

 **BOSS**

# SOUND CONTROL CENTER

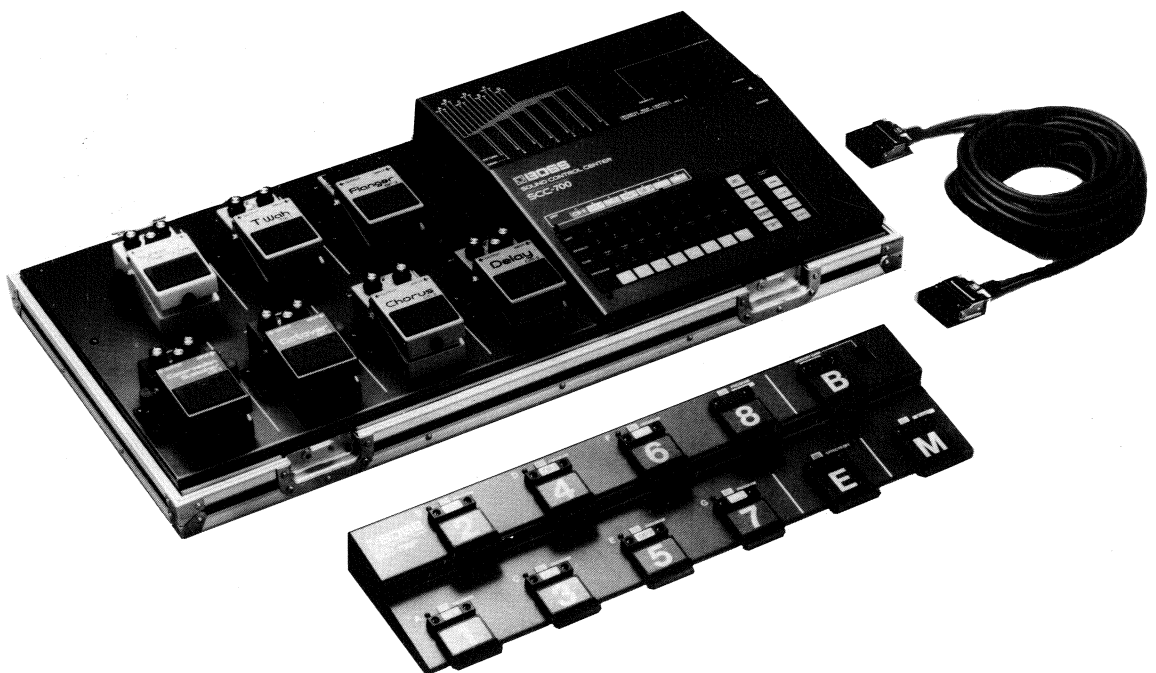
COMPUTER CONTROLLED

# SCC-700C

# -700F

(FOOT CONTROLLER)  
[OPTION]

## OWNER'S MANUAL



### ■ SCC-700C (Sound Control Center)

- The SCC-700C is a computer controlled device to which maximum of 7 effect units can be connected. It can memorize which ones of those connected effect units are to be used for live performance, as well as in what order they should be used.
- The SCC-700C can also memorize the output level of each effect unit.
- The SCC-700C can store up to 32 programs.
- The indicator section enables you to check the content of each program and the operation mode taken.
- The soft-touch switches make the operation extremely smooth. Calling the program can be done just by flick of a switch. The EFFECTS OFF switch can simultaneously turn all the effect units off. So you can change the effect sound to normal just by pressing this button.
- The MODIFY switch enables you to temporarily edit any stored program during the performance.
- By using the Monitor switch, you can check the program order of the connected effect units.
- BUFFER OUT jack is used when you wish to send out the input signal only through the Buffer amplifier. This is very useful for the connection of a guitar tuner, monitor amplifier, etc.
- The BRANCH OUT jack is used to take out the input signal in the middle, instead of sending it to all the effect units programmed. By connecting an amplifier to this jack, a special kind of effect (Stereo, Chorus effects, etc.) can be produced.
- Provided with the 9V DC OUT jacks (Max. 100mA) that can afford up to 7 effect units operated on 9V, the SCC-700C consistently offers, stable pitch.
- The SCC-700C features a back-up circuit to retain the programs even when switched off.  
If you connect the BOSS SCC-700F Foot Controller (sold separately), even more active and speedy performance is available.
- By storing the SCC-700C and the set of the effect units on the SCC-700B (sold separately), you will be released from the trouble to set them up each time you use them.

### ■ SCC-700F (Foot Controller)

- The SCC-700F is a Foot Controller specially designed for the use with the SCC-700C.
- Large indicators and switch numbers are easily recognizable even on a dark stage.
- The SCC-700F has a rugged yet slim body with durable, two row and low position foot switches allowing extremely comfortable operation.
- A 10m connection cable is provided for the setting ups with the SCC-700C.

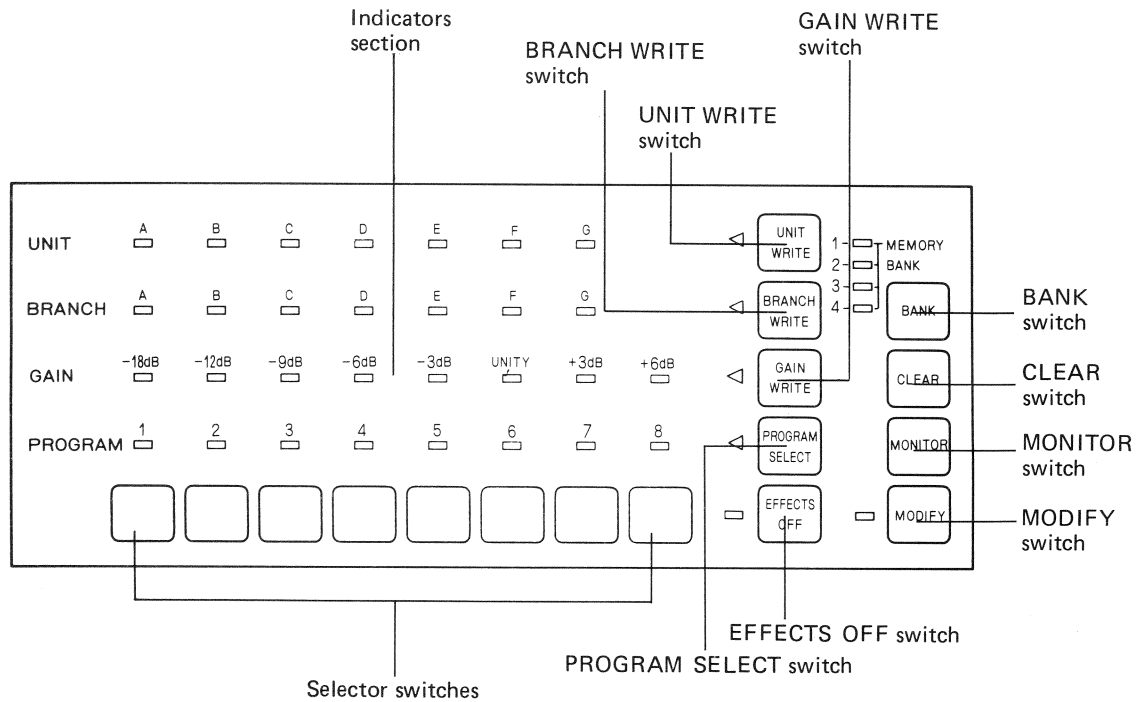
- **Power supply**
  - \* Turn the Power switch off before connecting the plug to the wall outlet.
  - \* When the SCC-700C is not in use for long periods, disconnect the plug from the wall outlet.
  - \* Please avoid placing or dropping heavy objects on the power cord or connection cord.
- **Location**
  - \* Operating the SCC-700C near a neon or a fluorescent lamp may cause noise interference. If so, change the angle of the unit.
  - \* Avoid using the SCC-700C in excessive heat or humidity or where it may be affected by direct sunlight or dust.
- **Cleaning**
  - \* Use a soft cloth and clean only with a neutral detergent. Do not use solvents such as paint thinner.

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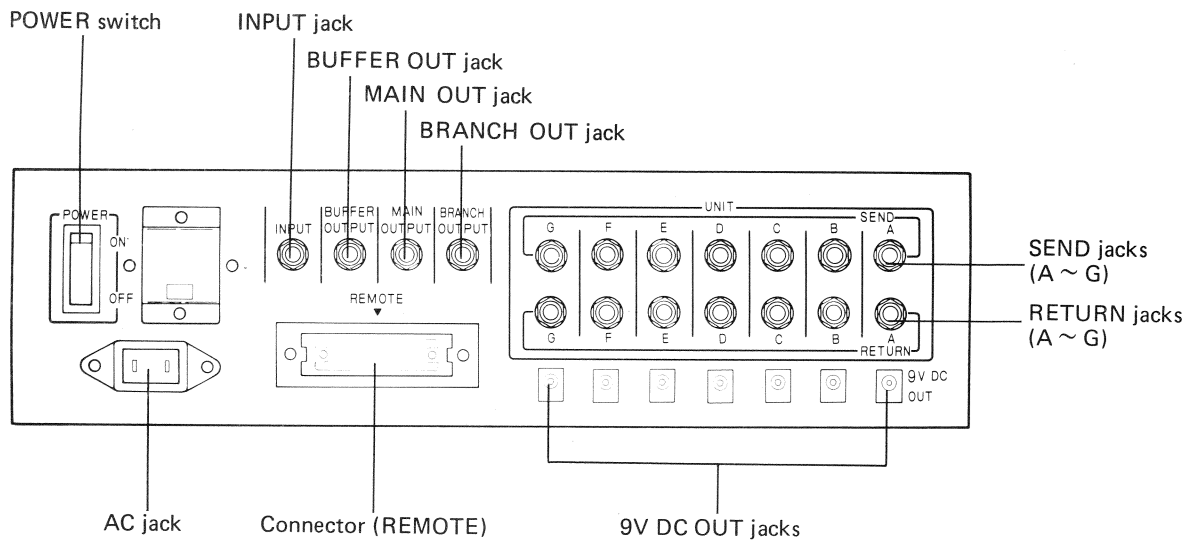
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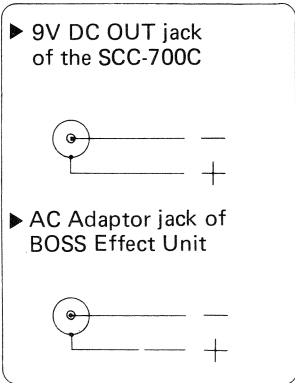
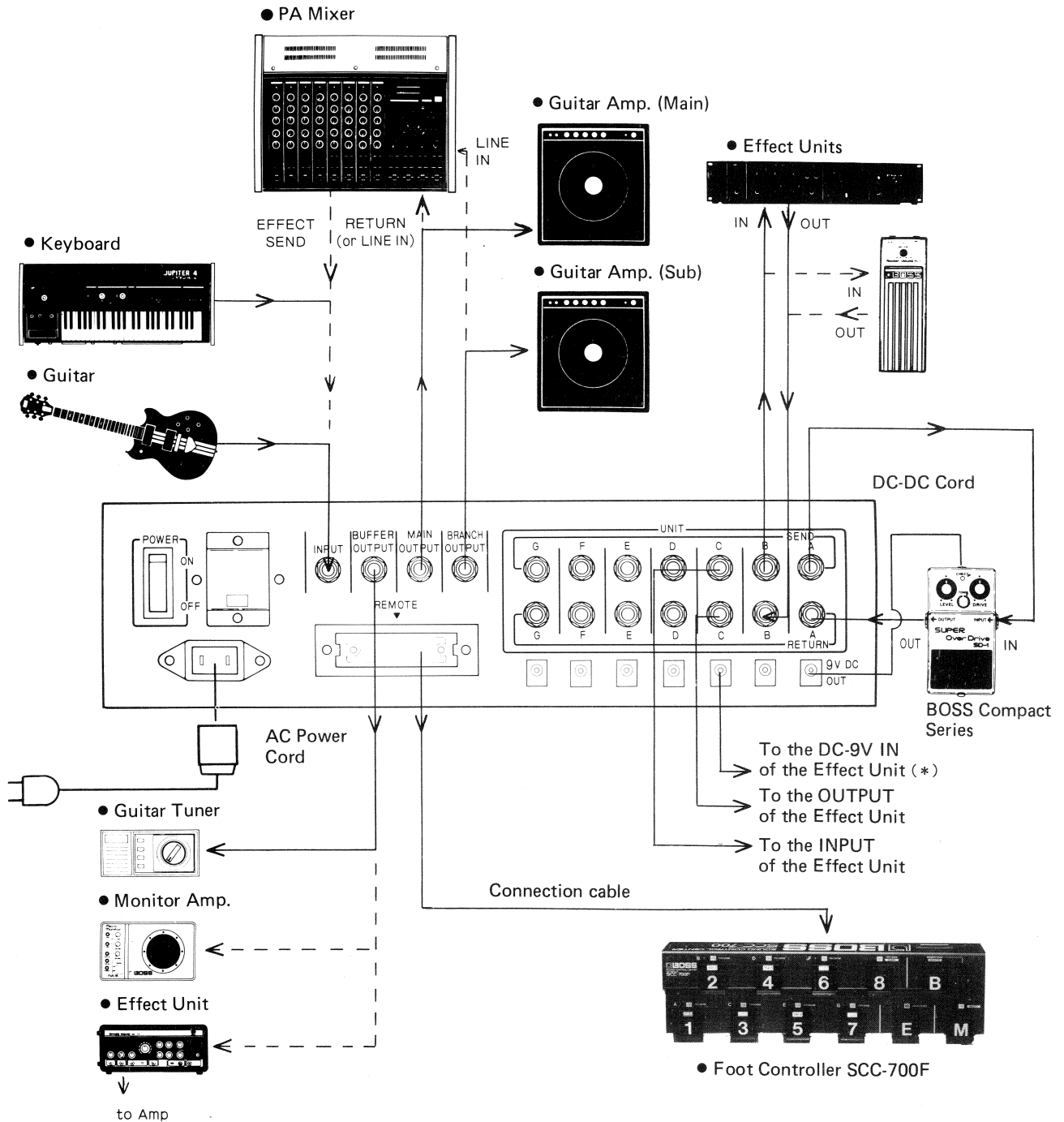
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► Front Panel



► Rear Panel





● 9V DC OUT jacks

When connecting effect units to these jacks by using DC plugs, please note the following points.

