio \(Mic Effects\)\(P.38\)](#)
- ▶ [Saving the Mic Effect Settings as a Preset\(P.40\)](#)
- ▶ [Exporting a mic effect preset file\(P.43\)](#)

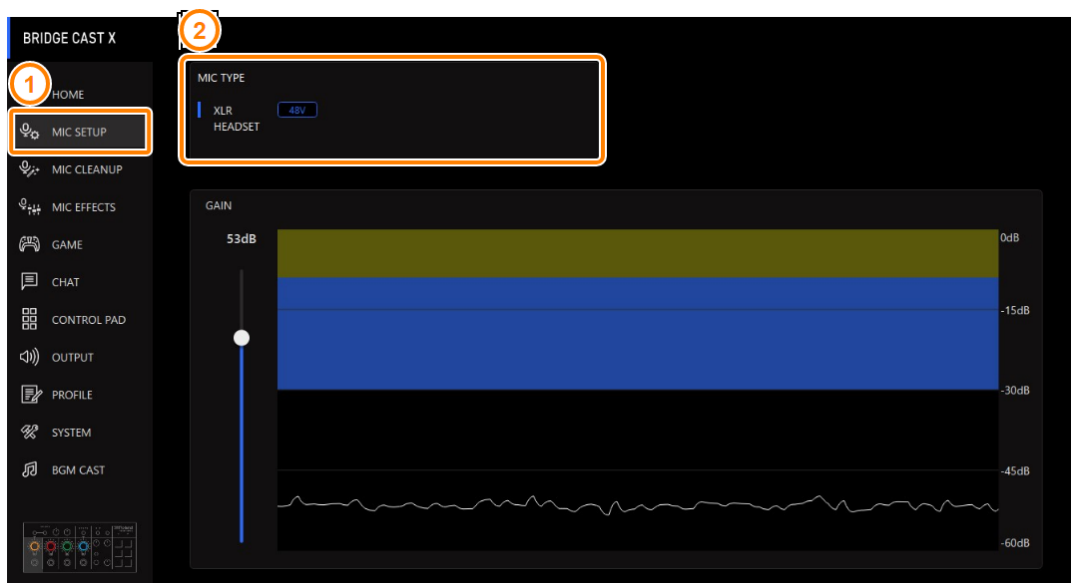
## Getting ready to use a mic

Here’s how to set the type of mic used and the mic input gain (sensitivity).

- ▶ [Selecting the type of mic](#)
- ▶ [Adjusting the input gain \(sensitivity\)](#)

## Selecting the type of mic

1. On the menu screen, click the “MIC SETUP” tab and set the “MIC TYPE”.



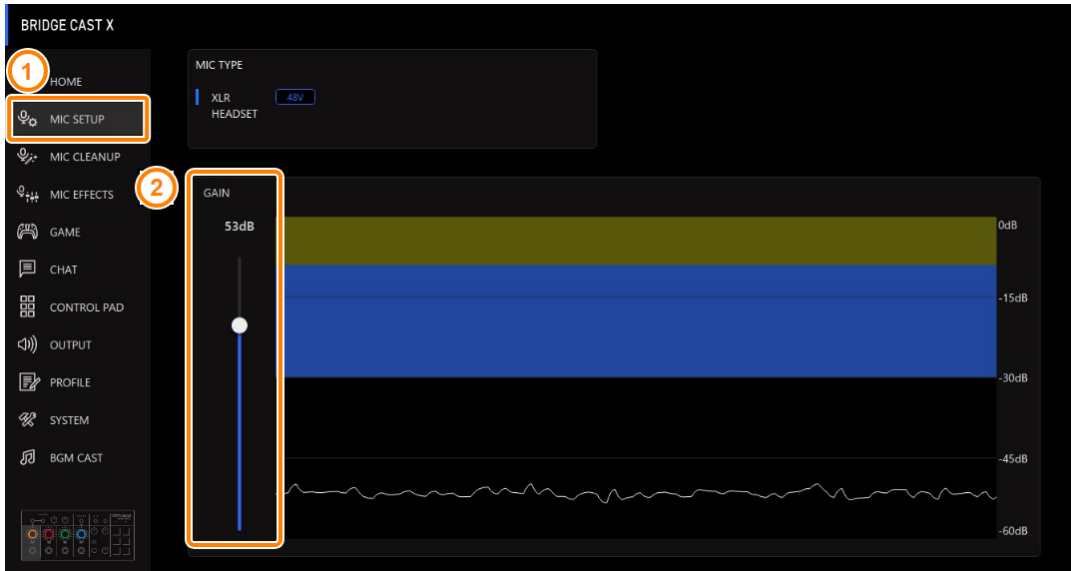
Menu	Value	Explanation
MIC TYPE	XLR	Select a mic type according to the mic you’re using. Dynamic mic, condenser mic  * When a condenser mic is connected, set the rear panel phantom power switch to “48 V”. Doing so supplies phantom power, and [48V] is shown in blue onscreen.  * When connecting a dynamic mic or a condenser mic that operates on battery power, make sure to set the phantom power switch to “OFF”. These types of mics may malfunction when supplied with phantom power.
	HEADSET	Headset

## Adjusting the input gain (sensitivity)

Here's how to adjust the mic's input gain so that the input audio is at the appropriate level.

1. On the menu screen, click the "MIC SETUP" tab and speak into the mic while adjusting the "GAIN".

Raise the input gain as high as possible, while making sure that the waveform in the graph stays within the blue area.

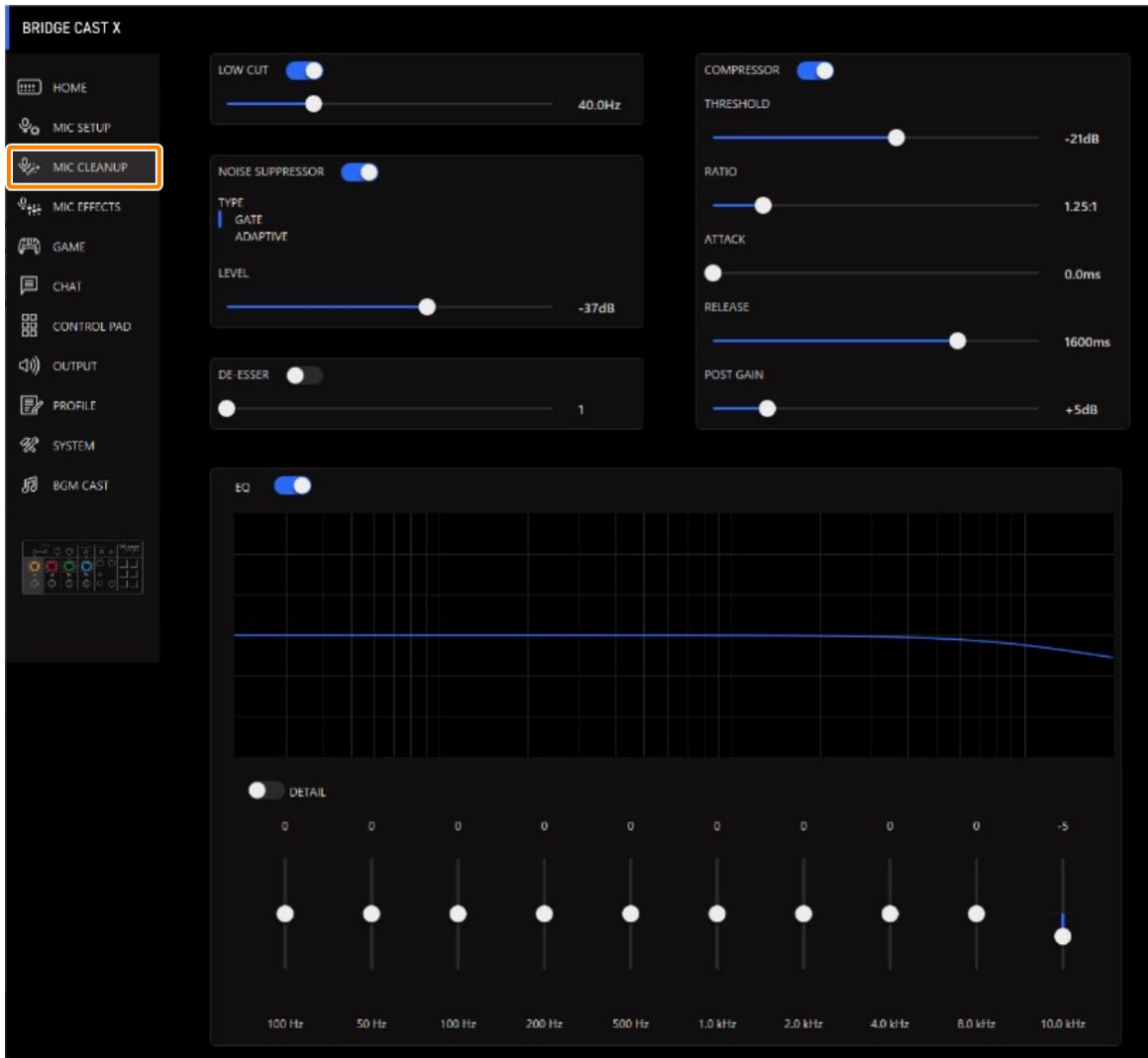


## Calibrating the mic sound quality (Cleanup)

Here's how to adjust the sound quality of the mic audio to make your voice sound listenable and clear.

This feature helps you to suppress ambient noise or to normalize the differences in volume between mics, for instance.

1. On the menu screen, click the "MIC CLEANUP" tab and set the parameters in the respective menus.





Menu	Value	Explanation
<b>LOW CUT:</b> This cuts out unneeded low-band audio.		
<b>LOW CUT</b>	Off, On	Turns the low cut on/off.
	Flat-500 Hz	Sets the frequency point from which the output is cut. The frequencies below the frequency point you set are cut.
<b>NOISE SUPPRESSOR:</b> This suppresses noises picked up from the surrounding environment by the mic.		
<b>NOISE SUPPRESSOR</b>	Off, On	Switches the noise suppressor on/off.
<b>TYPE</b>	Sets the noise suppressor type.	
	GATE	Suppresses sounds that are lower in volume than the threshold. This helps remove white noise and other such sounds during silence.
	ADAPTIVE	Analyzes the ambient sound to suppress unnecessary environmental noise.
<b>LEVEL</b>	-96-0 dB	Specifies the level used as the threshold for suppressing audio.
	0-9 When ADAPTIVE is used	Set the level for suppressing noise. Larger values suppress more noise.  * If you hear unwanted changes in the sound when using the noise suppressor, such as quieter audio or changes in sound quality, these issues may be resolved if you increase the input gain for the mic.
<b>COMPRESSOR:</b> Makes louder sounds quieter. This reduces the difference between the louder and softer sounds, making the audio more listenable.		
<b>COMPRESSOR</b>	Off, On	Turns the compressor on/off.
<b>THRESHOLD</b>	-48-0 dB	Specifies the level used as the threshold at which the compressor is applied. Reduces the level of sounds that exceed the level you specify here.
<b>RATIO</b>	1.00:1-Inf:1	Sets the ratio at which the sound level is reduced, when it crosses the threshold. For example, if you set "RATIO" to "2.00:1", audio levels that cross the threshold are reduced by 1/2.
<b>ATTACK</b>	0-100 ms	Sets how long it takes for the compressor to be applied.
		* Times are approximate. This also changes depending on the volume.
<b>RELEASE</b>	50-5000 ms	Sets how long it takes for the compressor effect to be cancelled.
		* Times are approximate. This also changes depending on the volume.
<b>POST GAIN</b>	+0-+30 dB	Adjusts the final output volume level after applying the compressor.
<b>DE-ESSER:</b> Reduces sibilant noise (the sounds you hear when pronouncing "s" words and other hissing sounds).		
<b>DE-ESSER</b>	Off, On	Turns the de-esser on/off.
	1-10	Adjusts the intensity of the de-esser effect.
<b>EQ:</b> This is a 10-band equalizer, which lets you adjust the volume for each frequency band.		
<b>EQ</b>	Off, On	Turns the equalizer on/off.
<b>DETAIL</b>	Off, On	When this is on, you can set the center frequency and the Q (the frequency bandwidth).
<b>Gain</b> (vertical sliders)	-12-+12	Sets the amount of boost/cut for each frequency band.
<b>Frequency</b> (horizontal sliders)	Band 1	20-400Hz
	Bands 2-4	20-470Hz
	Bands 5-7	315Hz-3.3kHz
	Bands 8, 9	3.0-20.0kHz
	Band 10	800Hz-20.0kHz
<b>Q</b>	0.3-16.0	Adjusts the bandwidth used for boosting or attenuating each frequency band.
		* This setting is available when the "DETAIL" switch is enabled.

## Processing the Mic Audio (Mic Effects)

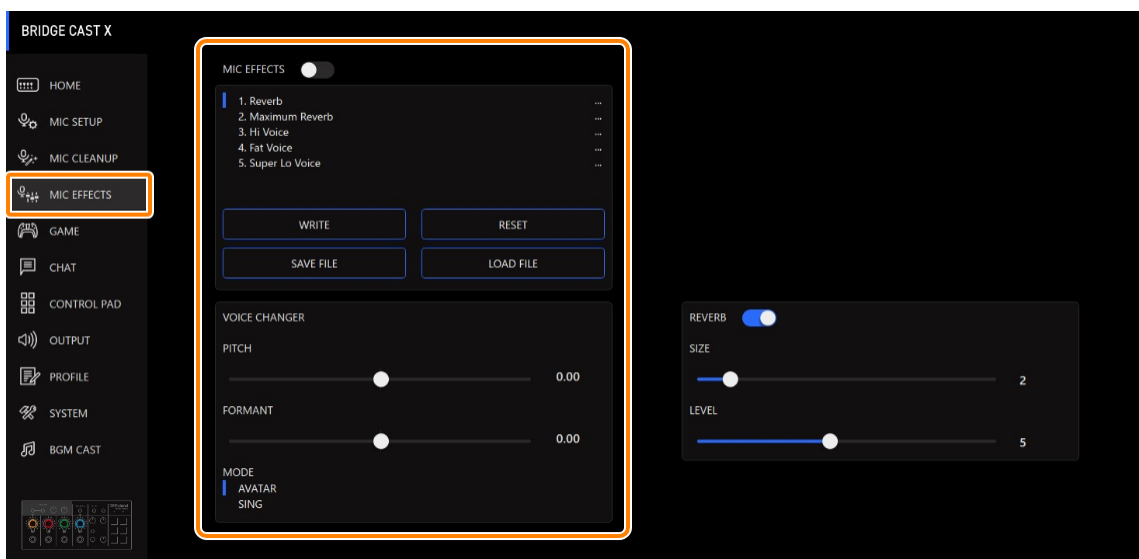
You can apply effects to the mic audio (voice changer and reverb) to process the voice.

- ▶ [Changing the audio \(Voice Changer\)](#)
- ▶ [Adding reverb to audio \(Reverb\)](#)

### Changing the audio (Voice Changer)

This effect alters the pitch and tonal quality of your voice. You can create transformations such as “from a female to a male voice”, “from a male to a female voice”, and so on.

1. On the menu screen, click the “MIC EFFECTS” tab and set the parameters in the respective menus.

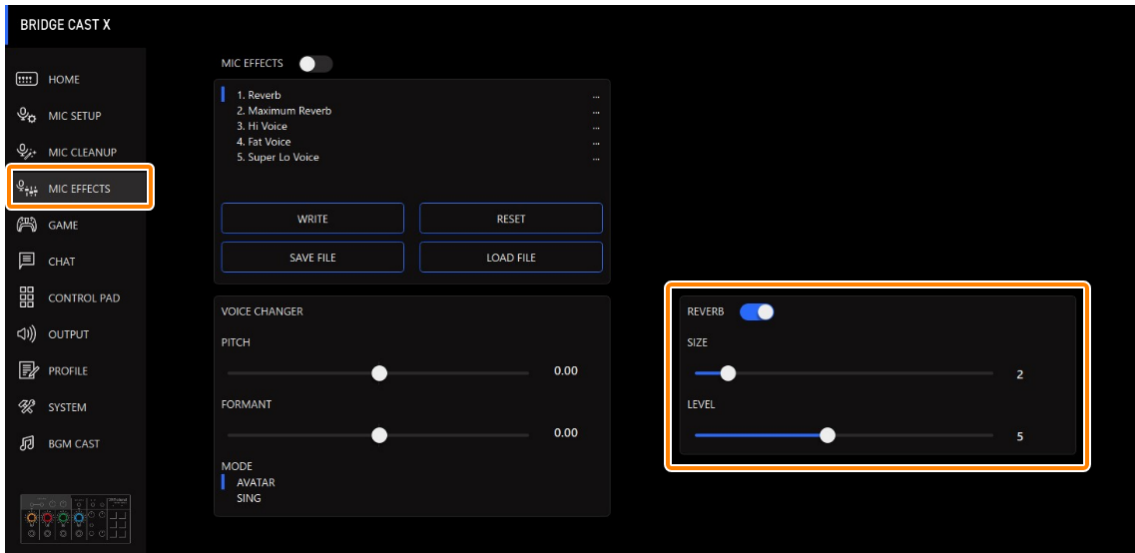


Menu	Value	Explanation
<b>MIC EFFECTS</b>	Off, On	Turns the voice changer on/off.
<b>PITCH</b>	-1.00–1.00	Adjusts the pitch of the sound. A setting of “0” is the original pitch.
<b>FORMANT</b>	-1.00–1.00	Adjusts the character (formant) of the voice. Settings in the negative (–) range produce a more masculine vocal character, and settings in the positive (+) range produce a more feminine vocal character. A setting of “0” is the original voice.
<b>MODE</b>	AVATAR, SING	Sets whether to always convert the pitch and formant (AVATAR) or not (SING).

## Adding reverb to audio (Reverb)

You can add reverb to a voice to give the impression of spatial depth. This is also effective for giving emphasis when announcing the title of a production or program.

1. On the menu screen, click the “MIC EFFECTS” tab and set the parameters in the respective menus .



Menu	Value	Explanation
<b>REVERB</b>	Off, On	Turns reverb on/off.  * To add reverb to audio, both “REVERB” and “MIC EFFECTS” must be turned on.
<b>SIZE</b>	1–10	Sets the size of the room. Larger values simulate larger spaces, making the reverberation sound longer.
<b>LEVEL</b>	1–10	Sets the size of the reverberations.

### MEMO

You can save up to five effect settings as presets and recall them whenever you like.

- ▶ [Saving the Mic Effect Settings as a Preset\(P.40\)](#)

You can also save the effect presets as a single file.

- ▶ [Exporting a mic effect preset file\(P.43\)](#)

## Saving the Mic Effect Settings as a Preset

You can save the current mic effect settings as presets and recall them as needed.

You can save up to five presets.

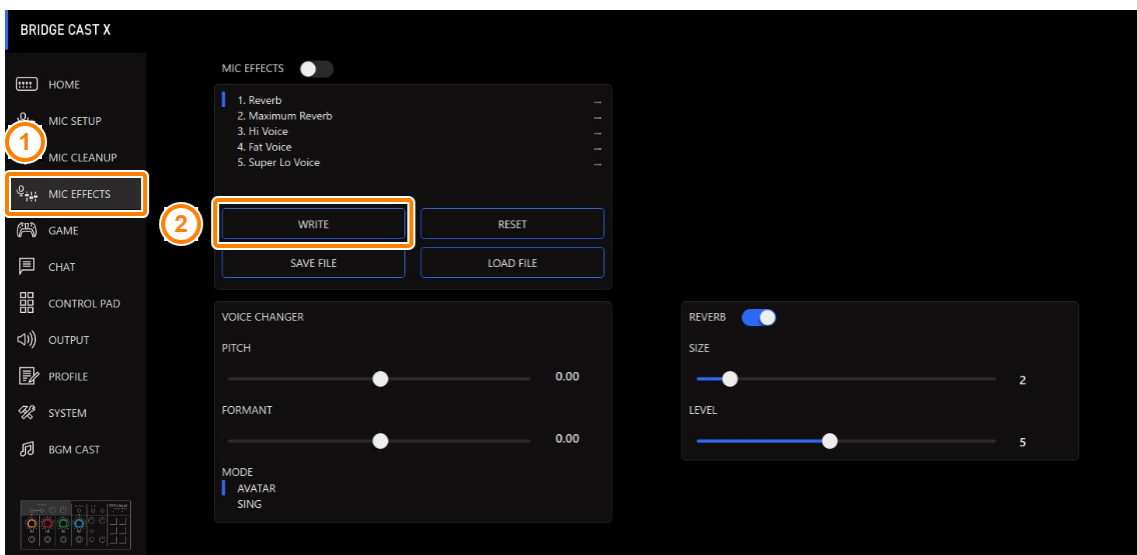
- \* Editable presets are preregistered by factory default.

- ▶ Saving your settings as a preset
- ▶ Recalling a preset
- ▶ Initializing a preset

## Saving your settings as a preset

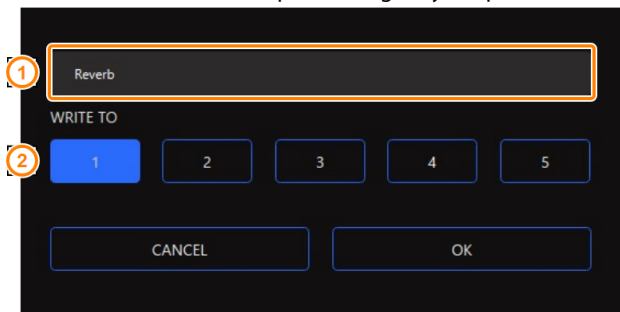
- \* The on/off settings for "MIC EFFECTS" are not saved.

