JUNO-D6
JUNO-D7
JUNO-D8

Reference Manual

The content of this manual applies to system program version 1.10 or later. Download the latest system program from the Roland website to update this instrument.

Contents

Main specifications

	JUNO-D6	JUNO-D7	JUNO-D8
Keyboard	61 keys (with velocity)	76 Keys (with velocity)	88 Keys (PHA-4 Standard Keyboard: with Escapement and Ivory Feel)
Power Supply	AC Adaptor, USB bus power supply (USB Type-C® port) * External power supply from a USB Type-A port isn't available. * Power consumption when in off mode (when the power automatically turns off): 0.2 W		
Current draw	700 mA (AC adaptor), 2,000 mA (USB bus power supply)		
Dimensions	1,005 (W) x 324 (D) x 94 (H) mm	1,217 (W) x 324 (D) x 94 (H) mm	1,393 (W) x 355 (D) x 138 (H) mm
	39-5/8 (W) x 12-13/16 (D) x 3-3/4 (H) inches	47-15/16 (W) x 12-13/16 (D) x 3-3/4 (H) inches	54-7/8 (W) x 14 (D) x 5-7/16 (H) inches
Weight	5.8 kg	6.8 kg	14.5 kg
	12 lbs 13 oz	15 lbs	32 lbs
Accessories	Startup Guide, Leaflet "USING THE UNIT SAFELY", AC adaptor, Power cord		
Options (sold separately)	Keyboard Stand: KS-11Z, KS-13, KS-20X	Keyboard Stand: KS-11Z, KS-13, KS-20X	Keyboard Stand: KS-G8B, KS-11Z, KS-13, KS-20X
	Pedal Switch: DP series, Expression Pedal: EV-5		

* This document explains the specifications of the product at the time that the document was issued. For the latest information, refer to the Roland website.

Placing this instrument on a stand

NOTE

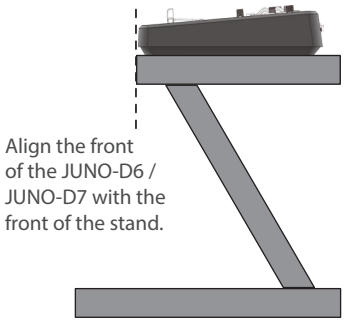
Take sufficient care not to get your fingers or other body parts pinched when setting up the stand. Place this instrument on the stand as shown below.

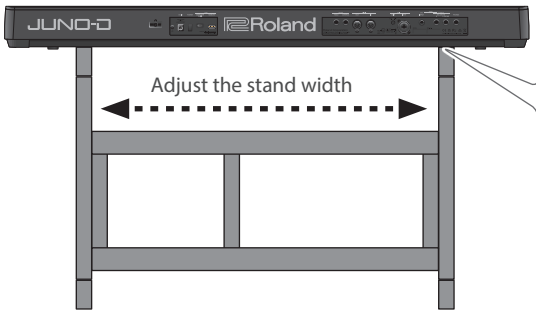
JUNO-D6 / JUNO-D7 users

If you want to place the JUNO-D6 / JUNO-D7 on a stand, use the Roland KS-11Z, KS-13 or KS-20X.

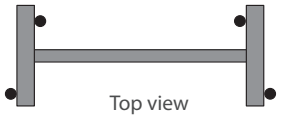
* The illustration shows the JUNO-D6.

KS-11Z

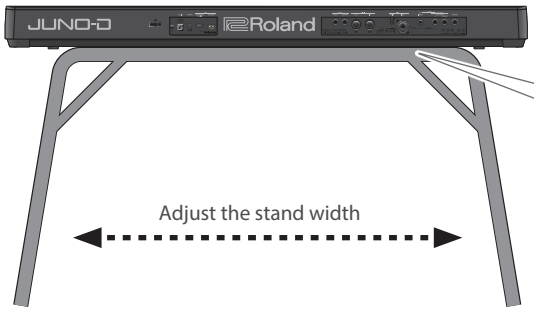




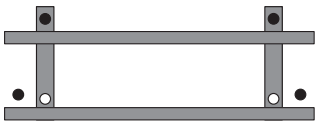
Adjust the width of the stand so that the stand arms are lined up between the rubber feet of the JUNO-D6 / JUNO-D7.



KS-13

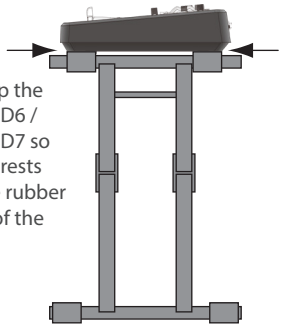


Adjust the stand width so that the rubber feet on the keyboard side (front) of the JUNO-D6 / JUNO-D7 fit into the holes provided on the stand.

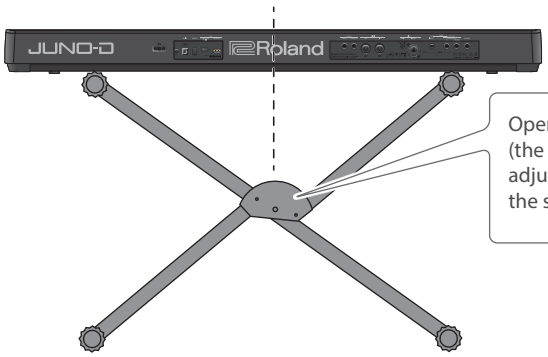


KS-20X

Line up the JUNO-D6 / JUNO-D7 so that it rests on the rubber rings of the stand.



Align the middle of the JUNO-D6 / JUNO-D7 with the center of the stand



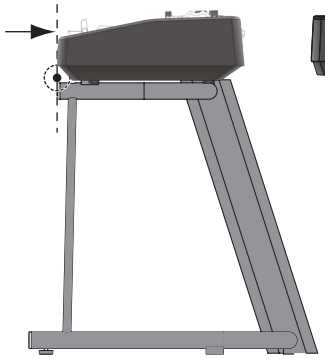
Open the stand to its lowest position (the folded-up position is "1"; the height adjustment cam should be locked into the sixth groove).

JUNO-D8 users

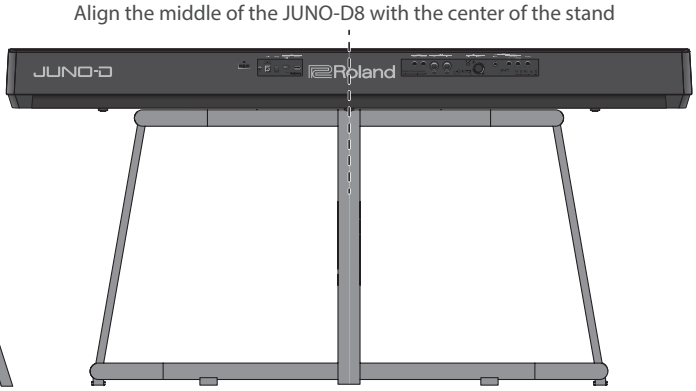
If you want to place the JUNO-D8 on a stand, use the Roland KS-G8B, KS-13 or KS-20X.

KS-G8B

Align the front of the JUNO-D8 with the upper arm on the front side of the stand.



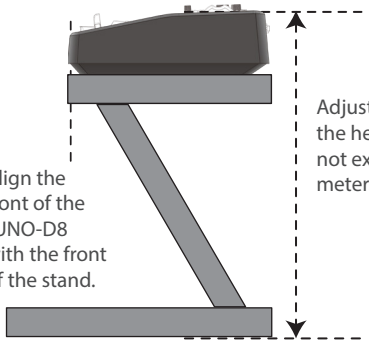
Align the middle of the JUNO-D8 with the center of the stand

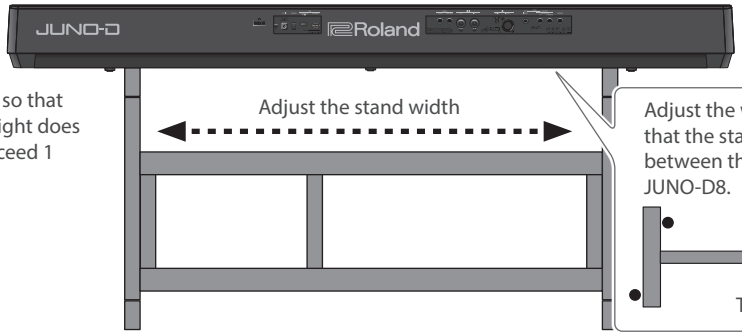


KS-11Z

Align the front of the JUNO-D8 with the front of the stand.

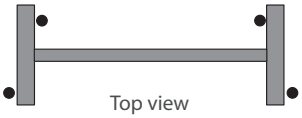
Adjust so that the height does not exceed 1 meter.





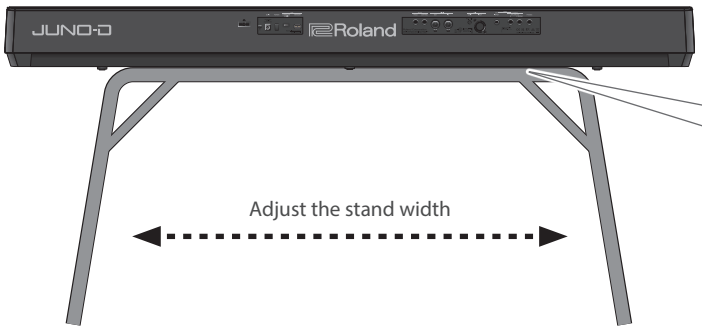
Adjust the stand width

Adjust the width of the stand so that the stand arms are lined up between the rubber feet of the JUNO-D8.



Top view

KS-13



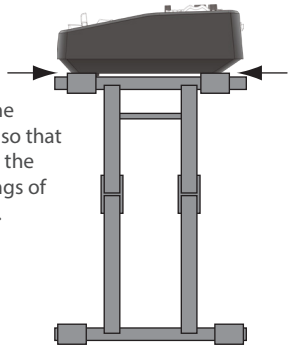
Adjust the stand width

Adjust the stand width so that the rubber feet on the keyboard side (front) of the JUNO-D8 fit into the holes provided on the stand.

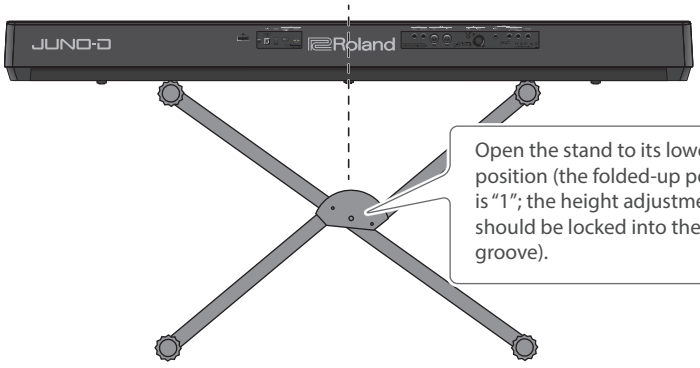
Top view

KS-20X

Line up the JUNO-D8 so that it rests on the rubber rings of the stand.



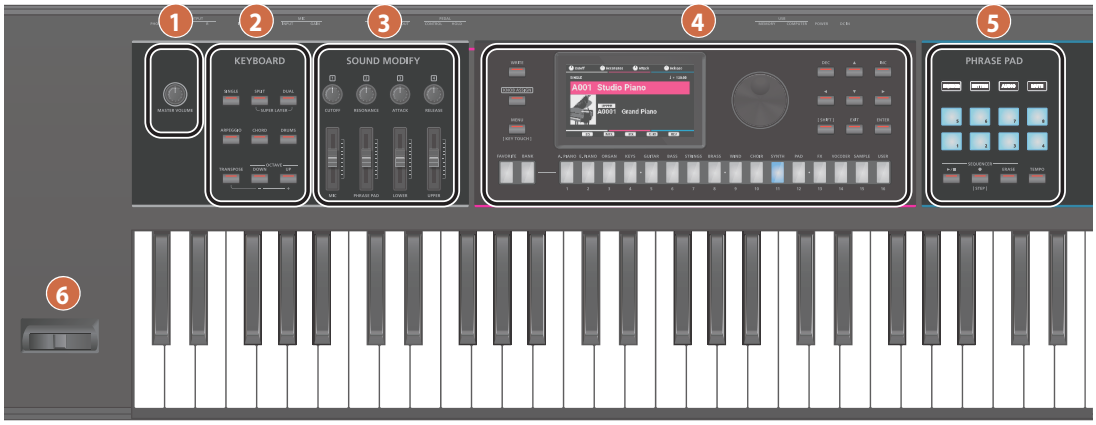
Align the middle of the JUNO-D8 with the center of the stand



Open the stand to its lowest position (the folded-up position is "1"; the height adjustment cam should be locked into the sixth groove).

Panel descriptions

Top panel



1

[MASTER VOLUME] knob

Adjusts the volume that is output from the OUTPUT and PHONES jacks.

2 KEYBOARD

[SINGLE] button

Turns the single function on/off (p. 15).

[SPLIT] button

Turns the split function on/off (p. 15).

* Hold down the [SPLIT] and [DUAL] buttons at the same time to switch the Super Layer function on/off (p. 16).

[DUAL] button

Turns the dual function on/off (p. 16).

* Hold down the [SPLIT] and [DUAL] buttons at the same time to switch the Super Layer function on/off (p. 16).

[ARPEGGIO] button

Turns the arpeggiator on/off (p. 20).

Press this button while holding down the [SHIFT] button to make the arpeggio hold.

[CHORD] button

Turns the chord memory function on/off (p. 20).

[DRUMS] button

When this button is on (lit), you can play the drum kit by using the keyboard (p. 21).

[TRANSPOSE] button

Turns the transpose (key shift) feature on/off (p. 17).

Press the OCTAVE [DOWN] or [UP] button while holding down this button to raise or lower the keyboard's pitch range in semitones.

OCTAVE [DOWN] [UP] buttons

Raises or lowers the key range in steps of an octave (p. 17).

3 SOUND MODIFY

[1]–[4] knobs

(CUTOFF, RESONANCE, ATTACK, RELEASE)

These give you control over the CUTOFF, RESONANCE, ATTACK and RELEASE parameters. Press the [KNOB ASSIGN] button to the right of these knobs to control the functions that are assigned to the [1]–[4] knobs (p. 18, p. 40).

[MIC] slider

This adjusts the volume of a mic connected to the MIC INPUT jack (p. 21).

[PHRASE PAD] slider

Adjusts the volume of the step sequencer, rhythm pattern and audio player.

[LOWER] slider

Adjusts the volume of the lower part (part 2).

[UPPER] slider

Adjusts the volume of the upper part (part 1).