\* The maximum capacity of current supply of the SCC-700C is 100mA. If the total current of the connected units comes to more than 100mA, voltage drop occurs and they do not operate properly. Be sure to keep the total current under 100mA.

\* When using the effect units other than BOSS's, pay attention to the shape of the Adaptor jack, voltage and polarity. Inverted polarity may cause short-circuit and other troubles.

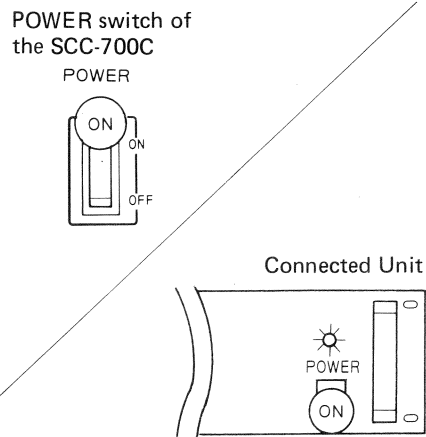
\* Turn the Power switch off, before making connections.

## A. Setting

### 1. Setting ups of the SCC-700C and Effect Units

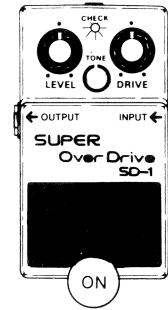
- ① As shown in "Connection" on P.5, set up the SCC-700C with a guitar amp, effect units, etc.
- ② Turn on the Power switches of the SCC-700C and the connected units.

\* The indicators of the SCC-700C will light up as shown in Fig. 1.



- ③ Set each effect unit to EFFECT mode.

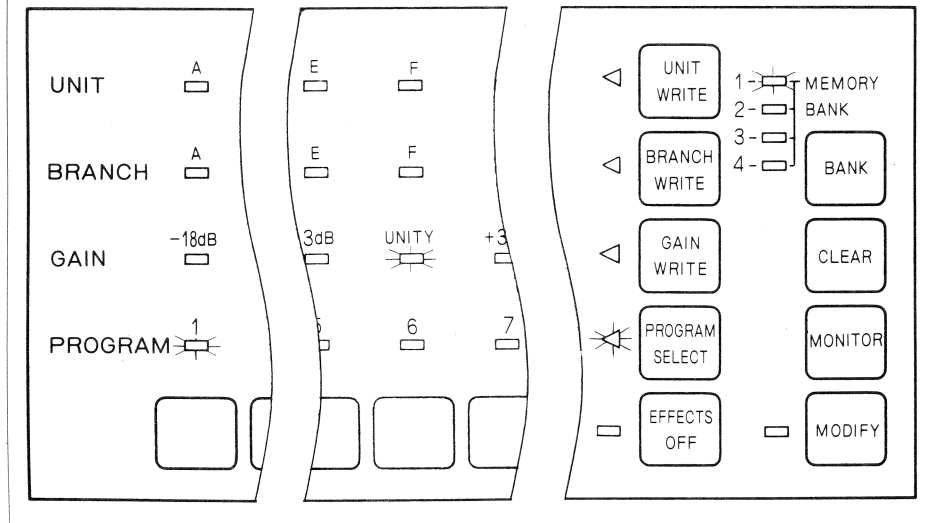
(e.g.) BOSS Compact Series



\* Though you have now completed the setting ups and each unit is set to EFFECT mode, only a direct sound is obtained at this stage.

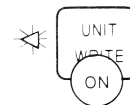
Fig. 1

► Front Panel of the SCC-700C

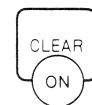


### 2. Level setting of the Effect Units

- ① Press the UNIT WRITE switch.
- \*The corresponding indicator lights up.



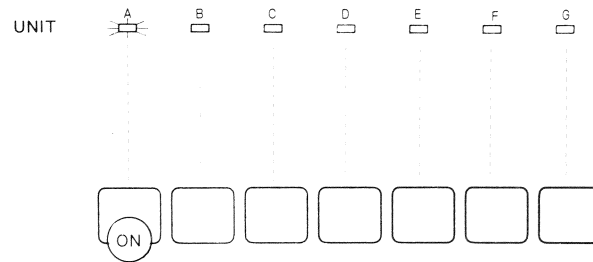
- ② Press the WRITE CLEAR switch.



- ③ Select the effect units to be used (A ~ G) by pressing the corresponding Selector switches

\*The indicators of the chosen units will flash.

If you choose a unit without turning off the one previously selected, two (or more) units will be simultaneously selected (turned on). (In this case, go back to operation 2.)



- ④ Set the controls of the selected units to the level you like.

- ⑤ Press the same selector switches which you have chosen in operation ③

③

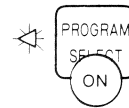
\*The flashing indicators will go out.

When setting the volume of a unit adjust until the Normal and Effect sounds have the same volume (by turning on and off the Selector switch repeatedly).

- ⑥ Set other units to the level you like by repeating operation ③ to ⑤.

- ⑦ Press the PROGRAM SELECT switch.

\*The indicator of the PROGRAM SELECT switch will light up.



Now you have completed setting the effect units.

## B. Writing and Calling a Program

### 1. Please note that the following words are used in this manual to explain the operation procedures.

#### ■ Program

This includes all the contents of the memory stored in the SCC-700C, such as the level, connection order of the effect units, etc.

#### ■ Write

This means storing the program.

#### ■ Call

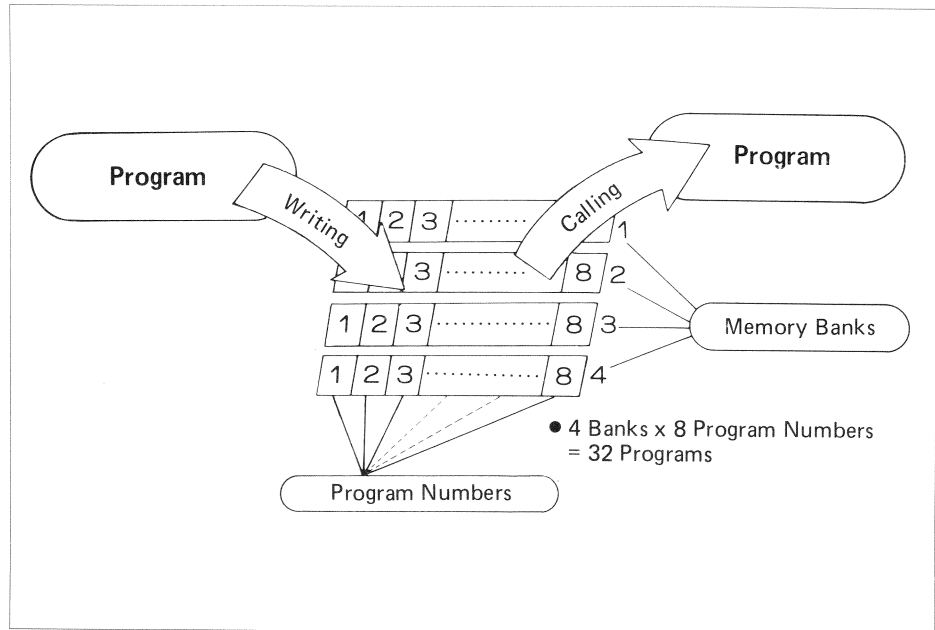
This means calling the stored program.

#### ■ Memory Banks

There are 4 Banks, and in each of them 8 programs can be stored. (Total of 32 programs can be stored.)

#### ■ Program Numbers

There are 8 numbers (from 1 to 8) in each Bank. When you wish to "write" or "call" a program, select an appropriate Program Number by using a Selector switch and a Bank switch.



**2. Writing and Calling**

**a. Writing**

The following three items can be memorized in one Program Number as they are regarded as one set of program.

① **Selecting the Effect Units**

By using the Selector switches, you can select which ones of the connected effect units to be used, as well as in what order they should be used. (Writing the Effect Units)

② **Setting the BRANCH OUT position**

When you wish to take out the input signal in the middle rather than sending it to all the effect units writ-

ten in operation ①, you can set the BRANCH OUT position and choose where to take it out. (Writing the BRANCH OUT)

\*Refer to "D. Writing BRANCH OUT" on P.12 for the details.

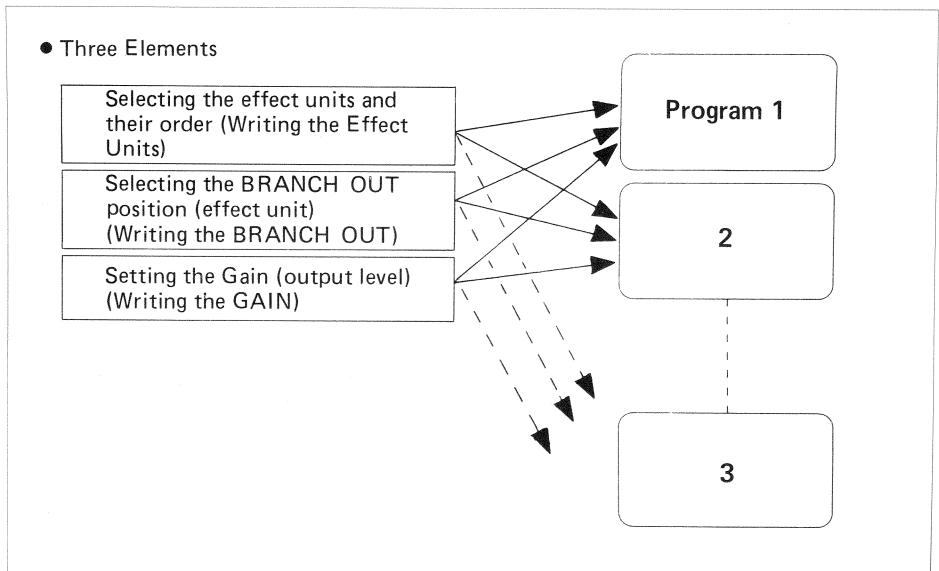
③ **Setting the GAIN**

You can set the output level of each effect unit. (Writing the GAIN)

If not necessary, you can skip operation ② and ③.

**b. Calling**

You can call any written program from its Program Number at any time.



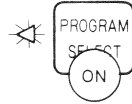


C. Writing and Calling the Effect Units

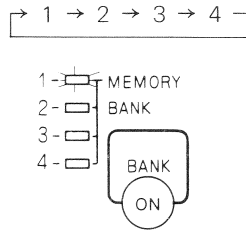
1. Writing the Effect Units

Selecting a Program Number

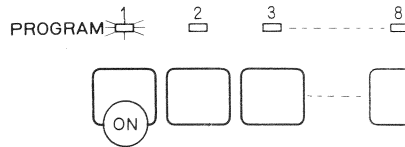
- ① Press the PROGRAM SELECT switch.
- \* The indicator will light up.



- ② Select a Memory Bank by pushing the BANK switch. (Refer to Fig. 2)
- \* Each time you press the BANK switch, an indicator lights as follows;

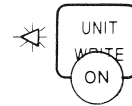


- ③ Select a Program Number by pushing an appropriate Selector switch. (Refer to Fig. 2)
- \* The indicator of the selected Program Number will light up.



Writing the Effect Units

- ④ Press the UNIT WRITE switch.
- \* The indicator will light up.



- ⑤ Press the CLEAR switch.
- \* The program previously written in this Program Number will be deleted.



- ⑥ Press the Selector switches one after another choosing the effect units to be used. (Refer to the example shown below.)
- \* The corresponding indicators will all light as you press the switches but the last one will flash.

(e.g.) D → A → G

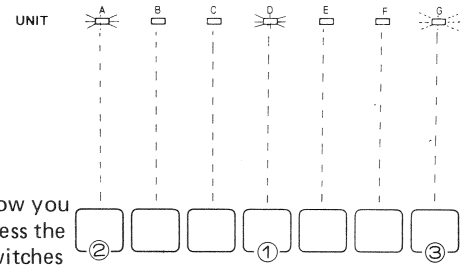
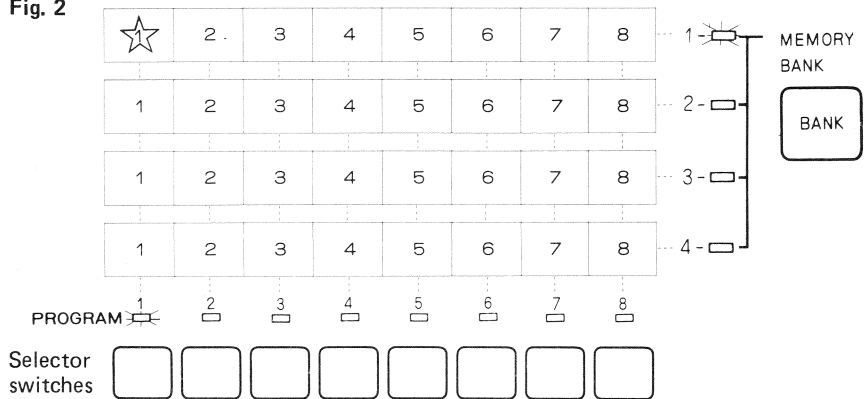


Fig. 2

Selecting a Program Number



- Select a Program Number where you write a program, by using the BANK switch and a Selector switch.
- If you choose MEMORY BANK

- 1 and PROGRAM 1, the ☆ will be the Program Number.
- Total of 32 programs can be written.