1. On the menu screen, click the "MIC EFFECTS" tab and then click the [WRITE] button.



2. Input the preset name and click the save destination preset number in "WRITE TO".

Preset names can contain up to 18 single-byte alphanumeric characters or symbols.




3. Click the [OK] button.

This overwrites the effect settings.

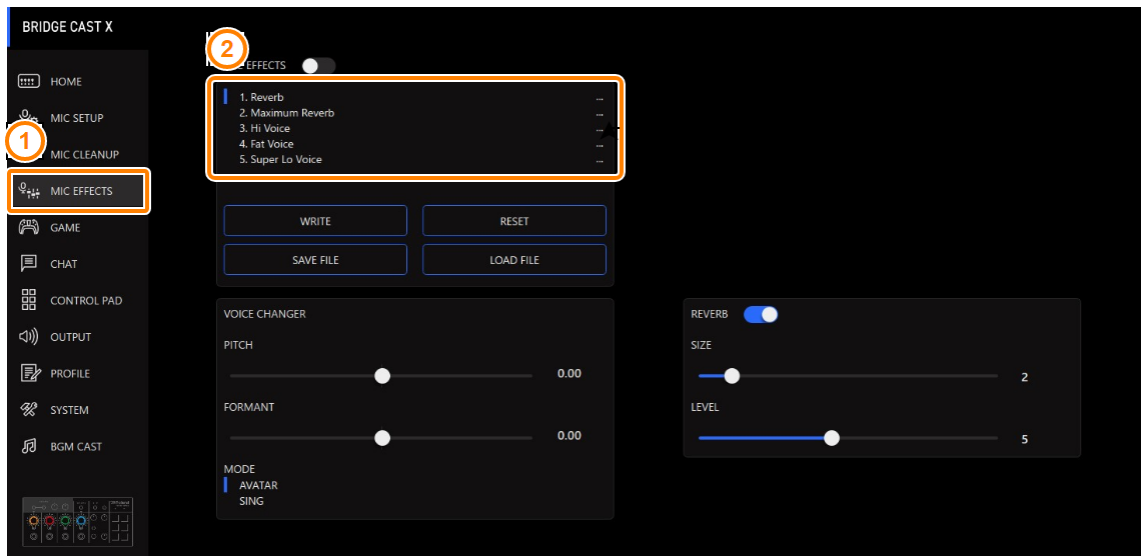
### MEMO

You can edit the preset names later.

To do this, click  next to the preset name, input the name in the rename window and click the [OK] button.

## Recalling a preset

1. On the menu screen, click the “MIC EFFECTS” tab and then click the preset you want to recall.



This recalls the effect settings.

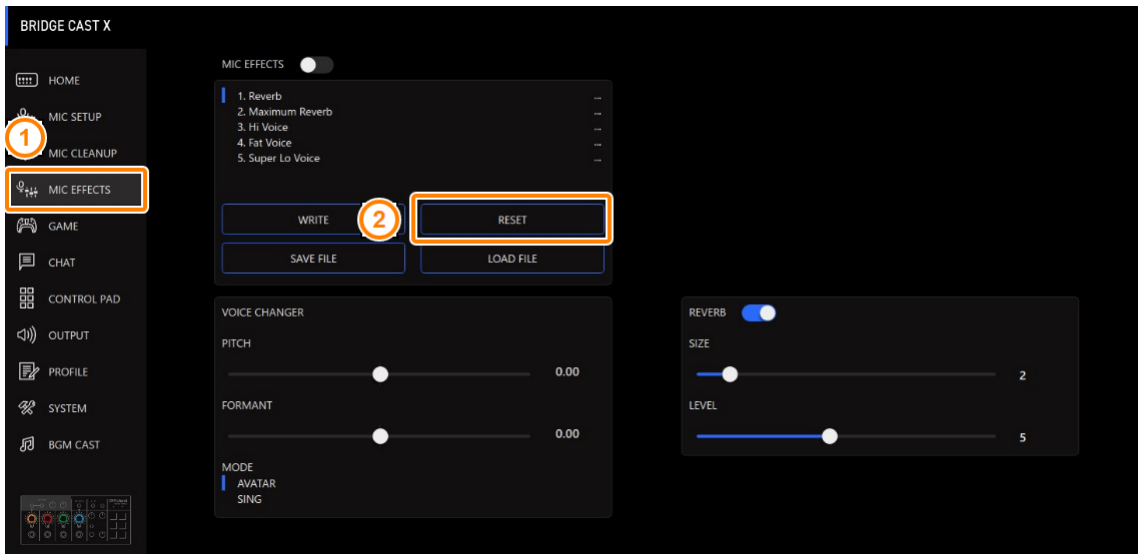
### MEMO

When you edit the settings of a preset you recalled, the preset name changes from white to yellow.

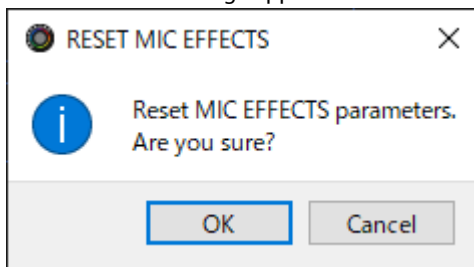
## Initializing a preset

Here's how to initialize a preset and restore the settings of presets 1–5 to their default state.

1. On the menu screen, click the "MIC EFFECTS" tab and then click the [RESET] button.

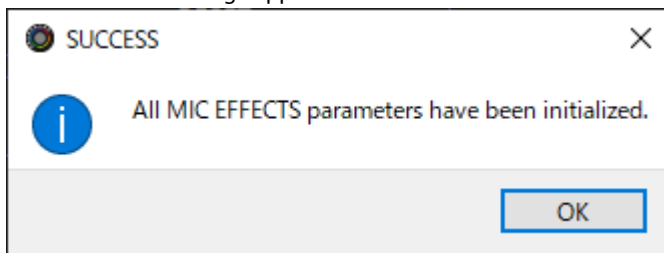


A confirmation message appears.



2. Click the [OK] button.

A confirmation message appears after the data has been initialized.



3. Click the [OK] button to close the message.

Related links:

[Exporting a mic effect preset file\(P.43\)](#)

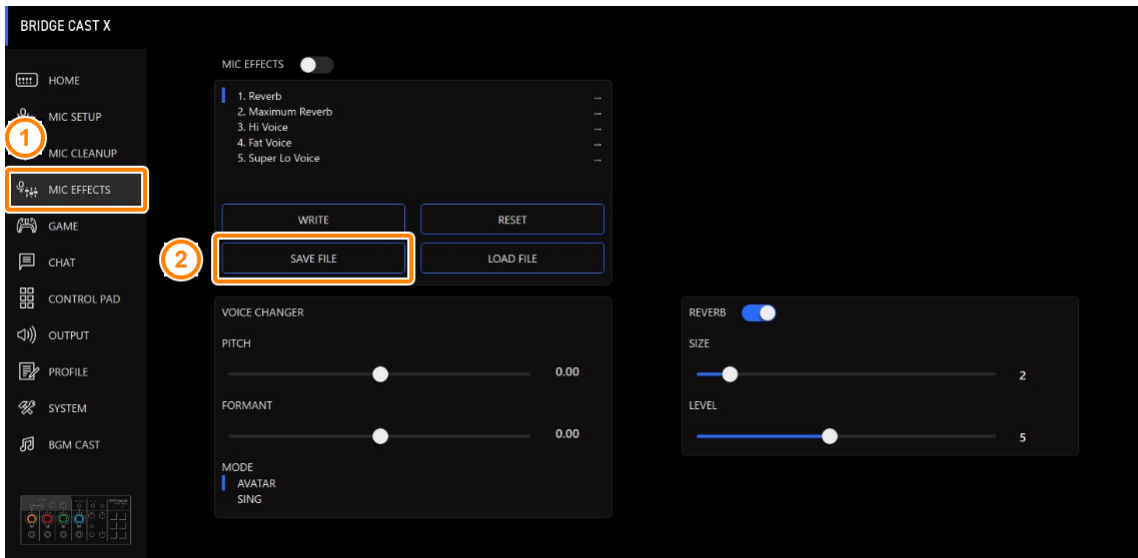
## Exporting a mic effect preset file

You can save the effect presets (1–5) as a single file (.brdgcEfx) to your computer. Use the BRIDGE CAST app when you want to reload the saved file into this unit.

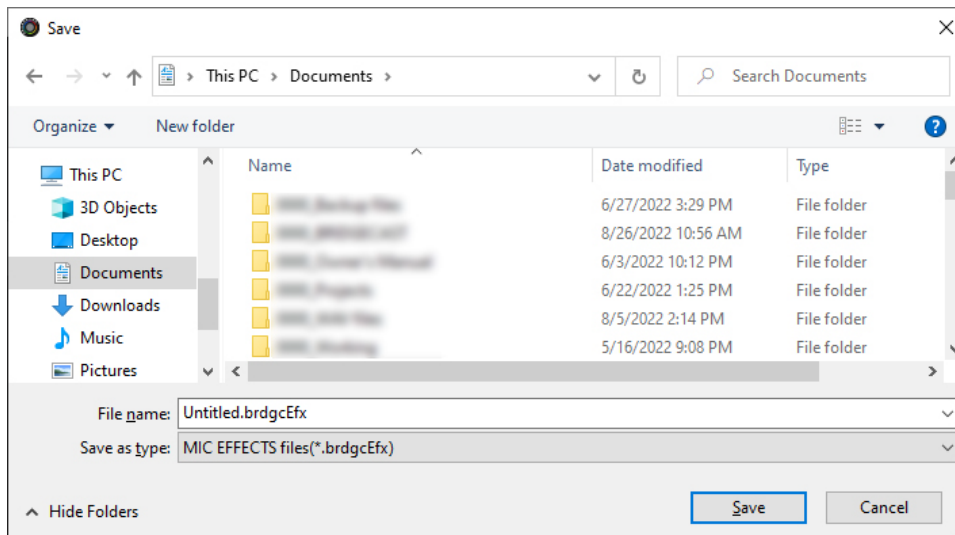
- ▶ Exporting a preset file
- ▶ Loading a preset file

### Exporting a preset file

1. On the menu screen, click the “MIC EFFECTS” tab and then click the [SAVE FILE] button.



2. In the Save dialog box, name the file and specify the save destination, and click the [Save] button.

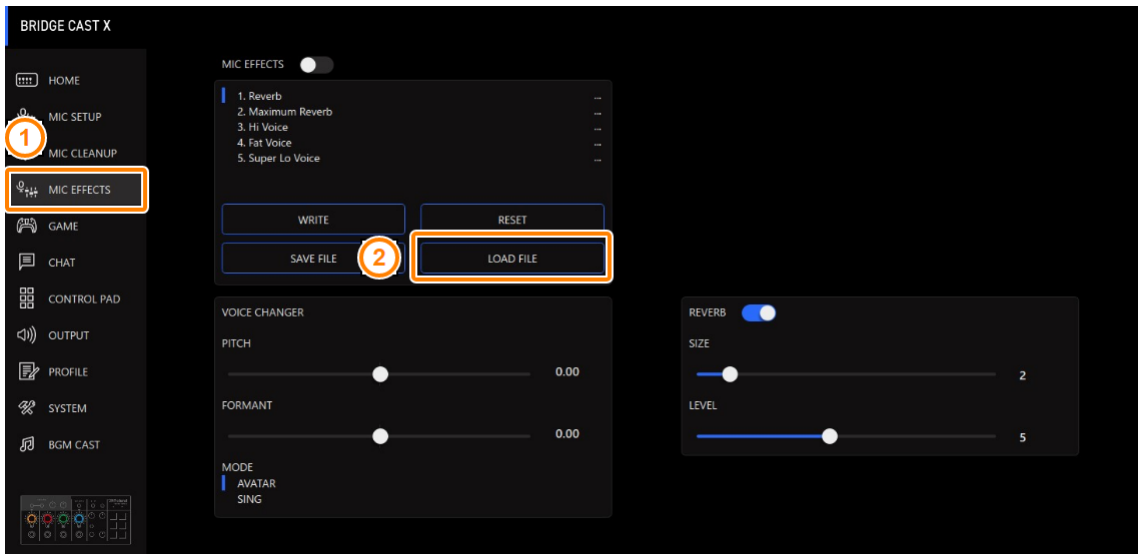


This saves the file (.brdgcEfx).

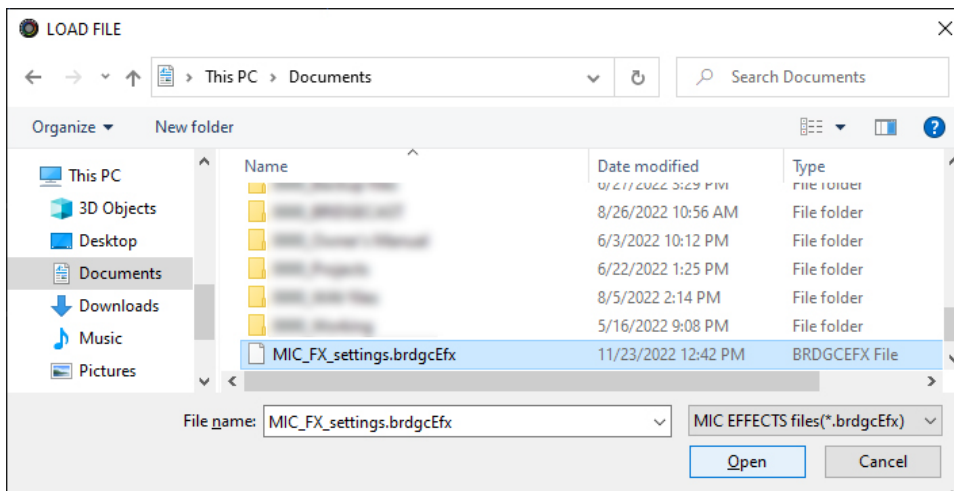
## Loading a preset file

Here's how to apply the settings you saved for the effect presets (1–5) back to this unit.

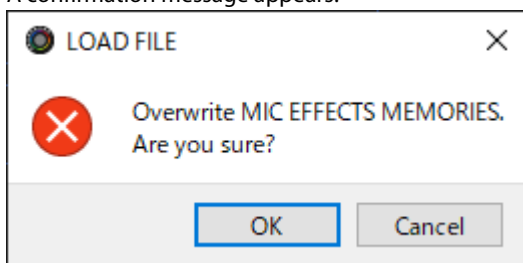
1. On the menu screen, click the "MIC EFFECTS" tab and then click the [LOAD FILE] button.



2. In the LOAD FILE dialog box, select the file you wish to load (.brdgcEfx), and then click the [Open] button.



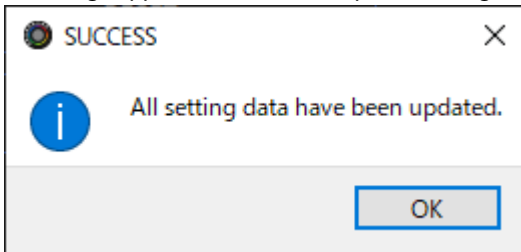
A confirmation message appears.





**3. Click the [OK] button.**

A message appears after the effect preset settings have been applied.



**4. Click the [OK] button to close the message.**

Related information:

[Saving the Mic Effect Settings as a Preset\(P.40\)](#)

# Adjusting the game sound

Here's how to adjust the balance between the game audio that's input from the USB port (input source: GAME) and the game audio that's input from the HDMI IN 1/2 connectors (input source: HDMI).

- ▶ [Listening to game audio in virtual surround\(P.46\)](#)
- ▶ [Using the Equalizer to Adjust the Game Sound\(P.49\)](#)
- ▶ [Saving the game settings as a preset\(P.51\)](#)
- ▶ [Exporting a game preset file\(P.54\)](#)

## Listening to game audio in virtual surround

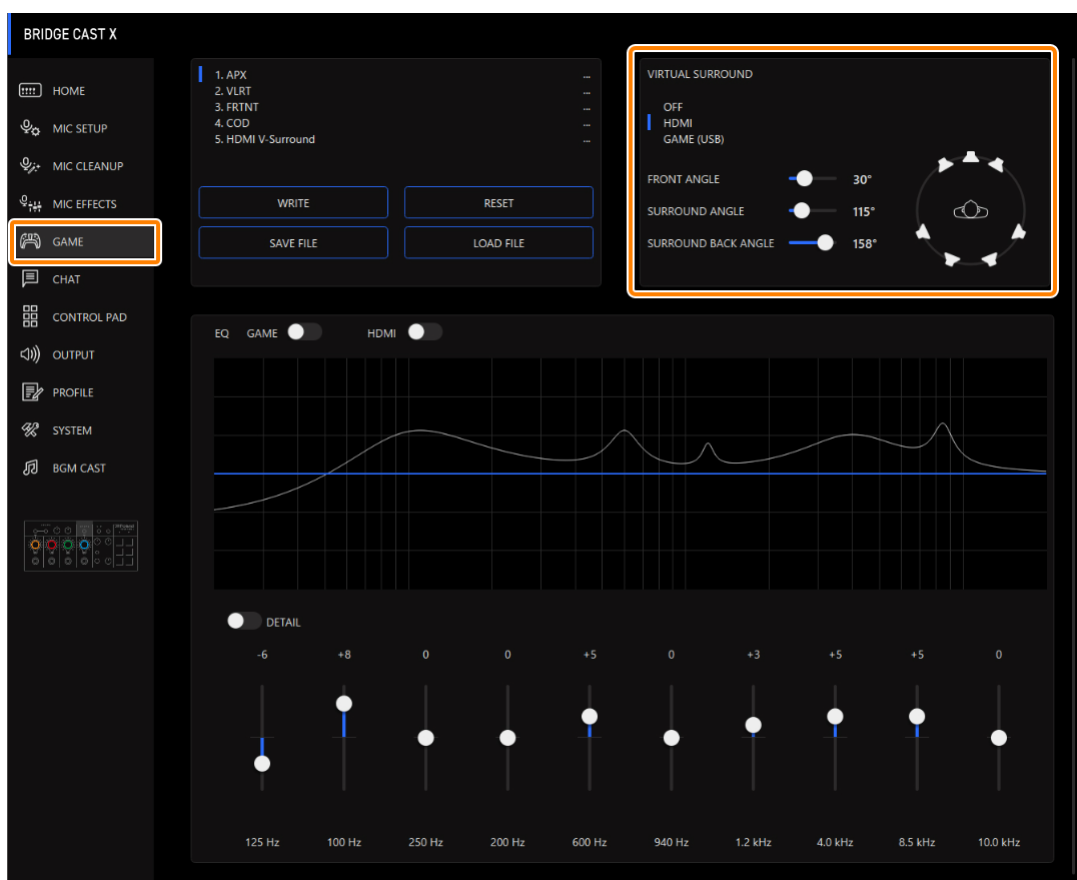
Roland's unique three-dimensional acoustic technology lets you listen in virtual surround sound to the 5.1/7.1 audio input from the HDMI IN 1 or 2 connectors when using headphones.

This lets you experience a spacious stereo image that goes beyond the base-level stereo image, even with headphones.

This function also works with a two-channel (stereo) source.

- ▶ [Outputting 5.1/7.1 audio from the HDMI connector of a Windows PC\(P.48\)](#)

### 1. On the menu screen, click the "GAME" tab to configure the virtual surround.

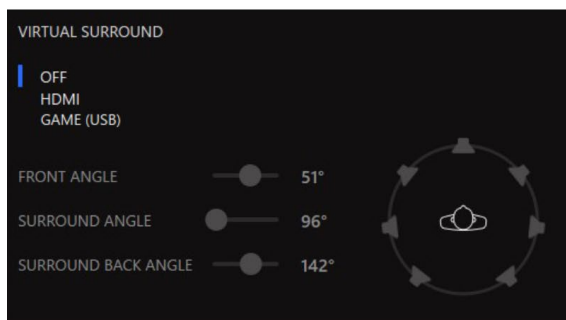


Menu	Value	Explanation
<b>VIRTUAL SURROUND</b>	This selects the input source for virtual surround.	
	OFF	Not used
	HDMI	Audio input from HDMI IN 1 or 2 connector
	GAME (USB)	Game audio (input source: GAME)
<b>FRONT ANGLE</b>	1-89	Adjusts the angle of the front speakers. "1" positions the speakers directly in front of you, and "89" positions them directly to the side.
<b>SURROUND ANGLE</b>	91-179	Adjusts the angle of the surround speakers. "91" positions the speakers directly to the side, and "179" positions them directly behind you. (*1)
<b>SURROUND BACK ANGLE</b>	91-179	Adjusts the angle of the surround back speakers. "91" positions the speakers directly to the side, and "179" positions them directly behind you. (*1)

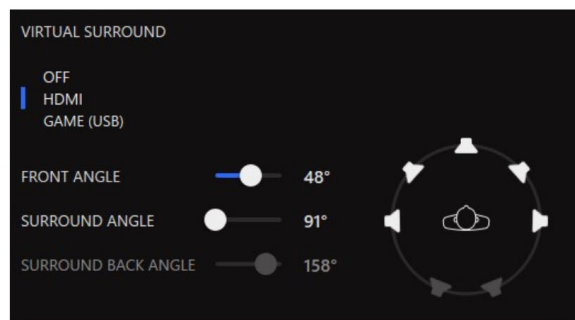
(\*1): This setting may not be available, depending on the number of channels input from HDMI.

