

- **All-In-One 8-track Recording**
- **Studio Quality Boss Effects**
- **Fully Programmable Drum Machine**
  - **Built-in CD-R/RW**
- **Portable and Convenient**

### **All-In-One 8-track Recording**

- **8-track playback, with 64 Virtual Tracks safeguards every take.**
- **Pro XLR connections with Phantom Power.**
- **Records to convenient CompactFlash (cards up to 1GB supported). Ships with 128MB CompactFlash card.**
- **New feature let's you record direct to CD-R for instant live recordings!**

### **Studio Quality Boss Effects**

- **100 GT quality guitar patches with COSM amp modeling.**
- **50 effects dedicated to Vocals and 50 more for line sources like keyboards.**
- **Pitch Correction for fixing out of tune vocal takes.**
- **Mastering Tools for creating big, radio sounding mixes.**

### **Fully Programmable Drum Machine**

- **Fully programmable drum machine for making your own beats.**
- **Comes with 327 preset patterns. Create 100 custom patterns per song.**
- **Tone Load feature lets you create custom drum kits with .WAV/AIFF files.**
- **Add fresh patterns and grooves with SMF import feature.**

### **Built-in CD-R/RW**

- **Built-in CD-R/RW for creating your own audio CDs.**
- **Back-up your song data from the BR-900CD's CompactFlash drive.**
- **CD-R/RW supports import/export of .WAV/AIFF files to and from the BR-900CD.**

### **Portable and Convenient**

- **USB for easy connection to PC/Mac.**
- **Built-in microphone for immediate live recording.**
- **Runs on batteries or AC (AC Adapter included).**
- **Weights less than 2lbs.**

### **Loading and Playing a Song**

1. Press **UTILITY**. Press the left or right cursors until **"SONG SELECT"** is displayed. Press **ENTER**.
2. Turn the **TIME/VALUE** dial to select the song **"SOLOBANG."** Press **ENTER**.
3. Press **PLAY** and bring up the **TRACK MIXER** and **MASTER** faders.

### **Using the GUITAR/BASS input**

1. Plug a guitar into the **GUITAR/BASS** input on the back of the **BR-900CD**.
2. Press the left **INPUT SELECT** button to activate the **GUITAR/BASS** input.
3. Turn the left **SENS** knob until the red **PEAK** light flashes occasionally when the instrument is played at its loudest level.
4. Adjust the **INPUT LEVEL** knob until the LCD screen's **IN** level meter shows 3-5 bars.

### **Show the COSM based Guitar effects**

1. Press the **EFFECTS** button so that it lights red in order view the effect bank for the **GUITAR/BASS** input.
2. Turn the **TIME/VALUE** dial to select an effect patch. Play your guitar to hear the effect. (You can also press the **TUNER** button to tune your guitar.)
3. Repeat Step 2 to try other patches. Press **EXIT/NO** to exit the screen.

### **Show the Fully Programmable Drum Machine**

**Follow these steps to audition different drum kits:**

1. Press the **ARRANGE/PATTERN** button. Press **EDIT**.
2. Press the red **TRACK STATUS** buttons to hear the drum kit for this song.
3. Use the **CURSORS** to select **"[KIT]"**. Press **ENTER**.
3. Use the **CURSORS** to select **"S"**. Turn the dial to change to **"P1:STD 1"**.
4. Press the red **TRACK STATUS** button to hear the new drum kit.
5. **CURSOR** to **"1"** and use the dial to change to the next drum kit, **"STD 2"**
6. Repeat Steps 4 and 5 to audition the other drum kits (there are nine total).
7. When finished, set the drum kit back to **"S1:SongKit1"**.

**Follow these steps to audition different patterns:**

1. Lower all the faders except the one labeled, **"RHYTHM"**.
2. Press the **ARRANGE/PATTERN** button until it is flashing.
3. Press **PLAY**. Use the dial to select and audition different patterns.
4. Press the **TAP(TEMPO)** button four times to change tempo of the pattern(s).
5. When finished, press the **ARRANGE/PATTERN** button until it is lit solid.
6. Press **EXIT/NO** to return to the main display.