- ⑦ If you make a mistake or wish to change the program, follow the instructions shown in Fig. 1.

Table 1		Operation
1	If you wish to add a unit in the end.	Press the corresponding Selector switch of the effect unit that you wish to add. * This effect unit will be added and its indicator will light up. (This effect unit will be then the last one.)
2	If you wish to delete the last unit.	Press the corresponding Selector switch of the last unit. * The indicator will go out and that of the effect unit second from the last will flash, i.e. this effect unit now is the last one. • If pressing all the Selector switches whose indicators are flashing, you can delete all the effect units.
3	If you wish to re-write right from the beginning.	Start from operation 5 of "Writing Effect Units".
4	If you wish to replace the unit in the middle.	Delete the unit by Operation 2, then re-write a new program. Otherwise follow Operation 3.

► Now you have completed writing effect units.

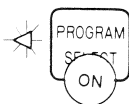
■ Monitor function

By pressing the MONITOR switch you can check which effect units have been written.

The UNIT indicators light up one after another in the same order as they have been written.



- This function is also available when you are calling a program.

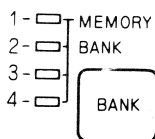


2. Calling

a. Operation

Calling

- ① Press the PROGRAM SELECT switch.



- ② Call a program by pressing the appropriate BANK switch and Selector switch.

\*The indicator of the called Program Number will light up and the contents of the program will be displayed in the indicators section.

Now you have completed calling the program.

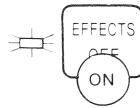
- "Calling" can be done by the same operation procedure as "Selecting a Program Number".
- As long as the indicator of the PROGRAM SELECT switch lights, you can call any program you like.
- When a program is changing, there is a momentary break of a sound. This, however, is not caused by a trouble but by a mute-circuit that prevents click noise.

**b. Functions in live performance**

■ **Selecting Normal/Effect**

If you want to turn off all the effect units while playing the guitar (or other musical instruments), simply press the EFFECT OFF switch.

\*The indicator of the EFFECT OFF switch will light up and all the effect units will be off, i.e. only normal sounds are obtained.



\* If you press the EFFECT OFF switch again, the original program will be brought back.

- This function is available when you are writing. (However, the SCC-700C will not return to Write mode but turn to Call mode when you press the EFFECT OFF switch.)

**Editing**

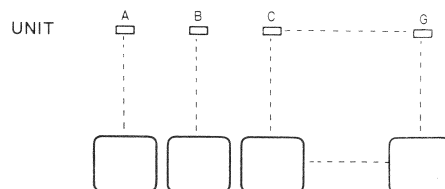
By pressing the MODIFY switch, you can change the order of the effect units to be used without changing the other contents of the program.

- ① Press the MODIFY switch.

\*The indicators of the MODIFY and the UNIT WRITE switches will light up.



- ② You can add new effect units to be used or change the order of the effect units previously written, by simply pressing Selector switches one after another.



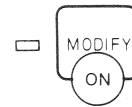
- The operation procedure is exactly the same as "Writing Effect Units".

- ③ By pressing the CLEAR switch, you can cancel all the effect units written and select a new set of units.



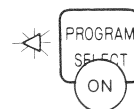
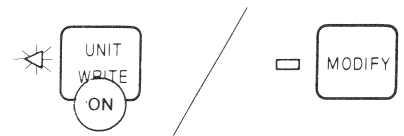
- ④ If you press the MODIFY switch once more, its indicator will go out and that of the PROGRAM SELECT switch will light up, showing that the original program is now returned.

\*The modified program will be deleted.



- ⑤ If you wish to write the program you have edited, follow the operation ② and press the UNIT WRITE switch (the indicator of the MODIFY switch goes out), then press the PROGRAM SELECT switch.

\* The original program is now replaced with a new one.



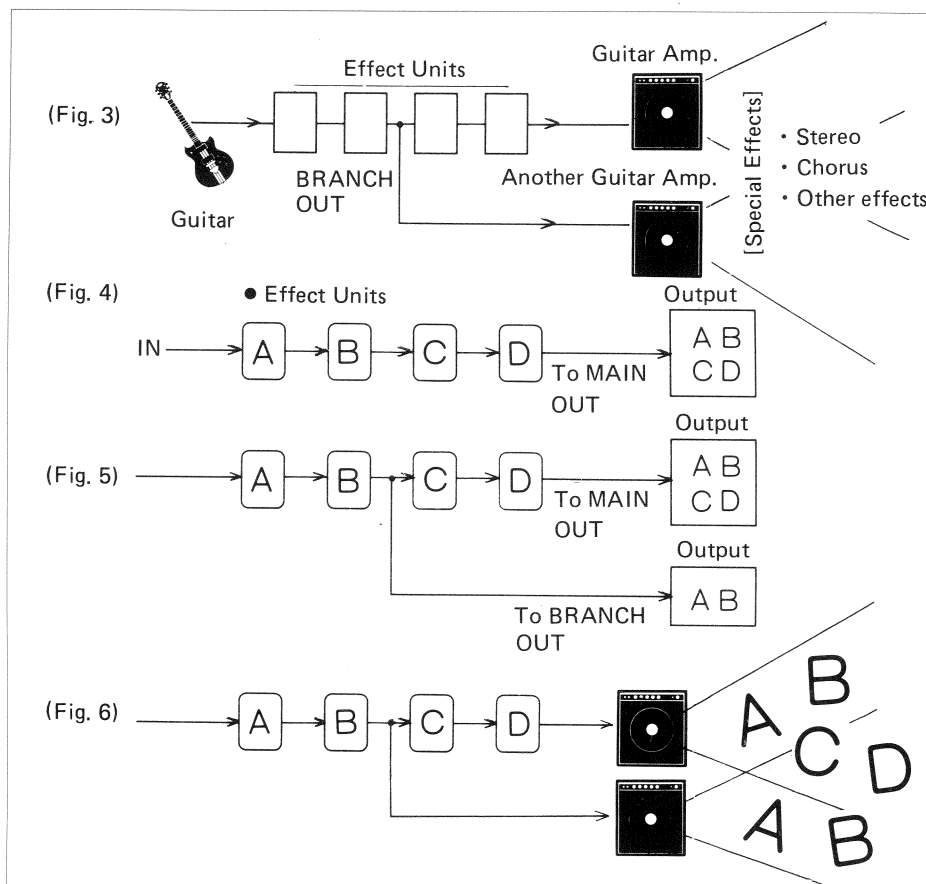
D. Writing the BRANCH OUT position

1. BRANCH OUT

Normally the signal from the guitar (or other musical instruments) passes through all the written effect units, then is finally sent out from the MAIN OUT jack to the guitar amp. (or other unit). If you take out the signal somewhere in the middle (from the BRANCH OUT) and send it to another amplifier, you can obtain a special effect such as Stereo or Chorus. (Fig. 3)

The way out of the signal is the BRANCH OUT and selecting the BRANCH OUT position is writing the BRANCH OUT.

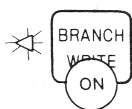
For instance, if you write the order of effect units as shown in Fig. 4 and choose the UNIT C, output block-diagram will be as shown in Fig. 6.



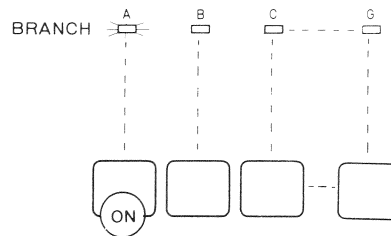
2. Operation

Writing the BRANCH OUT

- ① Call a program.
- ② Press the BRANCH WRITE switch.  
\*Its indicator will light up.



\*The indicator of the selected effect unit will light up.



- ③ Select the BRANCH OUT effect unit (A ~ G) by pressing the Selector switch.

Now you have completed writing the BRANCH OUT.

\*If you pressed a wrong Selector switch, simply press a right one. (You can do this as many times as you want.)

\*If you prefer the same output signal as from the MAIN OUT, press the Selector switch on the right (8th switch from the left).

\*In this case, the BRANCH OUT indicator does not light up.

\*If you choose the BRANCH OUT effect unit which has not been written, there will be no output signal

from the BRANCH OUT jack.

\*If pressing the CLEAR switch while you are writing the effect units, the same output signal as from the MAIN OUT will be automatically obtained.

You can write a BRANCH OUT immediately after writing the effect units. In this case, start from operation ②.

## E. Writing the GAIN

### 1. Writing the output level

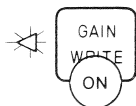
The level of the output signal from each effect unit is automatically set to UNITY (0dB i.e. input:output = 1:1) when the CLEAR switch is pressed (in Unit Write mode). But how it sounds to your ears (the loudness) varies depending on the type of the effect units used.

### 2. Operation

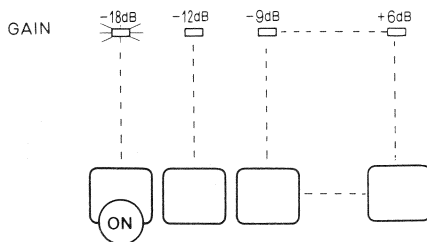
- ① Call the program.

[Writing the GAIN]

- ② Press the GAIN WRITE switch.  
\*Its indicator will light up.



- ③ Select an appropriate Gain (-18dB ~ +6dB) with the Selector switch.  
\*The corresponding indicator will light up.



Now you have completed writing the GAIN.

If you wish to make it sound equal or deliberately change the loudness of the sounds in backing (side) playing or solo (lead) playing, call the program and set appropriate levels. This is Writing the GAIN.

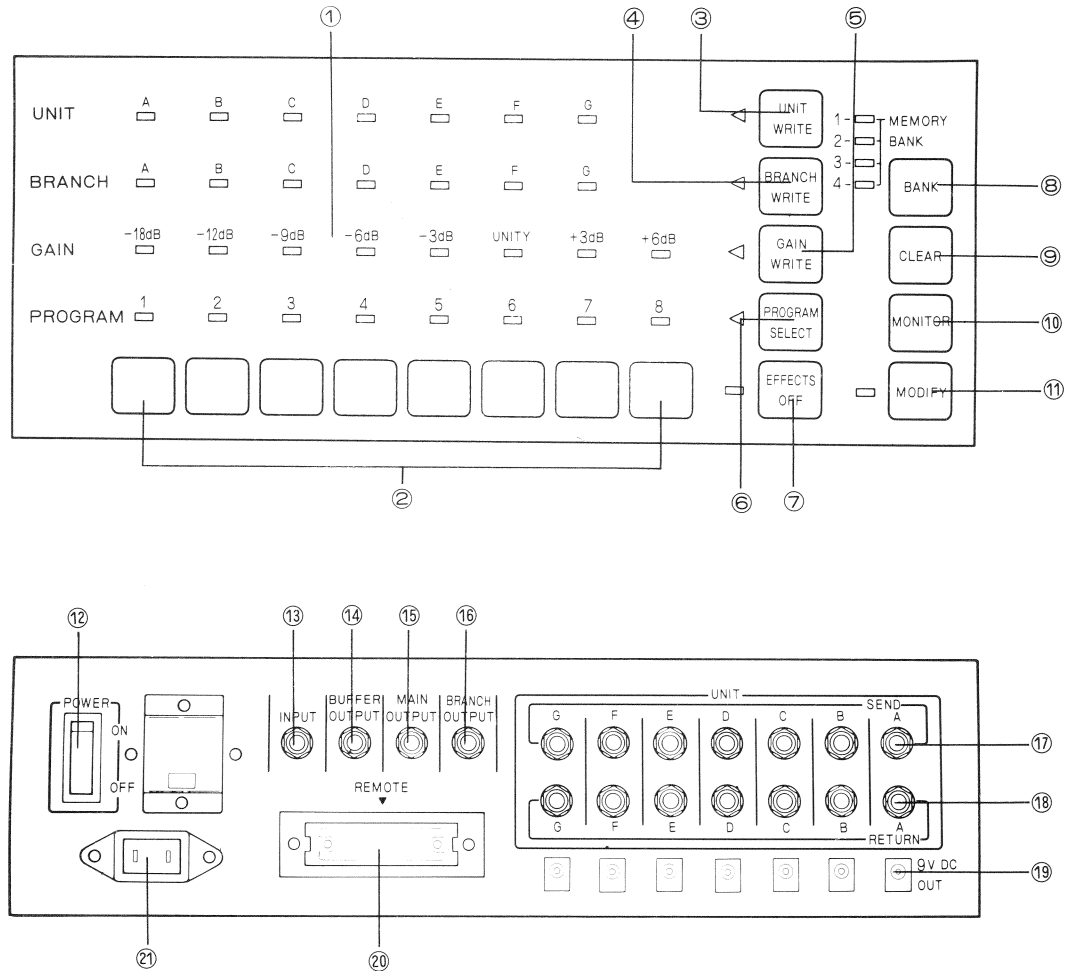
If you make a mistake, press the correct switch. (You can do this as many times as you want.)

The output signals from the MAIN OUT and BRANCH OUT have the same Gain. You can write the GAIN immediately after writing the effect units. In this case, start from operation ②.

The Gain (dB) and the output level have the relation as shown below.

