

# GT-6 GUITAR EFFECTS PROCESSOR

**COSM** For Guitar

## The Most Powerful Floor Multi-effects Processor in History.

From its striking gold chassis to its massive realtime controls, BOSS has outdone itself again with the new GT-6 Guitar Effects Processor. And that's just what's on the outside, because under the hood is the most advanced COSM modeling engine ever created—complete with 30 amp models, plus all-new Overdrive/Distortion Modeling and Wah Modeling. Add to this all-new effects plus superb quality, and you've got the most powerful floor-based multiple effects processor in history.

## An Advanced COSM Modeling Engine.

Rather than adding a few bells and whistles, BOSS completely refined the GT-6's COSM engine to include 30 of the finest amp and speaker cabinet models ever—from vintage classics to modern screamers. Then BOSS took the GT-6 even further by offering killer new Overdrive/Distortion Modeling (15 types of classic distortion and overdrive pedals) and COSM Wah Modeling (5 types of vintage and modern wah pedals). And with the GT-6's Customize function, you can build your own amp and speaker models, along with distortion units and wah pedals.

## Intuitive Operation.

Even with all its great presets, chances are you'll be anxious to create your own signature tones. The GT-6 offers 15 knobs set up to control the Amp/Speaker models, Overdrive/Distortion, and other

primary effects. An EZ Tone feature even helps you create new sounds from scratch.

## 24-bit Sound, New Effects, Flexible Outputs and More.

Why did BOSS build the GT-6 with 24-bit converters? Because we wanted its effects to sound stellar. And speaking of effects, in addition to chorus, delay, reverb, phasing, flanging, tremolo, pitch shifting, Slicer, Acoustic Simulator and more, the GT-6 is the first BOSS unit to offer new "Uni-V" and "De-Fretter" effects, which provide phase shifting/vibrato effects and simulate the sound of a "fretless" guitar, respectively. And with coaxial digital outputs and eight output select options including combos, amp stacks and effects loops, you won't find a more flexible pedalboard for the studio or stage.

### EFFECT LIST

<ul style="list-style-type: none"> <li>• FX-1 COMPRESSOR</li> <li>LIMITER</li> <li>AC GUITAR SIM</li> <li>PICKUP SIM</li> <li>TREMOLO</li> <li>SLOW GEAR</li> <li>FEEDBACKER</li> <li>ANTI-FEEDBACK</li> <li>DEFRETTER</li> </ul>	<ul style="list-style-type: none"> <li>• PREAMP/SPEAKER</li> <li>• EQ</li> <li>• NS</li> <li>• FV</li> <li>• FX-2 PHASER</li> <li>FLANGER</li> <li>HARMONIST</li> <li>PITCH SHIFTER</li> <li>PEDAL BEND</li> <li>2X2 CHORUS</li> <li>PAN</li> </ul>	VIBRATO
		UNI-V
		SHORT DELAY
		HUMANIZER
<ul style="list-style-type: none"> <li>• WAH</li> <li>• OD/DS</li> </ul>	<ul style="list-style-type: none"> <li>• DELAY</li> <li>• CHORUS</li> <li>• REVERB</li> </ul>	RING MOD
		SLICER
		AUTO RIFF
		GUITAR SYNTH
		SUB EQUALIZER

- AD Conversion 24-bit + AF Method\*1
- DA Conversion 24-bit
- Sampling Frequency 44.1kHz
- Program Memories 340: 140(User) + 200(Preset)
- Nominal Input Level INPUT: -10dBu, RETURN: -10dBu
- Input Impedance INPUT: 1MΩ, RETURN: 220kΩ
- Nominal Output Level OUTPUT: 0dBu, SEND: -10dBu
- Output Impedance OUTPUT: 2kΩ, SEND: 2kΩ
- Digital Output EIAJ CP1201, S/P DIF
- Dynamic Range 100dB or greater (IHF-A)
- Display 16 characters, 2 lines (backlit LCD) / 2 characters, 7 segment LED
- Connectors Input Jack, Output Jacks L (MONO)/R, Phones Jack, Send Jack, Return Jack, Digital Out Connector (coaxial), Sub EXP Pedal/Sub CTL Pedal 1,2 Jack, MIDI connectors IN/OUT, AC Adaptor Jack
- Power Supply AC 14V: Supply AC Adaptor (BOSS BRC Series)
- Current Draw 800mA
- Dimensions 515(W) x 261(D) x 75(H)mm (20.5/16" x 10.5/16" x 3")
- Weight 4.7kg/10 lbs, 6 oz. (excluding AC Adaptor)
- Accessory AC Adaptor (BRC Series) \*0dBu=0.775 Vrms

\*1 AF Method (Adaptive Focus method): This is a proprietary method from Roland that vastly improves the signal-to-noise (S/N) ratio of the A/D and D/A converters.

### GT-6 Rear Panel



## COSM

Composite Object Sound Modeling

Once a musical instrument generates sound vibrations, it reaches the human ear through various mediating objects, each of which significantly affects the sound. The material and configuration of the instrument, the electric/electronic/magnetic amplifying system, the air and the reverberation of the room all affect the final sound. Sound modeling, the latest DSP technology, "virtually" reconstructs these objects. Roland's breakthrough Composite Object Sound Modeling (COSM) uses the advantages of multiple modeling methods and succeeds in accurately emulating existing sounds, as well as producing sounds that have never before been created.

### COSM PREAMP TYPE

- **JC CLEAN**  
JC-120  
Jazz Combo  
Full Range
- **TW CLEAN**  
Clean TWIN  
Pro Crunch  
Tweed
- **CRUNCH**  
Crunch  
Blues  
Stack Crunch
- **VO COMBO**  
VO Drive  
VO Lead  
VO Clean
- **MATCH DRV**  
MATCH Drive  
MATCH Lead  
Fat MATCH
- **BG LEAD**  
BG Lead  
BG Drive  
BG Rhythm
- **MS STACK**  
MS1959(I)  
MS1959(I+II)  
MS HiGain
- **R-FIER**  
R-Fier RED  
R-FierOrang  
R-FierVint
- **HI GAIN**  
SLDN  
Drive Stack  
Lead Stack
- **METAL**  
5150 Drive  
Metal Stack  
Metal Lead
- **CUSTOM**  
Custom1  
Custom2  
Custom3

### COSM OD/DS TYPE

- **OD/BOOST**  
Blues OD  
Turbo OD  
Booster
- **DIST**  
Distortion  
American DS  
GUV DS
- **CLASSIC**  
OD-1  
T-Scream  
DST +
- **FUZZ**  
'60s FUZZ  
Oct FUZZ  
MUFF FUZZ
- **METAL**  
Metal Zone  
R-MAN  
Heavy Metal
- **CUSTOM/EXTERNAL**  
Custom1  
Custom2  
External

### COSM WAH TYPE

- **CRY WAH**
- **VO WAH**
- **Fat WAH**
- **Light WAH**
- **7String WAH**
- **Custom1**
- **Custom2**
- **Custom3**