4

[WRITE] button

Use this button to save the settings you've edited (p. 29).

[KNOB ASSIGN] button

When this button is pressed, you can control the functions that are assigned to the SOUND MODIFY [1]–[4] knobs. (p. 18, p. 40).

[MENU] (KEY TOUCH) button

Shows the menu screen (p. 44).

Press this button while holding down the [SHIFT] button to display the KEY TOUCH screen (p. 18).

If you press another button or turn a knob while holding down this button, the related settings screen is shown (p. 51).

Display

Shows various information depending on the operation.

Value dial

Changes the values. When you hold down the [SHIFT] button and turn the dial, the value changes more greatly.

[FAVORITE] button

Turns the favorite function on/off (p. 19).

[BANK] button

When this button is on (lit), you can use the [1]–[8] buttons to select a favorite bank (p. 19).

[A. PIANO]–[USER] (category) buttons

([1]–[16] buttons)

Selects a tone (including scenes, tones and drum kits) category (type) (p. 14). Turn the value dial to select a different tone in the same category.

[DEC] [INC] buttons

Changes the value. If you press one of these buttons while holding down the other, the value changes more rapidly. If you press one of these buttons while holding down the [SHIFT] button, the value changes more greatly.

[▲] [▼] [◀] [▶] buttons

Move the cursor up/down/left/right. Hold down the buttons to move the cursor continuously. If you hold down the button for one direction and then press the other button, the cursor moves more quickly.

[SHIFT] button

Use this button with other buttons to switch between functions.

[EXIT] button

Exits the current screen or cancels an operation.

[ENTER] button

Press this to use for confirming a value or executing an operation.

5 PHRASE PAD

[SEQUENCER] button

Press this to use the step sequencer (p. 31).

[RHYTHM] button

Press this to use the rhythm patterns (p. 37).

[AUDIO] button

Press this to play back audio files on a USB flash drive (p. 38).

[MUTE] button

Sets whether the applicable part plays or not when you play the keyboard (Keyboard Switch: p. 22).

When you're using the step sequencer, this mutes the specified track (p. 31).

Pads [1]–[8]

These play back the phrases (rhythm patterns/audio files) assigned to the pads. When the [SEQUENCER] button is on (lit), these pads select the tracks.

[▶/■] button

Plays/stops the step sequencer (p. 31).

[●] (STEP) button

Press this to record to the step sequencer (p. 32).

If you press this button while holding down the [SHIFT] button, the instrument switches to STEP REC/TR-REC mode (p. 33, p. 34).

[ERASE] button

Erases some or all of the tracks you've recorded with the step sequencer (p. 34).

[TEMPO] button

Press this to show the TEMPO screen.

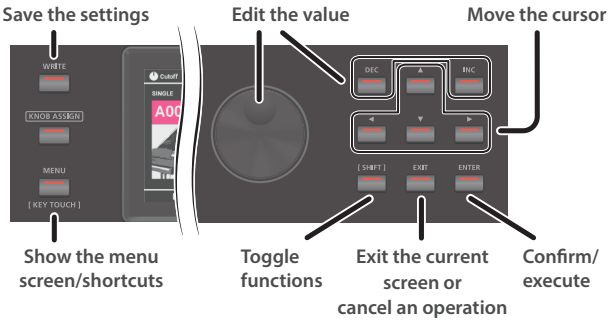
You can set the tempo by repeatedly pressing the button at the desired interval (tap tempo).

6

Pitch bend/modulation lever

This lets you control the pitch or apply vibrato.

Basic operation



Move the cursor

When selecting items onscreen or editing the parameter settings, use the [▲] [▼] [◀] [▶] buttons to move the cursor to the desired parameter.

- Hold down the buttons to move the cursor continuously.
- If you hold down the button for one direction and then press the other button, the cursor moves more quickly.

Edit the value

Use the value dial or the [DEC] [INC] buttons to edit the value highlighted by the cursor.

- Hold down the [SHIFT] button while using these controls to change the value in larger increments.
- If you press either the [DEC] or [INC] button while holding down the other button, the value changes more rapidly.

[ENTER] button

Press this button to confirm a value or execute an operation.

[EXIT] button

Use this to exit the current screen or cancel an operation.

[MENU] button

Displays the menu screen. Use this when editing the detailed settings of the tones and so on, and for the system settings and utilities.

Save the settings

When you press the [WRITE] button, the WRITE menu screen is shown from which you can save the system settings, as well as the scenes, tones and drum kit (p. 29).

Shortcuts

By holding down the [MENU] button and operating another button or knob, you can switch to the related settings screen for the button that you pressed. For details, refer to "List of shortcut keys" (p. 51).

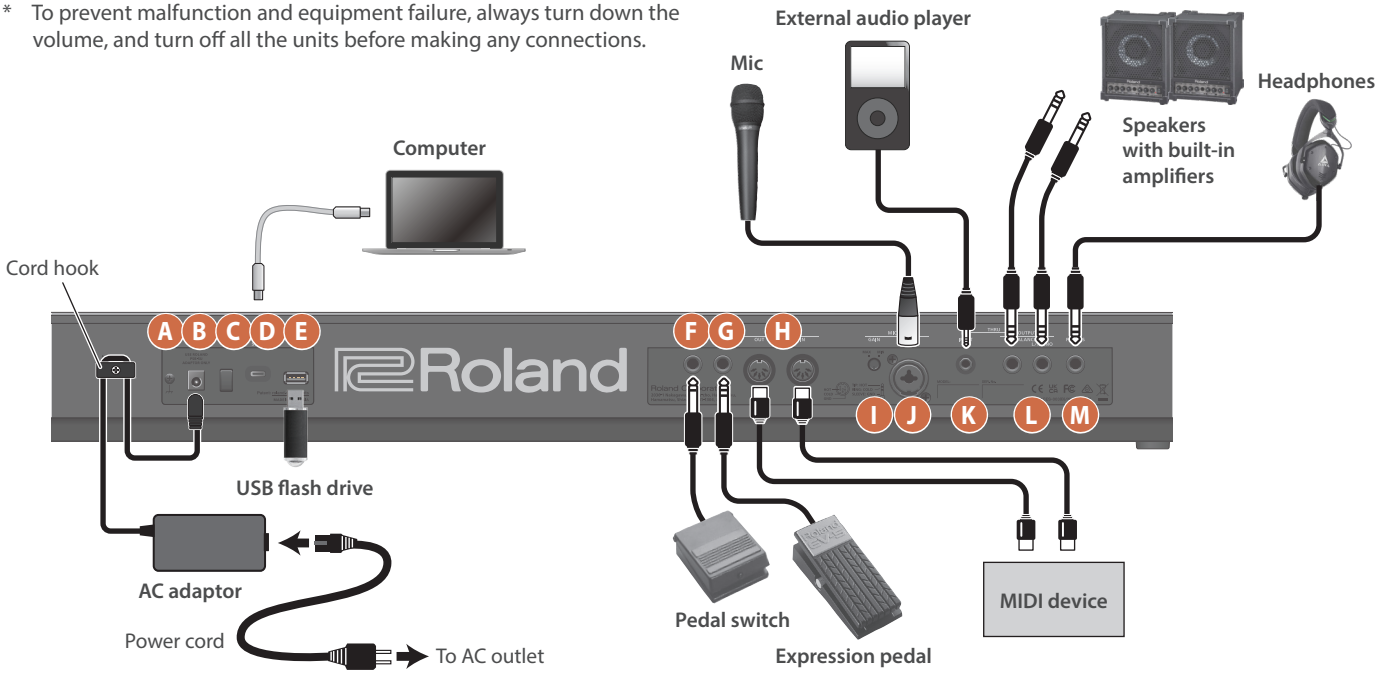
Operating procedures in this manual

On this instrument, there are multiple ways to perform operations like moving the cursor, editing a value, confirming/canceling, switching screens and so on by using the buttons, the dial and so forth.

To avoid making the subsequent explanations in this manual unnecessarily complex, we will not always describe all of these methods, but may simply provide an abbreviated explanation such as "move the cursor to * and edit the value". In actual operation, you may use any of the above methods as is convenient for you.

Rear panel (Connecting your equipment)

* To prevent malfunction and equipment failure, always turn down the volume, and turn off all the units before making any connections.



A **Ground terminal**

Connect this to an external earth or ground if necessary.

B **DC IN jack**

Connect the included AC adaptor to this jack.

* Use the cord hook to secure the cord of the AC adaptor as shown in the illustration.

C **[POWER] switch**

This switches the power on and off (p. 14).

D **USB COMPUTER port**

Connect this to a computer or mobile device (p. 42).

* A commercially available USB AC adaptor (5 V ⎓ /2 A or greater) is required to supply power to the USB COMPUTER port. Depending on the manufacturer and type of the USB AC adaptor, correct operation may not be possible.

* Do not use a USB cable that is designed only for charging a device. Charge-only cables cannot transmit data.

E **USB MEMORY port**

Connect a commercially available USB flash drive here.

This is used for playing back audio files and backing up data (p. 23, p. 38, p. 45).

F **PEDAL HOLD jack**

If you connect a pedal switch (DP series, sold separately) to this jack, you can use it as a hold pedal. You can also assign various functions to the pedals that are connected, and control them (p. 41).

G **PEDAL CONTROL jack**

If you connect an expression pedal (EV-5, sold separately) or pedal switch (DP series, sold separately) to this jack, you can use them to control various functions (p. 41).

* Use only the specified expression pedal. By connecting any other expression pedals, you risk causing malfunction and/or damage to the unit.

H **MIDI IN, OUT connectors**

You can connect a MIDI device to this connector.

I **MIC [GAIN] knob**

Adjusts the input gain for the MIC INPUT jack (p. 21).

J **MIC INPUT jack**

Connect a dynamic mic here (p. 21).

* A condenser microphone (phantom powered) cannot be used.

Pin assignment of MIC INPUT jack

K **EXT INPUT jack**

Connect this to your external audio player or similar device.

L **OUTPUT R, L/MONO jacks (balanced)**

These are balanced output jacks for audio signals.

Connect these to an amplifier or mixer. For mono output, connect to the L/MONO jack.

Pin assignment of OUTPUT R, L/MONO jacks

M **PHONES jack**

Used for connecting headphones (sold separately).

Basic structure of the JUNO-D

Controllers

These components send performance data to the sound generator, such as when you press/release keys, press the hold pedal and so on.

The controllers include the keyboard, the buttons and knobs on the panel, the pitch bend and modulation lever, the pedals connected to the rear panel and so on.

Sound generator section

This section generates and modifies the sound. The sound generator receives performance data from the controllers and uses this to play the tones and scenes.

Effects

MFX/IFX	Features 93 types of effects including distortion, flanger effects and so forth.
Chorus/reverb	This chorus/reverb are available as separate effects from the chorus/reverb of the MFX. The chorus can also be used as a delay.
EQ	Adjusts the level of the different frequency bands of the sound.

* For the MFX, you can store the tone effect and part effect separately, and switch between settings you want to use.

* Chorus/Delay and Reverb are stored separately for the scene effect and for the system effects, and you can switch between settings you want to use.

Phrase pad

Plays back the phrases assigned to pads [1]–[8].

Step sequencer	Selects the recording track.
Rhythm pattern	Plays/stops patterns that are specially designed for rhythms.
Audio player	Plays/stops audio files that are stored on a USB flash drive.

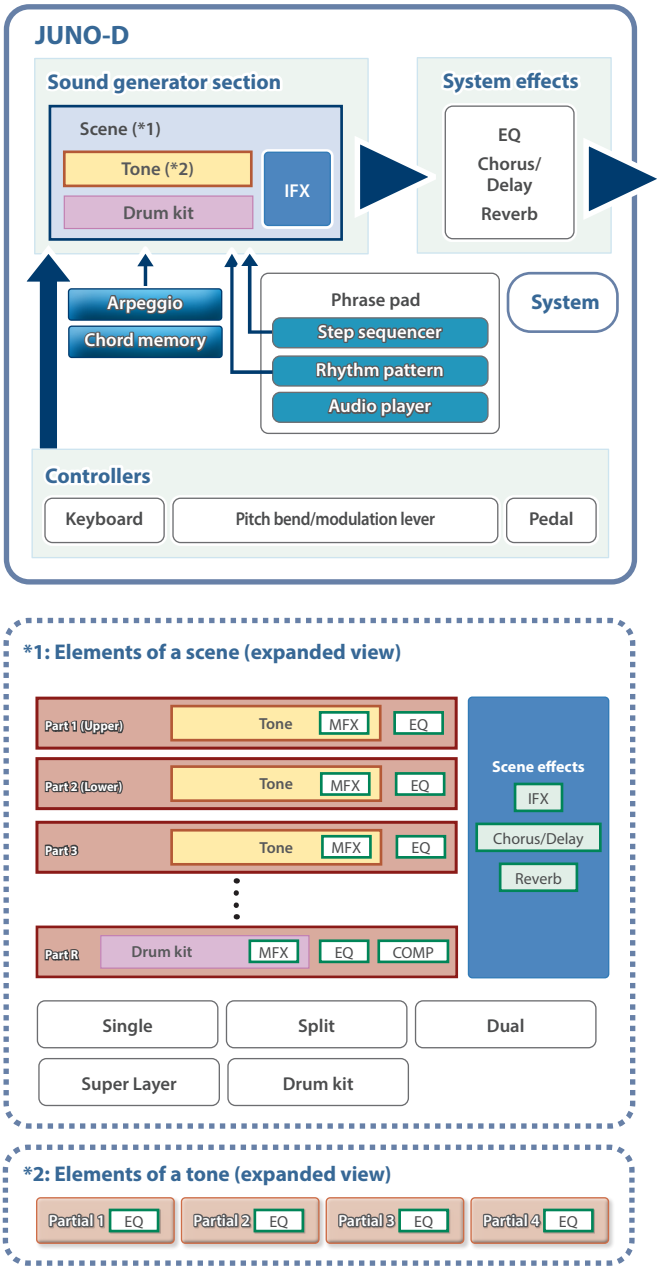
Scenes

The scenes contain tones and drum kits assigned to eight parts. You can play up to eight tones at the same time.

You can also save the states below in the settings for the scenes.

SINGLE	Plays only one tone.
SPLIT	Uses different tones for the left and right hands.
DUAL	Layers two different tones.
SUPER LAYER	Layers a single tone on itself for a fatter sound.
DRUMS	Uses only the drum kits.

The tones for parts 1 and 2 are used when the instrument is in split or dual mode.



Tones

These are sounds used for playing. Each tone consists of up to four partials, and you can combine the partials to create a wide variety of sounds.

A tone consists of the combination of sound generator and effects.