#### • Gain (dB) and Output/Input Voltage Ratio

Gain (dB)	Output/Input
+ 6 dB	Approx. 2.1
+ 3 dB	1.4
UNITY (0dB)	1
- 3 dB	1/1.4
- 6 dB	1/2
- 9 dB	1/2.8
- 12 dB	1/4
- 18 dB	1/8



① Indicators Section

- **UNIT indicators (A ~ G)**  
They display whether the connected units are on or off. (When a unit is on, the corresponding indicator lights up.) When in Write or Modify mode, only the indicator of the last effect unit flashes.
- **BRANCH indicators (A ~ G)**  
These indicators are to display the BRANCH OUT effect unit. When no indicator lights, the same signal as from the MAIN OUT is sent out from the BRANCH OUT.
- **GAIN indicators (-18dB ~ +6dB)**  
The output levels from the MAIN OUT and BRANCH OUT are displayed.
- **PROGRAM indicators (1 ~ 8)**  
The selected program will be displayed by the corresponding indicator.

② Selector switches (x 8)

These switches have 4 functions.

- **In UNIT WRITE mode**  
By pressing these switches one after another, you can write which ones of the connected effect units to be used as well as in what order they should be used. The switch on the right does not function in this mode.
- **In BRANCH WRITE mode**  
You can set the BRANCH OUT position by pressing the appropriate Selector switch. If you prefer the same output as from the MAIN OUT, press the switch on the right (8th switch from the left).
- **In GAIN WRITE mode**  
You can write the output levels (GAIN) from the MAIN OUT and the BRANCH OUT.

- In PROGRAM SELECT mode

You can call a program or select the Program Number where you write a program.

③ UNIT WRITE switch

If you press this switch, its indicator will light up, and you can write the effect units.

④ BRANCH WRITE switch

If you press this switch, its indicator will light up, and you can write the BRANCH OUT position.

⑤ GAIN WRITE switch

If you press this switch, its indicator will light up, and you can write the output level.

⑥ PROGRAM SELECT switch

If you press this switch, the indicator will light up, then you can call a stored program or select the Program Number where you write a program.

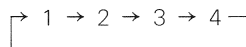
⑦ EFFECTS OFF switch

If you press this switch, its indicator lights up and all the connected effect units will be temporarily off, i.e. the input signal will be sent out unchanged until you press this switch once again.

\*This does not affect the original program.

⑧ BANK switch

This is to select a Memory Bank (1 ~ 4). Each time you press the switch, different switch will be selected.



(The indicator shows which one of the Memory Banks is selected.)

⑨ CLEAR switch

If you press this switch when the SCC-700C is in UNIT WRITE mode, the effect units you have chosen to be used will be all cancelled. Also, the level of the output signal from the BRANCH OUT will become the same as from the MAIN OUT, and the GAIN will be automatically set to UNITY.

If you press it when the SCC-700C is in MODIFY mode, the modified program will be cleared.

⑩ MONITOR switch

This switch is to check the order of the written effect units. If you press this switch, the corresponding indicators will flash one after another in the same order as the effect units have been written.

⑪ MODIFY switch

This switch is used to temporarily change the content of the program you have previously written. If you press this switch, the indicators of the MODIFY switch and UNIT WRITE switch will light up, and you can alter the content of the program during live performance.

By pressing this MODIFY switch once again, the modified program will be deleted and the originally written program will be available.

\*This operation does not affect the original program.

⑫ POWER switch

⑬ INPUT jack

This is to connect a guitar (or other electronic musical instrument) to.

⑭ BUFFER OUT jack

This jack is used when you wish to send out the input signal from the guitar (or other connected unit) only through a Buffer amplifier. An interesting result is obtained by connecting a Guitar Tuner or Monitor Amp. to this jack.

It is also possible to connect another amplifier to this jack via effect units.

\*Buffer Amp.

This amplifier transforms high-impedance to low-impedance, therefore, even a long connection cord picks up little noise. Normally output and input level is unity (1:1) and this rate does not change.

⑮ MAIN OUT jack

The input signal, which has been processed by the effect units, is finally sent out from this jack. This jack should be connected to an external unit such as a guitar amplifier.

**16 BRANCH OUT jack**

The input signal can be taken out from this jack without being processed by all the effect units previously written. Therefore, if you connect another guitar amplifier to this jack and combine its sound with that from the guitar amplifier connected to the MAIN OUT, a stereo effect is obtained.

**17 SEND jacks (A ~ G)**

They are to be connected with the input jacks of the effect units.

**18 RETURN jacks (A ~ G)**

They are to be connected with the output jacks of the effect units.

**19 9V DC OUT jacks**

They are output jacks of the 9V DC (100mA MAX). Refer to "Connections" on P.5.

**20 Connector (REMOTE) 24 pins**

This is to connect the optional Foot Controller SCC-700F to.

**21 AC jack**

This is to connect the provided AC power cord to.

## Battery back-up

The SCC-700C features a non-volatile memory, which will retain programs when switched off. It relies on its batteries for a back-up circuit to protect these memories.

Replace with a new set of batteries once a year.

\* When replacing the batteries, leave the power switch on, and the programs will be protected even while the batteries are being replaced.

**Battery Replacement**

Use 3 UM-3 batteries.

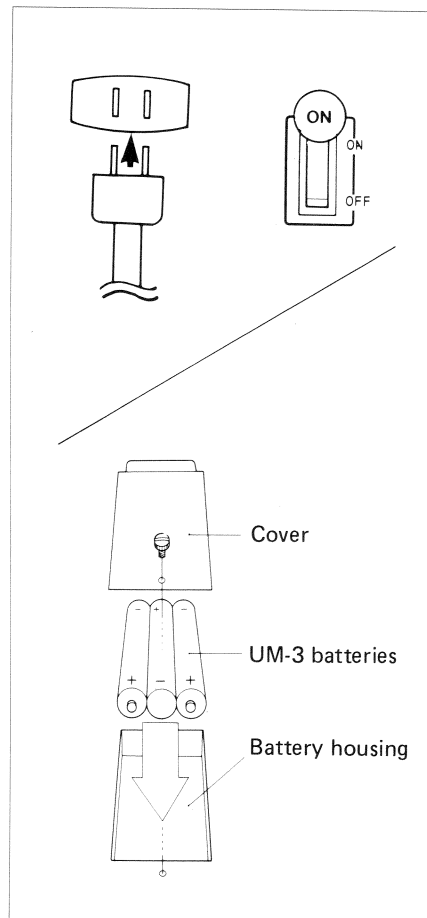
1) Loosen the screws on the bottom of the SCC-700C and open the cover of the battery housing.

2) Take out the batteries and place new ones in the housing.

\*Make sure that the polarity of the batteries is correct.

3) Close the cover and tighten the screws.

\*Be sure to replace the batteries with a complete set of new ones.





Normally the SEND/RETURN jacks of the SCC-700C are used to connect effect units. But by connecting a guitar (or other musical instrument) and an amplifier to these

jacks (i.e. using these jacks as mere input/output jacks) you can obtain special effects as follows.

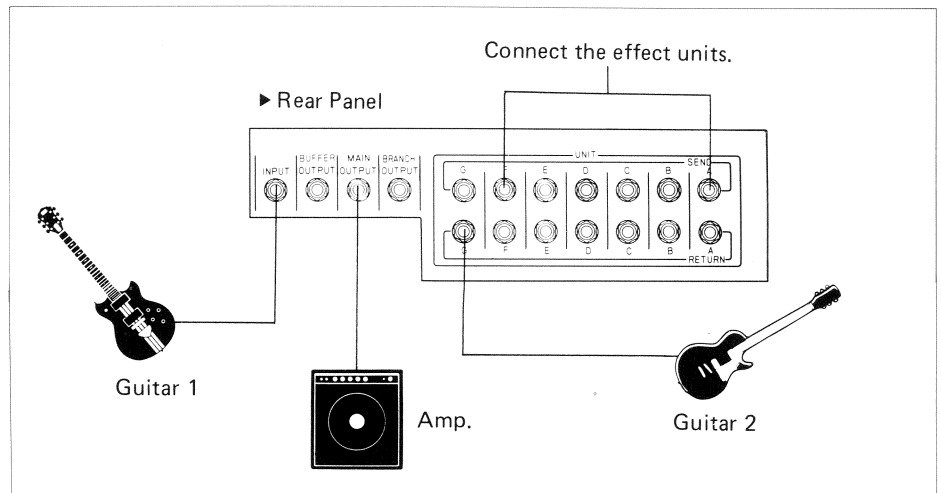
## A. Connections to Guitar/Amplifier

### 1. Guitar

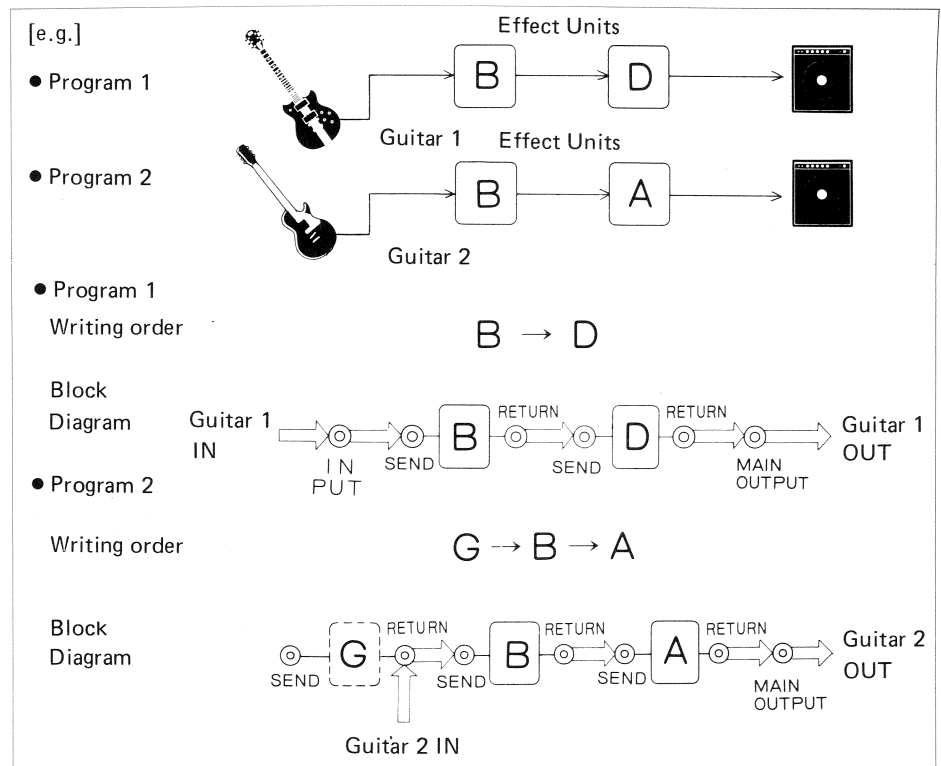
You can connect more than two guitars and select one of them to be used depend-

ing on the type of the performance you aim at.

#### ■ Connections

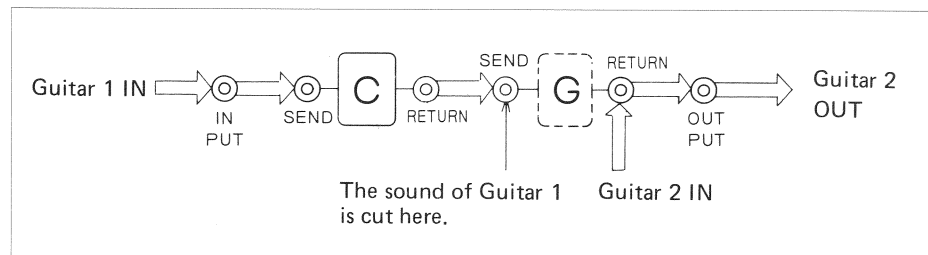


#### ■ Writing the Effect Unit & Selecting a Guitar



<Note>

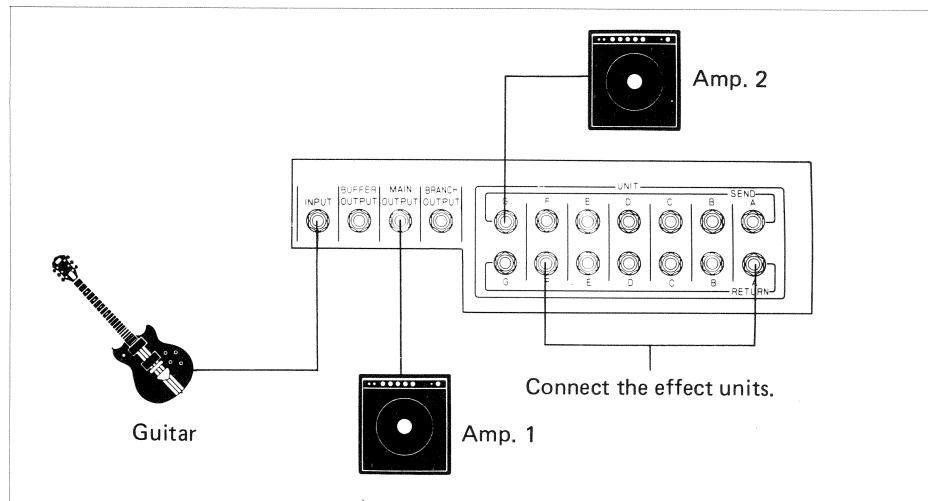
1. In case of Program 2, if you press the UNIT G button right in the beginning, Guitar 2, connected to the RETURN jack G, will be selected. If you write a program without choosing the UNIT G first, Guitar 2 will not be selected (i.e. the program is applied to Guitar 1).
2. The function of writing effect units works just the same.
3. Connecting the UNIT G after the effect units will result as shown in the figure below.
4. Guitar 2 can be connected to the RETURN jack of the UNIT other than UNIT G, i.e. A to F. (In this case, the chosen UNIT will function exactly like UNIT G.)



2. Amplifier

More than 2 amplifiers can be connected.