### Examples of settings

#### OFF

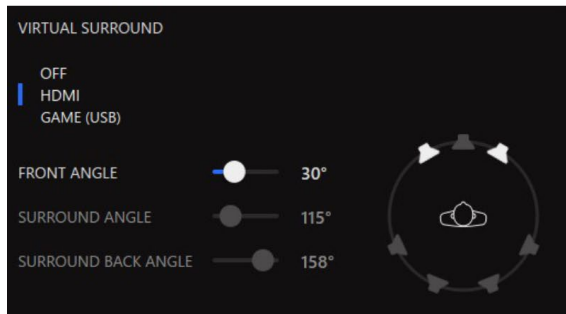


#### 5.1

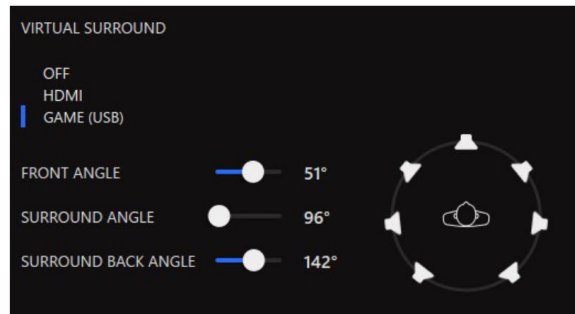


#### Stereo

(when using two-channel GAME or HDMI audio)



#### 7.1



## MEMO

You can save up to five game settings (equalizer, virtual surround) as presets, and recall them whenever you like.

- ▶ [Saving the game settings as a preset\(P.51\)](#)

You can also save the game presets as a single file.

- ▶ [Exporting a game preset file\(P.54\)](#)

## Outputting 5.1/7.1 audio from the HDMI connector of a Windows PC

To listen to the audio from your Windows computer on the BRIDGE CAST X in virtual surround sound, the computer must be outputting 5.1/7.1 audio.

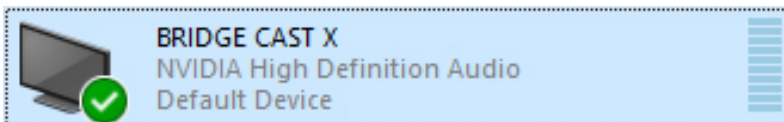
1. **Connect the HDMI output of your computer to either the HDMI IN 1 or 2 connector.**
2. **From the Start button → “Settings” → “System” → select “Sound”.**

### Windows 10:

3. **Select “Sound Control Panel”.**

### Windows 11:

3. **Select “More sound settings”.**
4. **From the “Playback” tab, select “BRIDGE CAST X”, and click the [Configure] button.**



The setup screen appears.

5. **For the audio channels, select either “5.1 Surround” or “7.1 Surround”.**
6. **Select all of the “Optional speaker” items.**
7. **Select all of the “Full-range speaker” items.**
8. **Press the [Done] button.**

## Using the Equalizer to Adjust the Game Sound

You can use the equalizer to adjust the tonal character of the game sound (input source: GAME<sup>\*1</sup>). This lets you emphasize important frequency ranges in the game or de-emphasize unnecessary frequency ranges.

You can also apply an equalizer to the input audio from HDMI IN (1, 2).

For instance, you can use this to suppress the sound of wind or other environmental noises during an FPS game, or make sounds like footsteps or gunshots easier to hear.

\*1: The equalizer is only applied to the game sound that's sent to the PERSONAL MIX bus.

### 1. On the menu screen, click the "GAME" tab to adjust the equalizer.



Menu	Value	Explanation
<b>GAME</b>	Off, On	Turns the equalizer on/off that's applied to the game sound (input source: GAME).
<b>HDMI</b>	Off, On	Turns the equalizer that's applied to the input audio from HDMI IN (1, 2) on/off.
<b>DETAIL</b>	Off, On	When this is on, you can set the center frequency and the Q (the frequency bandwidth).
<b>Gain (vertical sliders)</b>	-12~+12	Sets the amount of boost/cut for each frequency band.
<b>Frequency (horizontal sliders)</b>	Band 1	20~400Hz
	Bands 2~4	20~470Hz
	Bands 5~7	315Hz~3.3kHz
	Bands 8, 9	3.0~20.0kHz
	Band 10	800Hz~20.0kHz
<b>Q</b>	0.3~16.0	Adjusts the bandwidth used for boosting or attenuating each frequency band.

\* This setting is available when the "DETAIL" switch is enabled.

## MEMO

You can save up to five game settings (equalizer, virtual surround) as presets, and recall them whenever you like.

- ▶ [Saving the game settings as a preset\(P.51\)](#)

You can also save the game presets as a single file.

- ▶ [Exporting a game preset file\(P.54\)](#)

## Saving the game settings as a preset

You can save the current game settings (equalizer, virtual surround) as presets, and recall them whenever you like.

You can save up to five presets.

\* Editable presets are preregistered by factory default.

- ▶ Saving your settings as a preset
- ▶ Recalling a preset
- ▶ Initializing a preset

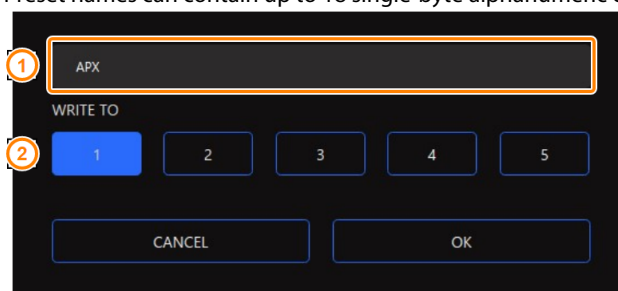
## Saving your settings as a preset

1. On the menu screen, click the “GAME” tab and then click the [WRITE] button.



2. Input the preset name and click the save destination preset number in “WRITE TO”.

Preset names can contain up to 18 single-byte alphanumeric characters or symbols.




3. Click the [OK] button.

This overwrites the game settings.

## MEMO

You can edit the preset names later.

To do this, click  next to the preset name, input the name in the rename window and click the [OK] button.

## Recalling a preset

1. On the menu screen, click the “GAME” tab and then click the preset you want to recall.



This recalls the effect settings.

## MEMO

When you edit the settings of a preset you recalled, the preset name changes from white to yellow.



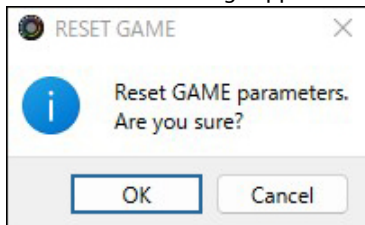
## Initializing a preset

Here's how to initialize a preset and restore the settings of presets 1–5 to their default state.

1. On the menu screen, click the "GAME" tab and then click the [RESET] button.

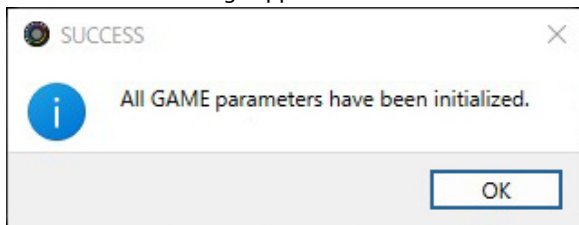


A confirmation message appears.



2. Click the [OK] button.

A confirmation message appears after the data has been initialized.



3. Click the [OK] button to close the message.

### MEMO

You can save the game presets as a single file.

- ▶ [Exporting a game preset file\(P.54\)](#)

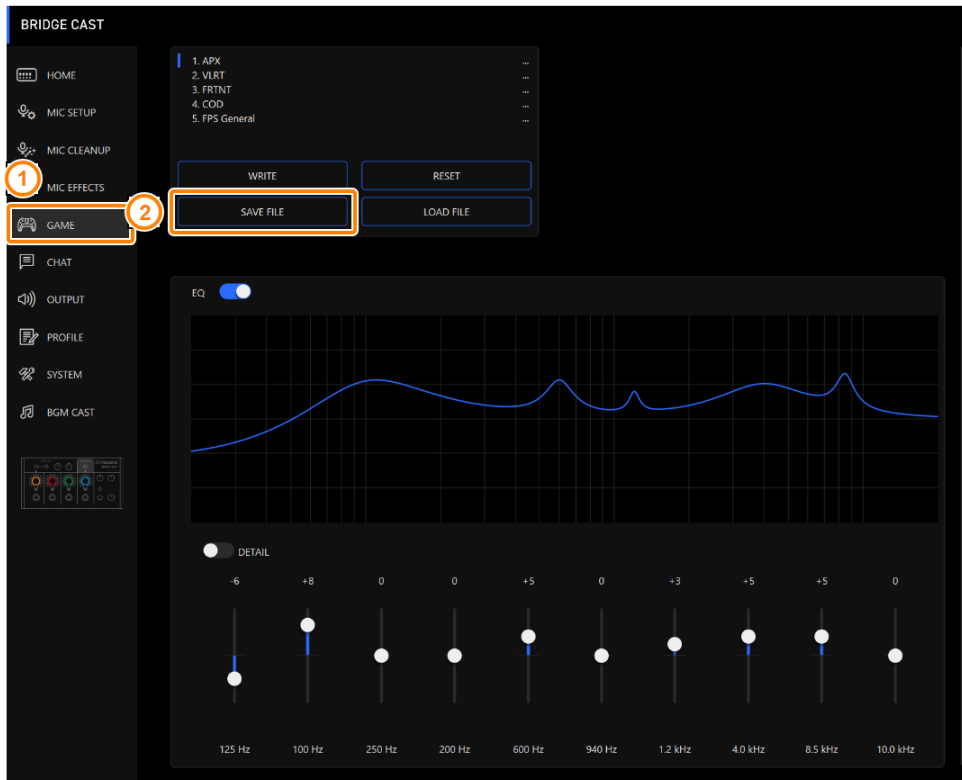
## Exporting a game preset file

You can save the game presets (1–5) as a single file (.brdgcEQ) to your computer. Use the BRIDGE CAST app when you want to reload the saved file into this unit.

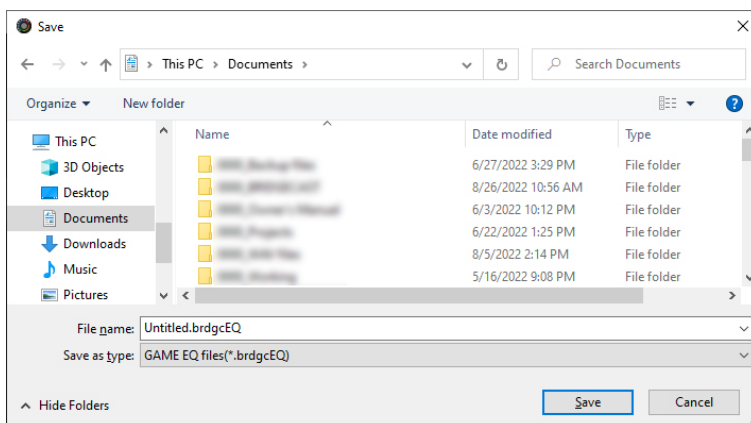
- ▶ Exporting a preset file
- ▶ Loading a preset file

### Exporting a preset file

1. On the menu screen, click the “GAME” tab and then click the [SAVE FILE] button.



2. In the Save dialog box, name the file and specify the save destination, and click the [Save] button.

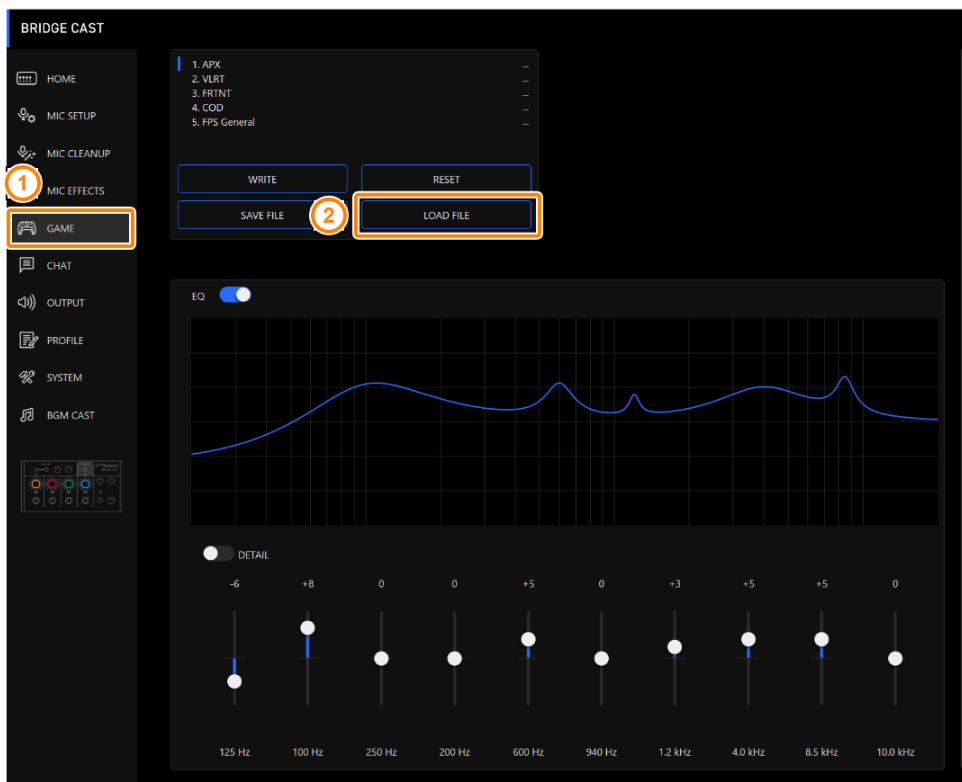


This saves the file (.brdgcEQ).

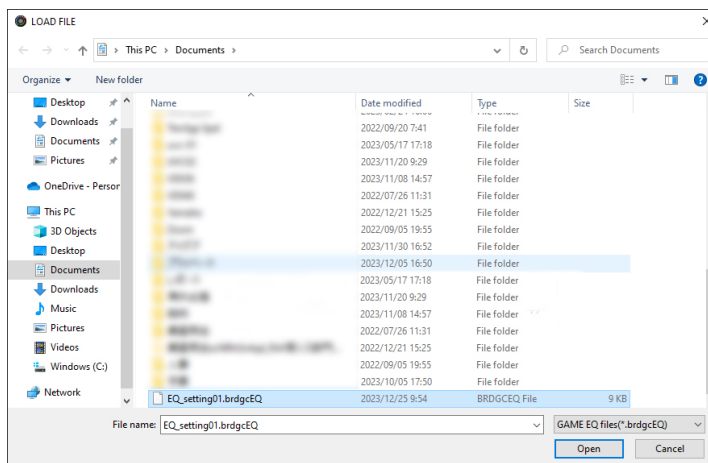
## Loading a preset file

Here's how to apply the settings you saved for the game presets (1–5) back to this unit.

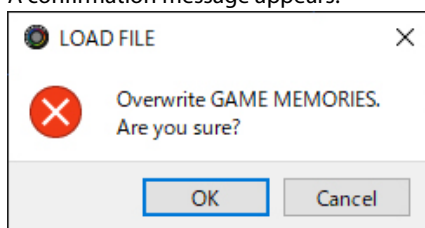
1. On the menu screen, click the “GAME” tab and then click the [LOAD FILE] button.



2. In the LOAD FILE dialog box, select the file you wish to load (.brdgcEQ), and then click the [Open] button.

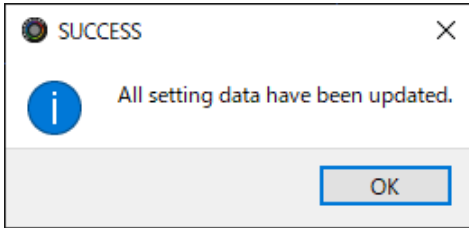


A confirmation message appears.



**3. Click the [OK] button.**

A confirmation message appears after the game preset settings have been applied.



**4. Click the [OK] button to close the message.**

Related links:

[Saving the game settings as a preset\(P.51\)](#)

# Adjusting the voice chat audio

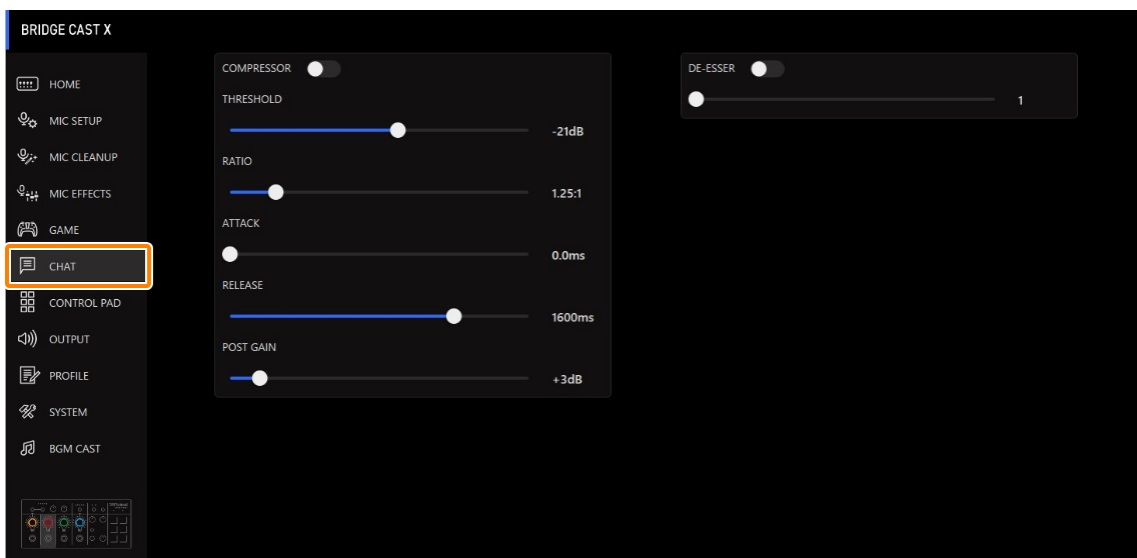
This section shows you how to adjust the voice chat sound (input source: CHAT) that's input from the USB port.

## ► Making the voice chat audio easier to hear(P.57)

### Making the voice chat audio easier to hear

Here's how to adjust the sound of the other party's voice in a voice chat (input source: CHAT). By leveling out the differences in volume between softer and louder voices as well as reducing sibilants (the sounds you hear when pronouncing "s" words and other hissing sounds), this can make the voice chat easier to listen to.

1. On the menu screen, click the "CHAT" tab and set the parameters in the respective menus.



Menu	Value	Explanation
<b>COMPRESSOR:</b> Makes louder sounds quieter. This reduces the difference between the louder and softer sounds, making the audio more listenable.		
<b>COMPRESSOR</b>	Off, On	Turns the compressor on/off.
<b>THRESHOLD</b>	-48~0 dB	Specifies the level used as the threshold at which the compressor is applied. Reduces the level of sounds that exceed the level you specify here.
<b>RATIO</b>	1.00:1~ Inf:1	Sets the ratio at which the sound level is reduced, when it crosses the threshold. For example, if you set "RATIO" to "2.00:1", audio levels that cross the threshold are reduced by 1/2.
<b>ATTACK</b>	0~100 ms	Sets how long it takes for the compressor to be applied.  * Times are approximate. This also changes depending on the volume.
<b>RELEASE</b>	50~5000 ms	Sets how long it takes for the compressor effect to be cancelled.  * Times are approximate. This also changes depending on the volume.
<b>POST GAIN</b>	+0~+30 dB	Adjusts the final output volume level after applying the compressor.
<b>DE-ESSER:</b> Reduces sibilant noise (the sounds you hear when pronouncing "s" words and other hissing sounds).		
<b>DE-ESSER</b>	Off, On	Turns the de-esser on/off.
<b>LEVEL</b>	1~10	Adjusts the intensity of the de-esser effect.

# CONTROL PAD settings

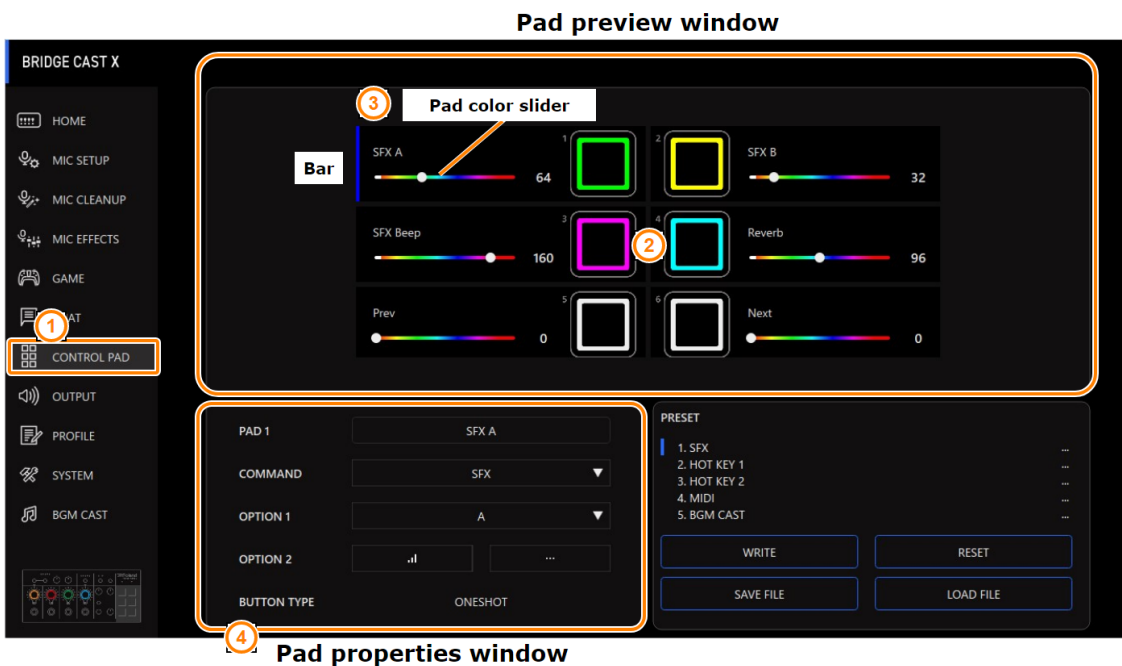
This section explains the settings for using the control pads.

