

# HeadRush Gigboard

Latest Firmware Version: 2.4

Release Date: February 2022

## Minimum System Requirements

- Windows 7 (32- or 64-bit) or Mac OS X 10.11
- Host USB 2.0 port

## File Backup Instructions

**Important:** Please back up all of your current rig, setlist, model preset, loop and/or impulse response (IR) files from HeadRush Gigboard to your computer before updating the firmware.

1. Connect your computer to the HeadRush Gigboard's **USB port** using a standard USB cable.
2. With your computer powered on, power on the HeadRush Gigboard using the **power switch**.
3. Tap the **•••** icon in the upper-right corner of the screen and then tap **Global Settings**.
4. In the **Global Settings** page, tap the **•••** icon in the upper-right corner, and then tap **USB Transfer**. On your computer, your HeadRush Gigboard will appear as a mass-storage device called **HeadRush**.  
**Windows users:** If this is the first time you've connected it to this computer, you may need to wait a minute while it installs the class-compliant drivers.
5. Open the **HeadRush** drive. You can now freely click and drag contents between **HeadRush** and your computer. Note that any changes you make to the contents of your **HeadRush** are immediate and cannot be cancelled.
6. **IMPORTANT:** When you are finished transferring contents, you must **unmount/eject** the HeadRush drive from your computer. File corruption may occur if the drive is not properly ejected before continuing.
7. After the drive has been unmounted/ejected, tap the **Sync** button on your HeadRush Gigboard to "commit" any changes you made to the contents of the HeadRush drive. An additional prompt will appear to confirm you have ejected the drive. Tap **Proceed** to continue or **Cancel** to continue accessing files on your computer.

As the HeadRush Gigboard analyzes and imports the files, a meter on the display will indicate its progress. The normal Global Settings screen will reappear when the process is finished. Do not disconnect or power off HeadRush Gigboard during the sync process.

## Firmware Update Instructions

1. Connect the **USB port** on your HeadRush Gigboard to your computer, and ensure HeadRush Gigboard and your computer are powered on.
2. On your HeadRush Gigboard, tap the **•••** icon in the upper-right corner, and tap **Global Settings**.
3. In the Global Settings screen, tap the **•••** icon in the upper-right corner again, and tap **Firmware Update**. In the screen that appears, tap **OK** to continue. After restarting, the screen will show **Update** at the bottom edge.
4. Open the **HeadRush Gigboard 2.4 Updater** application for your operating system—Windows or macOS. (You may need to unzip an additional .zip file to access the actual application.)
5. When the updater window appears, click **Update HeadRush Gigboard**. Do **not** disconnect or power off HeadRush Gigboard or your computer until the update is completed.
6. When the update is completed, the updater window will display **Done**, and your HeadRush Gigboard will restart. Click **Done** to close the updater window.
7. Confirm your HeadRush Gigboard is using the latest firmware—tap the **•••** icon in the upper-right corner, and tap **Global Settings**. The firmware version will appear at the bottom of the screen as: **HEADRUSH v2.4**.  
Congratulations—your HeadRush Gigboard now has the latest firmware!

For additional help, visit [headrushfx.com/support](https://headrushfx.com/support).

## Changes

### Since Firmware Version 2.3.1

- Added **4** new amp models to the **AMP** category:
  - 11 EPB II HI-LEAD
  - 11 EPB II LO-LEAD
  - 11 EPB II CRUNCH
  - 11 EPB II CLEAN
- Added **4** new FX to the **DISTORTION** category:
  - B DIST 7000
  - OCT FUZZ
  - D250 DRIVE
  - S1 DRIVE
- Improved the **TUNER** accuracy and speed.
- Bug Fixes:
  - Resolved an issue where the default preset name of the input block setting would not appear when powered on.
  - Resolved an issue where an asterisk (unsaved rig indicator) would not appear after saving an individual block preset within a rig.
  - Resolved an issue where a loud pop would occur when increasing the BBD Delay's input gain parameter over 50%.
  - Resolved an issue where Reverse Delay and Tape Echo would get extremely loud when the mix value is set over 90%.
  - Resolved an issue where switching between rigs with doubled cabs would sometimes cause a reduction in the level of the left output.

### Since Firmware Version 2.3.0

- Setlists can now be freely exported and imported between the HeadRush Pedalboard, Gigboard, and MX5 (Note: The Song View feature is still only available on the HeadRush Pedalboard).
- Tap Tempo can now be assigned to a footswitch via the Hardware Assign page.
- Bug Fixes:
  - Resolved an issue where the footswitch mode setting (Stomp, Rig, etc.) would not be retained between power cycles.
  - Resolved an issue where two footswitches were unable to be pressed at the same time.
  - Resolved an issue where a Scene LED would be incorrectly lit when loading a rig if the rig was previously saved with a scene enabled and then saved again with the scene disabled.
  - Resolved an issue where Scenes were occasionally not functioning correctly after importing a rig to a different type of HeadRush device (e.g., Pedalboard to Gigboard).
  - Resolved an issue where Ambiverb was still audible if a volume pedal was before it and set to 0%.
  - Resolved an issue where Gigboard would sometimes freeze on power off.
- Known Issues:
  - Very Rare: Immediately after updating, Gigboard may get stuck on the "Loading..." screen. To resolve this, reboot the unit by holding the power button or disconnecting/reconnecting the power cable from the Gigboard, and then restarting the unit. If this happens, it will only happen once, and no user data will be lost.
  - Very Rare: After power on, the initial rig loaded may be missing its IR. To resolve this, reboot Gigboard and reload the rig, or reselect the IR on the IR block's detail edit page. No user data will be lost.