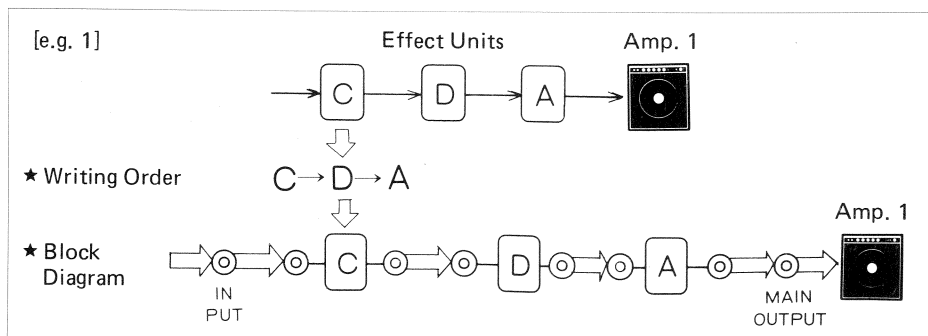
■ Connections

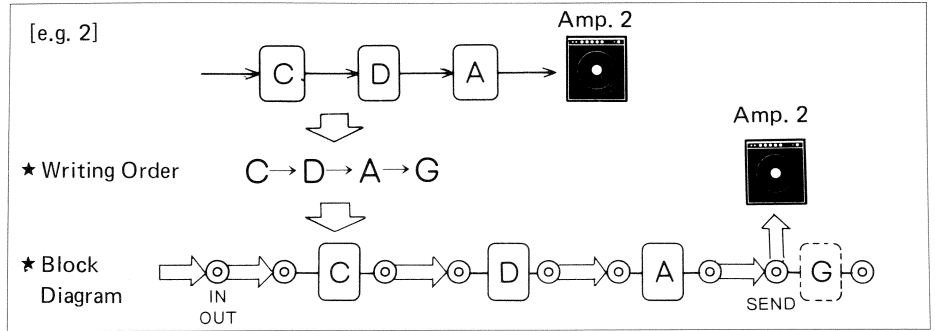


■ Writing Effect Units & an Amplifier

Amp. 2 will be written by choosing the

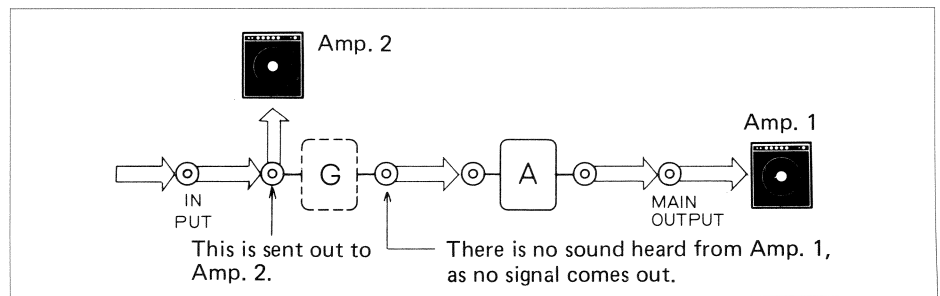
UNIT G at last. If you do not select the UNIT G, Amp. 1 will be written.





<Note>

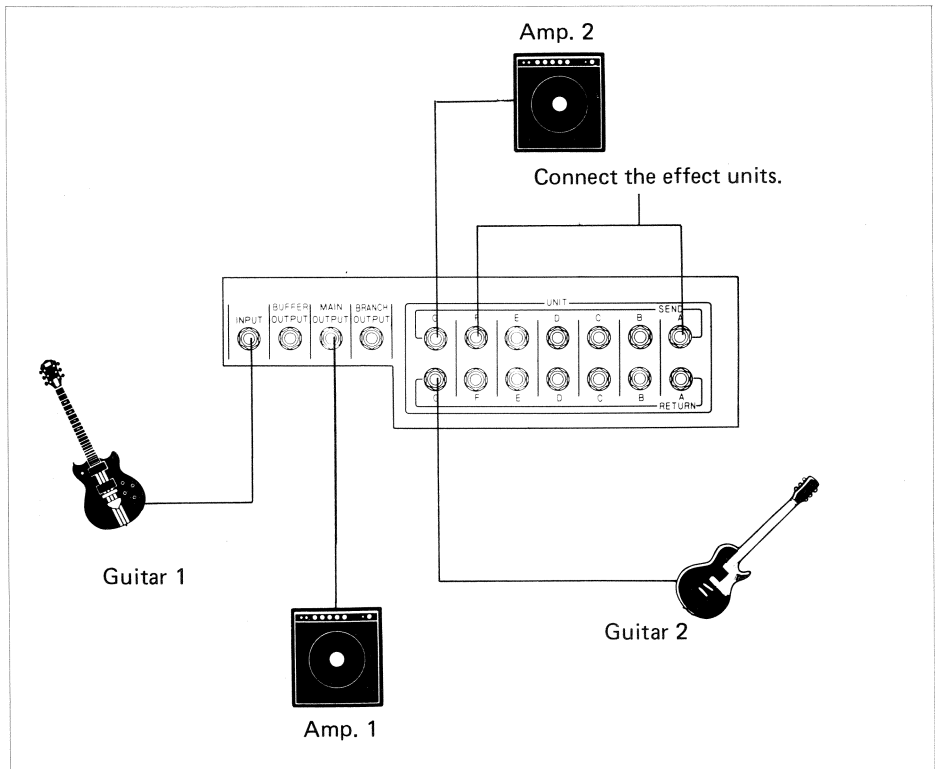
Selecting the UNIT G first will result as shown in the figure below.



3. Others

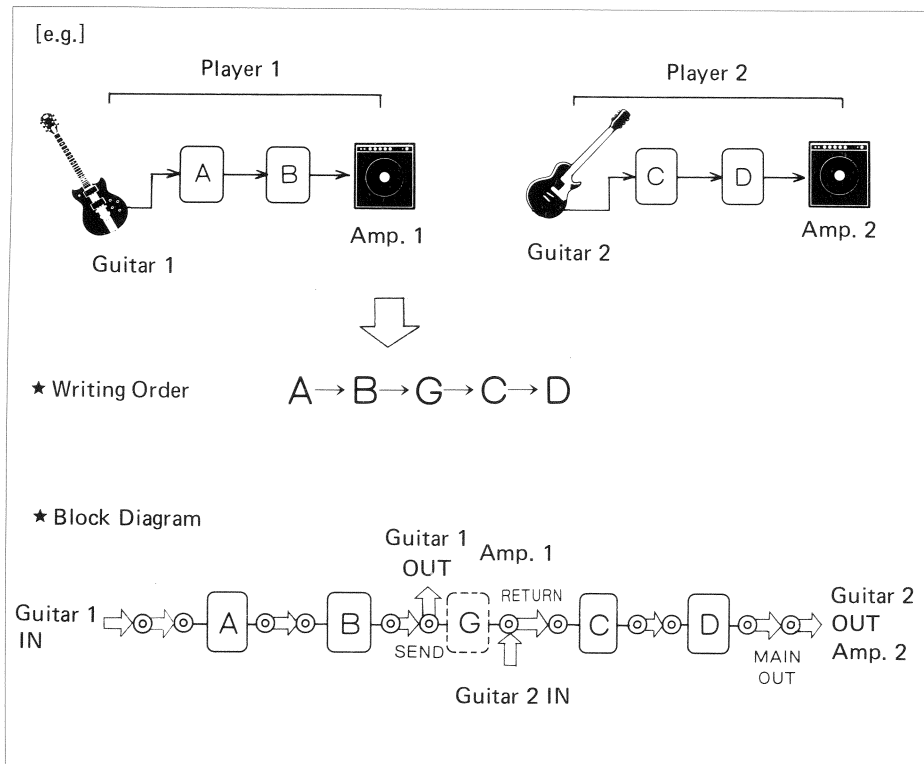
- a. Simultaneous use of the SCC-700C by two players (application of 1 & 2).

■ Connections



■ Writing the Effect Unit

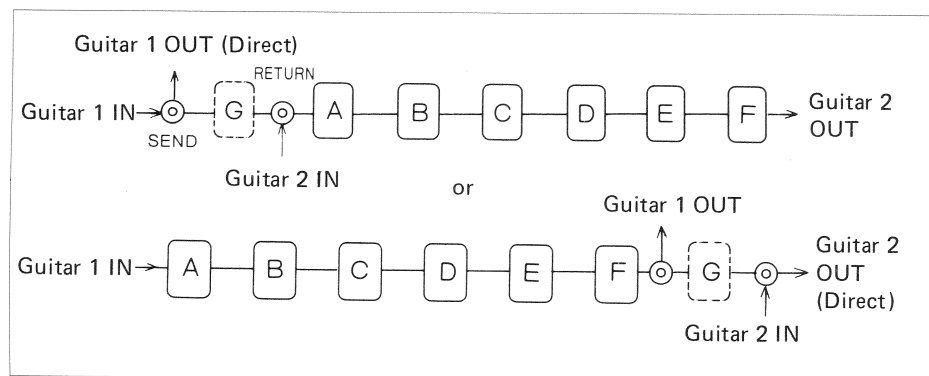
Write as follows.



<Note>

1. Selecting the UNIT G separates the front and back parts of the SCC-700C.
2. The same unit cannot be used by two players.

3. One player can use maximum of 6 effect units, but in this case the other player cannot use any effect unit (only a direct sound is available).



b. Level setting

You can also set just the output levels of the effect units in conventional connection, other than special use of the SCC-700C as shown above.

■ Writing

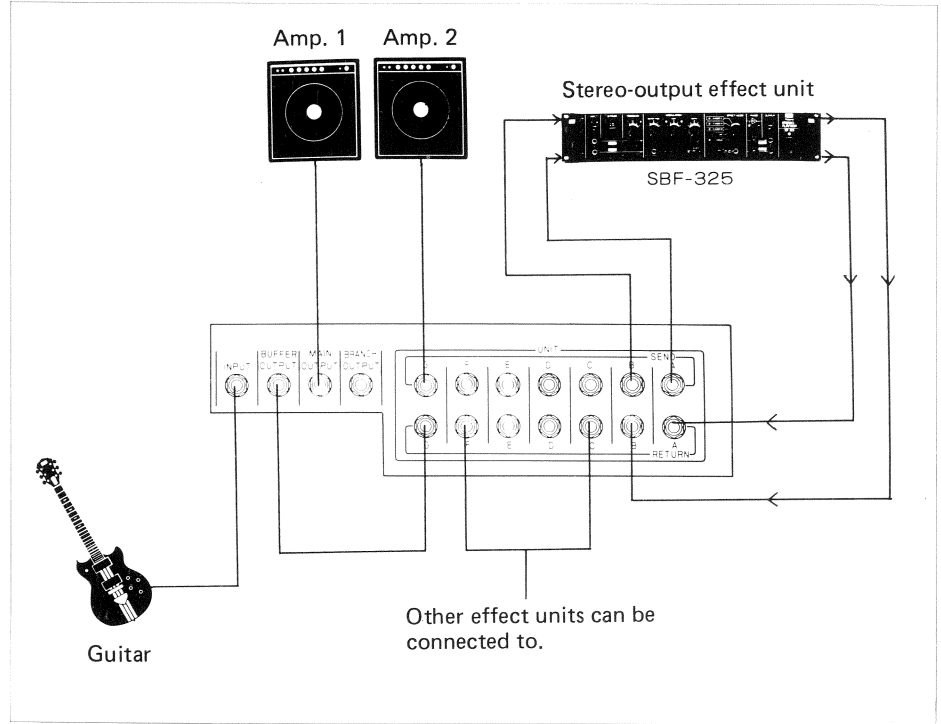
Do not write the effect units but only the output levels i.e. just write a GAIN.

B. With Stereo-output Effect Unit or Musical Instrument

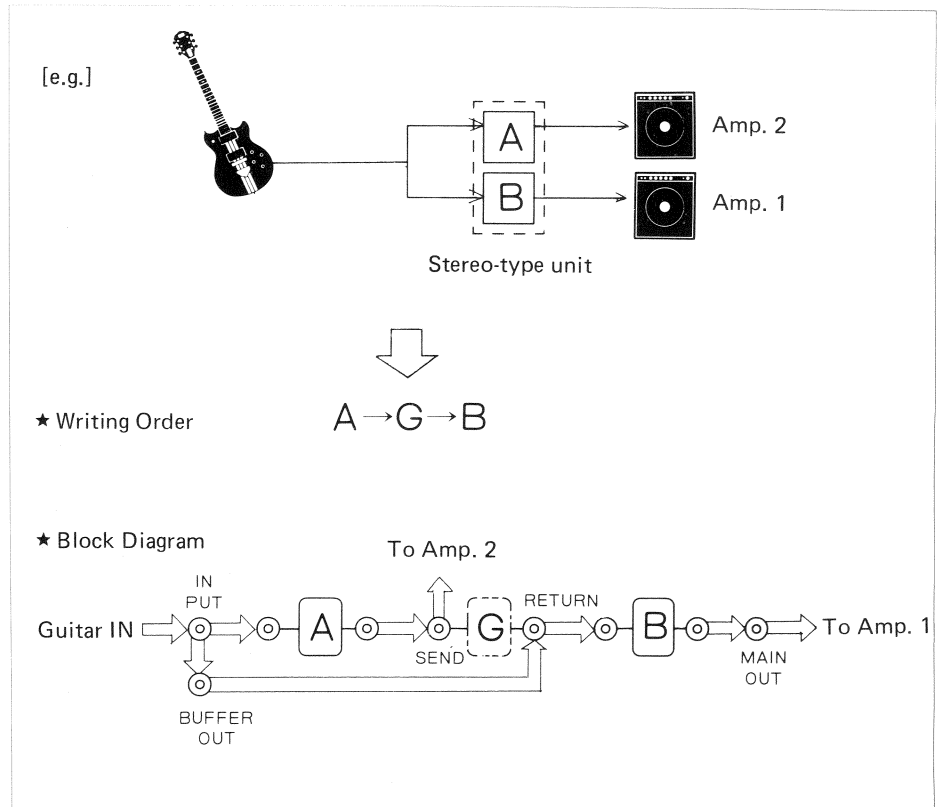
1. Stereo-output Effect Unit (2 outputs)

To connect a stereo-output effect unit, you need to split the input signal into two.