- ▶ [Assigning functions to the control pads\(P.58\)](#)
- ▶ [Saving the control pad settings as a preset\(P.64\)](#)
- ▶ [Exporting a control pad preset file\(P.67\)](#)

## Assigning functions to the control pads

Here’s how to assign functions to the control pads [1]–[6].

1. From the menu screen, click the “CONTROL PAD” tab.



2. Click the pad to which you want to assign the function.

A blue bar is shown corresponding to the pad you select.

3. Use the pad color sliders to set the pad illumination colors.
4. In the pad properties window, set the function to assign.

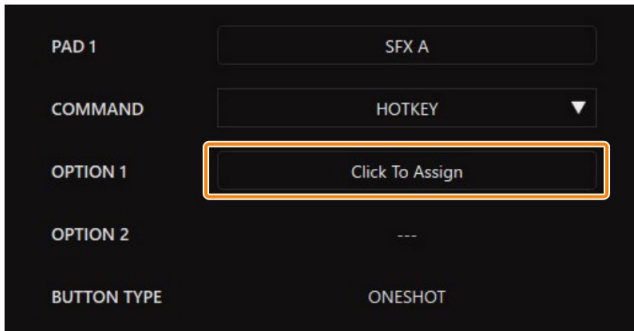
Item	Explanation
<b>PAD 1–6</b>	Edits the name of the selected pad.
<b>COMMAND</b>	Specifies the main function of the pad. You can set functions such as muting audio for a specified channel (MUTE), playing a sound effect (SFX) or switching between profiles (PROFILE). ▶ <a href="#">List of commands(P.60)</a>
<b>OPTION 1, 2</b>	Configures the COMMAND detailed settings.
<b>BUTTON TYPE</b>	This shows the pad actions. The pad actions change depending on the COMMAND settings. You can select the pad actions according to the command.
	TOGGLE The function toggles on/off each time you press the pad.
	ONESHOT The function turns on each time you press the pad.
	HOLD The function turns on only while you’re pressing the pad.

## Assigning hot keys

By setting the function of a pad to “HOTKEY”, you can press the pad just once to execute an action easily, instead of using keyboard shortcuts (a combination of key presses).

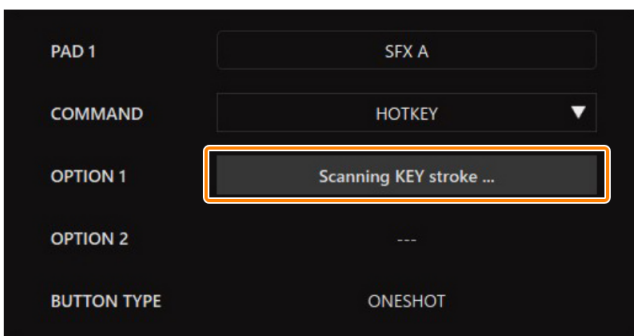
### 1. Set COMMAND to “HOTKEY”.

“Click to Assign” is shown for OPTION 1.



### 2. Click “Click to Assign” for OPTION 1.

### 3. When “Scanning KEY Stroke...” is shown, use the keyboard to input a shortcut key.

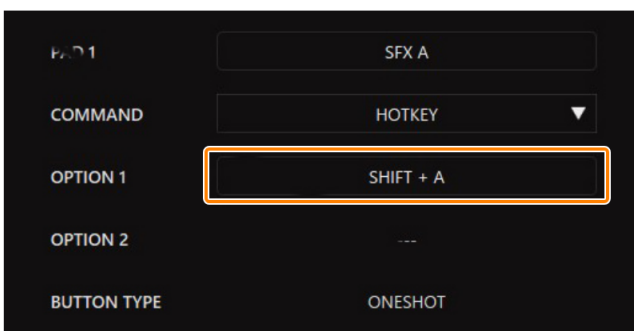


To use other modifier keys such as Shift, Control, Alt or the Windows key in combination, hold down the desired modified key and press the desired keystroke.

The key is registered when you press any other key besides a modifier key.

The modifier keys for a Mac are Shift, Command and Option.

### 4. Check whether the key combination you inputted (such as Shift + A) is shown for OPTION 1.



### 5. To set a different hot key, click the OPTION 1 input box again.

Once “Scanning KEY Stroke...” is shown, you can input the key combination.

## List of commands

COMMAND	OPTION 1	OPTION 2	BUTTON TYPE	Function	Pad illumination (*1)	
					When pad is not pressed TOGGLE ON	When pad is pressed TOGGLE OFF
<b>MUTE</b>	MIC	ALL, STREAM, PERSONAL	TOGGLE	Mutes/unmutes the audio for the specified channel. OPTION 1: Selects the channel to mute.  OPTION 2: Selects what to mute (all, STREAM MIX bus audio, PERSONAL MIX bus audio).	Brightness 1	Goes dark when mute is on
	AUX					
	CHAT					
	GAME					
	MUSIC					
	SYSTEM					
	SFX					
	CONS/MOBI					
	HDMI					
	OUTPUT_ALL					
	STREAM					
LINE OUT						
PHONES						
<b>SFX</b>	A, B	Sound effect (SFX) volume setting button SFX setting button	ONESHOT	Triggers a brief sound effect. OPTION 2: Click the SFX volume setting button and the SFX setting button to set the volume and effect sound for SFX A and B. Refer to <a href="#">“SFX volume setting button(P.30)”</a> and <a href="#">“Registering sound effects to play using the control pads(P.62)”</a> for the setting operations.	Brightness 1	Brightness 2
	BEEP	–	HOLD (long-press)	The sound effect plays for as long as you hold down (long-press) the pad.	Brightness 1	Brightness 2
<b>SOUND EFFECTS</b>	A-D	–	ONESHOT, HOLD	The sound effect that you set in <a href="#">“SOUND EFFECTS(P.88)”</a> on the BGM CAST screen plays. The BUTTON TYPE changes according to the “SHOT” setting in SOUND EFFECTS. ONESHOT (SHOT on): The sound effect plays to the end when you press a pad.  HOLD (SHOT off): The sound effect plays only while the pad is pressed.	Brightness 1	Brightness 2
<b>PROFILE</b>	1-5, +, -	–	ONESHOT	OPTION 1: 1-5 Switches to the profile for the specified number. OPTION 1: +, - Switches to the next profile number (+1) or the previous profile number (-1).	Brightness 1	Brightness 2
<b>GAME EQ</b>	1[ON/OFF]- 5[ON/OFF]	–	TOGGLE	Switches the specified game preset number on/off.  * The preset is turned ON right after it switches.	Brightness 1	Brightness 3
	+, -	–	ONESHOT	Switches to the next game preset number (+1) or to the previous preset number (-1).  * The preset is turned ON right after it switches.		



<b>MIC EFFECTS</b>	1[ON/OFF]– 5[ON/OFF]	–	TOGGLE	Switches the specified mic effect preset number on/off.  * The preset is turned ON right after it switches.	Brightness 1	Brightness 3
	+, -	–	ONESHOT	Switches to the next mic effect preset number (+1) or to the previous preset number (-1).  * The preset is turned ON right after it switches.		
<b>PAD</b>	1–5, +, -	–	ONESHOT	OPTION 1: 1–5 Switches to the specified CONTROL PAD preset number. OPTION 1: +, - Switches to the next CONTROL PAD preset number (+1) or to the previous preset number (-1).	Brightness 1	Brightness 2
<b>MIDI CC</b>	ch1–16	(CC) 0–127	ONESHOT, HOLD	ONESHOT: When you press the button, the CC (MIDI control change message) number that's specified in OPTION 2 is transmitted to the ch (channel) specified in OPTION 1, with a value of 127.  HOLD: When you press the button, the CC (MIDI control change message) number is transmitted to the specified ch (channel), with a value of 127. When you take your finger off the button, the CC (MIDI control change message) number is transmitted to the specified ch (channel), with a value of 0.	Brightness 1	Brightness 2
<b>HOTKEY</b>	<a href="#">Hot key settings</a> (P.59)	–	ONESHOT	Recalls the keyboard shortcut keys assigned to the pad.	Brightness 1	Brightness 2
<b>REVERB</b>	ON/OFF	–	TOGGLE	Turns the mic effect reverb on/off.	Reverb ON: brightness 1	Brightness 3
<b>BGMCAST PLAY/STOP</b>	PLAY/STOP	–	TOGGLE	Starts/stops BGM CAST playback.	During playback: brightness 1	
	NEXT SONG	–	ONESHOT	Switches to the next BGM CAST song.	Brightness 1	Brightness 2

### (\*1): Notes on pad brightness settings

**Brightness 1:** The pad lights up at the brightness specified in BRIGHTNESS (system settings).

**Brightness 2:** The pad lights up at the brightness specified in BRIGHTNESS (system settings), minus 2.

**Brightness 3:** The pad lights up at the brightness specified in BRIGHTNESS (system settings), minus 3.

## Registering sound effects to play using the control pads

You can register a sound effect that you like and make it play back when you press a control pad on this unit.

- \* To register the sound effects, you must set the control pad function to “SFX A” or “SFX B”.

### MEMO

- Sound effects are saved in the memory (SFX A, SFX B) of this unit. The method of playing back these sound effects is different from Roland Cloud.
- The memories in this unit contain preset sounds when the unit is shipped from the factory.

## Music files that can be registered

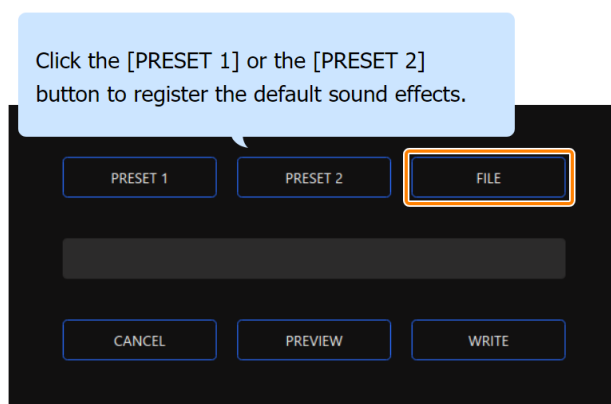
<b>Format (extension)</b>	WAV (.wav)
<b>Sample rate</b>	44.1, 48 kHz
<b>Bit rate</b>	16 bits
<b>Maximum playback time</b>	5 sec.

## Registering a sound effect

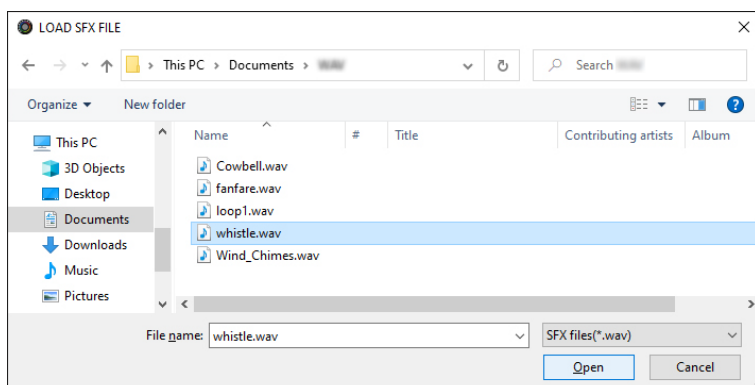
1. Click  for **OPTION 2**.

A SFX setting dialog box appears.

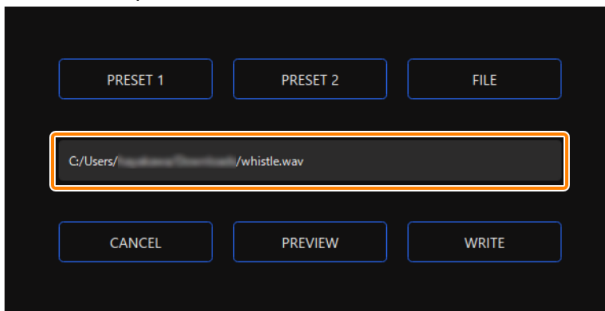
2. Click the **[FILE]** button.



3. In the **LOAD SFX FILE** dialog box, select the **WAV** file you wish to register, and then click the **[Open]** button.



The WAV file path is shown.

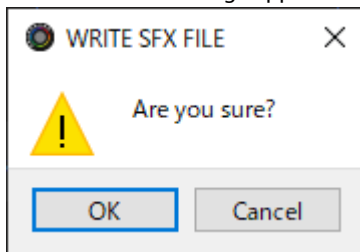


Click the [PREVIEW] button to playback a preview of the WAV file you set.  
You can adjust the preview volume in "SYSTEM\*1" of the input source.

\*1: When the connection setting for the USB I port is "MOBILE/CONSOLE" and the connection setting for the USB II port is "MOBILE", the input source is "USB".

4. Click the [WRITE] button.

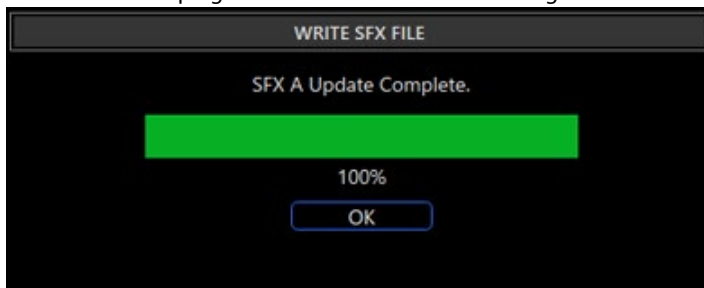
A confirmation message appears.



5. Click the [OK] button.

The WAV file is written to internal memory (SFX A or SFX B). A confirmation message appears after the data has been written.

**NOTE:** Do not unplug the USB cable while data is being written.



6. Click the [OK] button to close the message.

## Saving the CONTROL PAD settings as a preset

You can save the current CONTROL PAD settings as presets and recall them as needed.

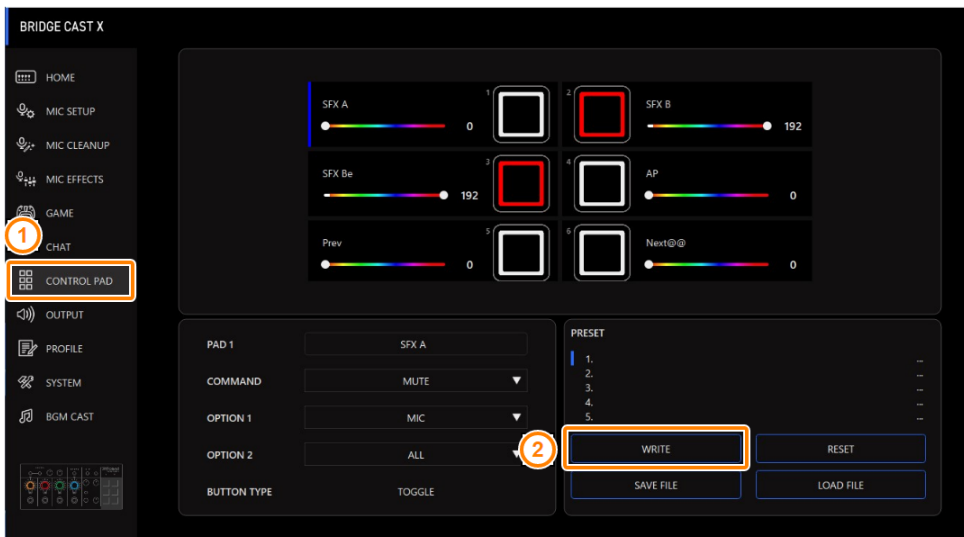
You can save up to five presets.

- \* Editable presets are preregistered by factory default.

- ▶ Saving your settings as a preset
- ▶ Recalling a preset
- ▶ Initializing a preset

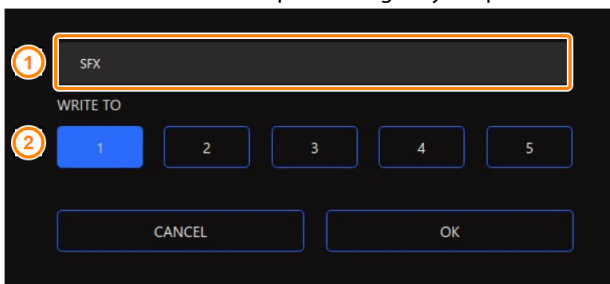
## Saving your settings as a preset

1. On the menu screen, click the “CONTROL PAD” tab and then click the [WRITE] button.



2. Input the preset name and click the save destination preset number in “WRITE TO”.

Preset names can contain up to 18 single-byte alphanumeric characters or symbols.




3. Click the [OK] button.

This overwrites the CONTROL PAD settings.

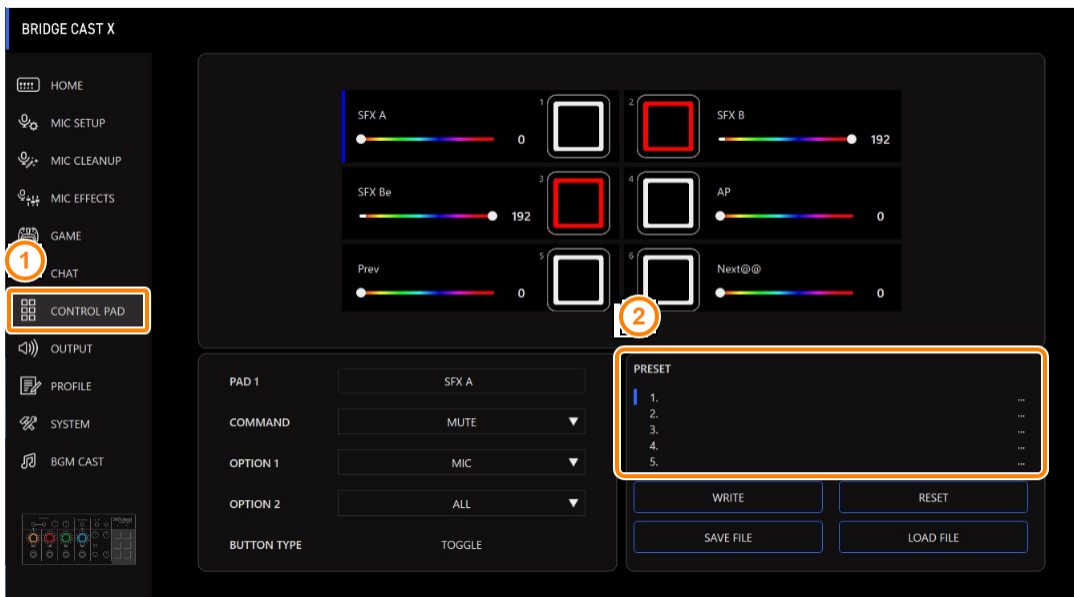
### MEMO

You can edit the preset names later.

To do this, click  next to the preset name, input the name in the rename window and click the [OK] button.

## Recalling a preset

1. On the menu screen, click the “CONTROL PAD” tab and then click the preset you want to recall.



This recalls the CONTROL PAD settings.

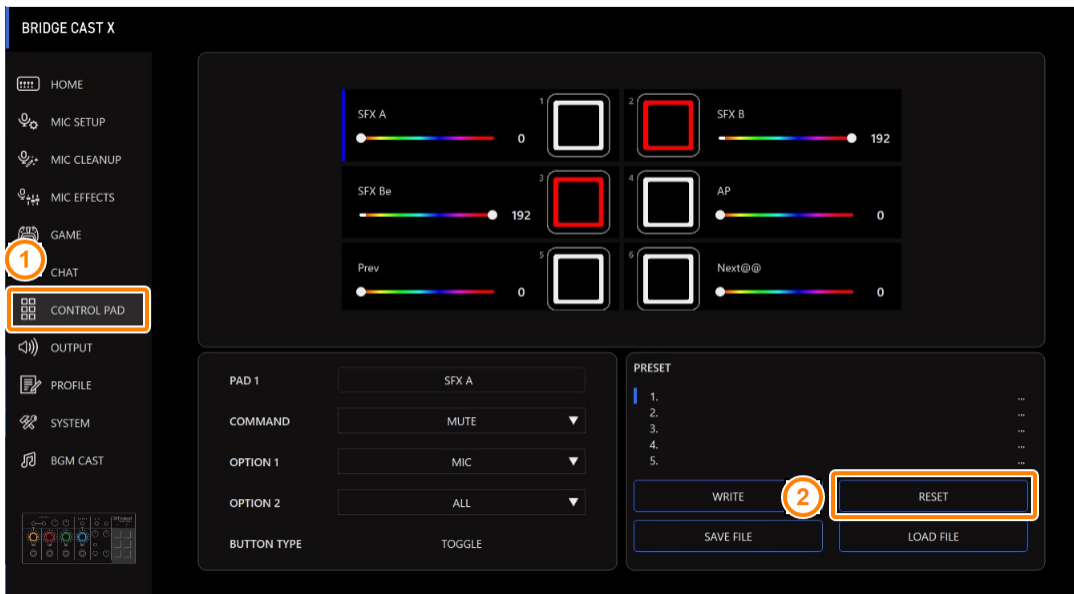
### MEMO

When you edit the settings of a preset you recalled, the preset name changes from white to yellow.