Drum kit

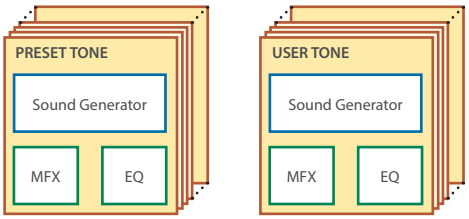
The drum kit is a collection of percussion instruments and sound effects. Each key (note number) plays a different percussion instrument or sound effect.

Components of the sounds

TONE

A "tone" is the smallest unit of sound on this instrument.

A tone consists of the combination of sound generator and effects. The tones of the ZEN-Core sound generator that's built into the JUNO-D consist of ZEN-Core tones and drum kit tones.



You can edit a tone and then save it as a user memory.

What is the ZEN-Core sound engine?

The ZEN-Core sound engine is a synthesizer sound generator based on the VA technology that's used with the V-Synth, and developed using our latest sound generation technology. This sound engine features an analog-like responsiveness and high resolution, letting you create a wide range of high-quality sounds. ZEN-Core also features an integrated PCM sound engine that's been refined by Roland over the course of many years, so you can design even more advanced sounds.

What are ZEN-Core tones?

These are tones that generate single instrument sounds like piano, organ, synth and so on. Each tone combines four partials (PCM waves or VA oscillators) to create a single musical instrument sound. A tone consists of a ZEN-Core sound engine and effects (MFX+EQ).

What is a drum kit tone?

A drum kit tone consists of multiple percussion sounds (instruments). In a drum kit, different percussion instrument sounds are heard depending on the key (note number) that you play. Each drum kit combines a ZEN-Core sound engine with effects (MFX+EQ+COMP).

* There are six compressors for use with the drum kit, which are enabled only for the part set as part 8 (part R).

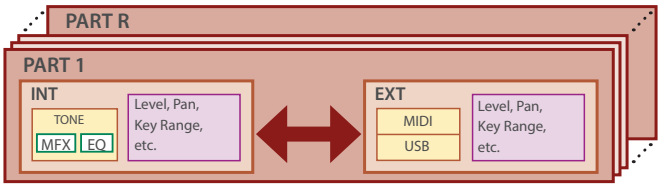
PART

This is a container for playing a tone.

You can assign a tone to each part and play it. For each part, you can specify whether it is connected to the keyboard, and make settings such as its key range, volume, pan, and controller reception.

There are 8 parts; by combining parts you can create sounds that consist of multiple tones, or create foundational performance (sound) settings for each song. The drum kit is assigned to part 8 (part R).

You can also use specific parts to control an external sound module (EXTERNAL) instead of the internal sound engine.

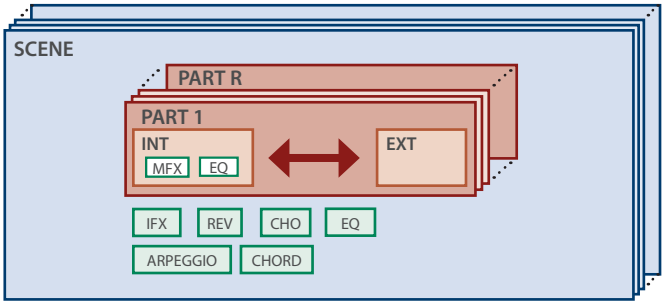


SCENE

A scene stores the entire state of your favorite performance settings, including settings for each part (such as tone, MFX and volume), settings common to all parts (such as IFX, chorus/delay and reverb), and sequence data for each part.

You can store an idea for a song or phrase as a scene, and manage scenes by switching them for each song.

You can freely recall saved scenes in the top screen that appears after startup (p. 44).



Effects

This instrument features a variety of effects.

For effect parameters, refer to the "Parameter Guide" (Roland website).

Tone effects (MFX (*1), COMP, Partial EQ)

These effects are configured per tone. COMP can be used for the drum kit instruments.

Part effects (MFX (*1), EQ)

These effects are configured per part.

Scene effects (IFX, Chorus/Delay (*2), Reverb)

These effects are configured per scene.

System effects (EQ, Chorus/Delay (*2), Reverb)

These effects apply to the system overall.

MIC effects (Noise Suppressor, EQ, Reverb, COMP)

These effects are applied to the input sound from the MIC INPUT jack.

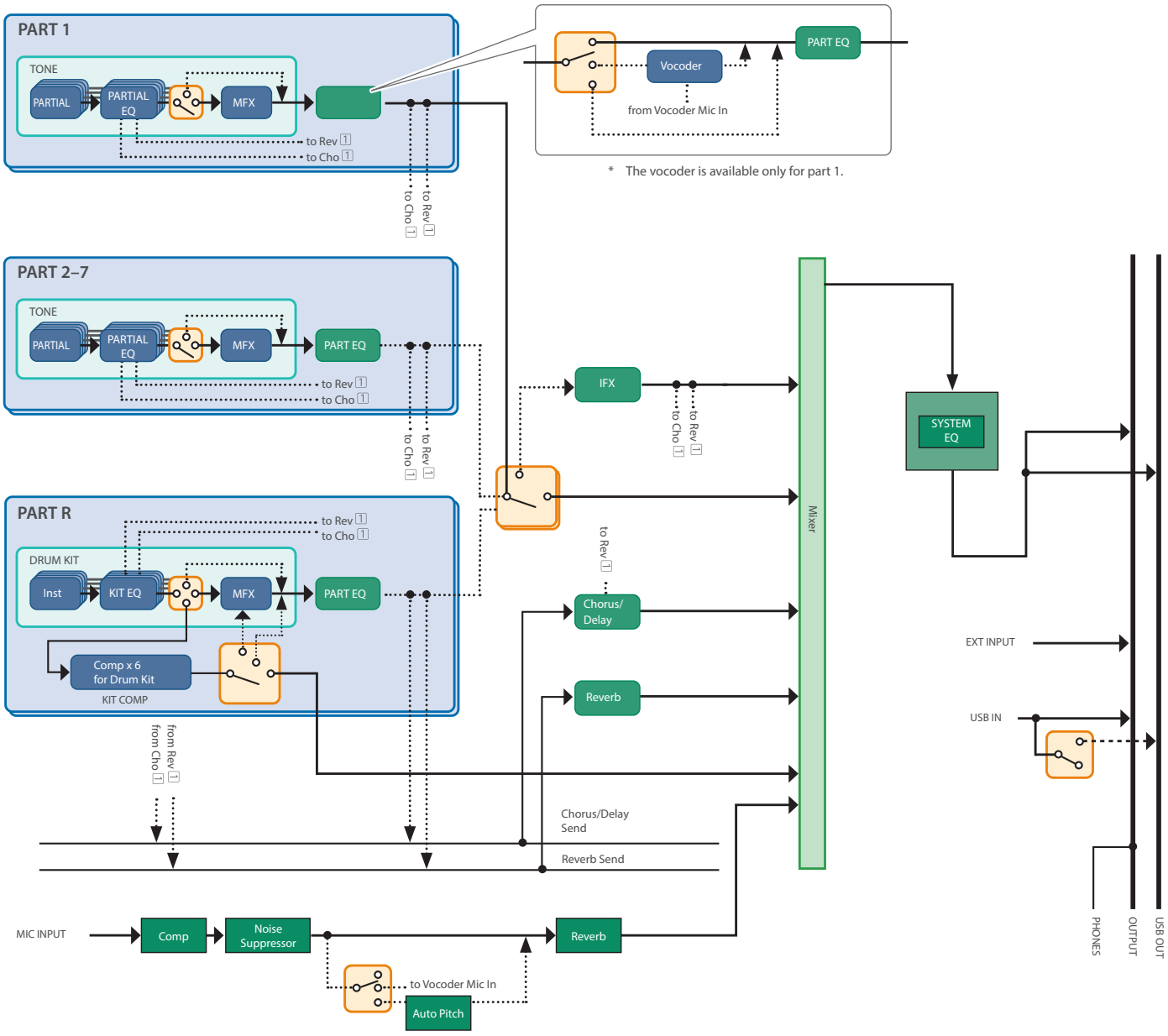
(*1): For the MFX, you can store the tone effect and part effect separately, and switch between settings you want to use.

(*2): Chorus/delay and reverb are stored separately for the scene effect and for the system effects, and you can switch between settings you want to use.

The JUNO-D includes the following built-in effects, and each can be configured independently.

Effect type	Effect	Explanation
Tone effects		
Tone effects	Multi-effect (MFX)	This is an all-purpose multi-effect that transforms the sound into a completely different type of sound. There are 93 kinds of multi-effects, so you can select and use the ones that meet your needs. Aside from straightforward effects like distortion, flanger and so forth, there are a variety of effect types. There is one multi-effect setting for each tone.
	Partial EQ (PARTIAL EQ)	An equalizer that you can apply to the partial of each tone. You can adjust the high, midrange and low frequencies separately.
	Drum kit compressor (KIT COMP)	You can use six different compressors for the drum kit. These compressors can be assigned to each drum instrument. * There are six compressors for use with the drum kit, which are enabled only for parts set as part 8 (part R).
	Kit instrument EQ (KIT EQ)	An equalizer that you can apply to each drum instrument. You can adjust the high, midrange and low frequencies separately.
Scene effects		
Scene (part) effects	Part EQ (PART EQ)	An equalizer that you can apply to each part. You can adjust the high, midrange and low frequencies separately.
	Insert effect (IFX)	This is an all-purpose insert effect that transforms the sound into something that's completely different. There are 93 kinds of insert effects, so you can select and use the ones that meet your needs. Use this when you want to apply more effects in addition to multi-effects. This effect is common to all parts.
Effect applied to the MIC INPUT jack	Vocoder	An effect that applies a human vocal character to the synthesizer sound to produce a sound like someone singing.
System effects		
System effects	System EQ (SYSTEM EQ)	The system EQ is an equalizer that is applied to the entire sound engine of this instrument. You can adjust the high, midrange and low frequencies separately.
	Chorus/delay (CHORUS/DELAY)	The chorus/delay adds thickness and spaciousness to the sound.
	Reverb (REVERB)	The reverb effect simulates the reverberations heard when playing in a hall.
Effect applied to the MIC INPUT jack	Noise Suppressor	Suppresses background noise during silence.
	Mic EQ (EQ)	An equalizer that's applied to the input sound from the MIC INPUT jack.
	Mic reverb (Reverb)	A reverb that's applied to the input sound from the MIC INPUT jack.
	Mic COMP (Comp)	A compressor that's applied to the input sound from the MIC INPUT jack.

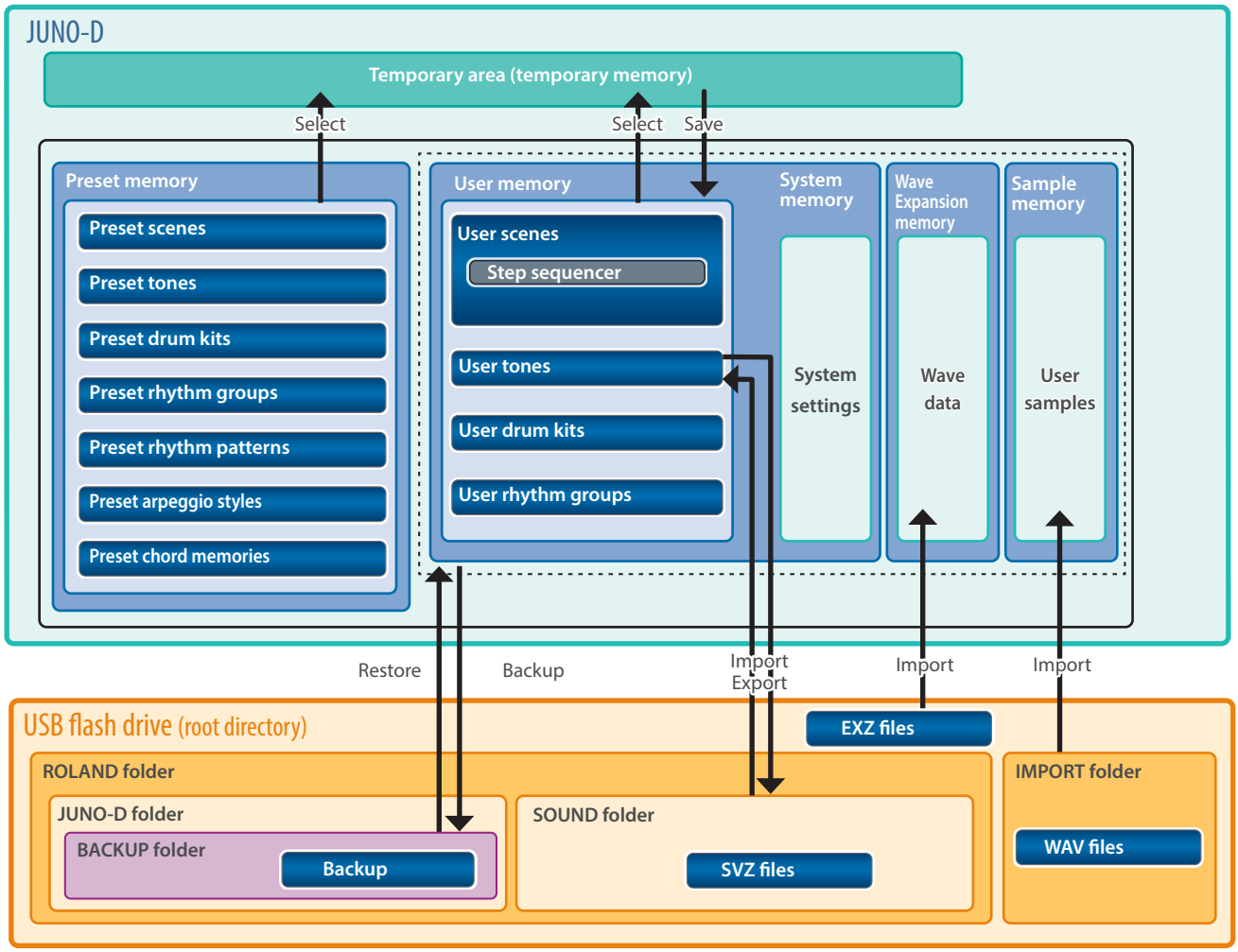
Effect routings for the internal sound engine



Memories

The locations where scenes, tones and other settings are stored are called "memories".

Functionally speaking, there are three types of memory: temporary memory, writable memory (user memory, system memory and USB flash drive), and read-only memory (preset memory).



Temporary memory

Temporary area

The scene, tone, and sequence data selected by the buttons on the panel and so forth are temporarily stored here.

When you're playing, the sound plays according to the settings in the temporary area. Also, when you edit scene, tone, or sequence data, this does not directly change the data in memory, but rather loads it into the temporary area to be changed.

