

GSI BURN – Quick Programming Guide

This device has 32 presets/patches that can be edited. Presets/patches 0 to 15 (inclusive) are the default values that were programmed by the manufacturer (NOTE: these can be altered by the user). The remaining presets/patches (i.e. 16 to 31) are identical basic programs that can be used as templates to create your own favorite sound.

Instructions on how to program the “BURN”

1. Press the “EDIT/ENTER” button (the LED turns on solid). When this LED is lit up solid, it means that you have entered the menu page and, by rotating the “ENCODER” wheel, you can select which parameter you wish to change.
2. Once you have selected the parameter that you’re interested in modifying (via rotating the “ENCODER” wheel), again press the “EDIT/ENTER” button. The associated LED will now blink (flash).
3. With the “EDIT/ENTER” button blinking (flashing), you are now able to alter the value of the particular parameter that you have chosen by rotating the “ENCODER” wheel.
4. Press the “EXIT/LOCK” button. This action temporarily saves the changes that you have just made. Also note that the “EDIT/ENTER” button LED is now on solid. By rotating the “ENCODER” wheel, you will move to the next parameter that you may want to change. If another change is desired, again press the “EDIT/ENTER” button (the LED will blink).
5. Repeat steps 3 and 4 until you are satisfied with the resulting sound.
6. In order to lock your changes into the “BURN”:
 - (a) make sure that the “EDIT/ENTER” LED is on solid (fully lit)
 - (b) press and hold the “EDIT/ENTER” button until the display shows that the saving operation is being performed. At the end of this operation, release the button.
7. Press the “EXIT/LOCK” button. This will get you out of the programming mode.
8. Your changes are now in memory at the location that you have selected and will remain there regardless of any cycling of the power switch.

(NOTE: a hard reset will delete all of your changes and return the “BURN” to its default values: consult with the manual)