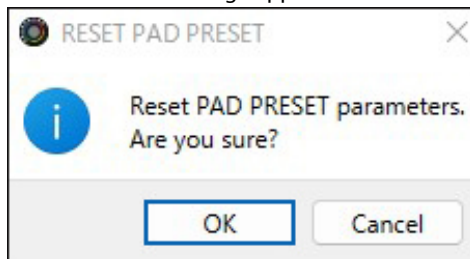
## Initializing a preset

Here's how to initialize a preset and restore the settings of presets 1–5 to their default state.

1. On the menu screen, click the “CONTROL PAD” tab and then click the [WRITE] button.



A confirmation message appears.



2. Click the [OK] button.

A confirmation message appears after the data has been initialized.



3. Click the [OK] button to close the message.

Related links:

[Exporting a CONTROL PAD preset file\(P.67\)](#)

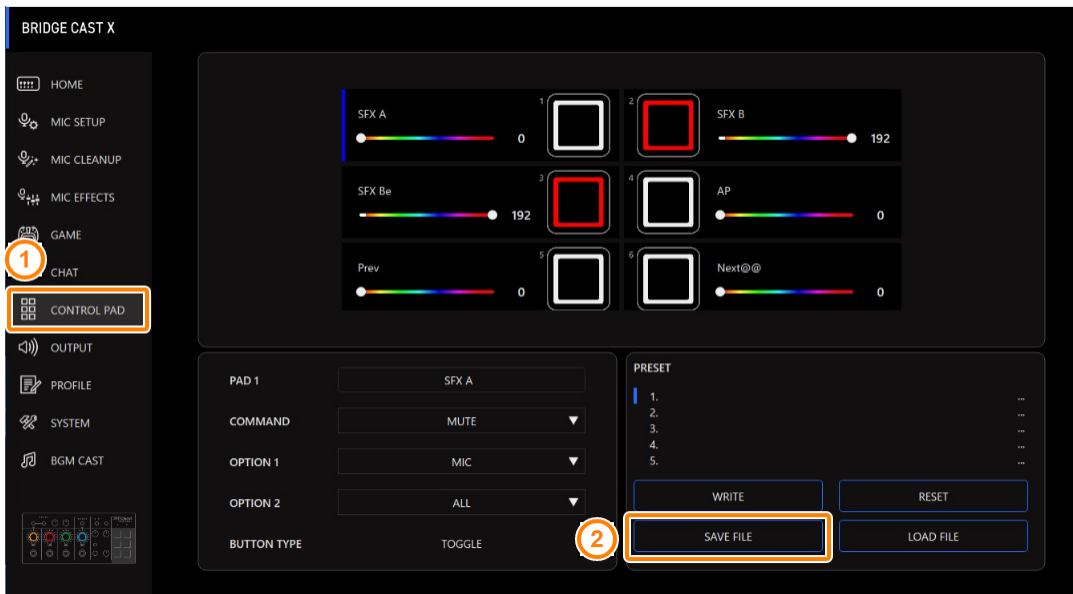
## Exporting a CONTROL PAD preset file

You can save the CONTROL PAD presets (1–5) as a single file (.brdgcPad) to your computer. Use the BRIDGE CAST app when you want to reload the saved file into this unit.

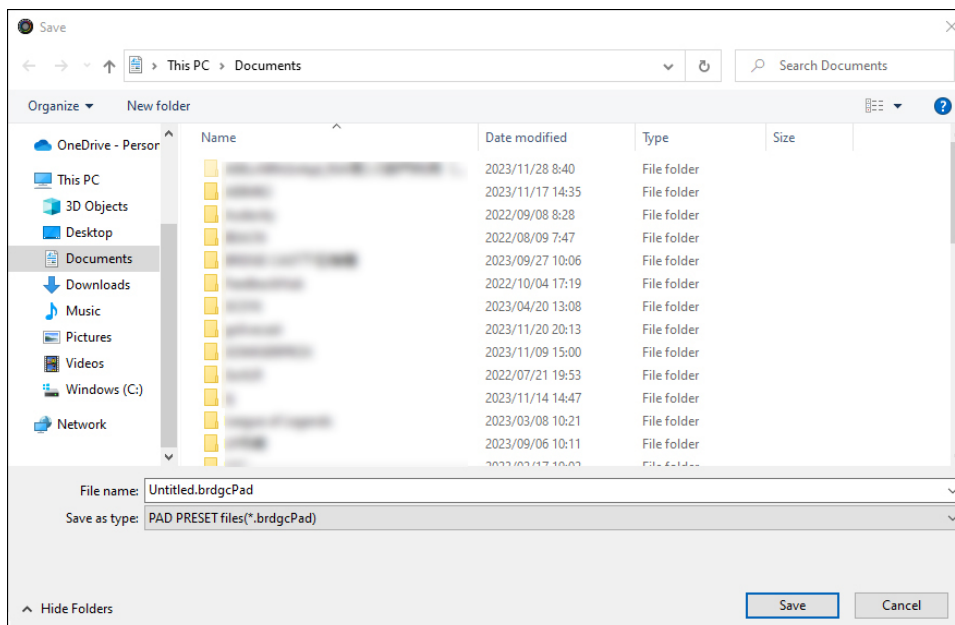
- ▶ Exporting a preset file
- ▶ Loading a preset file

### Exporting a preset file

1. On the menu screen, click the “CONTROL PAD” tab and then click the [SAVE FILE] button.



2. In the Save dialog box, name the file and specify the save destination, and click the [Save] button.

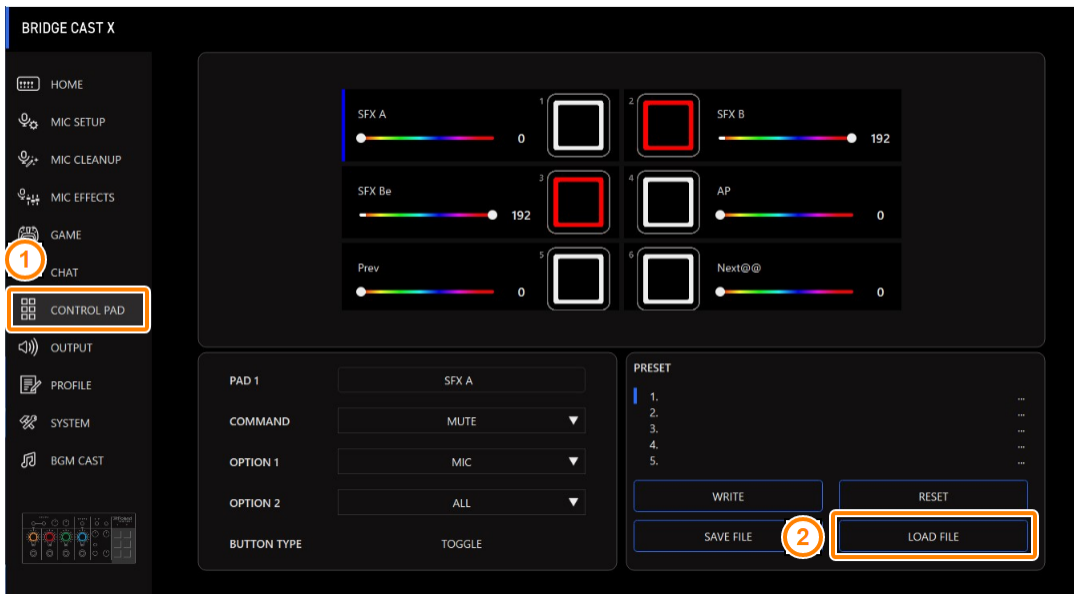


This saves the file (.brdgcPad).

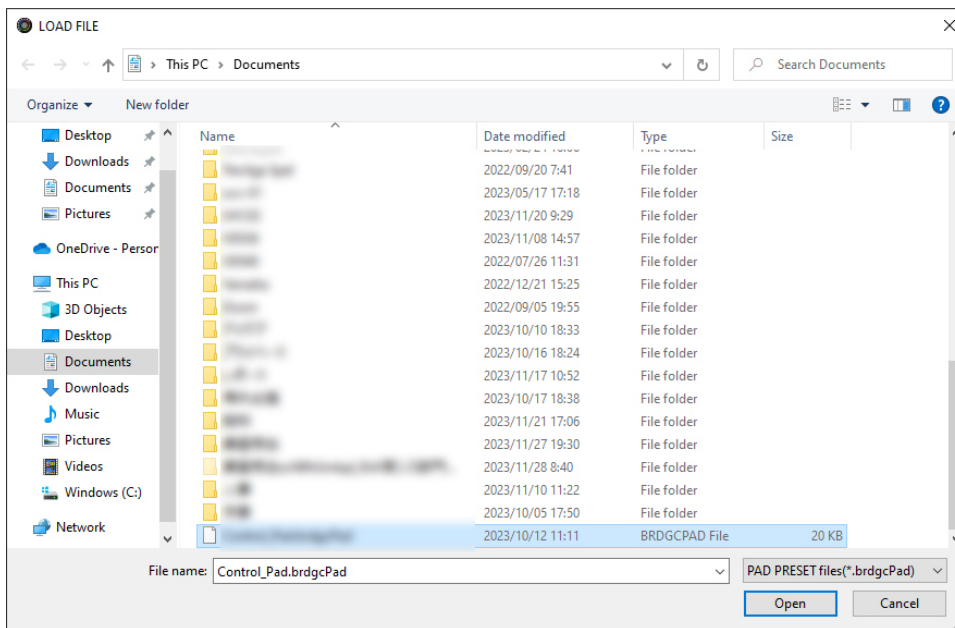
## Loading a preset file

Here's how to apply the settings you saved for the CONTROL PAD presets (1–5) back to this unit.

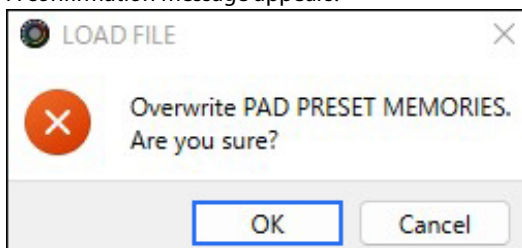
1. On the menu screen, click the “CONTROL PAD” tab and then click the [LOAD FILE] button.



2. In the LOAD FILE dialog box, select the file you wish to load (.brdgcPad), and then click the [Open] button.



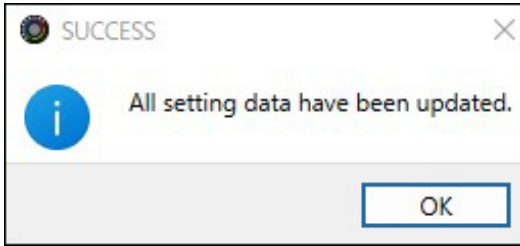
A confirmation message appears.





**3. Click the [OK] button.**

A message appears after the CONTROL PAD preset settings have been applied.

**4. Click the [OK] button to close the message.**

Related information:

[Saving the CONTROL PAD settings as a preset\(P.64\)](#)

# Output settings

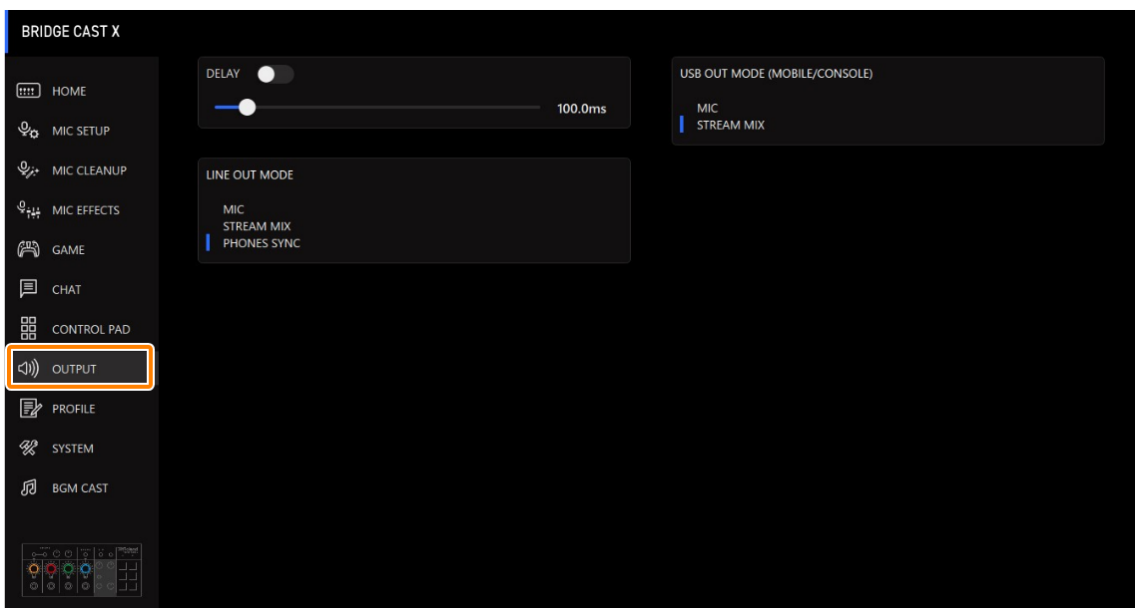
This section explains about the audio output settings.

► [Editing the output audio settings\(P.70\)](#)

## Editing the output audio settings

This shows you how to set the delay time for the output audio and modify the audio that's output from the LINE OUT jack and USB port.

1. On the menu screen, click the "OUTPUT" tab and set the parameters in the respective menus.



Menu	Value	Explanation
<b>DELAY</b>	Off, On	Turns the delay on/off. When this is "On", the audio output is delayed by the specified time.  * Delay is applied to the STREAM MIX bus audio that's output from the USB port.  <b>Correcting timing discrepancies between video and audio</b> When streaming games on your computer, you might notice that what you see on the game screen is not in sync with the game sound (the audio signal that's input from the BRIDGE CAST X to your computer). By applying delay to the audio output, you can make the timing of the video and audio match.
	0.0–1000.0 ms	Adjusts the delay time (audio latency).
<b>LINE OUT MODE</b>	This selects the audio to be output from the LINE OUT jack.	
	MIC	Mic audio (not routed through a bus)
	STREAM MIX	STREAM MIX bus audio
	PHONES SYNC	Same audio as the headphones output
<b>USB OUT MODE (MOBILE/CONSOLE)</b>	When the connection setting for the USB I port is "MOBILE/CONSOLE" or the connection setting for the USB II port is "MOBILE", this sets the audio that's output from the USB port or ports.	
	MIC	Mic audio (not routed through a bus)
	STREAM MIX	STREAM MIX bus audio

# Configuring a profile

This section explains how to create and use profiles.

- ▶ [Creating a profile\(P.71\)](#)
- ▶ [Exporting a profile\(P.75\)](#)

## Creating a profile

The profile function lets you save your own custom settings. By creating profiles for different uses, you can recall your custom settings for each, simply by switching between profiles.

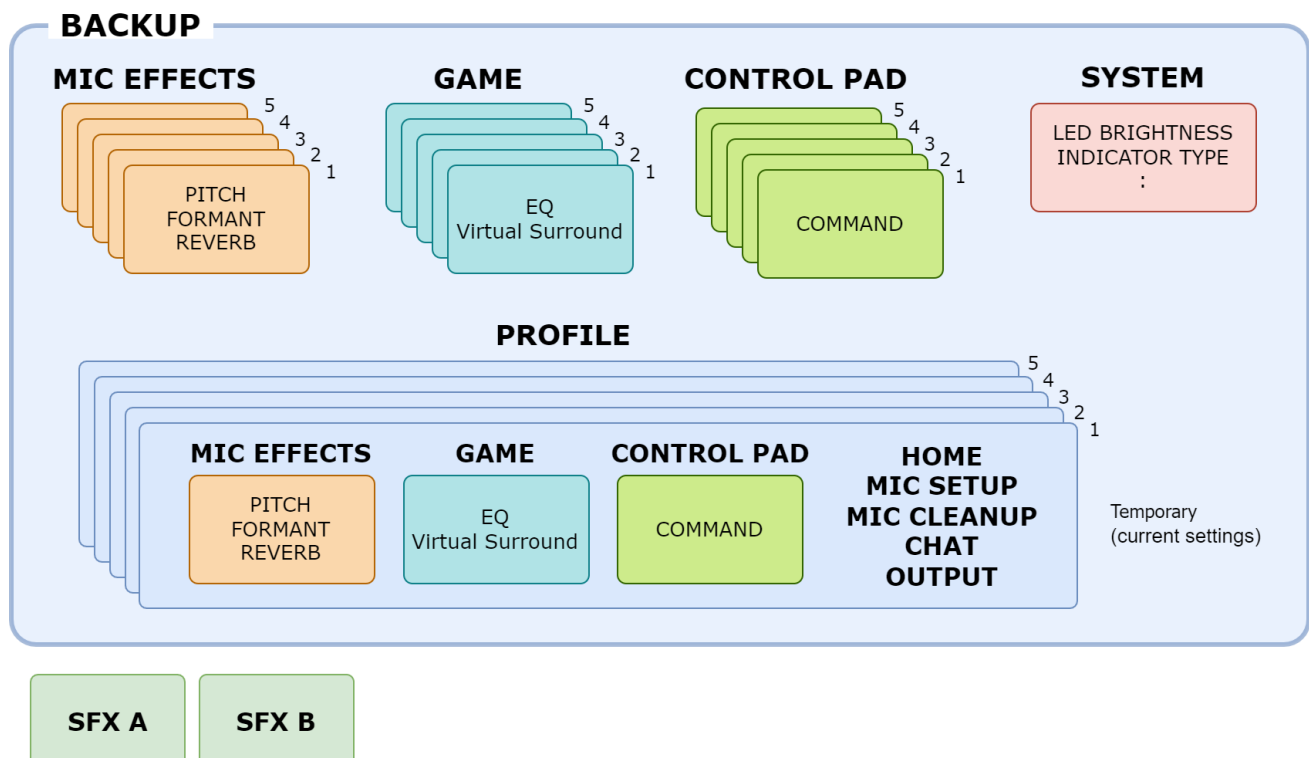
You can create up to five profiles.

- ▶ [Content that is saved to a profile](#)
- ▶ [Creating a profile](#)
- ▶ [Switching between profiles](#)
- ▶ [Initializing a profile](#)

## Content that is saved to a profile

Profiles contain the settings shown in the “PROFILE” area, in the illustration below.

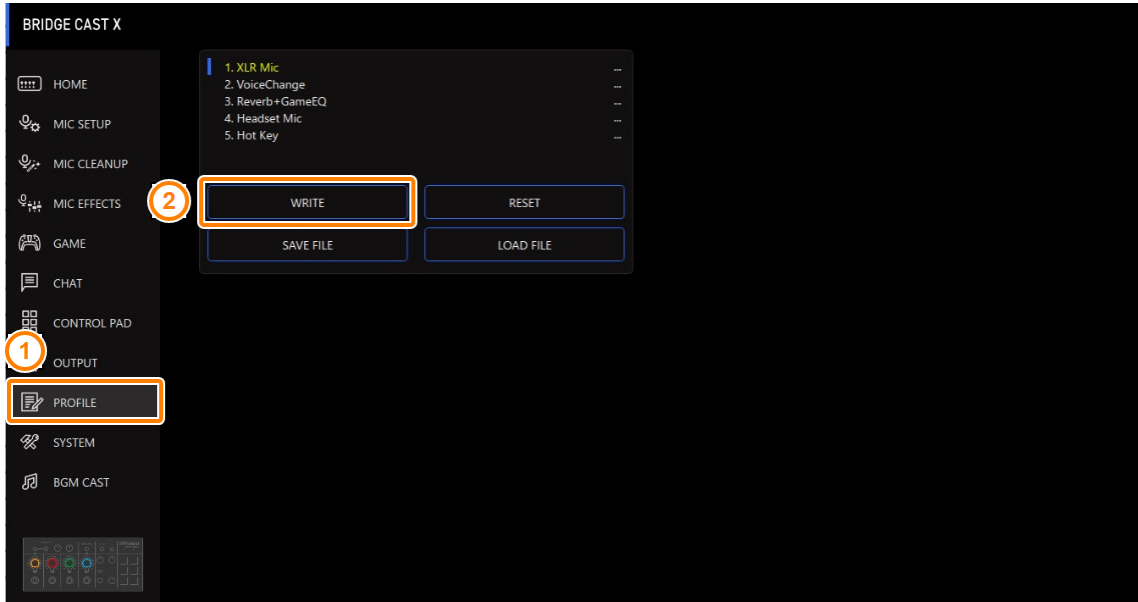
\* The preset names are not saved for the mic effect and GAME.