The settings in this area are temporary, and are lost when the power is turned off or other settings are recalled. If you want to keep the settings in the temporary area, save them to a user memory or to a USB flash drive.

Writable memory

System memory

The overall system settings of the JUNO-D are stored here. To store the system parameters, you must save the system settings (p. 30).

User memory

This is the memory that's used to store data internally on this unit. Use the save (write) operation to store data to this area.

- Save a scene (p. 29)
- Save a tone (p. 30)
- Save a drum kit (p. 30)

Wave Expansion memory

This memory area is used to store the Wave Expansion data.

USB flash drive

- You can back up the user memory data and system parameter settings together here (p. 45).
- You can also import SVZ/EXZ and WAV files to the JUNO-D, and export this data from the JUNO-D (p. 46).

Read-only memory

Preset memory

The data in the preset memory cannot be overwritten.

However, you can edit the settings that you recalled to the temporary area. These settings can then be saved to user memory.

Turning the power on/off

* Before turning the unit on/off, always be sure to turn the volume down. Even with the volume turned down, you might hear some sound when switching the unit on/off. However, this is normal and does not indicate a malfunction.

Turning the power on

1. Turn on this instrument first, and then any connected devices.

A screen like the one shown below (top screen) appears.

* The power to this unit turns off automatically to save energy after a certain amount of time (20 minutes by default) has passed since it was last used or since its buttons or controls were operated.
* If the Auto Off function is set to "OFF", this screen does not appear.

2. Press the [ENTER] button to close the popup screen.

* If you don't want to show this screen again, move the cursor to "Don't show again", use the [INC] and [DEC] buttons to select the check box and then close the popup window.

3. Turn the [MASTER VOLUME] knob to adjust the volume.

Turning the power off

1. Turn off any connected devices first, and then turn off this instrument.

Concerning the Auto Off function

The power to this unit turns off automatically to save energy after a certain amount of time has passed since it was last used or since its buttons or controls were operated.

NOTE

- If the power automatically turns off, any unsaved data is lost. Before the power turns off, save the data that you want to keep (p. 29).
- If you don't want the unit to turn off automatically, turn this setting off (p. 44). Note that when the setting is turned off, the unit may consume more power.
- You can simply turn the power back on after it has turned off automatically.

Selecting a scene

1. Move the cursor to the scene.

* When you select a scene that's set for single, split, dual or Super Layer mode, the corresponding screen appears.
Below is a screen example of a scene with single settings.

2. Press one of the [A. PIANO]–[USER] buttons to select a category.

Category	Explanation
A. PIANO	Acoustic piano
E. PIANO	Electric piano
ORGAN	Organ
KEYS	Keyboard instruments
GUITAR	Guitar
BASS	Bass guitar
STRINGS	Strings
BRASS	Brass instruments
WIND	Wind instruments
CHOIR	Choir
SYNTH	Synthesizers
PAD	Synth pads
FX	Sound effects
VOCODER	Vocoder * Connect a mic to the MIC INPUT jack to obtain vocoder effects.
SAMPLE	Sample phrases
USER	User tones

3. Use the value dial to select a scene.

MEMO

- You can also press the [ENTER] button to select from the list screen. When you press the [ENTER] button on the SCENE LIST screen, you can switch between scene category list view (by category) and scene bank list view (by bank).
- For a list of scenes, see "Scene list" in the "Sound List" (Roland website).
- When you select a scene that's set for single, split, dual or Super Layer mode, the corresponding button lights up.

Selecting a tone

1. On the top screen, press the [▼] button to move the cursor to the tone.

2. Press one of the [A. PIANO]–[USER] buttons to select a category.

The tones are separated into categories.

3. Use the value dial to select a tone.

MEMO

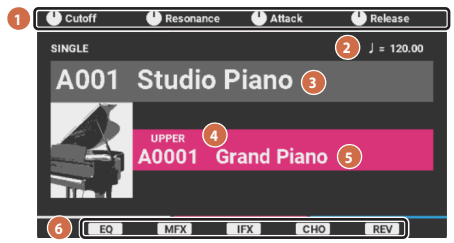
- You can also press the [ENTER] button to select from the list screen. When you press the [ENTER] button on the TONE CATEGORY LIST screen, you can switch between tone category list view (by category) and tone bank list view (by bank). Categories are further divided into subcategories within the same category.
- For a list of tones, see "Preset tone list" in the "Sound List" (Roland website).

Playing with a single tone (SINGLE)

This plays only one tone at a time (no layers).

1. Press the [SINGLE] button to make it light.

The SINGLE screen appears.



No.	Explanation
1	Parameters that can be adjusted now using the SOUND MODIFY knobs
2	Tempo
3	Scene

No.	Explanation
4	UPPER tone (UPPER)/ LOWER tone (LOWER)
5	Tone
6	Effect on/off (lit for on, dark for off) (*1)

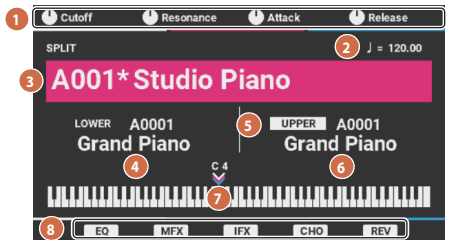
(*1): On the top screen, press the [SHIFT] button to switch the [2]–[6] buttons to the EQ, MFX, IFX, CHO and REV functions.

Playing different tones with your left and right hands (SPLIT)

You can perform using different tones in the left and right regions of the keyboard, divided at a specific note. This kind of keyboard setting is called a "split", and the point at which the keyboard parts are separated is called the "split point".

1. Press the [SPLIT] button to make it light.

The SPLIT screen appears.



No.	Explanation
1	Parameters that can be adjusted now using the SOUND MODIFY knobs
2	Tempo
3	Scene
4	**LOWER (Part 2)** Tone

No.	Explanation
5	(Cursor location) Current part (tone selected for editing)
6	**UPPER (Part 1)** Tone
7	Split point
8	Effect on/off (lit for on, dark for off)

The right-hand side of the keyboard plays the UPPER tone (part 1), and the left-hand side of the keyboard plays the LOWER tone (part 2). The split point (default value: C4) divides these two ranges.

Switching between tones

1. Use the [◀] [▶] buttons to select the part whose tone you want to switch.

2. Use the value dial to select the tone.

You can also press one of the [A. PIANO]–[USER] buttons to select a different category.

Adjusting the volume

You can use the [UPPER] and [LOWER] sliders to adjust the volume (level) of the UPPER and LOWER tones.

Changing the split point

1. While holding down the [SPLIT] button, press the key that is to become the new split point.

The key you press becomes the split point.

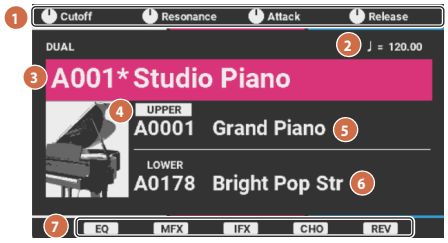
The split point key is included in the upper tone area.

Playing with two tones layered (DUAL)

You can play two tones simultaneously from a single key. This kind of keyboard setting is called "dual".

1. Press the [DUAL] button.

The DUAL screen appears.



No.	Explanation
1	Parameters that can be adjusted now using the SOUND MODIFY knobs
2	Tempo
3	Scene
4	(Cursor location) Current part (tone selected for editing)

No.	Explanation
5	**UPPER (Part 1)** Tone
6	**LOWER (Part 2)** Tone
7	Effect on/off (lit for on, dark for off)

This layers the UPPER (part 1) and LOWER (part 2) tones when you play.

Switching between tones

1. Use the [▲] [▼] buttons to select the part whose tone you want to switch.

2. Use the value dial to select the tone.

You can also press one of the [A. PIANO]–[USER] buttons to select a different category.

Adjusting the volume

You can use the [UPPER] and [LOWER] sliders to adjust the volume (level) of the UPPER (part 1) and LOWER (part 2) tones.

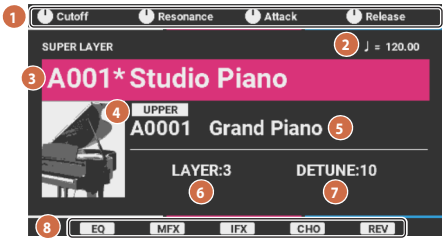
Using a single tone to create a thicker sound (SUPER LAYER)

"Detuning" means layering a single tone and then slightly offsetting the pitch of each tone.

The Super Layer function lets you set how much detuning to use and how many tones (number of parts) to layer, adding spaciousness and thickness to the sound.

1. Press the [SPLIT] button and [DUAL] button simultaneously.

The SUPER LAYER screen appears.



No.	Explanation
1	Parameters that can be adjusted now using the SOUND MODIFY knobs
2	Tempo
3	Scene
4	(Cursor location) Current part (tone selected for editing)
5	Tone

No.	Explanation
6	**LAYER** Number of parts to overlap
7	**DETUNE** Amount of pitch deviation
8	Effect on/off (lit for on, dark for off)

2. Move the cursor to "LAYER" or "DETUNE", and use the value dial to change the setting.

Parameter	Value
LAYER	3–7
DETUNE	1–30

Adjusting the volume

You can change the volume (level) with the [UPPER] slider.

Multipart mode

"Multipart mode" is set when single, split, dual or Super Layer are disabled.

When you play the keyboard, either the parts whose keyboard switches (p. 22) are ON or the currently selected part (current part) play.

No.	Explanation
1	Parameters that can be adjusted now using the SOUND MODIFY knobs
2	Tempo
3	Scene
4 (*1)	(Cursor location) Current part (tone selected for editing)

No.	Explanation
5 (*1)	Part 1–Part R Tone
6 (*1)	Level of each part
7	Effect on/off (lit for on, dark for off)

(*1): The parts that make sound are shown on the screen in white, and the parts that don't make sound are grayed out.

Selecting a part

1. **On the multipart mode screen, press the [▲] [▼] buttons to select a part.**
2. **Turn the value dial to select tones and drum kits.**

Adjusting the volume

You can use the sliders to change the volume (level) for parts 1, 2 and R.

Part 1	[UPPER] slider
Part 2	[LOWER] slider
Part R	[PHRASE PAD] slider

For other parts, move the cursor to each part level at the right side of the screen, and use the value dial to adjust the level.

MEMO

You can also make the top screen always display in multipart mode (GUI Mode: Basic). When you do this, the [1]–[16] buttons function as selection button for the scene numbers. You can also press the [BANK] button and the [1]–[16] buttons to switch between scene/tone banks.

See SYSTEM EDIT > COMMON > COMMON > GUI Mode in the "Parameter Guide" (Roland website) for the GUI Mode setting.

Raising/lowering the keyboard pitch in semitones (TRANSPOSE)

You can transpose the keyboard in semitone steps.

For instance, if you wanted to play a song in the key of C that was written in the key of E, set the keyboard transpose value to "+4".

1. **Hold down the [TRANSPOSE] button and press the [DOWN] button or [UP] button.**

When this is set to a key other than "0", the [TRANSPOSE] button lights up.

To return to the key of "0", hold down the [TRANSPOSE] button and press the [DOWN] and [UP] buttons simultaneously.

Value	-5 (G)–0 (C)–+6 (F♯)

MEMO

You can recall the transpose setting you made by toggling the [TRANSPOSE] button on/off.

Changing the key range in octaves (OCTAVE)

This shows how to shift the pitch of the keyboard up or down in octaves.

1. **Press the OCTAVE [DOWN] or [UP] button.**

If the value is not "0", the OCTAVE [DOWN] or [UP] button lights up.

Press the OCTAVE [DOWN] and [UP] buttons simultaneously to return the value to "0".

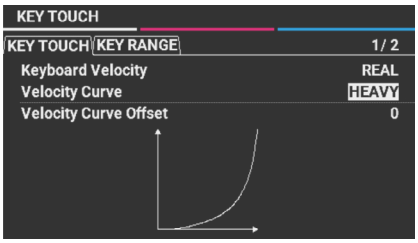
Value	-3–0–+3 octaves

Changing the playing feel of the keyboard (KEY TOUCH)

Adjusting the keyboard feel

1. Hold down the [SHIFT] button and press the [MENU] button.

The KEY TOUCH screen appears.



2. Move the cursor to "Velocity Curve", and use the value dial to change the setting.

Value	Explanation
LIGHT	Sets the keyboard feel to respond with a lighter touch. With this setting, you can achieve fortissimo (ff) levels by playing with a lighter touch than the "MEDIUM" setting, so the keyboard action feels lighter. This makes the keyboard easier to play for players who have less strength in their hands.
MEDIUM	Sets the keyboard feel to respond with a standard touch.
HEAVY	Sets the keyboard feel to respond with a heavier touch. With this setting, the keys must be played with more force than the "MEDIUM" setting to achieve fortissimo (ff) levels, so the keyboard action feels heavier. This lets you play dynamic passages with greater emotion.

MEMO

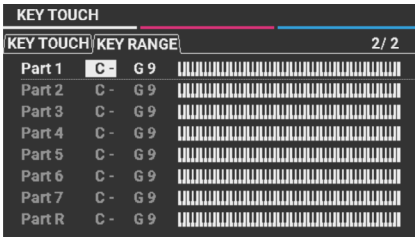
You can also adjust the key touch in greater detail, or make the keys play at a constant volume regardless of how hard you play them. For details, see SYSTEM EDIT > COMMON > KEY TOUCH in the "Parameter Guide" (Roland website).

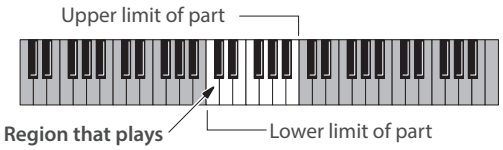
Adjusting the key range for each part (KEY RANGE)

1. Hold down the [SHIFT] button and press the [MENU] button.

The KEY TOUCH screen appears.

2. On the "KEY RANGE" tab page, move the cursor to the lower or upper limit of the part for which you want to adjust the key range, and use the value dial to change the setting.





Value	Explanation
C- –G9	Sets the key range for each part. Make these settings when you want different key ranges to play different tones. Specify the lower and upper limits for the ranges to set. * If you try to raise the lower limit of the playing range beyond the upper limit, or lower the upper limit beyond the lower limit, the other setting changes to the same value.

MEMO

You can also set the key range by holding down the [SHIFT] button and pressing the lower or upper key on the KEY TOUCH screen.

Using the SOUND MODIFY knobs to alter the sound

You can use the SOUND MODIFY [1]–[4] knobs to control the sound in real time.