■ Connections



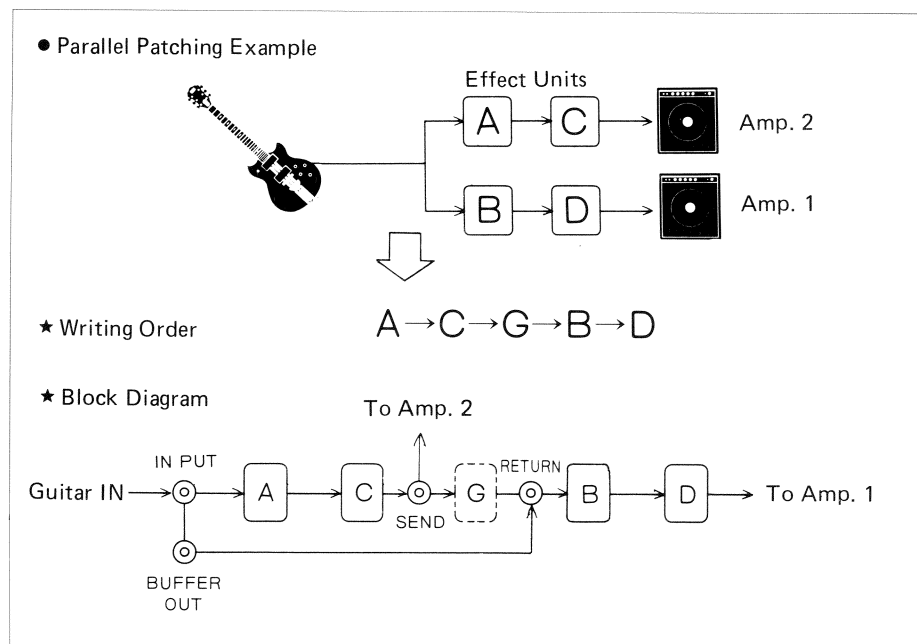
■ Writing the Effect Units



<Note>

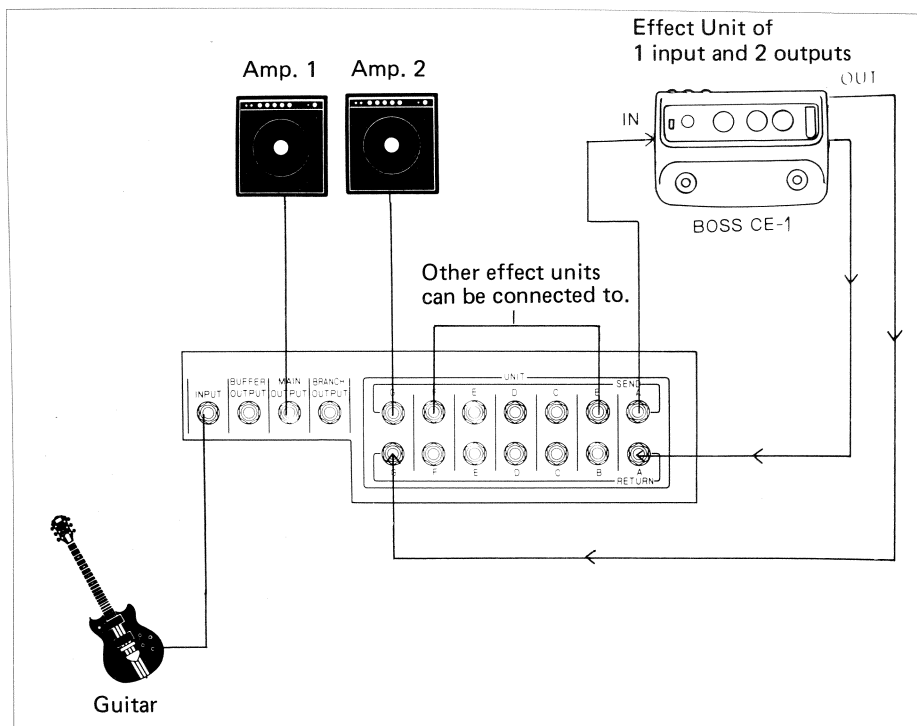
When connecting the stereo-output unit, regard it as two units. If you connect two monaural-output units instead of one

stereo-output unit, it will be a parallel patching (two rows of completely different patches).

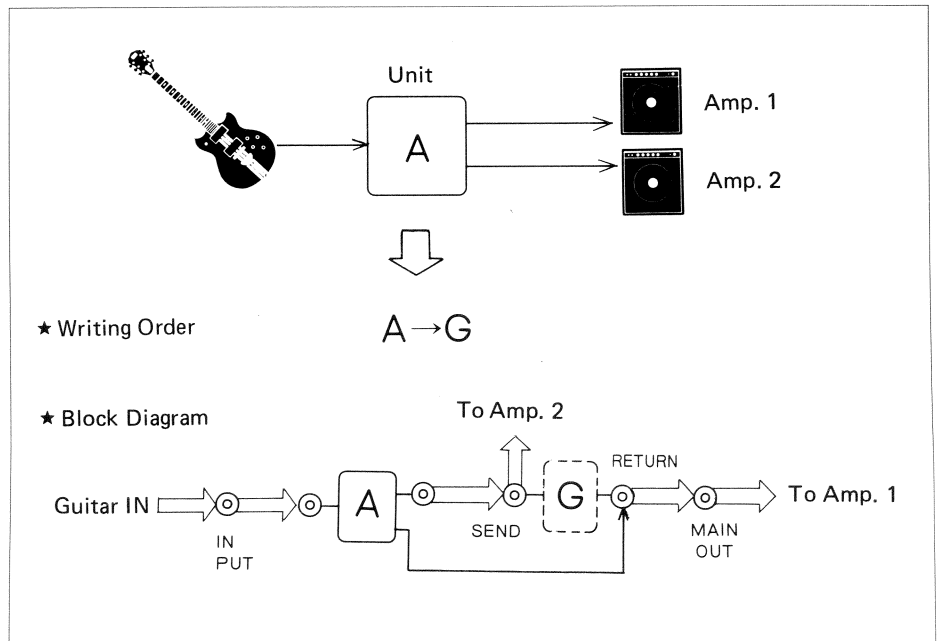


2. 1 input/ 2 output type Effect Unit

■ Connections



■ Writing the Effect Unit



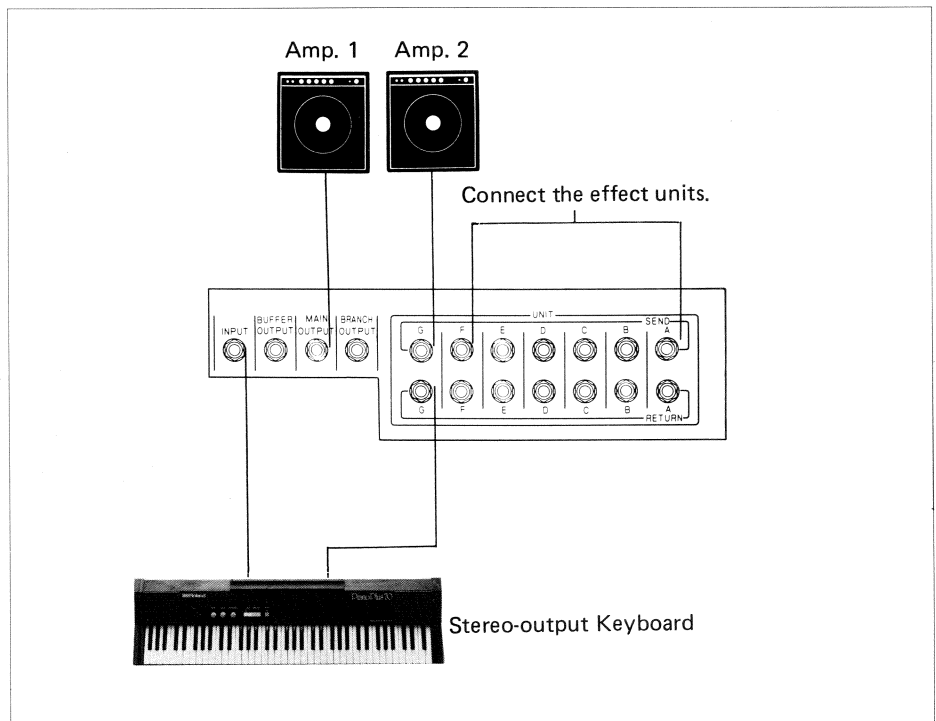
<Note>

You can add another effect unit before UNIT A or after UNIT G.

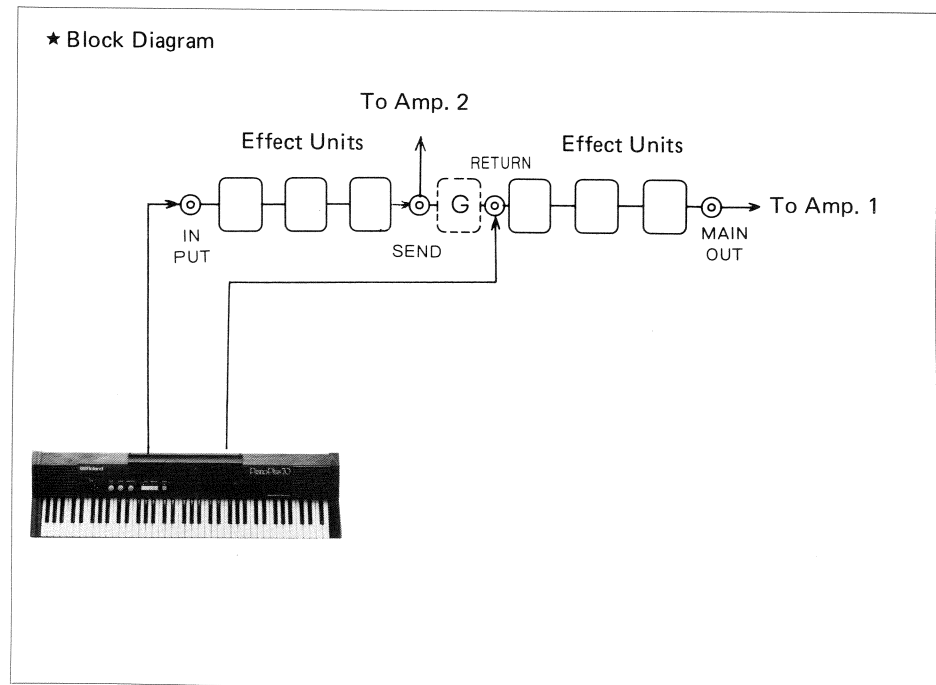
3. Stereo-output keyboard (2 inputs, 2 outputs)

Connection should be made in the method shown in "A. 3. Others, a." on P. 19.

■ Connections



■ Writing the Effect Unit



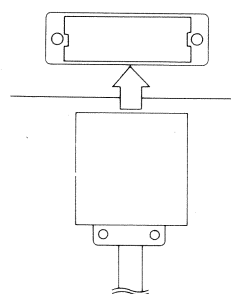
## SCC-700F Foot Controller (optional)

■ Setting up with the SCC-700C

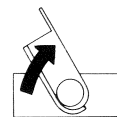
- ① Turn off the Power switch of the SCC-700C.
- ② Connect the connector of the Foot Controller and that of the SCC-700C by using provided 24 pin connection cable.

\* Do as follows.

● SCC-700 or  
SCC-700F

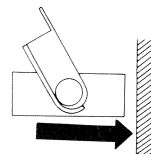


①



Unlock the connector.

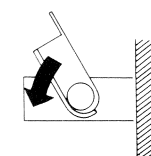
②



SCC-700 or  
SCC-700F

Insert completely.

③



Lock the connector.

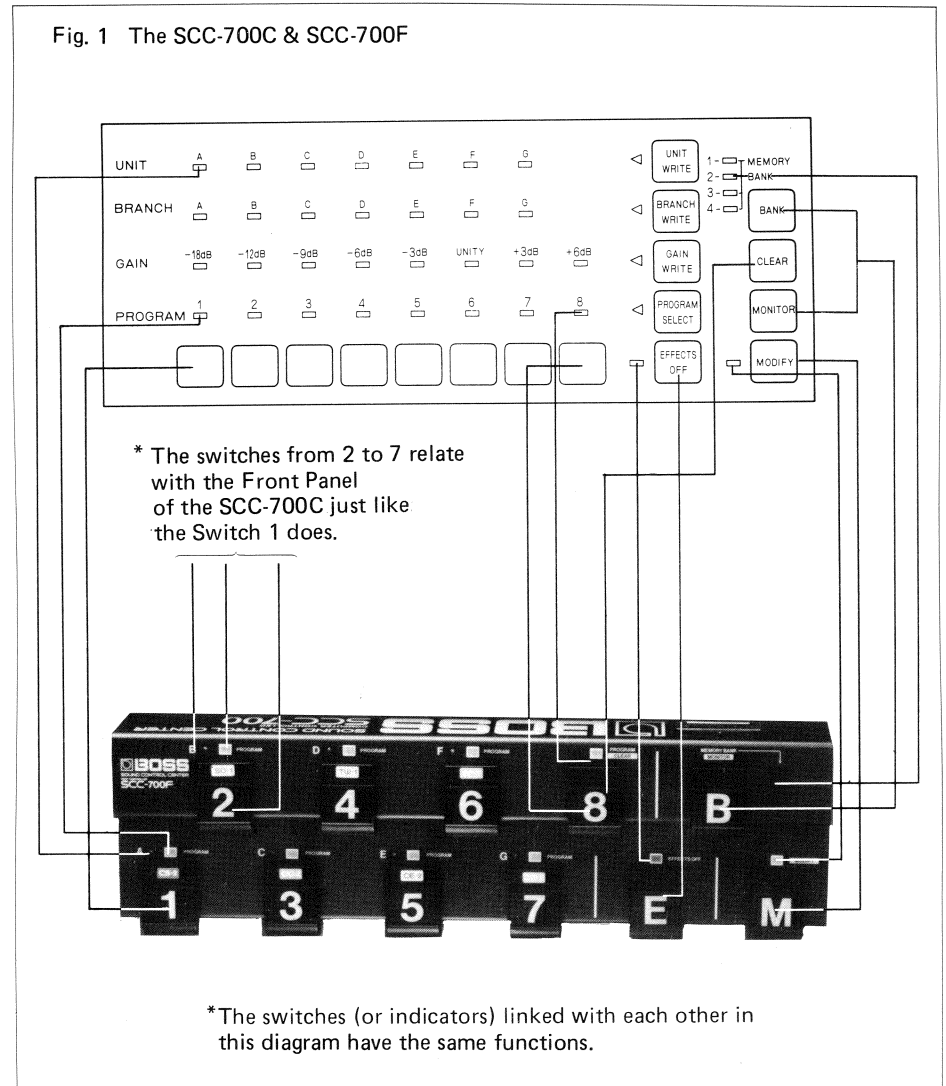
<Note>

Turn the Power switch off before making connections.