## Creating a profile

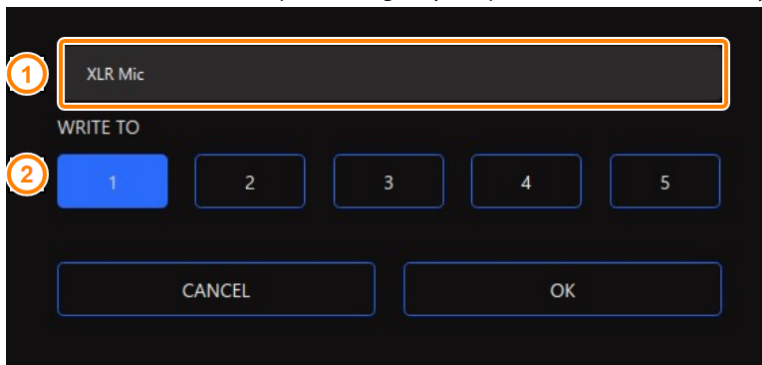
\* Editable profiles are preregistered by factory default.

1. **Customize the settings on this unit.**
2. **On the menu screen, click the "PROFILE" tab and then click the [WRITE] button.**



3. **Input the profile name and click the save destination memory number in "WRITE TO".**

Profile names can contain up to 18 single-byte alphanumeric characters or symbols.




4. **Click the [OK] button.**

This overwrites the profile.

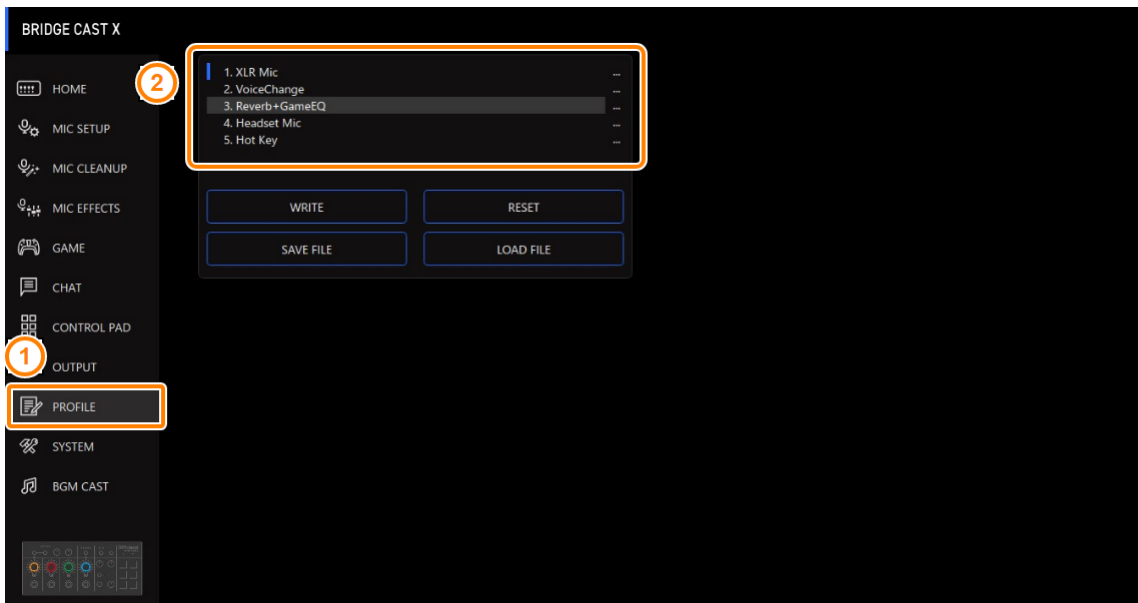
### MEMO

You can edit the profile names later.

To do this, click  next to the profile name, input the name in the rename window and click the [OK] button.

## Switching between profiles

1. On the menu screen, click the "PROFILE" tab and then click the profile you want to switch to.



This switches between settings on this unit.

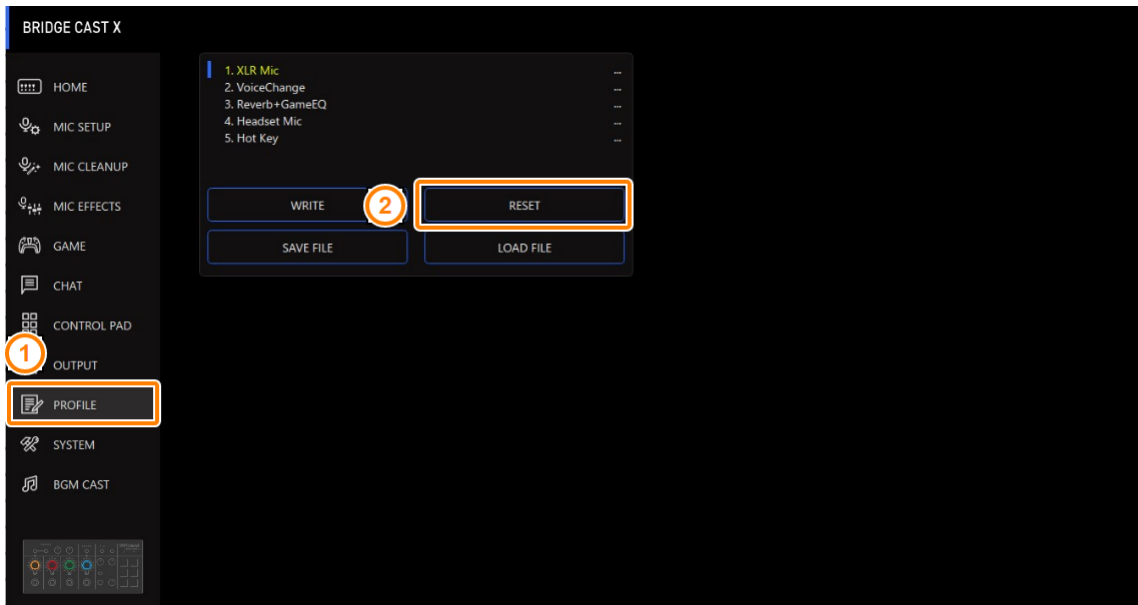
### MEMO

When you edit the settings of a profile you recalled, the profile name changes from white to yellow.

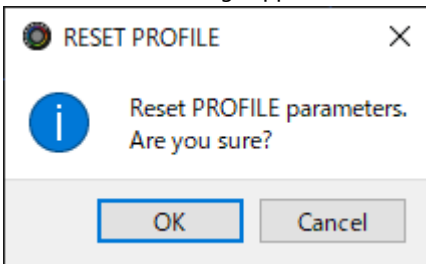
## Initializing a profile

Here's how to initialize a profile and restore the settings of profiles 1–5 to their default state.

1. On the menu screen, click the "PROFILE" tab and then click the [RESET] button.

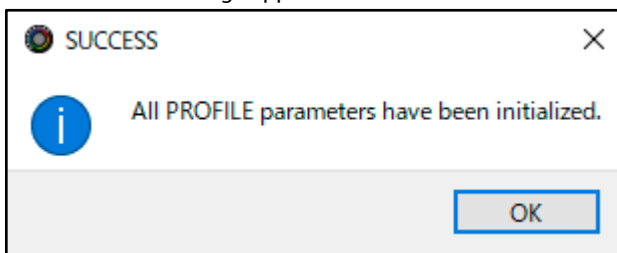


A confirmation message appears.



2. Click the [OK] button.

A confirmation message appears after the data has been initialized.



3. Click the [OK] button to close the message.

### MEMO

You can save the profiles (1–5) as a single file.

- ▶ [Exporting a profile\(P.75\)](#)

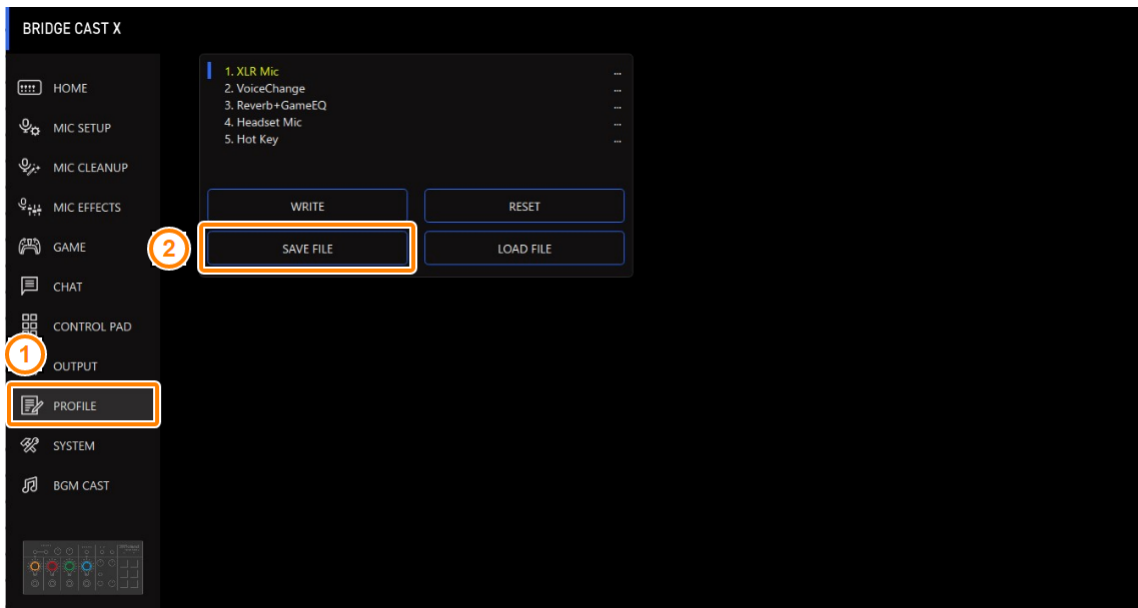
## Exporting a profile

You can save the profiles (1–5) as a single file (.brdgcProfile) to your computer. Use the BRIDGE CAST app when you want to reload the saved file into this unit.

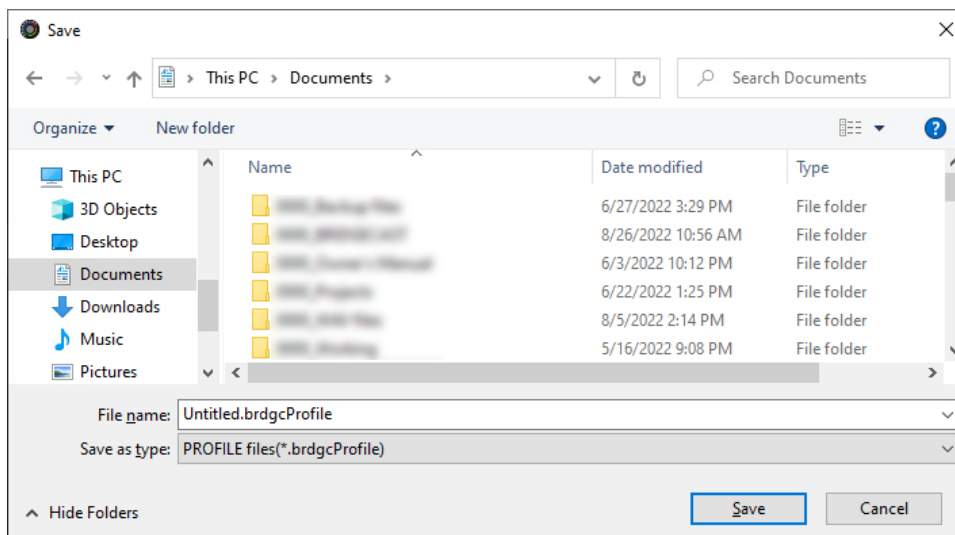
- ▶ Exporting a profile
- ▶ Loading a profile

## Exporting a profile

1. On the menu screen, click the “PROFILE” tab and then click the [SAVE FILE] button.



2. In the Save dialog box, name the file and specify the save destination, and click the [Save] button.

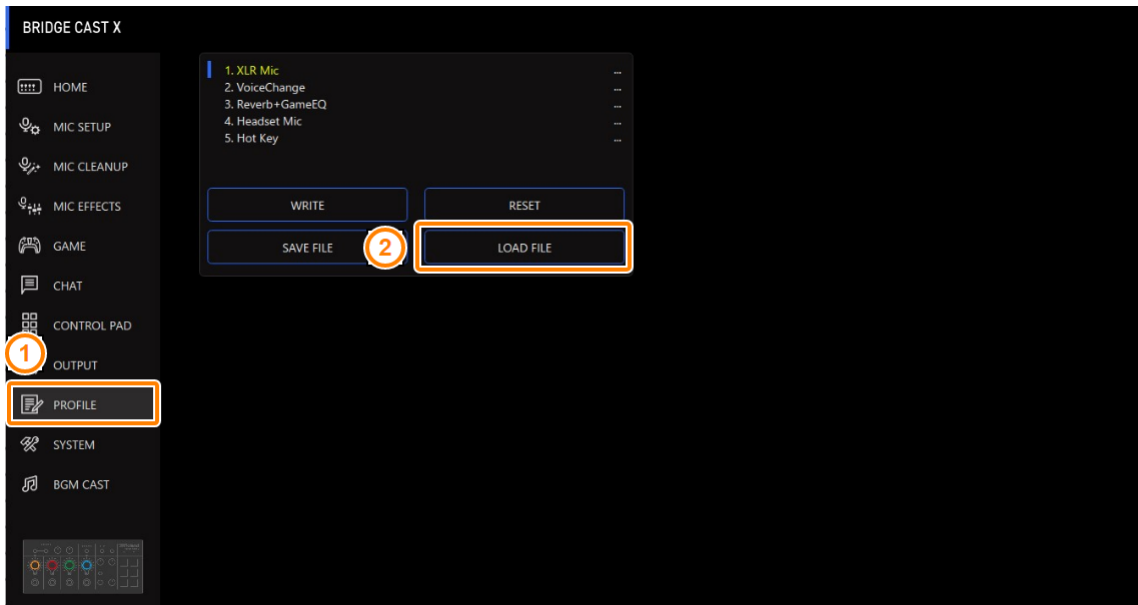


This saves the file (.brdgcProfile).

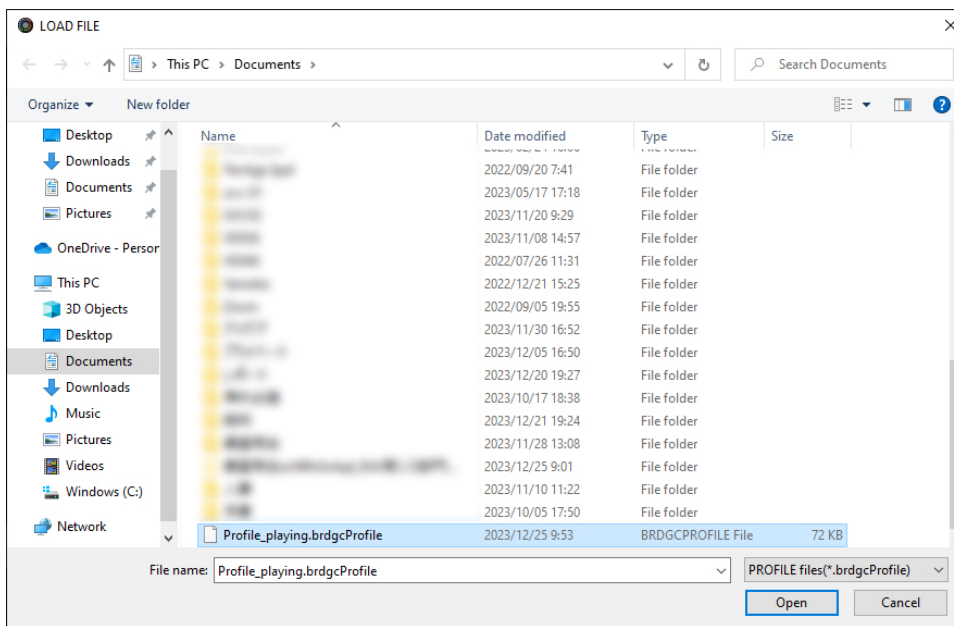
## Loading a profile

Here's how to apply the settings you saved for the profile (1–5) back to this unit.

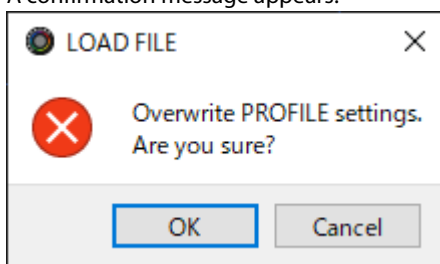
1. On the menu screen, click the "PROFILE" tab and then click the [LOAD FILE] button.



2. In the LOAD FILE dialog box, select the file you wish to load (.brdgcProfile), and then click the [Open] button.



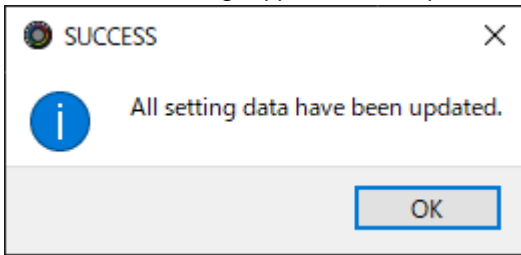
A confirmation message appears.





**3. Click the [OK] button.**

A confirmation message appears after the profile settings have been applied.

**4. Click the [OK] button to close the message.**

Related information:

[Creating a profile\(P.71\)](#)

# System settings

This section explains about the system-related operations and settings on the BRIDGE CAST X.

- ▶ [Backing up/restoring the settings on this unit\(P.78\)](#)
- ▶ [Restoring the factory settings \(Factory Reset\)\(P.82\)](#)
- ▶ [Other Settings\(P.83\)](#)

## Backing up/restoring the settings on this unit

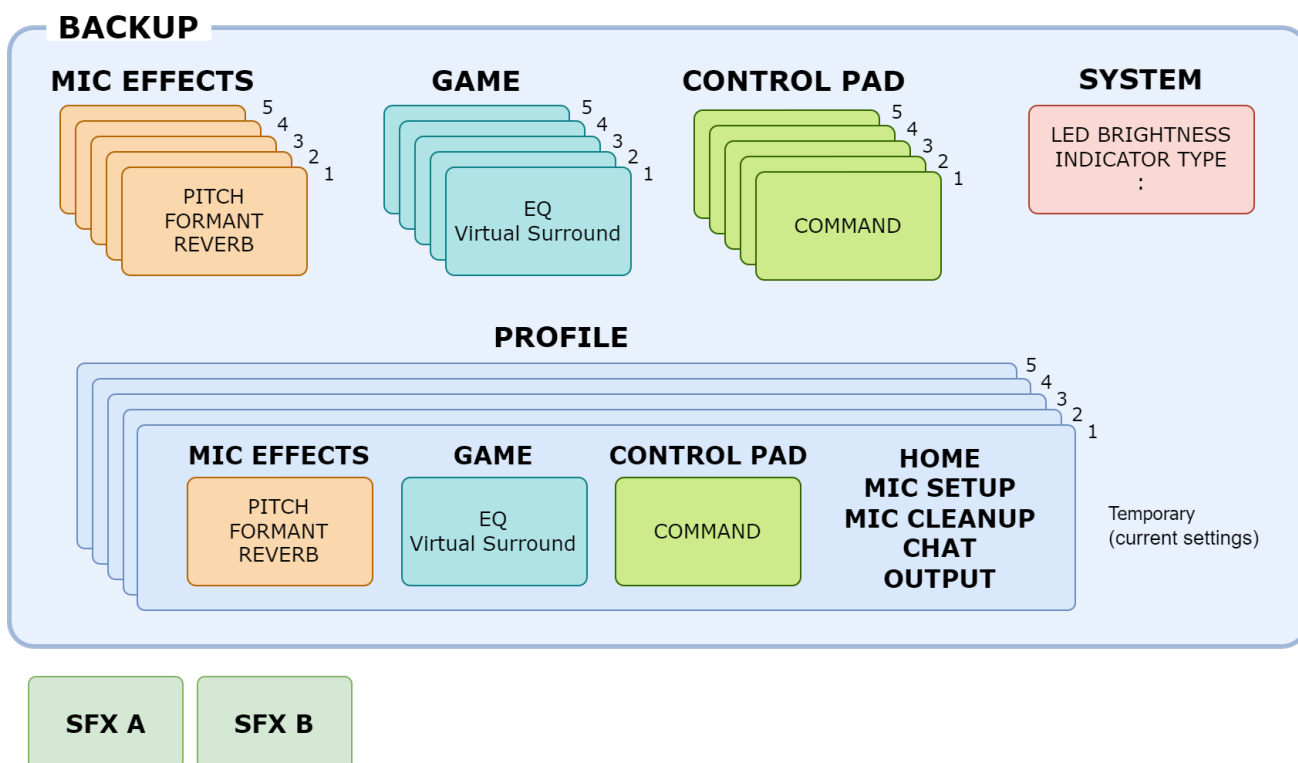
You can back up the settings on this unit as a single file (.brdgcBackup). You can access the backed up file and restore it into the unit via the BRIDGE CAST app for use.