The parameters you can control include CUTOFF, RESONANCE, ATTACK, RELEASE or the Knob 1–4 Function parameters.

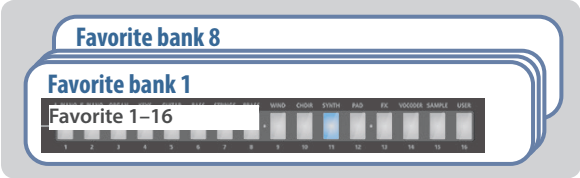
* You may not notice a change in the sound, depending on the tone you're using.

Parameter	Explanation
CUTOFF	Sets the frequency from which the filter takes effect (the cutoff frequency).
RESONANCE	Emphasizes the sound in the region of the cutoff frequency, adding character to the tone.
ATTACK	Adjusts the time it takes for the sound reaches its maximum volume after you press the key.
RELEASE	Adjusts the time it takes for the volume to fall to zero after you take your finger off the key.
Knob 1–4 Function	You can assign various functions to the [1]–[4] knobs. Press the [KNOB ASSIGN] button to control the parameters that are assigned to the [1]–[4] knobs. Refer to "Assigning functions to the SOUND MODIFY knobs" (p. 40) for how to assign functions to the [1]–[4] knobs.

Registering your favorite scenes to the buttons (FAVORITE)

With the "favorite" feature, you can register your frequently-used scenes and recall them with the press of a button. Aside from tones, you can also register and recall settings like the keyboard split, pedal function assignment and so on.

Scene numbers are registered to the favorites.



- The favorites (1–16) can be registered as a set to a total of eight favorite banks.
- Use the [1]–[16] buttons to recall or register the scenes.
- When this unit is shipped from the factory, bank 1 contains the recommended settings and banks 2–8 are empty. All favorites can be overwritten.

NOTE

If you've edited the scene or tone/drum kit settings, you must save the edited settings in order to correctly register the favorite.

Registering a favorite

1. **Select the scene you want to register.**
2. **Press the [BANK] button to make it light.**

   The button corresponding to the currently selected bank ([1]–[8]) blinks.
3. **Press the [1]–[8] buttons to select the bank to which to register.**
4. **Press the [1]–[16] buttons while holding down the [FAVORITE] button to select the number to which you want to register.**

   This registers the scene as a favorite.

Recalling a favorite

1. **Press the [FAVORITE] button to make it light.**
2. **Press the [1]–[16] buttons to select a favorite.**

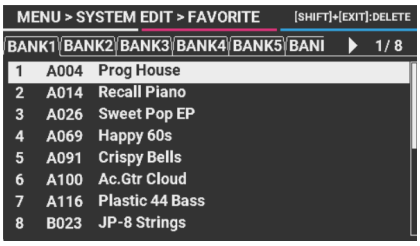
MEMO

To switch between favorite banks, press the [BANK] button and then press the [1]–[8] buttons to select a bank.

Checking and deleting a favorite

1. **Hold down the [MENU] button and press the [FAVORITE] button.**

   The FAVORITE screen appears.



You can make the following settings on the FAVORITE screen.

Button	Explanation
[◀] [▶]	Switches between favorite banks.
[▲] [▼]	Selects a favorite.
[SHIFT] + [EXIT]	Deletes the selected favorite.

MEMO

You can also do this from the [MENU] button→ SYSTEM EDIT→ FAVORITE.

2. **To exit the FAVORITE screen, press the [EXIT] button.**

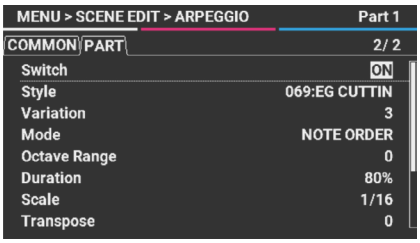
Playing arpeggios (ARPEGGIO)

An arpeggio is a method of playing the notes of a chord by separating and playing them individually. The arpeggiator is a feature that automatically plays an arpeggio based on the keys that you press.

1. **Press the [ARPEGGIO] button to make it light.**
2. **Play a chord on the keyboard.**
   According to the notes of the chord you play, an arpeggio starts playing.
3. **To turn off this function, press the [ARPEGGIO] button again to make it go dark.**

Selecting the arpeggio style

1. **Hold down the [MENU] button and press the [ARPEGGIO] button.**
   The ARPEGGIO screen appears.
2. **Press the [▶] button to select the PART tab.**



3. **Move the cursor to "Style", and use the value dial to select a style.**

Value	001–128

MEMO

- You can also operate this from the [MENU] button → SCENE EDIT → ARPEGGIO.
- When "Hold Switch" is set to ON in the COMMON tab page, the arpeggio keeps playing even after you take your fingers off the keyboard.
- Press the [ARPEGGIO] button while holding down the [SHIFT] button to set Hold Switch to "ON".
- See SCENE EDIT > ARPEGGIO in the "Parameter Guide" (Roland website) for more information on the parameters to configure in the ARPEGGIO screen.

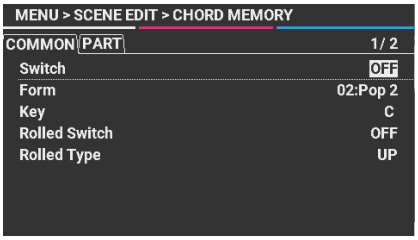
Playing chords (CHORD MEMORY)

Chord memory is a function that plays a chord based on pre-registered chord forms, when you play a single note on the keyboard.

1. **Press the [CHORD] button to make it light.**
2. **Press a key.**
   A chord plays according to the currently selected chord form.
3. **To turn this off, press the [CHORD] button again to make it go dark.**

Selecting a chord form

1. **Hold down the [MENU] button and press the [CHORD] button.**
   The CHORD MEMORY screen appears.



2. **Move the cursor to "Form" and use the value dial to select the chord form.**
   This changes how the chord plays.

MEMO

- You can also operate this from the [MENU] button → SCENE EDIT → CHORD MEMORY.
- See SCENE EDIT > CHORD MEMORY in the "Parameter Guide" (Roland website) for more information on the parameters to configure in the CHORD MEMORY screen.

Playing the drum sounds (DRUMS)

You can use the keyboard to play the drum kit sounds.

1. **Press the [DRUMS] button to make it light.**

   The DRUMS screen appears.

2. **Press the [▼] button to move the cursor to the drum kit.**
3. **Press the [1], [2], or [16] button.**
4. **Use the value dial to select a drum kit.**

MEMO

For a list of drum kits, see "Drum kit tones" in the "Sound List" (Roland website).

5. **Press a key.**

Using the mic audio to play

You can use an audio signal that's input from a microphone connected to the MIC INPUT jack on the rear panel.

Adjusting the volume

MIC [GAIN] knob (Rear panel)	Adjusts the volume of the mic. Adjust this so that the mic sound does not distort.
[MIC] slider (Top panel)	Adjusts the volume balance between the mic and the sound of your playing.

Using the vocoder and auto-pitch

The vocoder adds effects to a human voice. If you run your voice through the vocoder, you can give it an uninflected, robotic tone. Control the pitch by playing the keyboard.

The auto-pitch tone reduces wavering in pitch to generate a pitch-corrected sound. This adjusts the pitch variations in steps, producing an artificial effect.

The vocoder and auto-pitch settings are saved to the [VOCODER] button.

MEMO

The vocoder can only be used for part 1.

1. **Move the cursor to the scene.**
2. **Press the [14] (VOCODER) button.**
3. **Use the value dial to select a scene.**
4. **While playing the keyboard, vocalize into the microphone.**

* When AUTO PITCH is selected, you don't need to play any notes on the keyboard.

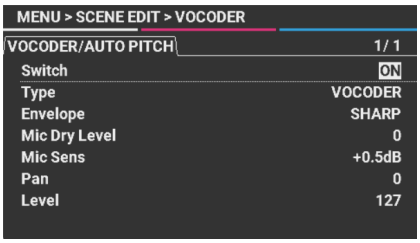
Editing the vocoder

1. **Press the [MENU] button.**

   The MENU screen appears.

2. **Move the cursor to "SCENE EDIT" and press the [ENTER] button.**
3. **Move the cursor to "VOCODER" and press the [ENTER] button.**

   The VOCODER screen appears.



4. **Move the cursor to select the item that you want to edit, and use the value dial to change the value.**

MEMO

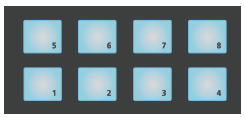
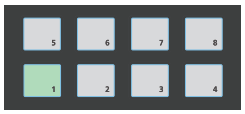
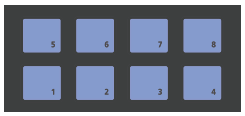
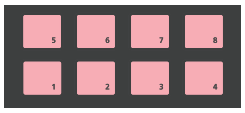
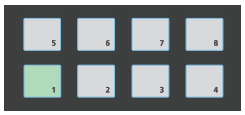
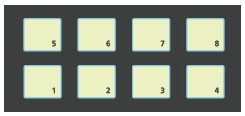
See SCENE EDIT > VOCODER in the "Parameter Guide" (Roland website) for more information on the parameters to configure in the VOCODER screen.

5. **To exit the VOCODER screen, press the [EXIT] button several times.**

Using the phrase pads

You can use the eight phrase pads to trigger the part sounds and play back audio files.

The functions you can access from the pads depend on which of the four buttons ([SEQUENCER] , [RHYTHM] , [AUDIO] , [MUTE]) is selected at the top of the phrase pad.

Buttons that are lit	Phrase pad functions		Pad illumination color	Page
(All unlit)	Plays the sound for the selected part.		Light blue	–
[SEQUENCER]	Selects the track to record when you're recording with the step sequencer.		Green: selected track White: track for which the keyboard switch is ON	p. 32
[RHYTHM]	Selects the rhythm pattern variation.		Blue	p. 37
[AUDIO]	Plays/stops the audio file that's assigned with the audio player.		Red	p. 38
[MUTE]	Switches the keyboard switch on/off.		Green: selected part White: part for which the keyboard switch is ON	p. 22
[SEQUENCER] + [MUTE]	Selects the track to mute when the step sequencer is playing.		Yellow	p. 31

Playing a part's sound

When the top four buttons are all unlit, you can press a pad to play the note of a part that's set in PAD NOTE, just like when you play sounds with the keyboard.

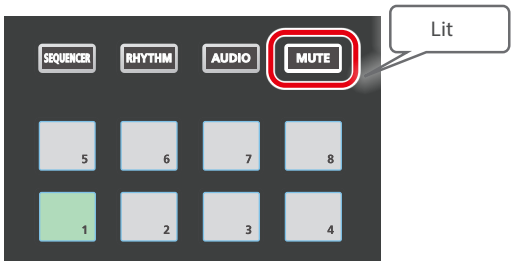
You can specify the part, note number and velocity per pad, for the tone that sounds. For instance, you can use the pads to play the instruments of the part R drum kit while using the keyboard to play the tone of part 1.

* The settings for each pad are saved in the system. You can't configure the pad settings for each scene.

MEMO

You can specify the part, note number and velocity per pad in the system settings. See SYSTEM EDIT > PAD NOTE in the "Parameter Guide" (Roland website) for details.

Toggling the keyboard switch



When only the [MUTE] button is lit amongst the top four buttons, the eight pads function as keyboard switches.

Pads 1–8 correspond to the keyboard switches for parts 1–R.

MEMO

By pressing the pads while holding down the [SHIFT] button, you can toggle the current parts on/off.

- When pad is lit green: currently selected part (current part)
- When pad is lit white: part that's layered with the currently selected part (parts whose keyboard switch is ON)

* When the current part's keyboard switch is ON, the other parts whose keyboard switch is ON play at the same time.

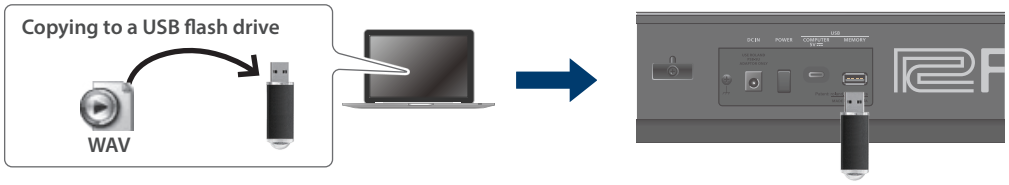
* When the current part's keyboard switch is OFF, only the selected part can be played.

Importing and playing samples (sample import)

You can assign audio files ("samples") that are imported into this instrument from a USB flash drive, to play on the keyboard.

NOTE

Audio files that can be imported must be in WAV format, 44.1/48 kHz, 16/24-bit. If you select a file that doesn't meet these requirements, "Import Error!" is shown, and the file cannot be imported.



Importing audio files (samples)

When you import a sample into a user sample, a user tone that uses that user sample is created at the same time.

1. Format the USB flash drive on the JUNO-D (p. 47).

2. Turn off the JUNO-D and then unplug the USB flash drive.

3. On your computer, copy the audio file you want to import into the "IMPORT" folder.

* Use single-byte alphanumeric characters for the file and folder names.

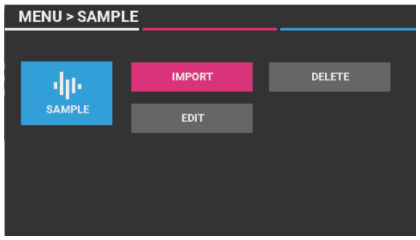
4. Insert the USB flash drive into this instrument, and turn on the power.

5. Press the [MENU] button.

The MENU screen appears.

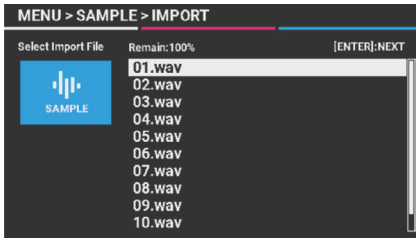
6. Move the cursor to "SAMPLE" and press the [ENTER] button.

The SAMPLE menu screen appears.



7. Move the cursor to "IMPORT" and press the [ENTER] button.

The IMPORT screen appears.



8. Select the file to import.

MEMO

- The sample is automatically applied as a scale on the keyboard, from three octaves above the pitch that was originally sampled (original key) when the sample was imported, and all the way down to the lowest key.
- You can change the sample's loop point and the original key later. See "SAMPLE parameters" in the "Parameter Guide" (Roland website) for details.

9. Move the cursor to the user tone where you want to import the data, and press the [ENTER] button.

A confirmation message appears.

If you decide to cancel, press the [EXIT] button.

10. Move the cursor to "OK" and press the [ENTER] button.

This imports the audio file.

