





Plug in and jam with your own backing band!

A guitar and a cable is all you need to jam with eBand



Play along with your favorite songs, freely changing the tempo and key. It is an exciting new way of practicing and performing!







High-quality BOSS effects onboard! eBand is packed with tools that give guitarists a new, all-in-one way to play.

DBOSS

ture mp3



Song List button

Choose and search songs. The "Best 30" mode lets you instantly find your favorites.

Phrase Trainer

- Center Cancel function removes pre-recorded guitar and vocal parts
- · AB Repeat function loops parts of songs • Pitch-and Tempo-change functions let you cater songs to your own comfort level

Tuner button

Built-in tuner function - a must-have for guitarists!

High-fidelity stereo sound with two built-in speakers

USB audio interface function for PC recording

- Play along with MP3 and WAV files
- 300 audio phrases preloaded on the included SD card • Store up to 4,000 songs on SD card • Included JS-8 Song List Editor software for PC imports files from CDs (supports CDDB [MusicID] for song-name display) • Audio-file playback from SD cards and USB memory (you can also record your eBand sounds)

Effects button

Comes with built-in high-fidelity BOSS effects derived from the GT-10 family, as well as 42 COSM preamp types and an EZ Edit mode



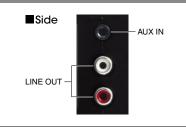
Solo button

Instantly activate your solo tone with a touch of a button

Rear and Side Panel

Rear





Specifications

- Capacity SD/SDHC Card (128 Mbytes 32 Gbytes) Data Type JS-8 Songs (Recording/Playback), MP3 (Bitrate: 64 kbps 320 kbps, Playback only), WAV (Quantization Bit Rate: 8/16/24-bit, Playback only)
- External Memory USB Memory AD Conversion 24-bit + AF method (GUITAR/MIC IN). 24-bit (AUX IN) DA Conversion 24-bit Sampling Frequency 44.1 kHz Effect Patch Memories Preset: 130. User: 100
- Effect Type AMP, FX, OD/DS, WAH, COMP, LIMITER, OCTAVE, AC.PROCESSOR, PHASER, FLANGER, TREMOLO, ROTARY, UNI-V, PAN, EQ, NOISE SUPPRESSOR, DELAY, CHORUS, REVERB Capacity [JS-8 Songs] 1 Gbyte: 250 min. / 32 Gbytes: 8,060 min. [WAV/16-bit/Stereo] 1 G byte: 90 min. / 32 Gbytes: 3,020 min. [MP3/128 kbps/Stereo] 1 Gbyte: 1,040 min. / 32 Gbytes: 33,330 min. * The above-listed recording times are approximate. Times may be slightly shorter depending on the number of songs that were created. • Nominal Input Level GUITAR/MIC IN: -20 dBu (INPUT GAIN=GUITAR), -32 dBu (INPUT GAIN=MIC), AUX IN: -15 dBu • Input Impedance GUITAR/MIC IN: 1 Mohm, AUX IN: 22 kohms • Nominal Output Level PHONES: -10 dBu, LINE OUT: -10 dBu • Output Impedance PHONES: 44 ohms, LINE OUT: 1 kohm
- Internal Speaker Stereo Display 132 x 64 dots graphic LCD (with backlit) USB Audio, Mass Storage Class Connectors GUITAR/MIC IN (1/4 inch phone type), AUX IN (Stereo miniature phone type), PHONES (Stereo miniature phone type), LINE OUT (RCA phono type), EXP PEDAL/CTL 1,2 (1/4 inch TRS phone type), USB Memory (USB A), USB (USB B), DC IN • Current Draw 400 mA • Dimensions mm: 264 (W) x 166 (D) x 201 (H), inches: 10-7/16 (W) x 6-9/16 (D) x 7-15/16 (H) • Weight 1.7 kg, 3 lbs 12 oz (excluding AC adaptor) • Accessories AC adaptor (PSB-1U), SD card (1 Gbyte), Owner's Manual, Roland Service (Information Sheet) • Options Footswitch (BOSS FS-5U), Dual Footswitch (BOSS FS-6), Expression Pedal (Roland EV-5, BOSS FV-500L, BOSS FV-500H), Footswitch Cable (Roland PCS-31L)
- OdBu = 0.775 Vrms * AF (Adaptive Focus) method: Adaptive Focus is a unique Roland/BOSS technology that allows the signal noise (S/N) ratios of AD converter to be vastly improved.

Options

FS-6 **FV-500L** FV-500H PCS-31L **PCS-33** FS-5U EV-5 Roland Footswitch **Dual Footswitch** Expression Pedal Foot Volume Foot Volume Connection Cable Connection Cable



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/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.

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