- ▶ [Contents that are backed up](#)
- ▶ [Backing up](#)
- ▶ [Restoring](#)

### Contents that are backed up

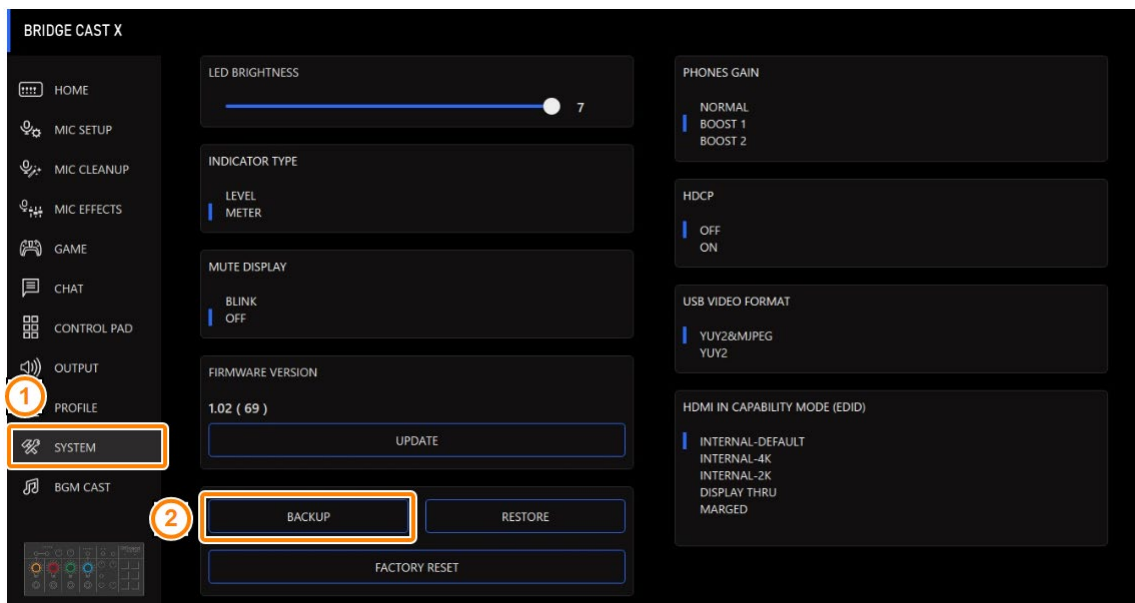
The settings that are backed up are shown in the illustration below.

\* Sound effects (the WAV files for SFX A and SFX B) are not backed up.

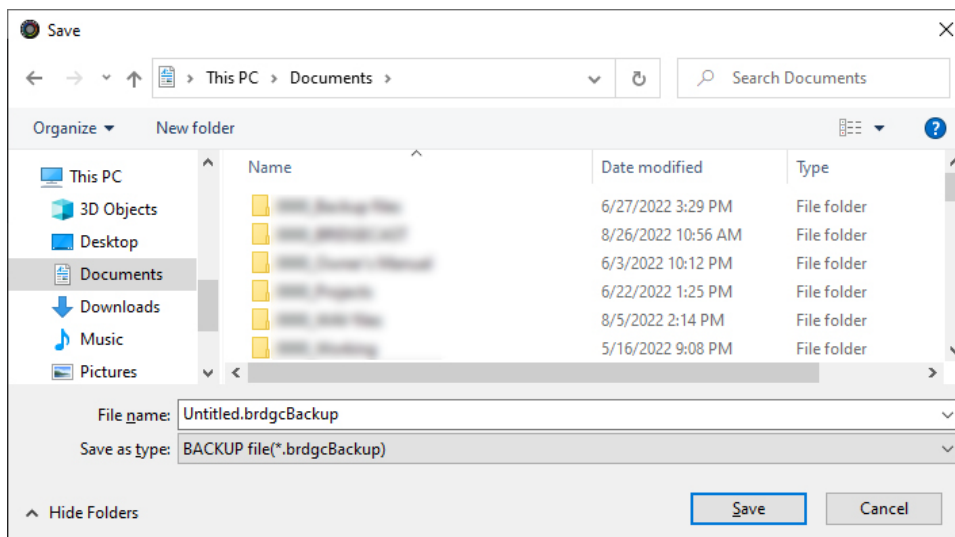


## Backing up

1. On the menu screen, click the "SYSTEM" tab and then click the [BACKUP] button.



2. In the Save dialog box, name the file and specify the save destination, and click the [Save] button.

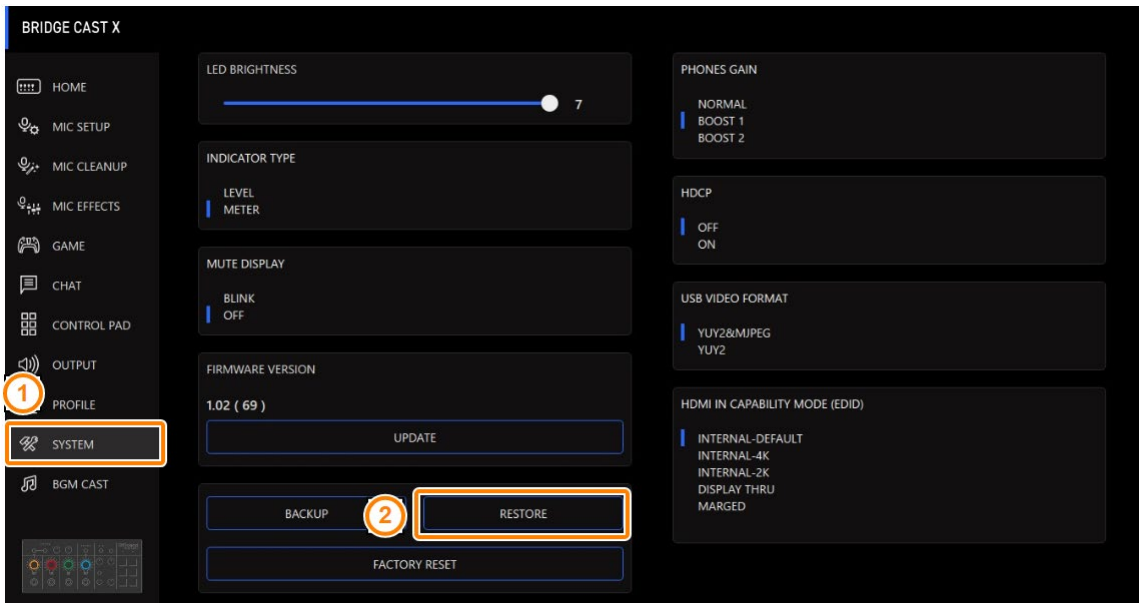


This backs up the file (.brdgcBackup).

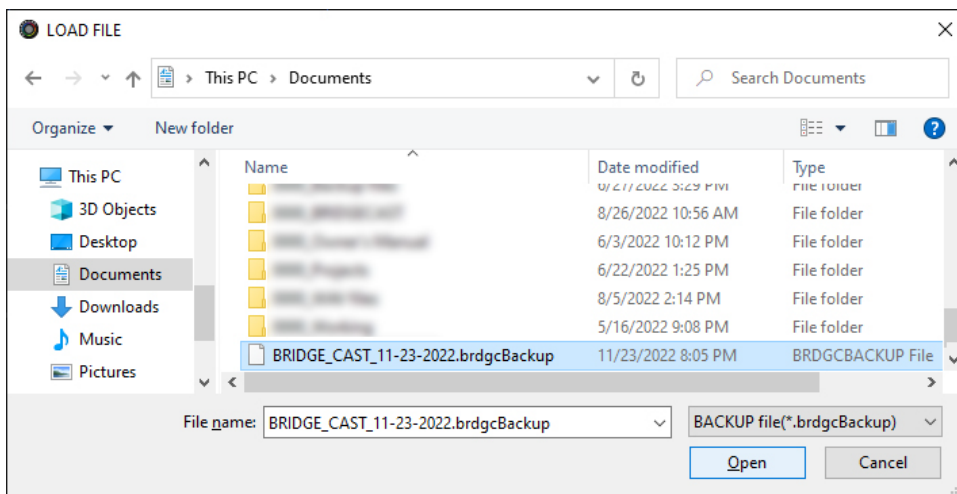
## Restoring

Here's how to restore the settings for this unit that you backed up. Restoring the settings overwrites the current settings.

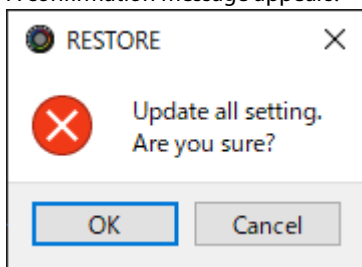
1. On the menu screen, click the "SYSTEM" tab and then click the [RESTORE] button.



2. In the LOAD FILE dialog box, select the file you wish to load (.brdgcBackup), and then click the [Open] button.

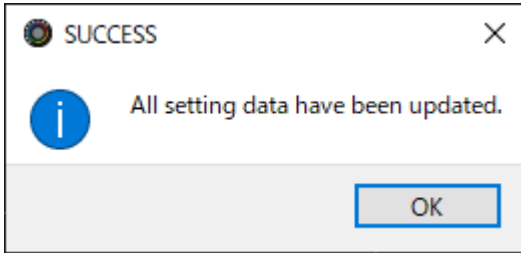


A confirmation message appears.



3. Click the [OK] button.

A confirmation message appears after the data has been restored.



4. Click the [OK] button to close the message.

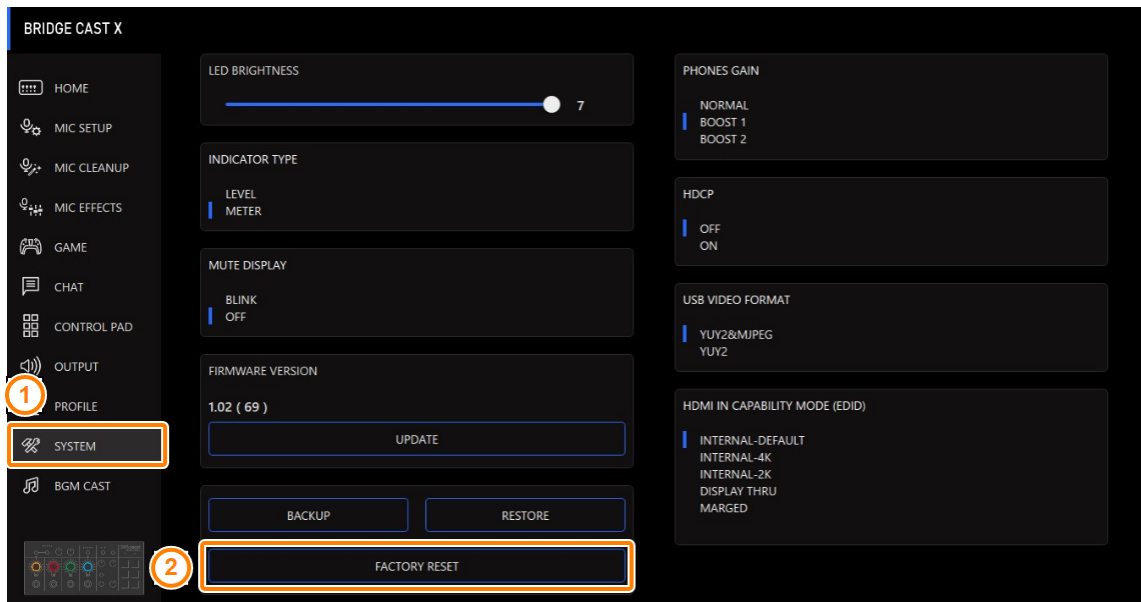
## Restoring the factory settings (Factory Reset)

This shows you how to restore this unit to its factory settings.

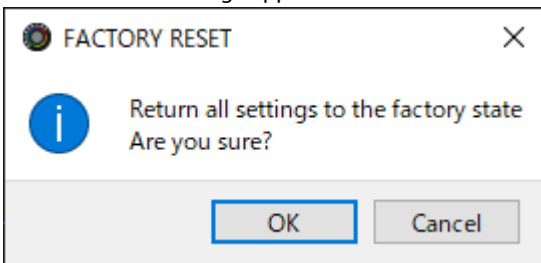
- \* When you execute a factory reset, all of the settings except for the sound effects (SFX A, SFX B) are restored to their factory settings. We recommend that you back up any important settings beforehand that you may have made.

For details on how to back up the data, refer to “[Backing up/restoring the settings on this unit\(P.78\)](#)”.

1. On the menu screen, click the “SYSTEM” tab and then click the [FACTORY RESET] button.



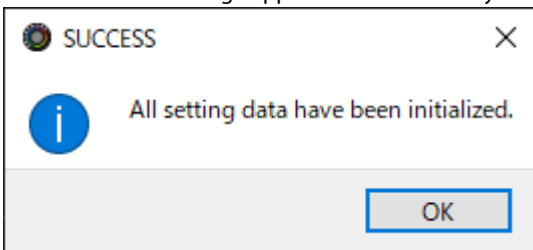
A confirmation message appears.



To cancel, click the [Cancel] button.

2. Click the [OK] button.

A confirmation message appears after the factory reset is finished.

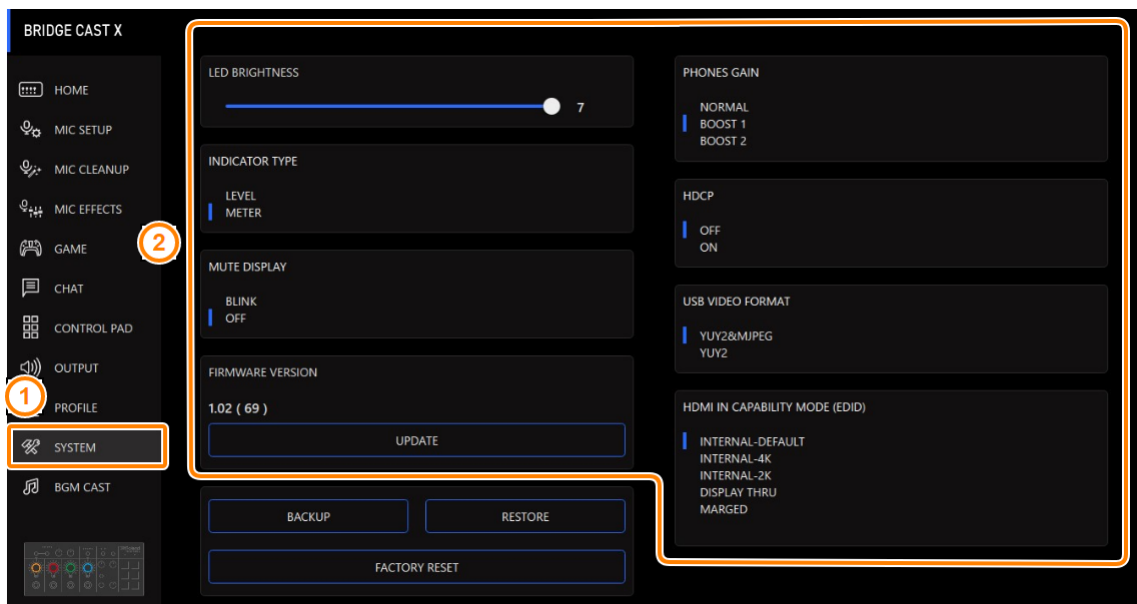


3. Click the [OK] button to close the message.

## Other Settings

These are the settings for the brightness of the indicators on the BRIDGE CAST X as well as for what the level meters display.

1. On the menu screen, click the “SYSTEM” tab and set the parameters in the respective menus.



Menu	Value	Explanation
LED BRIGHTNESS	0–7	Adjusts the brightness of all indicators.  * Even with the minimum setting of “0”, the indicators do not go completely dark.
INDICATOR TYPE	LEVEL	The volume is always shown.
	METER	The level meters operate as a level meter that shows the input levels for each channel. The volume is shown instead when you operate the CH [1]–[4] knobs on this unit.
MUTE DISPLAY	When mute is on, this sets how the color indicators light up.	
	BLINK	The color indicators blink.
	OFF	The color indicators go dark.
PHONES GAIN	Normal Boost 1 Boost 2	When this is set to “Boost 1” or “Boost 2”, this amplifies the headphone volume.  
HDCP	Specifies whether HDCP is enabled (ON) or disabled (OFF).	
	ON	Copy-protected (HDCP) video can be input. HDCP is also added to the video that is output.  * Video is not output from the USB II port. * Audio is not output from the USB I and II ports.
	OFF	Video is output without adding copy protection (HDCP). Note that you cannot input copy-protected video to this unit.
USB VIDEO FORMAT	Sets the formats that can be selected from the output destination’s livestreaming app.	
	YUY2 & MJPEG	YUY2 and Motion JPEG can be selected.
	YUY2	Only YUY2 can be selected.

<b>HDMI IN CAPABILITY MODE (EDID)</b>	Selects the HDMI formats (resolution and frame rate) that can be inputted to the BRIDGE CAST X. The selected formats (EDID) are transmitted to the device that's connected to the HDMI IN connector.	
	* To output a video signal with a frame rate of 60 Hz or greater to HDMI THRU, select either "DISPLAY THRU" or "MERGED". Note that video is not output from the USB II port in this case.	
	INTERNAL-DEFAULT	Video format that can be output from the USB II port
	INTERNAL-4K	Video format that can be output from the USB II port, in 4K (2160p)
	INTERNAL-2K	Video format that can be output from the USB II port, in 2K (1080p)
	DISPLAY THRU	A format that can be received by a monitor connected to the HDMI THRU connector
MERGED	A format that includes both the "INTERNAL-DEFAULT" and "DISPLAY THRU" formats	
<b>[UPDATE] button</b>	-	Updates the system program of the BRIDGE CAST X. Click the [UPDATE] button and follow the instructions shown.
<p><b>NOTE</b></p> <p>Make sure to use the computer that's connected to the USB II port when updating.</p>		



# Using background music and sound effects from Roland Cloud (BGM CAST)

You can use the background music and sound effects on the BRIDGE CAST X that are available via Roland Cloud.



**Signing in to Roland Cloud (P.85)**

▶ **Using background music (P.86)**

▶ **Using sound effects (P.88)**

▶ **Making the settings for Roland Cloud and background music (P.90)**

## NOTE

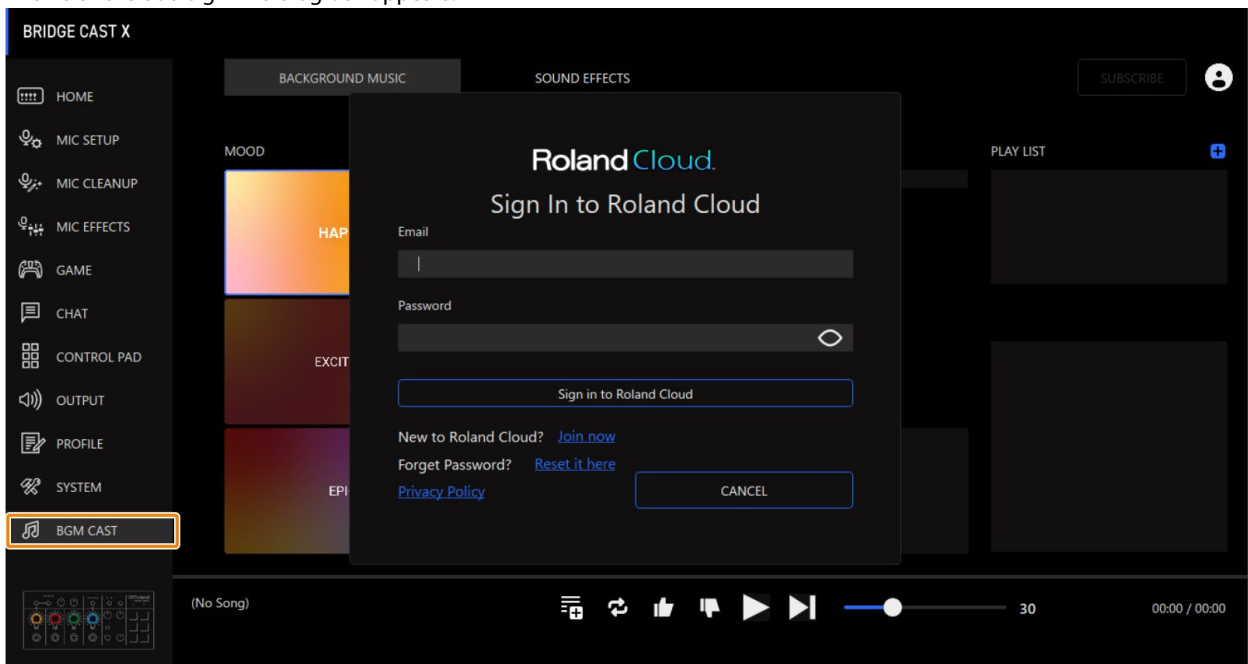
Please be aware that in some countries or regions, it might not be possible to use Roland Cloud at this time.

## Signing in to Roland Cloud

Sign in to Roland Cloud.

### 1. On the menu screen, click the “BGM CAST” tab.

The Roland Cloud sign-in dialog box appears.



### 2. Sign in to your Roland account.

If you don't have a Roland account, click “Join now”.