* If the user memory is full, the message "Import Error!" appears, and the data cannot be imported. If this happens, delete any unneeded samples (p. 24).

11. Repeat steps 5–10 to import the necessary audio files.

MEMO

- The samples that are created can be selected as a single user tone from the tone list in the SAMPLE category or from the tone list in the user bank.
- Samples with large file sizes may take several minutes to import.

NOTE

Never turn off the power or remove the USB flash drives while the screen indicates "Processing...".

Recalling a sample

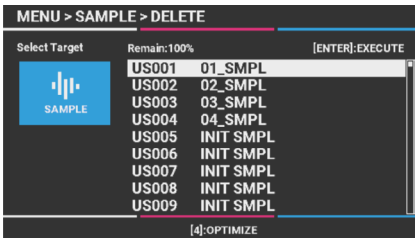
1. On the top screen, move the cursor to the tone and press the [15] (SAMPLE) button or the [16] USER button.

2. Use the value dial to select a tone.

* The pitches of notes that are more than three octaves above the original key that was set do not change.

Deleting a sample that was imported

1. **Press the [MENU] button.**
   The MENU screen appears.
2. **Move the cursor to "SAMPLE" and press the [ENTER] button.**
   The SAMPLE menu screen appears.
3. **Move the cursor to "DELETE" and press the [ENTER] button.**
   The SAMPLE DELETE screen appears.



4. **Move the cursor to the sample you want to delete and press the [ENTER] button.**
   A confirmation message appears.
   If you decide to cancel, press the [EXIT] button.
5. **Move the cursor to "OK" and press the [ENTER] button.**
   The sample is deleted.

MEMO

- Deleting a sample causes some or all sounds made by the scenes, tones or drum kits that use that deleted sample to no longer play, partially or completely.
- We recommend that you back up any important data to a USB flash drive or to your computer (p. 45).

Optimizing the sample storage area

As samples are added and then deleted, the free space in memory can become fragmented, which may eventually make it impossible to add more samples.

You can make the sample storage area work better by optimizing the memory.

1. **On the SAMPLE DELETE screen, press the [4] (OPTIMIZE) button.**
   A confirmation message appears.
   If you decide to cancel, press the [EXIT] button.
2. **Move the cursor to "OK" and press the [ENTER] button.**
   This optimizes the sample storage area.

NOTE

Never turn off the power while the screen indicates "Processing...".

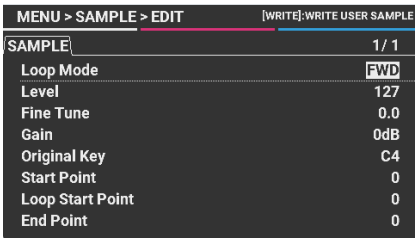
Editing a sample

1. **Press the [MENU] button.**
   The MENU screen appears.
2. **Move the cursor to "SAMPLE" and press the [ENTER] button.**
   The SAMPLE menu screen appears.
3. **Move the cursor to "EDIT" and press the [ENTER] button.**
   The user sample selection screen appears.
4. **Move the cursor to the sample that you want to edit and press the [ENTER] button.**
   A confirmation message appears.
   If you decide to cancel, press the [EXIT] button.
5. **Move the cursor to "OK" and press the [ENTER] button.**
   This initializes the scene in the temporary area.

MEMO

The sample to be edited is set to part 1 of the scene in the temporary area. You can adjust the parameters of the samples while playing them on the keyboard.

6. **Move the cursor to select the parameter that you want to edit, and use the value dial to edit the value.**



MEMO

You can configure the detailed settings for a sample, such as the sample's loop point and the original key. See "SAMPLE parameters" in the "Parameter Guide" (Roland website) for details.

7. **To save the settings for a sample you've edited, press the [WRITE] button on the SAMPLE EDIT screen.**
8. **Input the name of the user sample to save, and press the [ENTER] button.**
   A confirmation message appears.
   If you decide to cancel, press the [EXIT] button.
9. **Move the cursor to "WRITE" and press the [ENTER] button.**

MEMO

By writing the scene (p. 29) after exiting the SAMPLE EDIT screen, you can save the scene for which the sample can be played.

Editing a scene (part)

Configure the scene parameters in the overall scene settings.

NOTE

Changes that you make to the scene settings are temporary. If you turn off the power or select another scene, the changes are lost. If you want to keep the edited settings, save the scene (p. 29).

1. Select the scene you want to edit.

2. Press the [MENU] button.

The MENU screen appears.

3. Move the cursor to "SCENE EDIT" and press the [ENTER] button.

SCENE EDIT menu

Menu	Explanation	Page
COMMON	Configures the common scene parameters such as the scene volume, tempo and so forth.	p. 25
PART	Configures the volume, pitch and so on for each part.	
EFFECTS	Configures the parameters for the scene effects.	p. 28
VOCODER	Configures the parameters for the vocoder.	p. 21
ARPEGGIO	Configures the parameters for the arpeggio.	p. 20
CHORD MEMORY	Configures the parameters for the chord memory.	
COPY	Copies the parts.	p. 25
INITIALIZE	Initializes the settings for the currently selected scene or part.	

4. Move the cursor to the menu that you want to edit and press the [ENTER] button.

5. On screens with more than one tab, switch between the tabs with the [◀] [▶] buttons.

6. Move the cursor to select the parameter that you want to edit, and use the value dial to edit the value.

MEMO

See "SCENE EDIT parameters" in the "Parameter Guide" (Roland website) for details on the scene parameters.

7. To save the settings you edited, execute the "Saving the settings (WRITE)" (p. 29) operation.

* Once you edit a setting, an asterisk appears next to the scene name. When you save the data using the write operation, the asterisk disappears.

MEMO

Once you enter the edit screen, the [9]–[13] buttons function as effect switches. These let you switch the effects on/off, which is useful when checking and creating sounds.

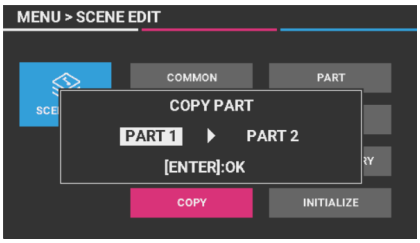
Button (color)	Explanation
[9] Pink	Switches the EQ (Equalizer) on/off.
[10] Orange	Switches the PART MFX on/off.
[11] Yellow	Switches the IFX on/off.
[12] Light blue	Switches the CHO/DLY (Chorus/Delay) on/off.
[13] Blue	Switches the REV (Reverb) on/off.

Copying a part

Here's how to copy the settings for parts 1–7 in a scene.

1. On the SCENE EDIT screen, move the cursor to "COPY" and press the [ENTER] button.

A popup screen appears.



2. Select the copy source (left) part and the copy destination (right) part, and press the [ENTER] button.

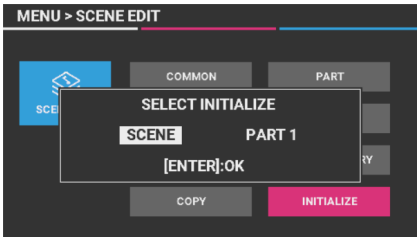
The screen indicates "Completed" when the copy is completed.

Initializing a scene or part

Here's how to restore the current scene or the settings of one of parts 1–R to the default values.

1. On the SCENE EDIT screen, move the cursor to "INITIALIZE" and press the [ENTER] button.

A popup screen appears.



2. Select what you want to initialize, and press the [ENTER] button.

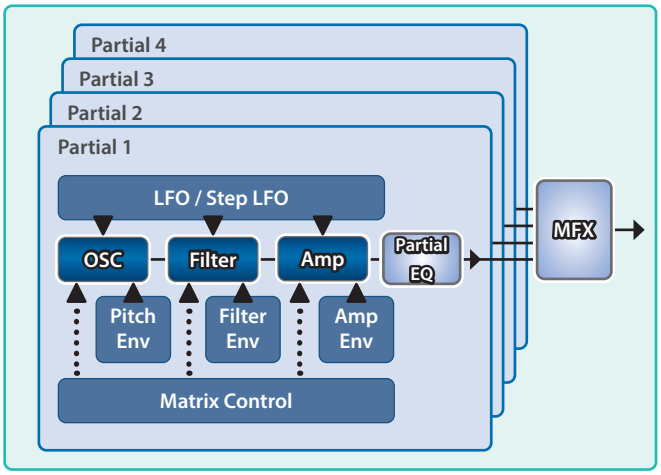
Menu	Explanation
SCENE	Initializes all settings for the current scene.
PART 1–R	Initializes the settings for only the selected part.

The screen indicates "Completed" when the initialization is completed.

Editing a tone

Here are the steps for editing the tones assigned to parts 1–7.

ZEN-Core tone



NOTE

Changes that you make to the tone settings are temporary. If you turn off the power or select another tone, the changes are lost. If you want to keep the edited settings, save the tone (p. 30).

1. Select a part (part 1–7) to which a tone is assigned (p. 17).

2. As described in the procedure "Selecting a Tone" (p. 15), select the tone that you want to edit.

3. Press the [MENU] button.

The MENU screen appears.

4. Move the cursor to "TONE EDIT" and press the [ENTER] button.

* If one of parts 1–7 (tone parts) are selected as the current part, you can select "TONE EDIT".

TONE EDIT menu

Menu	Explanation	Page
COMMON	Make settings for an entire tone.	p. 26
PARTIAL	Configures the partial settings.	
EFFECTS	Configures the partial EQ, tone MFX and so forth.	p. 28
COPY	Copies the partial.	p. 27
INITIALIZE	Initializes the tone or each partial.	

5. Move the cursor to the menu that you wan to edit and press the [ENTER] button.

MEMO

- The values are shown in the fourth column for parameters that can be set per partial (partials 1–4 are shown from left to right). In this case, the following operations are available.

* This function is only enabled for tabs on which the fourth column of values is shown.

Button	Explanation
[1]–[4]	Partial on/off
[5]–[8]	Selects a partial * If you press more than one of the [5]–[8] buttons at the same time, you can change all the settings together in the column of the partial that corresponds to the buttons you pressed.
[SHIFT] + [◀] [▶]	Switches between tabs

- Once you enter the edit screen, the [9]–[13] buttons function as effect switches. These let you switch the effects on/off, which is useful when checking and creating sounds.

Button (color)	Explanation
[9] Pink	Switches the EQ (Equalizer) on/off.
[10] Orange	Switches the PART MFX on/off.
[11] Yellow	Switches the IFX on/off.
[12] Light blue	Switches the CHO/DLY (Chorus/Delay) on/off.
[13] Blue	Switches the REV (Reverb) on/off.

6. On screens with more than one tab, switch between the tabs with the [◀] [▶] buttons.

7. Move the cursor to select the parameter that you want to edit, and use the value dial to edit the value.

MEMO

See "TONE EDIT parameters" in the "Parameter Guide" (Roland website) for details on the tone parameters.

8. To save the settings you edited, execute the "Saving the settings (WRITE)" (p. 29) operation.

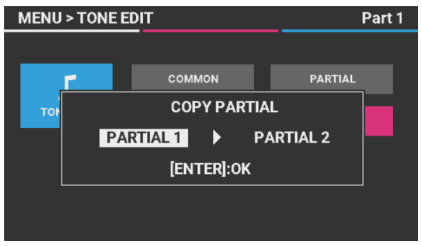
* Once you edit a setting, an asterisk appears next to the tone name. When you save the data using the write operation, the asterisk disappears.

Copying a partial

Here's how to copy a partial's settings.

1. On the TONE EDIT screen, move the cursor to "COPY" and press the [ENTER] button.

A popup screen appears.



2. Select the copy source (left) partial and the copy destination (right) partial, and press the [ENTER] button.

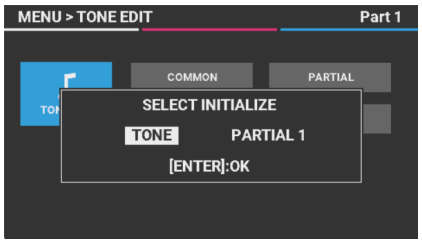
The screen indicates "Completed" when the copy is completed.

Initializing a tone or partial

This resets the current tone or partial settings to their default values.

1. On the TONE EDIT screen, move the cursor to "INITIALIZE" and press the [ENTER] button.

A popup screen appears.



2. Move the cursor to "TONE" or to the partial you want to initialize, and press the [ENTER] button.

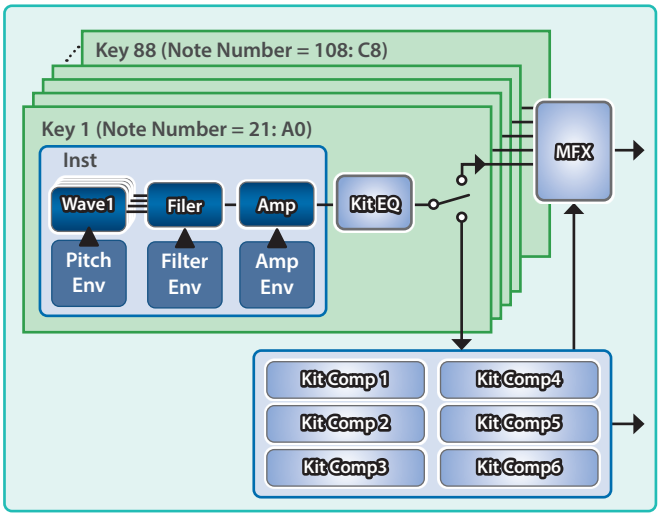
TONE	Initializes all settings for the current tone.
PARTIAL 1–4	Initializes the settings for only the selected partial.

This initializes the tone or partial.

Editing a drum kit

Here's how to edit the drum kit assigned to part R.

Drum kit tone



NOTE

Changes that you make to the parameters are temporary. If you turn off the power, the changes are lost. If you want to keep the settings, save the drum kit (p. 30).

1. Select the part (part R) to which the drum kit is assigned (p. 17).

2. As described in the procedure for "Playing the drum sounds (DRUMS)" (p. 21), select the drum kit that you want to edit.

3. Press the [MENU] button.

The MENU screen appears.

4. Move the cursor to "DRUM EDIT" and press the [ENTER] button.

The DRUM EDIT menu screen appears.

* If part R (the drum kit part) is selected as the current part, you can select "DRUM EDIT".

Menu	Explanation	Page
COMMON	Sets the volume of the entire drum kit.	p. 27
INST	Configures the settings for each instrument.	
EFFECTS	Configures the effects that are applied to the drum kit or instrument.	p. 28
COPY	Copies an instrument.	
INITIALIZE	Initializes the drum kit or each instrument.	