### Since Firmware Version 2.1.3

- Added **2** new amp models to the **Amp** category:
  - '05 TANGERINE 30 CH1
  - '05 TANGERINE 30 CH2
- Added **5** new FX to the **Distortion** category:
  - MX DIST
  - D1 DIST
  - K DRIVE
  - ROUND FUZZ
  - ANXIETY OD V2
- Added **3** new FX to the **Modulation** category:
  - ACOUST SIM
  - DETUNE
  - OCTAVES UP
- Added **AMBI VERB** to the **Delay/Reverb FX** category.
- Updated Scene feature implementation: a scene's LED status will now be retained if the rig is saved with the scene enabled.
- Revised the Looper's **Feedback** control to better support "Frippertronics"-style looping as follows:
  - The Feedback control now only affects the loop when recording or overdubbing. This no longer affects the loop when in playback.
  - When Feedback is set to anything less than 100%, only one layer is added, and this layer is replaced with lower gain variants of itself mixed with the new recording.
  - If a feedback layer is peeled or undone, the lower layers' volume returns to 100%.
  - If the topmost layer was recorded with less than 100% feedback, the Insert feature is no longer functional.
- Fixed a rare issue where unwanted noises (pops, clicks, etc.) could be heard when using the onboard USB Audio Interface with certain Windows computers.
- Fixed an issue where the **Hi-Lo** parameter was not remembered when toggling the **Anxiety OD** block on and off.
- Fixed an issue where hidden Mac files appeared in the Looper's Load/Save file browsers.
- Additional minor bug fixes, DSP optimization and UI improvements.

### Since Firmware Version 2.1.2

- Fixed an issue where block presets from firmware v2.1 were not added when upgrading from firmware v2.0 or earlier directly to v2.1.2.

# HEADRUSH

## Since Firmware Version 2.1.1

- Added compatibility for macOS 10.15 (Catalina) to the macOS firmware updater
- Fixed a rare issue that could cause units to be stuck on the “Loading...” startup screen
- Fixed a rare issue that could cause unexpected parameter changes in Hands-Free Mode

## Since Firmware Version 2.1.0

- Minor bug fixes.

## Since Firmware Version 2.0.0

- Added **3** new amp models to the **Amp** category:
  - 99 PV51 II LEAD
  - 99 PV51 II CRUNCH
  - 99 PV51 II CLEAN
- Added **140** new HeadRush Exclusive Cab IRs (impulse responses) to the **IR** category, based on the following cabinets:
  - 60S412A
  - WHITEMOON112C
  - WHITEMOON112OB
  - JR112
  - MKBASS212
  - TREAD212
  - TWIN212OB
- Added **3** new FX to the **Expression** category:
  - CHORD WHAM
  - FEED BACK
  - TIME WARP
- Added **2** new FX to the **Reverb/Delay** category:
  - REV DELAY
  - PIT DELAY
- Added **DROP TUNE** to the **Modulation** category.
- Added **ANXIETY OD** to the **Distortion** category.
- Added **NOISE FILTER** to the **Dynamics/EQ** category.
- Added the ability to save and load loops.
- Added the ability to configure scenes to load block presets.
- Added the ability to sort impulse response files using subfolders created in USB transfer mode.
- Added the ability to select lower intervals while using the **SMART HARM** effect.
- Added the ability to control the device using external MIDI CC messages.
- Minor bug fixes, DSP optimization and UI improvements.

**Since Firmware Version 1.0.0**

- Added **7** new amp models to the **Amp** category:
  - 65 BLACK PRINCE
  - 65 BLACK PRINCE REV
  - 66 FLIP BASS
  - 82 LEAD 800 50W
  - 82 LEAD 800 TS MOD
  - 85 M-2 LEAD CAP MOD
  - 92 TREADPLATE RAW
- Added **160** new HeadRush Exclusive Cab IRs (impulse responses) to the **IR** category, based on the following cabinets:
  - 60S 412
  - BIRCH 115
  - BIRCH 410
  - BLACK LINE 810
  - FAWN 212
  - TANGERINE 212OB
  - TANGERINE 412
  - TREAD 412
- Added **3** new FX to the **Modulation** category:
  - SMART HARM
  - TRON FILTER
  - RING MOD
- Added **2** new FX to the **Reverb/Delay** category:
  - SHIMMER
  - AIR DELAY
- Added **AUTO SWELL** to the **Dynamics** category.
- Added the ability to toggle reverb and delay tails per effect within a rig.
- Added the following options to the Global Settings page:
  - Added the option to select between 4 rigs using footswitches in Rig Mode.
  - Added options to customize the overall color scheme used on the touch screen and LEDs.
- Additional DSP optimization, UI improvements and minor bug fixes.