## Using background music

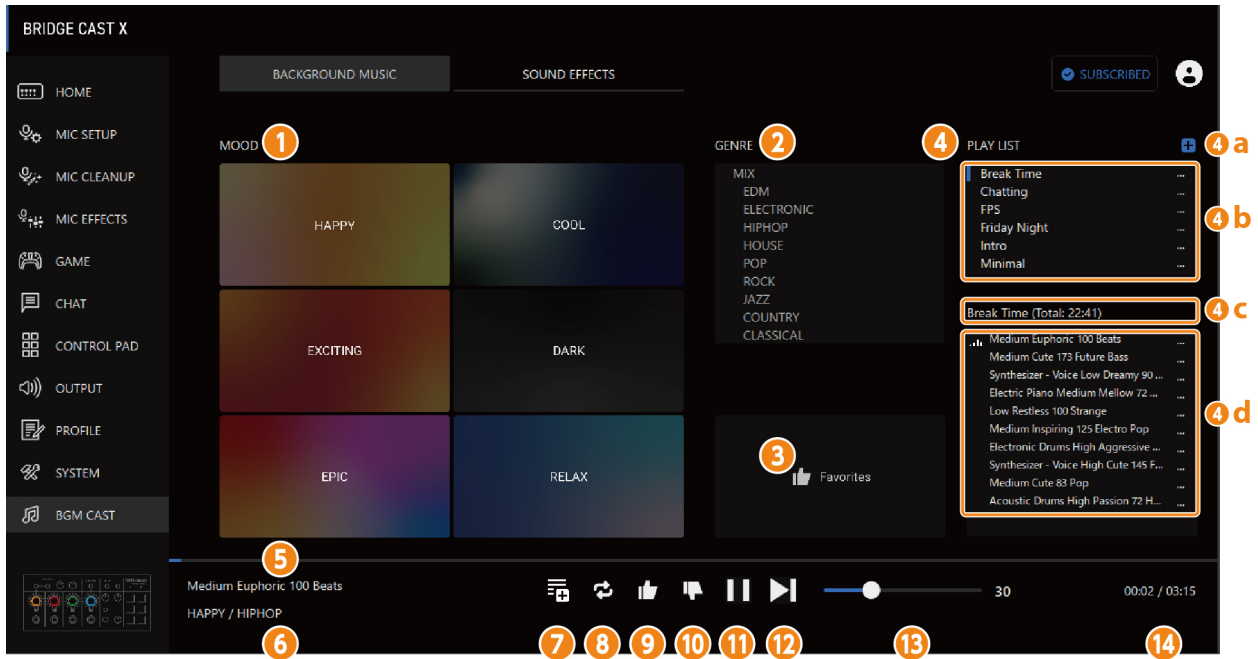
You can use the background music (songs) on the BRIDGE CAST X that's available via Roland Cloud.

Many background music tracks are available. You can use MOOD and GENRE to narrow down the options to find the track you desire.

### MEMO

- The background music from Roland Cloud is streamed during playback via the app.
- The Roland Cloud background music is input to the "MUSIC" input source. By assigning "MUSIC" to the CH [1]–[4] knobs, you can adjust the volume of the background music on this unit.

#### 1. On the menu screen, click the "BGM CAST" tab, and then click the "BACKGROUND MUSIC" tab.



Name	Explanation
1 <b>MOOD</b>	Selects the mood of the background music you desire.
2 <b>GENRE</b>	Filters the available background music by genre that matches the mood you selected.
<h3>MEMO</h3> <ul style="list-style-type: none"> <li>• The "GENRE" changes according to the mood you select.</li> <li>• When you select "MIX", this selects the background music for all genres within the mood you selected.</li> </ul>	
3 <b>[Favorites] button</b>	Plays back all background music tracks that you marked by pressing the [Favorites] button.
<h3>MEMO</h3> <p>The background music plays regardless of mood and genre.</p>	
4 <b>PLAYLIST</b>	<p><b>a</b> Creates a new playlist. You can click [More] to change the playlist name or delete the playlist.</p> <p><b>b</b> Shows the list of all playlists.</p> <p><b>c</b> The name of the currently selected playlist is shown. The total time for the background music in the playlist is shown within parentheses.</p> <p><b>d</b> Shows a list of background music that's registered in the currently selected playlist. You can drag and drop to change the order of the background music. Click [More] to delete background music.</p>

Name	Display	Explanation
5	<b>Background music name</b> Example: 	Shows the name (song title) of the background music.
6	<b>MOOD/GENRE</b> Example: 	Shows the mood and genre of the selected background music.
7	<b>Add song to playlist</b> 	Adds the current background music to the playlist.
8	<b>Repeat one song</b> 	Repeatedly plays back the current background music.
9	<b>Liked</b> 	Press this to mark the current background music as a track you like. Press the [Favorites] button to play back all background music for which you've pressed the  button.
10	<b>Disliked</b> 	Press this to mark the current background music as a track you don't like. The background music for which you pressed the  button is not selected from the next time onward.
11	<b>Play</b> 	Plays back the background music.
12	<b>Next song</b> 	Plays back the next background music track.
13	<b>Volume</b> Example: 	Adjusts the volume of the background music.
14	<b>Elapsed time</b> Example: 	Shows the background music time (the elapsed time and the background music's total time).

## Using sound effects

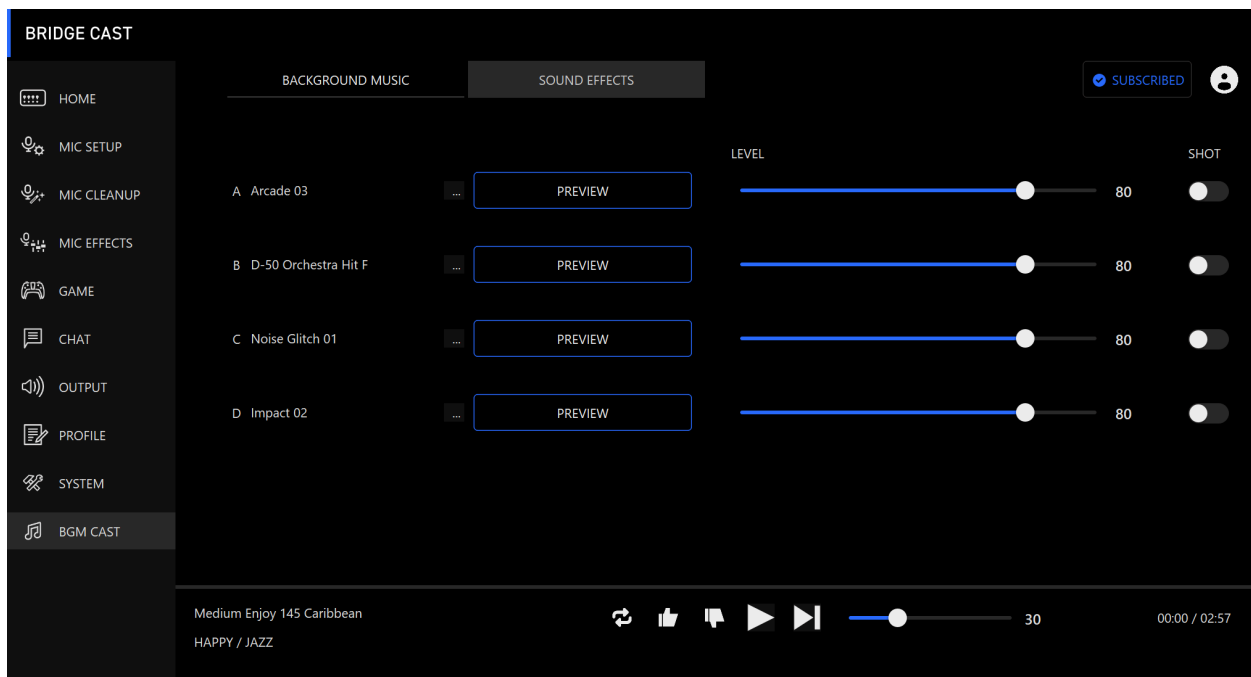
You can download the sound effects that are available via Roland Cloud into the app, to be used on the BRIDGE CAST X.

- **By assigning the sound effects you downloaded into the app to the MUTE/ASSIGN [1]–[4] buttons on the BRIDGE CAST X, you can play them back at the timing you like.**
- **You can assign sound effects to the control pads, and play back that sound using the pads.**

### MEMO

- The sound effects on Roland Cloud are played back via the app. The method of playback differs from the sound effects that use SFX A and B.
- The sound effects from Roland Cloud are input to the “SYSTEM” input source. By assigning “SYSTEM” to the CH [1]–[4] knobs, you can adjust the volume of the sound effects on this unit.



1. **On the menu screen, click the “BGM CAST” tab, and then click the “SOUND EFFECTS” tab.**



2. **Click the  buttons for A–D to select the sound effect.**

You can press the [PREVIEW] button to play back (check) the selected sound effect.

3. **Configure the settings for the selected sound effect.**

Name	Display	Value	Explanation
LEVEL		0–100	Adjusts the sound effect volume.
SHOT		Off	Plays back the sound effect only while you’re holding down the MUTE/ASSIGN [1]–[4] buttons. When the CONTROL PAD function is set to SOUND EFFECTS, the sound effect plays only while you’re pressing the pads.
		On	Plays the sound effect through to the end when you press the MUTE/ASSIGN [1]–[4] buttons. When the CONTROL PAD function is set to SOUND EFFECTS, the sound effect plays to the end when you press the pads.

**4. Assign the sound effects to the MUTE/ASSIGN [1]–[4] buttons.**

Select one of the sound effects (“SOUND EFFECTS A (BGM CAST)”–“SOUND EFFECTS D (BGM CAST)”) from “MUTE/ASSIGN(P.30)”.

For instance, if you select “SOUND EFFECTS A (BGM CAST)”, the sound effect you registered to “A” in step 2 is assigned to the MUTE/ASSIGN button.

**5. Assign sound effects to the control pads [1]–[6].**

On the CONTROL PAD screen, select “SOUND EFFECTS” in “COMMAND(P.60)”.

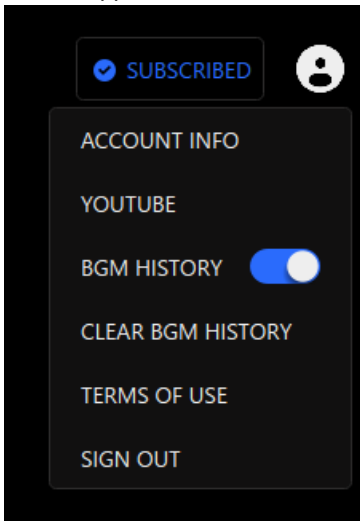
## Making the settings for Roland Cloud and background music

Here's how to check the data in Roland Cloud and configure the playback settings for background music.

1. Click the icon at the top right-hand part of the screen.



A menu appears.



Item	Explanation
<b>ACCOUNT INFO</b>	Shows your Roland Cloud account information.
<b>YOUTUBE</b>	Registers a YouTube channel. You need to register a YouTube channel if you want to stream video content with the background music provided on Roland Cloud. You don't need to register if you're using the free plan.
<b>BGM HISTORY</b>	When this is on, the next background music track is chosen based on the background music playback history. When this is off, the next background music track is chosen without regard to the background music playback history.
<b>CLEAR BGM HISTORY</b>	Erases the background music playback history along with the "Liked" and "Disliked" data that's attached to the background music.
<b>TERMS OF USE</b>	Shows the BGM CAST Terms of Use.
<b>SIGN OUT</b>	Signs out of your Roland Cloud account.

# ■■■ Appendix ■■■

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[Main specifications](#)(P.92)

[Mixer block diagram](#)(P.95)

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# Main specifications

## Video

<b>HDMI IN/THRU Formats</b>	1280 x 720/50p, 59.94p, 60p, 100p, 119.88p, 120p (CTA-861-F) 1920 x 1080/23.98p, 24p, 25p, 29.97p, 30p, 50p, 59.94p, 60p, 100p, 119.88p, 120p (CTA-861-F) 2560 x 1080/23.98p, 24p, 25p, 29.97p, 30p, 50p, 59.94p, 60p, 100p, 119.88p, 120p (CTA-861-F) 3840 x 2160/23.98p, 24p, 25p, 29.97p, 30p, 50p, 59.94p, 60p (CTA-861-F) 1280 x 720/60 Hz (VESA DMT) 1920 x 1080/60 Hz (VESA DMT) 2560 x 1440/60 Hz (VESA CVT Reduced Blanking) 2560 x 1080/60 Hz (VESA CVT Reduced Blanking) 3440 x 1440/60 Hz (VESA CVT Reduced Blanking) 1920 x 1080/240 Hz 2560 x 1080/144 Hz 2560 x 1440/144 Hz 3440 x 1440/100 Hz
	* The listed refresh rate (Hz) is the maximum value of each resolution. * HDR (High Dynamic Range) Supported
<b>HDMI IN/THRU Formats (When using USB video output)</b>	1280 x 720/50p, 59.94p, 60p (CTA-861-F) 1920 x 1080/29.97p, 30p, 50p, 59.94p, 60p (CTA-861-F) 3840 x 2160/29.97p, 30p, 50p, 59.94p, 60p (CTA-861-F)
<b>USB Video Output Format</b>	YUY2 (Uncompressed), Motion JPEG (Compressed)
<b>USB Video Output Resolution</b>	1920 x 1080, 1280 x 720, 640 x 480
	* Maximum frame rate is 60 fps.

## Audio

<b>Input Channel</b>	MIC AUX HDMI (*1) USB CHAT (*2) USB GAME (*2) USB MUSIC (*2) USB SYSTEM (*2) CONSOLE/MOBILE (*3, *4)
	(*1) Linear PCM 48 kHz, 2 ch, 5.1 ch, 7.1 ch (*2) When the USB port connection setting is "PC" (*3) When the USB I port connection setting is "CONSOLE/MOBILE" (*4) When the USB II port connection setting is "MOBILE"
<b>Output Channel</b>	LINE OUT PHONES AUX (*5) USB MIC (*5) USB STREAM (*6) USB PERSONAL (*6) USB CONSOLE/MOBILE (*7, *8)
	(*5) Microphone audio is output from the CTIA MIC jack (*6) When the USB port connection setting is "PC" (*7) When the USB I port connection setting is "CONSOLE/MOBILE" (*8) When the USB II port connection setting is "MOBILE"
<b>Audio Mixing Bus</b>	2 (STREAM MIX, PERSONAL MIX)
<b>Sampling Frequency</b>	Windows 44.1 kHz, 48 kHz, 96 kHz macOS/iOS/Other 48 kHz
<b>Signal Processing</b>	AD/DA 24 bits Internal Processing 32-bit Floating point



<b>Effects</b>	MIC	Voice Changer, Noise Suppressor, Compressor, Equalizer, De-esser, Reverb, Low Cut
	CHAT	De-esser, Compressor
	HDMI	Equalizer, Virtual Surround
	GAME	Equalizer, Virtual Surround
	STREAM	Delay
<b>Audio File Player</b>	Number of tracks	2
	Data Formats	WAV (Linear PCM, 48 kHz, 16 bits, stereo/mono)
	Maximum Time	5 seconds/track
<b>Input Level</b>	MIC	-87-- -12 dBu (Maximum: 0 dBu)
	HEADSET MIC	-56-- -12 dBu (Maximum: 0 dBu)
	AUX	-10 dBu (Maximum: +2 dBu)
<b>Input Impedance</b>	MIC	8 k $\Omega$
	HEADSET MIC	1.3 k $\Omega$
	AUX	10 k $\Omega$
<b>Output Level</b>	LINE OUT	0 dBu (Maximum: +12 dBu)
	PHONES/HEADSET	-1 dBu (Maximum: +11 dBu)
	PHONES/HEADSET	78 mW + 78 mW (32 $\Omega$ )
	PHONES/HEADSET	35 mW + 35 mW (250 $\Omega$ )
<b>Output Impedance</b>	LINE OUT	1.1 k $\Omega$
	PHONES/HEADSET	10 $\Omega$
	AUX (MIC)	940 $\Omega$

## Others

<b>Connectors</b>	MIC jack	XLR type (Phantom power DC 48 V, 6 mA Max)
	PHONES/HEADSET jack	Stereo miniature phone type (CTIA, PLUG-IN power)
	AUX jack	Stereo miniature phone type (TRRS)
	LINE OUT jack	Stereo miniature phone type (TRS)
	HDMI IN 1–2, THRU jack	HDMI type A (*9, *10)
	USB I port	USB Type-C (*11)
	USB II port	USB Type-C (*12, *13)
	USB POWER IN port	USB Type-C (*14)
		(*9) HDCP Supported
		(*10) Multi-format Supported
	(*11) Audio/MIDI/HID Supported	
	(*12) Video/Audio/MIDI/HID Supported	
	(*13) Capable of supplying power to USB PD (Power Delivery) compatible smartphones (When 9V/3A is supplied to USB POWER IN jack)	
	(*14) Requires a USB PD compatible AC adapter capable of supplying 5V/3A or 9V/3A	
<b>Power</b>	USB bus power (*15)	
	USB PD compatible AC adaptor (sold separately)	
	(*15) Bus-powered operation when connected to USB II port with a PC capable of supplying 5V/3A power	
<b>Current Draw</b>	5 V DC, 3 A	
	9 V DC, 3 A (*16)	
	(*16) When supplying power to a smartphone connected to USB II port	
<b>Operating System</b>	Microsoft Windows 10, Windows 11	
	Apple macOS 12 or later Apple iOS 16 or later	
	* Although Roland has tested numerous configurations, and has determined that on average, a computer system similar to that described above will permit normal operation of the BRIDGE CAST X, Roland cannot guarantee that a given computer can be used satisfactorily with the BRIDGE CAST X based solely on the fact that it meets the above requirements. This is because there are too many other variables that may influence the processing environment, including differences in motherboard design and the particular combination of other devices involved.	
<b>Dimensions</b>	269 (W) x 130 (D) x 70 (H) mm	
	10.6 (W) x 5.1 (D) x 2.8 (H) inches	
<b>Weight</b>	1.35 kg	
	3 lbs	

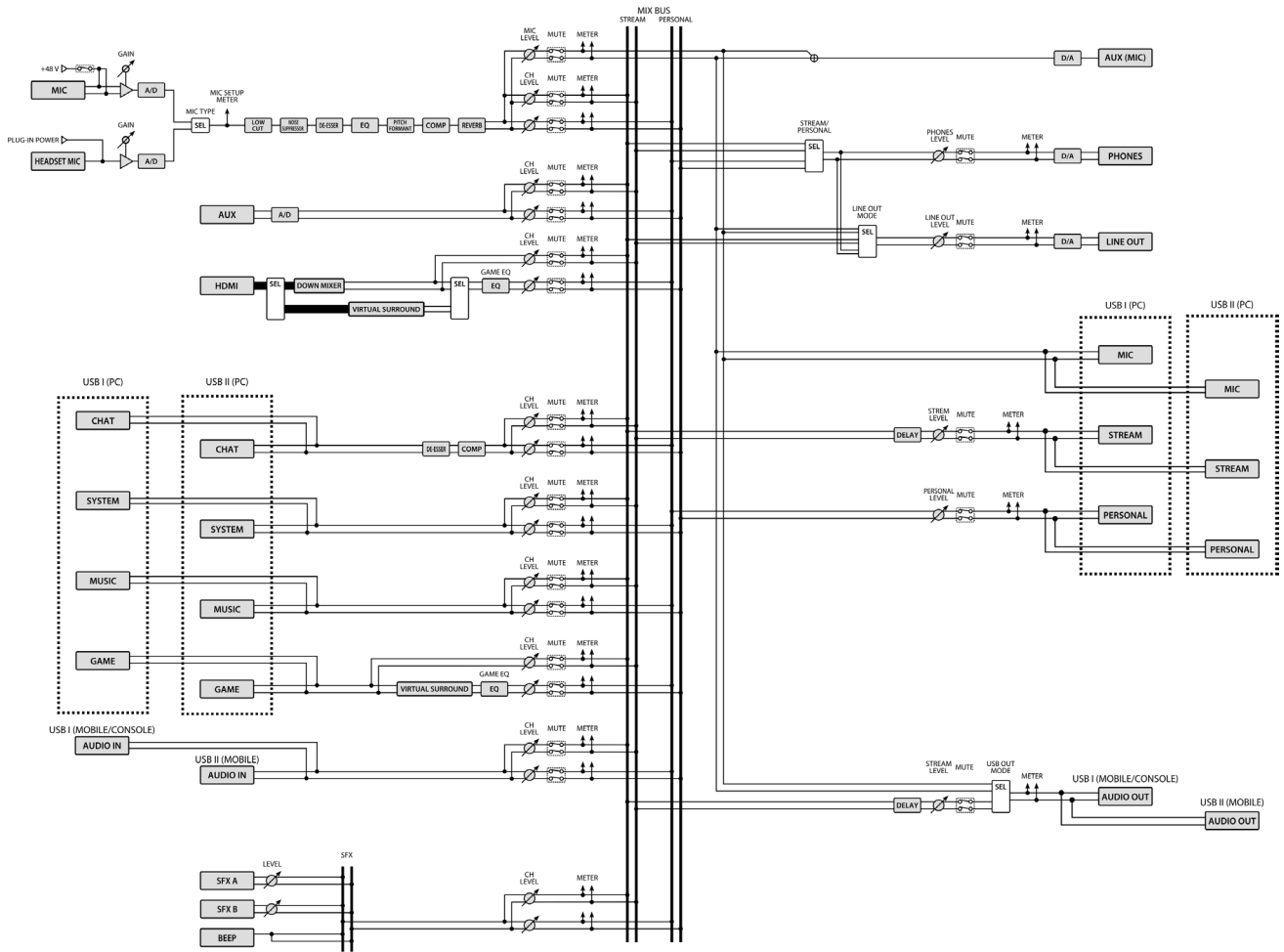
**Accessories**

Leaflet "Read Me First"  
USB 3.2 Type-C® to Type-C® Cable  
USB 2.0 Type-C® to Type-C® Cable (POWER)

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- \* 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.

# Mixer block diagram



**BRIDGE CAST X**  
**Owner's Manual**

01

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