Each pedal switch and its indicator on this Foot Controller has the same function as the corresponding Selector switch on the SCC-700C. (Refer to Fig. 1) Operation can

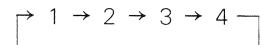
be done by using either of the switches on the SCC-700C or the SCC-700F.



<Note>

- These two switches have more than two functions.
- Memory Bank of the Foot Controller displays a number, i.e. each time you

press this switch, you will see a number changing as follows:



	Normal	MODIFY ON
	<p>This functions just like the Selector switch of the SCC-700C.</p>	<p>This functions the same as the CLEAR switch of the SCC-700C.</p>
	<p>This functions just like the BANK switch of the SCC-700C.</p>	<p>This functions just like the MONITOR switch of the SCC-700C.</p>

When the SCC-700C does not operate properly, check the points shown in the table below. If the unit is still in trouble after

the checking, or the symptom is excluded from these cases, call for the repairs.

Symptom		Cause	Action to be taken
Even if the Power switch is turned on, the indicator does not light up and the SCC-700C does not work.		The power cord is not completely connected.	Insert the power cable completely into the jack.
The indicators light up but there is no sound heard.	There is no sound at all.	The volume of the Guitar (or Amp.) is set too low. The connection of the Guitar (or Amp.) is improper. There is something wrong in the connection cord.	Turn the volume up. Insert the cord completely. Replace with a new cord.
	Sound is heard in some programs.	The input/output jacks of the effect unit are not correctly connected to the SEND/RETURN of the SCC-700C. The volume of the effect unit is set to zero. You have written the effect unit which is not connected to the SCC-700C. There is something wrong with an effect unit or connection cord. The power supply of the effect unit is not adequate.	Correct the connections. (Refer to P.5.) Turn the volume up. Re-write a program properly. Refer to the instruction of that effect unit.
	There is no sound heard from the BRANCH OUT.	You have not written the BRANCH OUT correctly.	Re-write a BRANCH OUT.
Proper effect is not obtained.	No effect is obtained.	The effect units are not turned on. The effect units are not set to EFFECT ON.	Turn the effect units on. Set the effect units to EFFECT ON.
	Only an inconsistent effect is obtained. Only a weak effect is obtained.	The batteries of the effect units are flat. The total current of the effect units connected to the SCC-700C comes to more than 100mA.	Replace the batteries. Keep the total current of the effect units under 100mA.
	Effect obtained is not as programmed.	You have wrongly remembered the connecting positions of the effect unit.	Correct the connections.
The Foot Controller does not function.		The connector is not completely connected.	Insert the connector completely.

## ■ SCC-700C/(Sound Control Center)

- Program Memory  
8 programs x 4 banks (total of 32 programs)
- Control Switches × 11
- Select Switches × 8  
UNIT WRITE  
BRANCH WRITE  
GAIN WRITE  
CLEAR  
PROGRAM SELECT  
EFFECTS OFF  
BANK  
MONITOR  
MODIFY
- Indicators × 40  
UNIT (A → G)  
BRANCH (A → G)  
GAIN (-18dB ~ +6dB)  
PROGRAM (1 ~ 8)  
UNIT WRITE  
BRANCH WRITE  
GAIN WRITE  
PROGRAM SELECT  
EFFECTS OFF  
BANK  
MODIFY
- Input/Output jacks  
INPUT  
BUFFER OUTPUT  
MAIN OUTPUT  
BRANCH OUTPUT  
REMOTE (24P, to the SCC-700F)  
SEND's (A → G)  
RETURN's (A → G)  
9V DC OUT's (x 7) Max. 100mA
- Battery Back-up  
UM-3 x 3 (4.5V)
- Input Impedance  
1MΩ
- Output Load Impedance  
(BUFFER OUTPUT, MAIN OUTPUT, BRANCH OUTPUT) over 1kΩ
- Output Level Control  
-18dB ~ +6dB (8 steps)
- Power Consumption
- Dimensions  
13½(W) x 4(H) x 9½(D) inches  
344 x 100 x 244 mm
- Weight  
9 lb 6 oz/4.25 kg
- Accessories  
DC-DC cord (7 pcs)  
AC Power cord  
Stickers

\*Specifications are subject to change without notice.

## ■ SCC-700F/(Foot Controller)

- Foot Switches × 11
- Program (1 → 8)  
\*Programs (1 to 7) correspond to the units (A → G).  
Program 8 corresponds to CLEAR switch when the SCC-700C is in Modify mode.  
EFFECTS OFF  
BANK/MONITOR  
MODIFY
- Indicators × 18  
PROGRAM (1 → 8)  
UNIT (A → G)  
EFFECTS OFF  
MODIFY  
BANK
- Connector  
24P (from SCC-700C)
- Dimensions  
23(W) x 2¾(H) x 7(D) inches/  
584(W) x 67(H) x 178(D) mm
- Weight  
10 lb 9 oz/4.75 kg
- Accessories  
10m (33 ft.) connection cable (x 1)

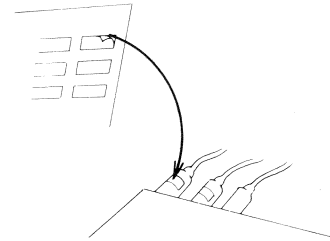
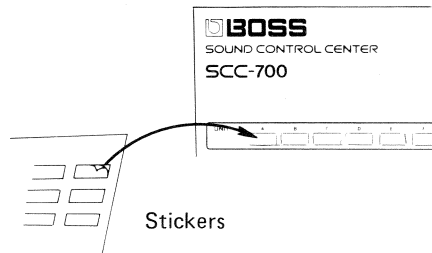
\*Specifications are subject to change without notice.

## Options

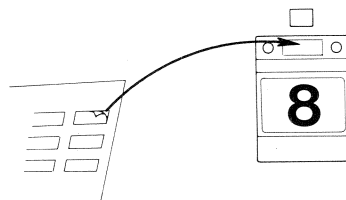
- SCC-700B Effect Board

**Stickers**

- After completing the connections of the effect units, apply the corresponding sticker to each unit, so that you can tell the units connections at a glance.
- If you wish to change the stickers, do not use a metallic tool such as a knife, but try peeling them slowly with your fingers.
- The blank stickers are to write down the names of the other effect units you have.
- To the Front Panel of the SCC-700C.
- To the plug connected to the SEND/RETURN jack.



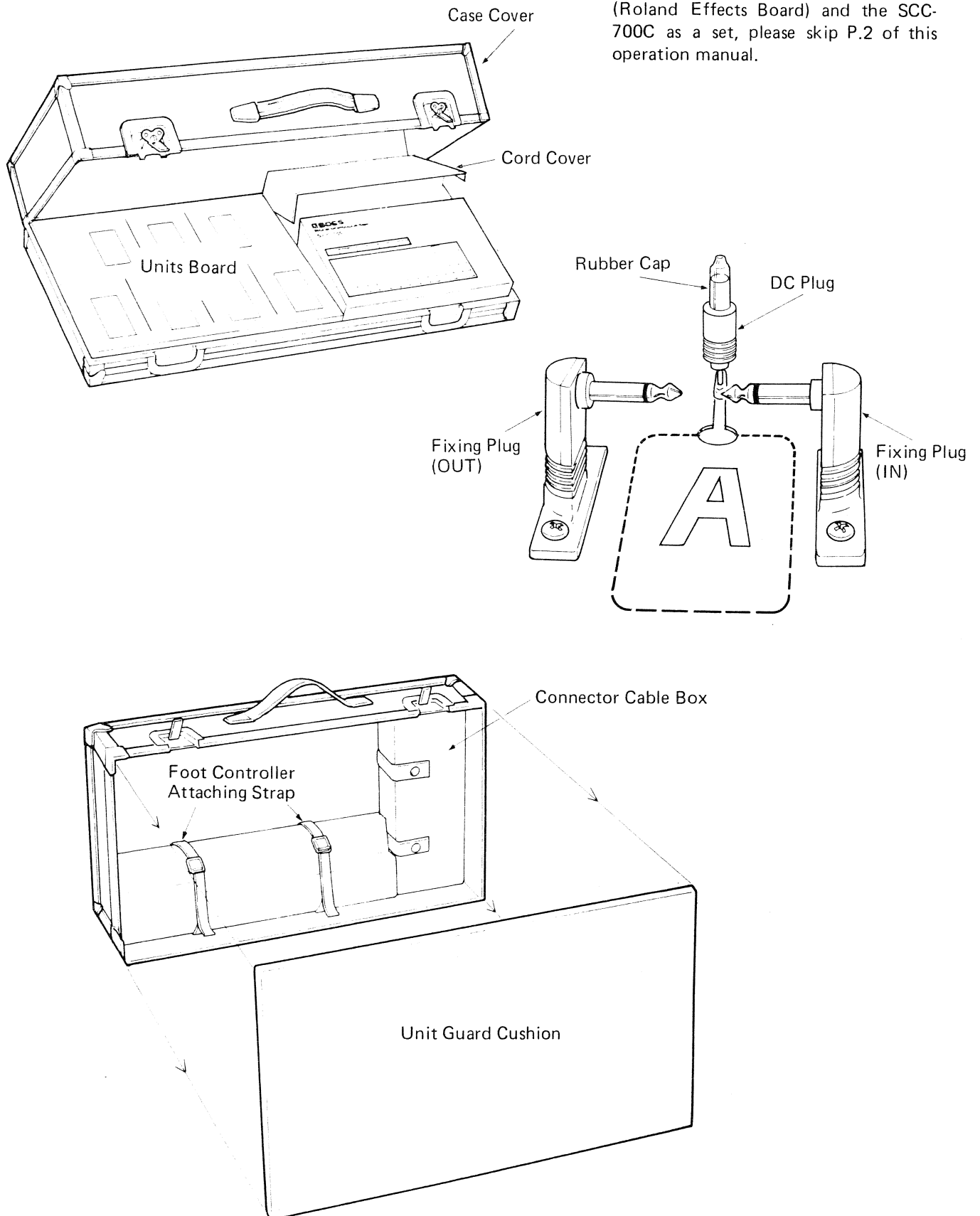
- To the Foot Switch of the SCC-700F.



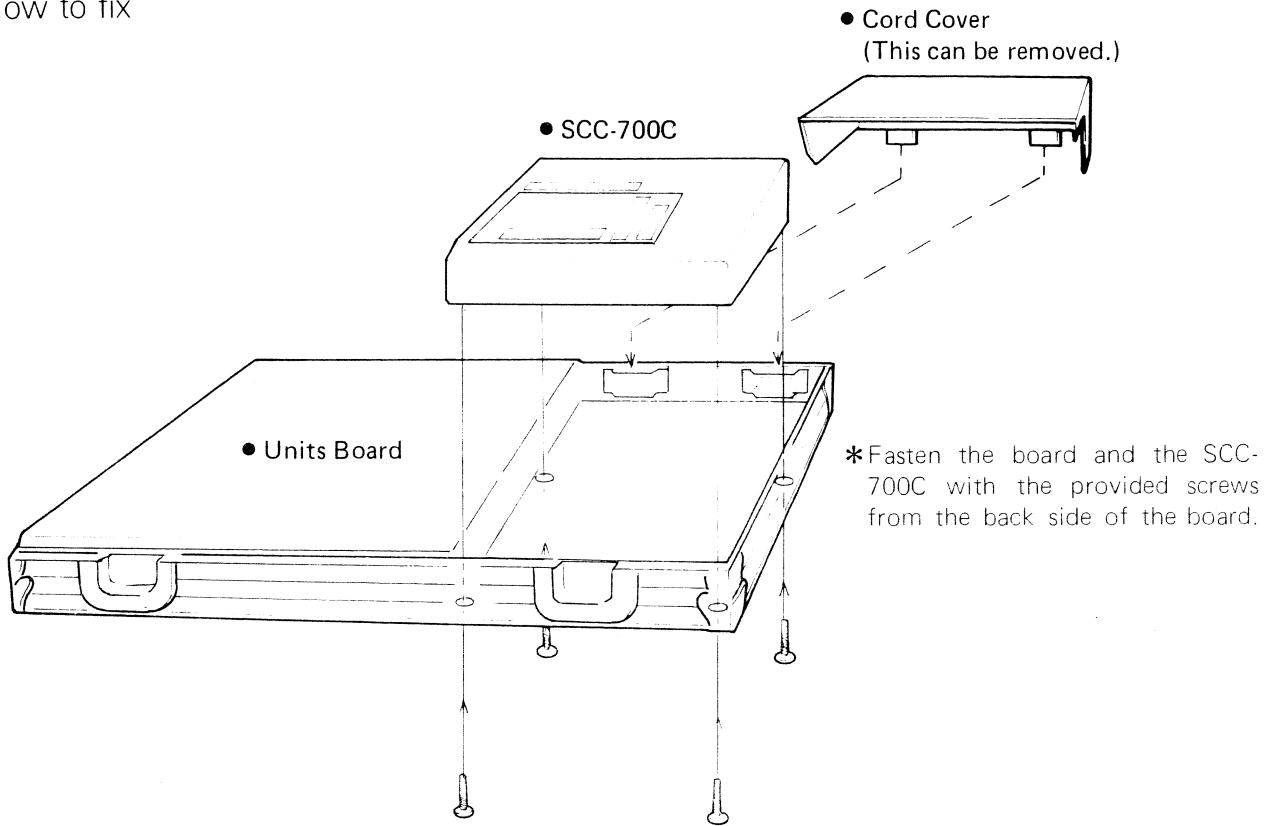
# SCC-700B Roland Effects Board Instructions

## ■ Names

- If you have bought the SCC-700B (Roland Effects Board) and the SCC-700C as a set, please skip P.2 of this operation manual.