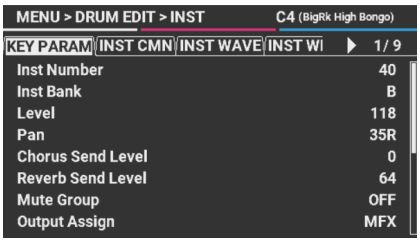
5. To edit an instrument, play the keyboard to select the key you want to edit.

For each drum kit, a different drum tone (instrument) is assigned to each of the 88 keys (A0–C8). Select the key you want to edit, and edit the instrument for each key. The currently selected key is called the "current instrument". You can change the current instrument by playing another key.

6. Move the cursor to "Inst Number" to select an instrument.

Select the instrument as needed. The instruments are preset drum sounds. When you edit an instrument, this affects the parameters from the "INST CMN" tab onwards. It's probably best to select an instrument that's close to the sound you want and then edit the instruments individually.

7. Use the [◀] [▶] buttons to switch between tabs.



8. Move the cursor to select the parameter that you want to edit, and use the value dial to edit the value.

MEMO

See "DRUM EDIT parameters" in the "Parameter Guide" (Roland website) for details on the drum kit parameters.

9. To save the settings you edited, execute the "Saving the settings (WRITE)" (p. 29) operation.

* Once you edit a setting, an asterisk appears next to the drum kit name. When you save the data using the write operation, the asterisk disappears.

MEMO

Once you enter the edit screen, the [9]–[13] buttons function as effect switches. These let you switch the effects on/off, which is useful when checking and creating sounds.

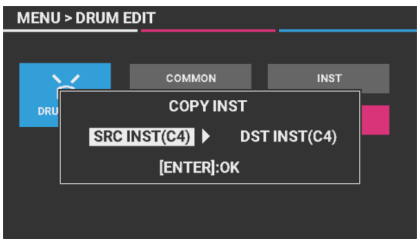
Button (color)	Explanation
[9] Pink	Switches the EQ (Equalizer) on/off.
[10] Orange	Switches the PART MFX on/off.
[11] Yellow	Switches the IFX on/off.
[12] Light blue	Switches the CHO/DLY (Chorus/Delay) on/off.
[13] Blue	Switches the REV (Reverb) on/off.

Copying an instrument

Here's how to copy an instrument's settings.

1. On the DRUM EDIT screen, move the cursor to "COPY" and press the [ENTER] button.

A popup screen appears.



2. Select the copy source (left) instrument and the copy destination (right) instrument, and press the [ENTER] button.

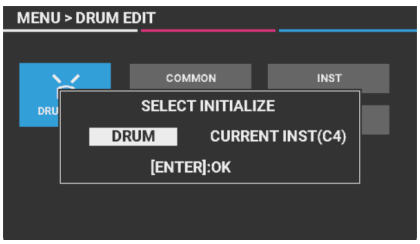
The screen indicates "Completed" when the copy is completed.

Initializing a drum kit or instrument

Here's how to reset the settings of the current drum kit or instrument.

1. On the DRUM EDIT screen, move the cursor to "INITIALIZE" and press the [ENTER] button.

A popup screen appears.



2. Move the cursor to "DRUM" or to the instrument you want to initialize, and press the [ENTER] button.

DRUM	Initializes all settings of the current drum kit.
CURRENT INST	Initializes the settings for only the selected instrument.

This initializes the drum kit or instrument.

Editing the effects

Follow these steps to edit the respective effects for a scene, tone, drum kit or for the system.

NOTE

Changes that you make to the settings are temporary. They are lost when you turn off the power, or when you select another scene or tone.

If you want to keep the changes you made, save the scene, tone, drum kit, or system settings respectively.

1. Select the scene, tone, or drum kit you want to edit.

2. Press the [MENU] button.

The MENU screen appears.

3. Move the cursor to "SCENE EDIT", "TONE EDIT", "DRUM EDIT", or "SYSTEM EDIT", and press the [ENTER] button.

4. Move the cursor to "EFFECTS" and press the [ENTER] button.

5. Use the [◀] [▶] buttons to switch between tabs.

6. Move the cursor to select the parameter that you want to edit, and use the value dial to edit the value.

MEMO

- For an overview of the effects, refer to "Effects" (p. 11).
- For details on the effect parameters, refer to the "Parameter Guide" (Roland website).

Saving the settings (WRITE)

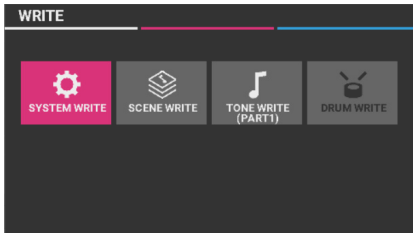
If you edit the settings, these changes disappear if you turn off the power or select another sound. To save your changes, use the write operation.

NOTE

- When you save data, any data previously located in the save destination is overwritten.
- If you see an asterisk for both the scene and the tone/drum kit, save the tone/drum kit first and then save the scene. Saving the scene first causes the tone/drum kit data you edited to be lost.

1. Press the [WRITE] button.

The WRITE menu screen appears.



2. Move the cursor to the menu you want to save, and press the [ENTER] button.

Menu	Explanation	Page
SYSTEM WRITE	Saves the system settings.	p. 30
SCENE WRITE	Saves the scene settings.	p. 29
TONE WRITE	Saves the tone settings.	p. 30
DRUM WRITE	Saves the drum kit settings.	

For the SCENE WRITE/TONE WRITE/DRUM WRITE operations, the name input screen is shown.

3. Rename the data to be saved as necessary.

Operations used for inputting names

Controller	Function	Explanation
[◀] [▶] buttons	–	Moves the cursor
[▲] [▼] buttons [DEC] [INC] buttons Value dial	–	Selects a character
[2] button	A/a	Toggles between uppercase/ lowercase
[3] button	SPACE	Changes the character at the cursor position to a space.
[4] button	JUMP	Jumps to the beginning of the next type of characters.
[5] button	INSERT	Inserts a space at the cursor position.
[6] button	DELETE	Deletes the character at the current cursor position, and moves all succeeding characters to the left.

4. Once you've entered the name, press the [ENTER] button.

5. Use the value dial to select the save destination, and press the [ENTER] button.

A confirmation message appears.

If you decide to cancel, press the [EXIT] button.

6. To save the settings, press the [ENTER] button.

NOTE

Never turn off the power while the screen indicates "Processing...".

Saving a scene (SCENE WRITE)

Changes that you make to the scene settings are temporary. If you turn off the instrument or select another scene, the edited scene disappears. (The part settings as well as the recorded data for the sequencer are also included in the scene.)

If you want to keep your edited settings or recorded data, execute the scene write operation.

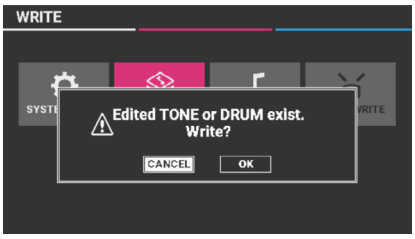
NOTE

When you save, the data previously located in the save-destination is overwritten.

1. On the WRITE screen, move the cursor to "SCENE WRITE" and press the [ENTER] button.

MEMO

When an asterisk is shown for both the scene and the tone/drum kit, the following screen appears. In this case, select "OK" to save the tone/drum kit first, and then save the scene. Saving the scene first causes the tone/drum kit data you edited to be lost.



A name input screen appears.

2. To change the name, input the characters by following the instructions shown at the bottom of the screen.

3. Once you've entered the name, press the [ENTER] button.

4. Use the value dial to select the save destination, and press the [ENTER] button.

A confirmation message appears.

If you decide to cancel, press the [EXIT] button.

5. Move the cursor to "WRITE" and press the [ENTER] button.

This saves the scene.

NOTE

Never turn off the power while the screen indicates "Processing...".

Data saved as a scene

The following settings and data are saved in a scene.

- Settings for the overall scene (scene parameters)
- Settings for each part (part parameters)
- Arpeggio settings
- Chord memory settings
- Rhythm pattern group settings
- Vocoder settings
- Step sequencer data
- Effect settings

Saving a tone/drum kit (TONE WRITE/ DRUM WRITE)

Changes that you make to the tones/drum kits are temporary. If you turn off the power or select another tone/drum kit, the changes are lost.

If you want to keep your changes, use the write operation for the tone or drum kit.

NOTE

When you save, the data previously located in the save-destination is overwritten.

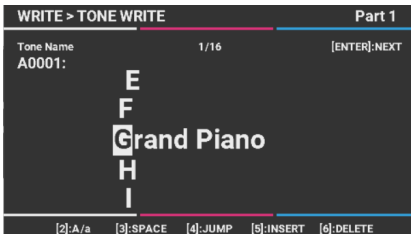
1. **Select the tone/drum kit for the part you want to save (p. 17), and press the [WRITE] button.**

   The WRITE screen appears.

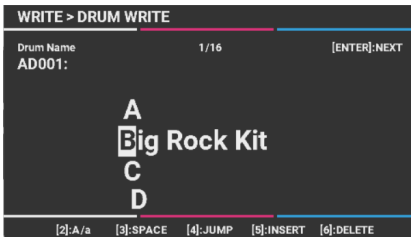
2. **Move the cursor to "TONE WRITE" or "DRUM WRITE" and press the [ENTER] button.**

   The TONE WRITE screen or the DRUM WRITE screen appears.

TONE WRITE



DRUM WRITE



3. **To change the name, input the characters by following the instructions shown at the bottom of the screen.**

4. **Once you've entered the name, press the [ENTER] button.**

5. **Use the value dial to select the save destination, and press the [ENTER] button.**

   A confirmation message appears.

   If you decide to cancel, press the [EXIT] button.

6. **Move the cursor to "WRITE" and press the [ENTER] button.**

   This saves the tone or the drum kit.

NOTE

Never turn off the power while the screen indicates "Processing...".

Saving the system settings (SYSTEM WRITE)

To store the system settings you edited, perform the system write operation.

1. **On the WRITE screen, move the cursor to "SYSTEM WRITE" and press the [ENTER] button.**
   You can also press the [WRITE] button while the SYSTEM EDIT screen is shown.

   A confirmation message appears.

   If you decide to cancel, press the [EXIT] button.

2. **Move the cursor to "WRITE" and press the [ENTER] button.**

   The screen indicates "Completed" when the settings are changed.

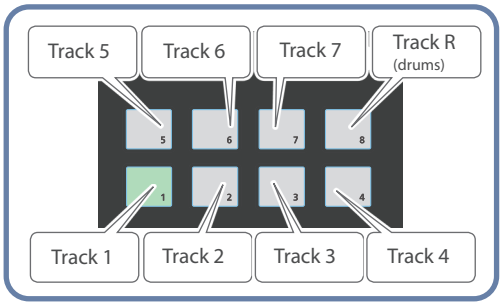
NOTE

Never turn off the power while the screen indicates "Processing...".

Playing back/recording with the step sequencer

The step sequencer records as a pattern and repeatedly plays back controller actions such as what you play on the keyboard, as well as your operations of the controllers including the knobs, pitch bend/modulation lever, sliders (other than MIC) and the pedals.

This data is recorded in and played back from tracks 1–R, which correspond to parts 1–R.

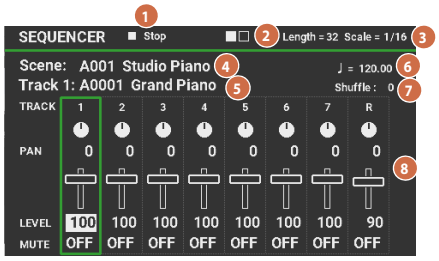


Playing back the step sequencer

Selecting a scene for playback

1. Press the [SEQUENCER] button.

The SEQUENCER screen appears.



No.	Explanation
1	Status shown • Now Recording • Now Playing • Rec Standby • Stop
2	**Length** Number of steps (Value: 1–64; sixteen steps are shown at left as a single square.)

No.	Explanation
3	**Scale** Length of one step
4	Scene
5	Tone
6	Tempo
7	Shuffle (swing)
8	Mixer

2. Move the cursor to the scene, and select the pattern to play back using the value dial.

3. Press the [►/■] button to play back the pattern.

Press the button again to stop playback.

MEMO

When the Step Length is 17 or greater, on the SEQUENCER screen, when you press the [1]–[4] buttons while holding down the [SHIFT] button, you can switch between the current step positions in units of 16 steps.

Muting specific tracks (track mute)

Use this when a pattern is playing back and you want to mute a specific track or tracks.

1. While the [SEQUENCER] button is lit, press the [MUTE] button to make it light up.

The instrument enters pad mute setting mode.

2. Press pads [1]–[8] to select the tracks to mute.

The pads you press blink, and the corresponding tracks are muted.

You can press more than one pad.

3. To unmute, press the pad once more that corresponds to the track you muted.

4. To exit the track mute settings, press the [MUTE] button.

The pads go dark.

Step sequencer: basic operations

Controller	Explanation
[►/■] button	Plays/stops the step sequencer.
[●] (STEP) button	Creates a pattern by recording your keyboard performance and controller operations (such as knob motions). If you press this button while holding down the [SHIFT] button, the STEP EDIT screen appears. You can edit the steps and record in STEP REC/ TR-REC mode.
[MUTE] button	When you turn this on while the [SEQUENCER] button is lit, you can mute the tracks specified by pads [1]–[8].
[ERASE] button	Erases all or part of a recorded track.
Pads [1]–[8]	Selects the track (part). You can use the keyboard to play or record on the selected part.
[TEMPO] button	Changes the tempo.

Recording to the step sequencer

There are three ways on the JUNO-D to record to the step sequencer. The step sequencer is comprised of tracks 1–R.

Recording mode	Explanation
Real-time recording (REALTIME REC)	Creates a pattern by recording your keyboard performance and controller operations (such as knob motions), right while you're playing. * Common for all parts
Step recording (STEP REC)	Creates a pattern by successively recording your keyboard performance one step at a time. * This is available for parts 1–7.
TR-REC	This method lets you place notes of each instrument on the steps at which you want them to be heard. This method is suitable for creating drum patterns. * This is available for part R (drum kit).

NOTE

Any tracks that you've created are lost when you select another scene or turn off the power. Once you're satisfied with your tracks, save them as a scene (p. 29).

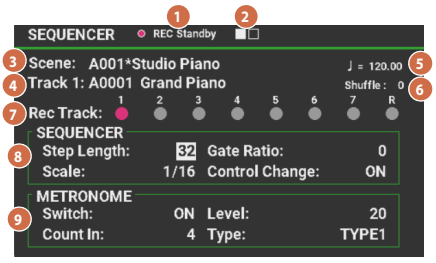
Configuring the recording settings

1. Press the [●] (STEP) button.

The [►/■] button blinks, and the instrument enters rec standby mode.