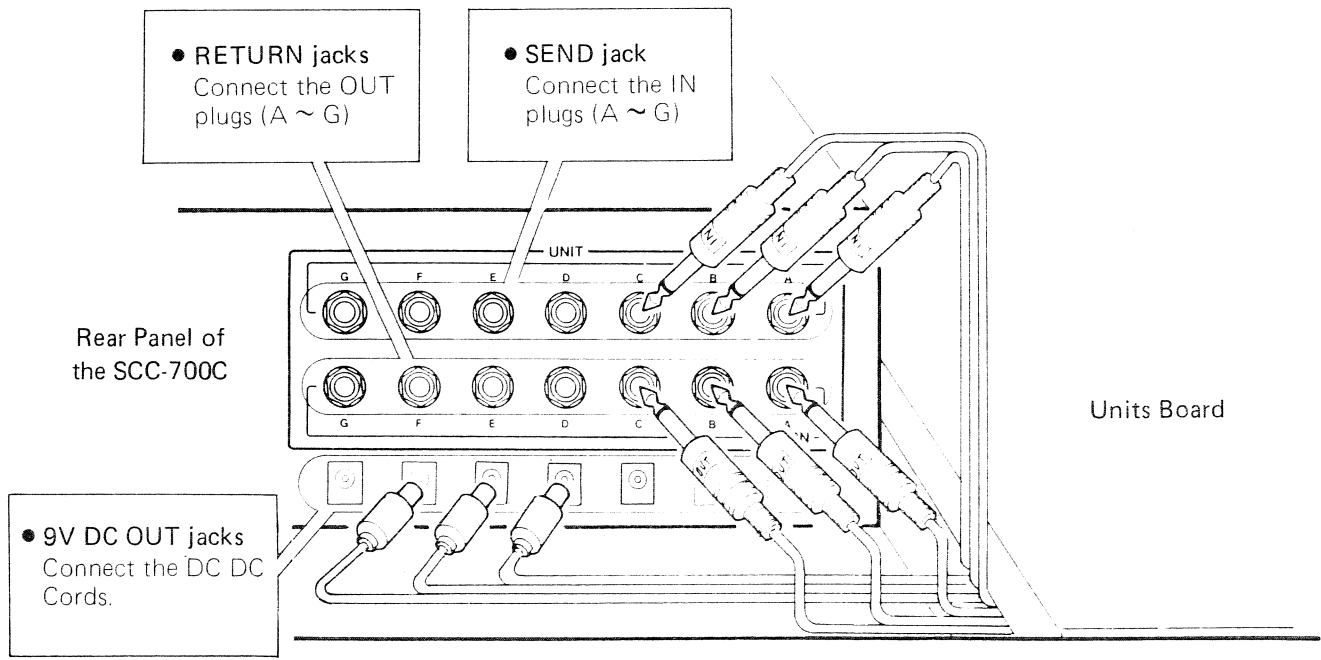


■ How to fix



■ How to hook up

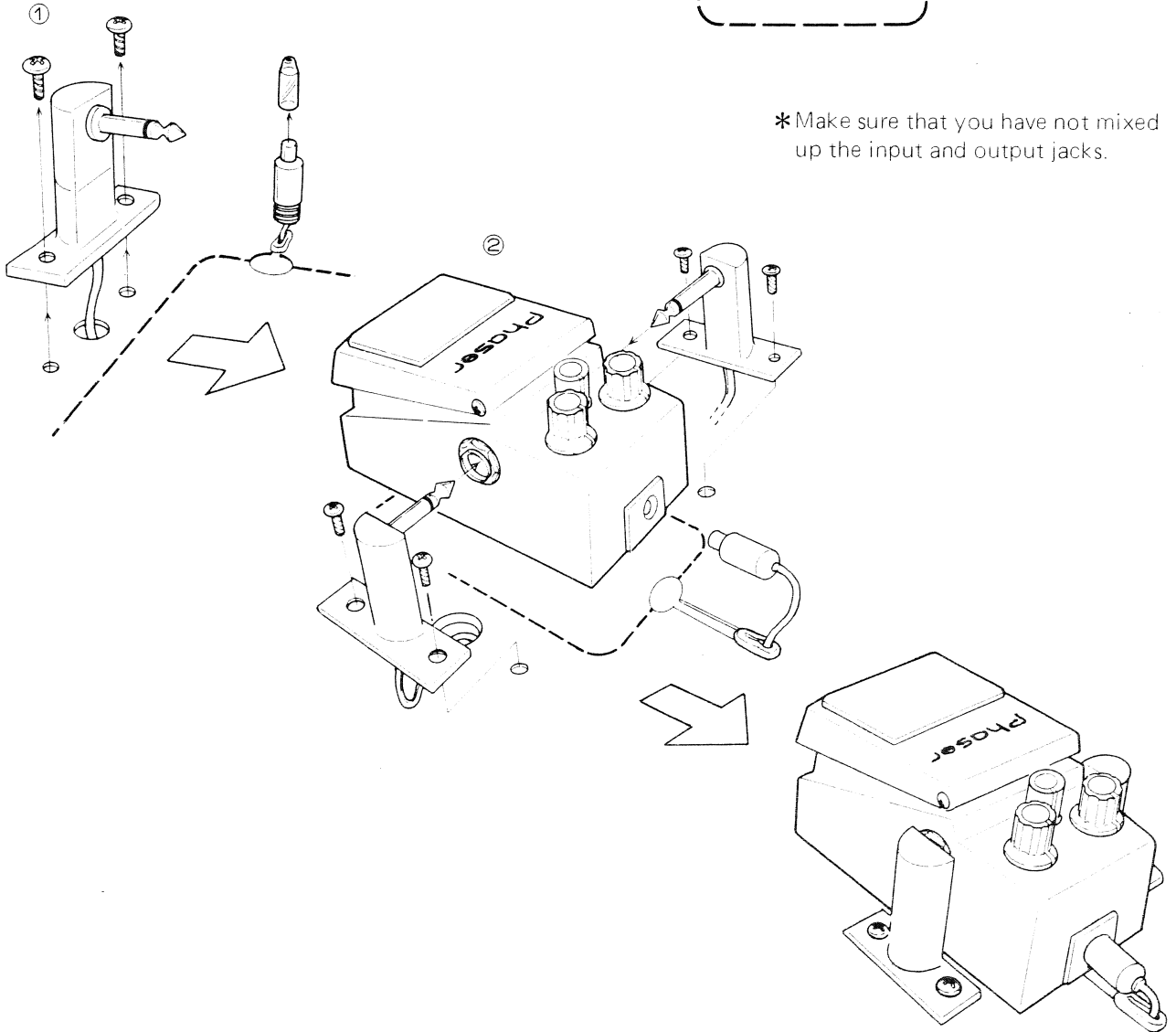
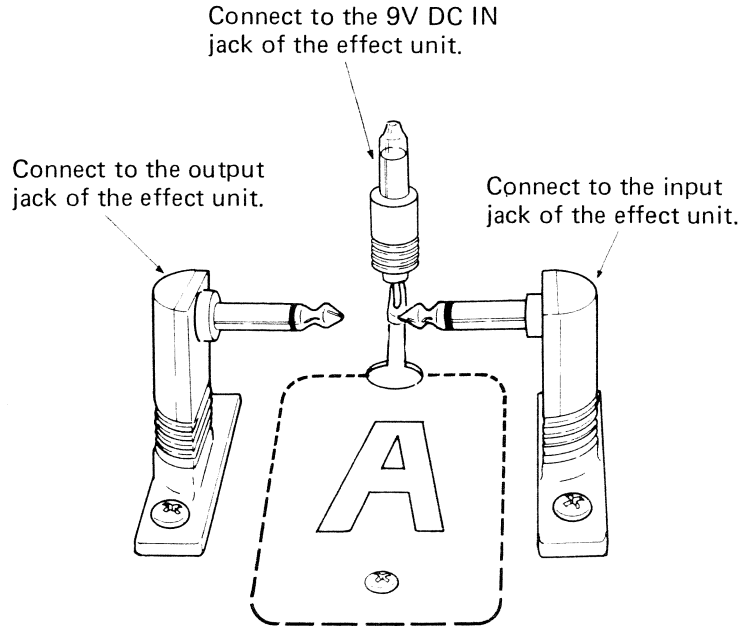
\*Make sure that you have correctly, made all the connections.



## ■ How to mount the Effect Unit

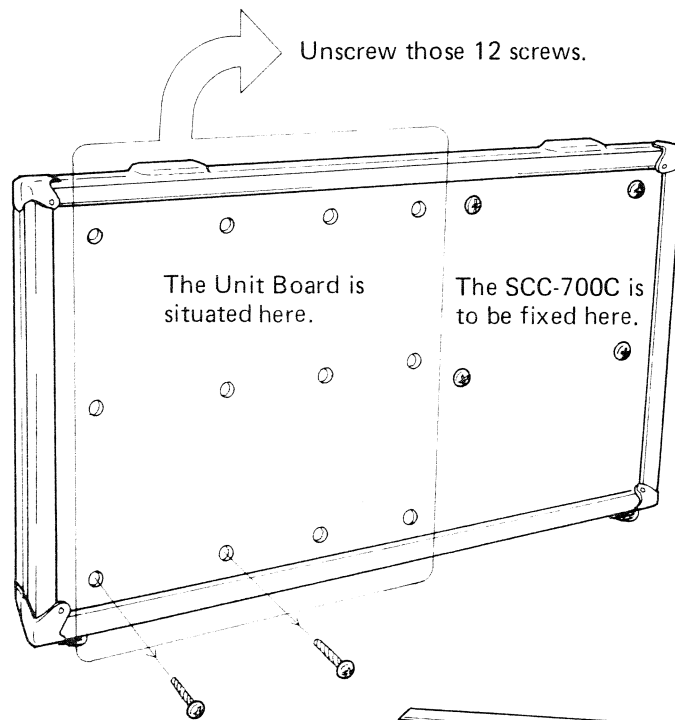
- First of all, read "9V DC OUT jacks" on P.5 in the SCC-700C owner's manual.

- ① Unscrew the Fixing Plug and remove the Rubber Cap of the DC Plug.
- ② Connect the plugs to the units and fasten the Fixing Plugs with the screws.



## ■ How to open the Units Boards

If you wish to open the Units Board for the replacement of the Unit Fixing Cord or DC cord, do as shown below.

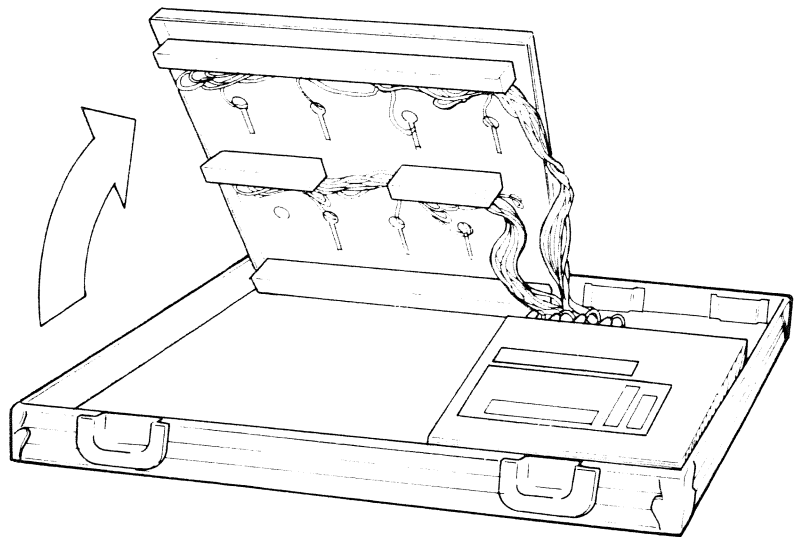


## ■ Specifications

- Dimensions:  
210(H) x 820(W) x 440(D) mm/  
8¼ x 32¼ x 17¼ inches
- Weight: 10.8 kg/23 lb 13 oz  
(excluding the SCC-700C  
& the SCC-700F)

- Accessories:
  - LI Cords x 2
  - DC-DC Cord x 4
  - Screws x 4

(If you buy the SCC-700C and the SCC-700B as a set, they are already fixed, therefore no screw is provided.)



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UPC

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