2. Set the parameters for each track to record.

* The recording settings must be made for each track.



No.	Parameter	Value	Explanation
1	–	–	Status shown • Now Recording • Now Playing • Rec Standby • Stop
2	–	–	Number of steps (16 steps are shown as a single square)
3	–	–	Scene
4	–	–	Tone
5	♩ (Tempo)	20.00–300.00	Specifies the tempo.
6	Shuffle	-90–+90	Sets the timing (swing) at which the notes play.
7	Rec Track	1–R	Use pads [1]–[8] to select the track.

No.	Parameter	Value	Explanation
SEQUENCER			
8	Step Length	1–64	Sets the number of steps.
	Scale	1/1–1/32, 1/1T–1/16T	Specifies the length of each step. 1/16: sixteenth notes 1/16T: sixteenth note triplets
	Gate Ratio	-128–+127	Specifies the gate length. This is common for all steps.
	Control Change(CC)	OFF, ON, SMOOTH	Sets whether the keyboard and controllers such as the knobs record and play back (on/off). SMOOTH: Plays control change messages back more smoothly.
METRONOME			
9	Switch	OFF, ON	Turn this off if you don't want the metronome to play during recording.
	Count In	OFF, 1–16	Sets the number of beats used for the metronome count-in when real-time recording begins.
	Level	1–127	Adjusts the metronome volume.
	Type	TYPE1, TYPE2	Selects the metronome's sound.

MEMO

You can change the recording tempo using one of the three methods shown below.

Methods for setting the recording tempo	Press the [TEMPO] button and use the value dial to set the value. Press the [EXIT] button to exit the TEMPO screen.
	On the TEMPO screen, you can specify the tempo by pressing the [TEMPO] button at the desired timing (tap tempo). Press the [TEMPO] button three or more times in quarter-note intervals at the tempo you want to set.
	On the SEQUENCER screen, move the cursor to the tempo "♩=***.**", and use the value dial to set a tempo that makes it easy to record.

* Tempo change data is not recorded.
* When you switch scenes, this setting specifies whether to use the system tempo (SYSTEM) or the tempo stored in the scene (SCENE). For details, see SYSTEM EDIT > COMMON > COMMON > Tempo Source in the "Parameter Guide" (Roland website).

3. Press the pads [1]–[8] to specify the tracks to record.

The selected pads light up.

- When pad is lit green: currently selected track (current track)
- When pad is lit white: track that's layered with the currently selected track (tracks whose keyboard switch is ON)

* When the current track's keyboard switch is ON, the other tracks whose keyboard switch is ON play at the same time and can be recorded.
* When the current track's keyboard switch is OFF, only the selected part can be played or recorded.

MEMO

- To change the tone used for the recording track, move the cursor to the tone and use the value dial to select the tone.
- On the SEQUENCER screen, you can turn the Keyboard Switch for parts 1–R on/off by pressing pads [1]–[8] while holding down the [SHIFT] button.
- On the SEQUENCER screen, when you press the [1]–[4] buttons (A. PIANO–KEYS) while holding down the [SHIFT] button, you can switch between the current step positions in units of 16 steps.

Recording in REALTIME REC mode

4. Press the [►/■] button to start recording.

5. Play the keyboard.

Your knob operations, pitch bend/modulation lever, slider (except for MIC) and pedal operations are also recorded.

MEMO

- The recorded data is recorded as new data over what you've already recorded. To redo a recording, press the [ERASE] button to erase the data and try recording again.
- Press the [●] (STEP) button to cancel recording and switch to playback mode, where you can have fun playing the keyboard along with the data you've recorded. Press the [●] (STEP) button again to return to record mode.

6. Press the [►/■] button to stop the sequencer.

This stops the sequencer, regardless of whether it is in record mode or playback mode.

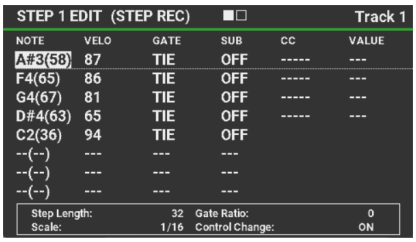
Recording in STEP REC mode

In this mode, you can input notes as the recording automatically advances, step by step.

* This is available for parts 1–7.

1. Hold down the [SHIFT] button and press the [●] (STEP) button.

The STEP EDIT (STEP REC) screen appears.



* When the sequencer is playing back, press the [►/■] button to stop.

2. Press the [◄] or [►] button while holding down the [SHIFT] button to go to the step where recording begins.

MEMO

- You can also use the [1]–[16] buttons to move to a different step.
- When the Step Length is 17 or greater, press the [1]–[4] buttons while holding down the [SHIFT] button to switch to a different page, in units of 16 steps.

3. Press a key.

Note data is recorded when you press a key, and automatically advances to the next step when you release all keys.

You can input up to eight notes per step. When you input more than eight notes, the previous notes you inputted are deleted, with the oldest note deleted first.

4. Operate a knob or other controller.

When a controller such as a knob is operated, the corresponding CC (control change message) is input to the currently selected step.

You can input up to four parameters per step. When you input the fifth parameter, the parameter you inputted first is overwritten.

5. To edit the steps, follow the steps in "Editing a step" (p. 34).

6. When you are finished, press the [EXIT] button.

Step recording automatically ends when you input the last step, and the display switches to the SEQUENCER screen.

Recording in TR-REC mode

* You can use TR-REC mode when the currently selected part is the drum part (part R).

What is TR-REC?

TR-REC is the method of using the category buttons [1]–[16] to specify the timing at which each instrument will sound.

You can use it while listening to a rhythm that you created.

For example to create the drum pattern shown in figure 1, you would make the settings shown in figure 2.

figure 1

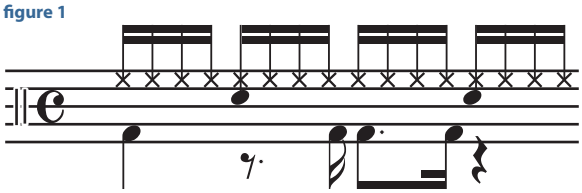
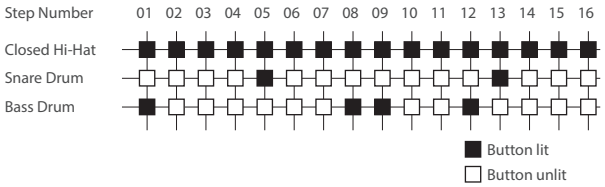


figure 2

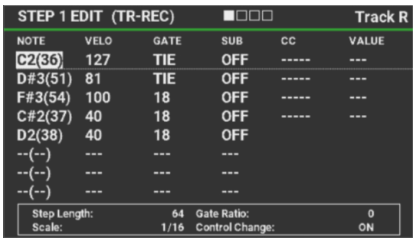


For the drum kit, playing an instrument on the keyboard makes the [1]–[16] buttons light up or go dark, which indicates the steps on which that instrument is triggered.

Pressing one of the [1]–[16] buttons switches it between lit and unlit, changing whether the instrument will or will not sound on that step.

1. Hold down the [SHIFT] button and press the [●] (STEP) button.

The STEP EDIT (TR-REC) screen appears.



* When the sequencer is playing back, press the [►/■] button to stop.

2. Press a key to select the instrument you want to input.

3. Press the [1]–[16] button that corresponds to the step you want to input.

- You can also press the [◀] or [▶] button while holding down the [SHIFT] button to move the current step.
- When the Step Length is 17 or greater, press the [1]–[4] buttons while holding down the [SHIFT] button to switch to a different page, in units of 16 steps.

4. Operate a knob or other controller.

When a controller such as a knob is operated, the corresponding CC (control change message) is input to the currently selected step.

You can input up to four parameters per step. When you input the fifth parameter, the parameter you inputted first is overwritten.

5. To edit the steps, follow the steps in "Editing a step" (p. 34).

6. When you are finished, press the [EXIT] button.

Editing a step

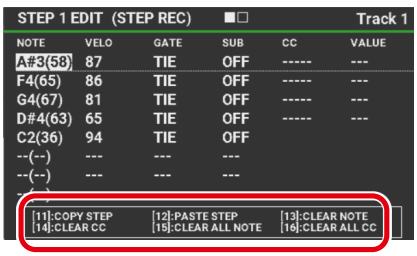
1. On the STEP EDIT screen, go to the step you want to edit.

2. Move the cursor to select the parameter that you want to edit, and use the value dial to edit the parameter.

Parameter	Value	Explanation
NOTE	C-1(0)–G9(127)	Note number
VELO	1–127	Sets the strength (velocity) with which the notes sound that you play on the keyboard.
GATE	0–100, TIE	Sets the note-on length ratio for the step. TIE: The notes of the current step are connected to the notes of the next step with a tie.
SUB	OFF, FLAM, 1/4, 1/3, 1/2	Sets the manner in which sounds play repeatedly within a step. 1 step OFF FLAM 1/4 1/3 1/2
CC	CC1–CC31, CC33–CC119, BEND	Control change number
Step Length	1–64	Sets the number of steps.
Scale	1/1–1/32, 1/1T–1/16T	Specifies the length of each step. 1/16: sixteenth notes 1/16T: sixteenth note triplets
Gate Ratio	-128–+127	Specifies the gate length. This is common for all steps.
Control Change(CC)	OFF, ON, SMOOTH	Sets whether the keyboard and controllers such as the knobs record and play back (on/off). SMOOTH: Plays control change messages back more smoothly.

MEMO

On the STEP EDIT screen, when you press the [SHIFT] button, the shortcuts are shown at the bottom of the screen.



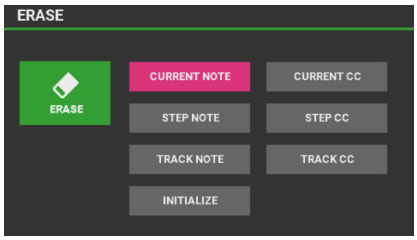
Operation	Explanation
[SHIFT] + [11]	Copies the current step data.
[SHIFT] + [12]	Pastes the data you've copied to the current step.
[SHIFT] + [13]	Erases the current note.
[SHIFT] + [14]	Erases the current CC message.
[SHIFT] + [15]	Erases all notes from the current step.
[SHIFT] + [16]	Erases all CC messages from the current step.

3. When you are finished editing, press the [EXIT] button.

Erasing the entire step sequencer contents or tracks at once (ERASE)

1. While the SEQUENCER screen is shown, press the [ERASE] button.

The ERASE menu screen appears.



2. Select the menu you want to erase, and press the [ENTER] button.

Value	Explanation
CURRENT NOTE	Only the note currently selected by the cursor is erased.
CURRENT CC	Only the CC message currently selected by the cursor is erased.
STEP NOTE	All notes at the current step are erased.
STEP CC	All CC messages at the current step are erased.
TRACK NOTE	All notes in the current track are erased.
TRACK CC	All CC messages in the current track are erased.
INITIALIZE	Initializes all tracks.

The contents of the selected menu are erased.

Sequencer utilities

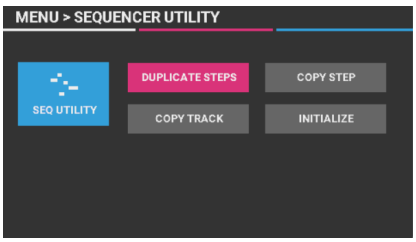
The screen contains a collection of the utility functions related to the step sequencer. Here you can duplicate steps, copy tracks, initialize data and so forth.

1. Press the [MENU] button.

The MENU screen appears.

2. Move the cursor to "SEQ UTILITY" and press the [ENTER] button.

The SEQUENCER UTILITY screen appears.



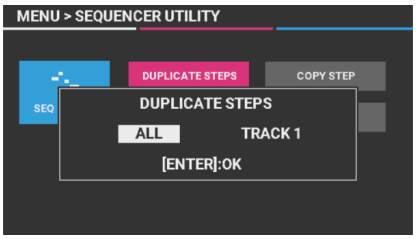
3. Move the cursor to the function you want to execute and press the [ENTER] button.

Duplicating the contents of all steps to the end of a track (DUPLICATE STEPS)

Duplicates the content of the step sequencer for the specified track, which doubles the number of steps.

* A part can contain up to 64 steps after its content is doubled.

1. On the SEQUENCER UTILITY screen, select "DUPLICATE STEPS" and press the [ENTER] button.



Selects the tracks.

- ALL: Duplicates eight tracks at a time.
- TRACK 1-R: Duplicates only the selected track.

If you decide to cancel, press the [EXIT] button.

2. To execute, press the [ENTER] button.

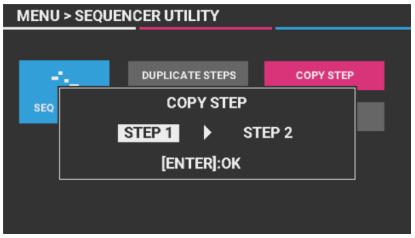
The screen indicates "Completed" when the duplication is completed.

Copying the contents of a step to another step (COPY STEP)

You can copy the data contained in a step to a different step. This copies the step at the specified step number to another step.

1. On the SEQUENCER UTILITY screen, select "COPY STEP" and press the [ENTER] button.

The COPY STEP screen appears.



2. Select "(copy source step number) ▶ (copy destination step number)" and press the [ENTER] button.

If you decide to cancel, press the [EXIT] button.

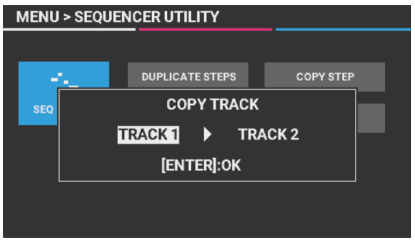
The screen indicates "Completed" when the copy is completed.

Copying the contents of one track to another (COPY TRACK)

You can copy the data contained in the step sequencer from one track to another. This copies all steps at the specified track number to another track.

1. On the SEQUENCER UTILITY screen, select "COPY TRACK" and press the [ENTER] button.

The COPY TRACK screen appears.



2. Select "(source track number) ▶ (destination track number)" and press the [ENTER] button.

If you decide to cancel, press the [EXIT] button.

The screen indicates "Completed" when the copy is completed.

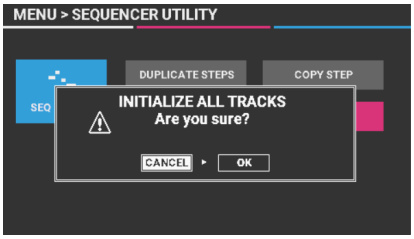
Initializing all tracks (INITIALIZE)

Here's how to erase the notes and control change messages from all tracks. This also initializes step sequencer settings such as Step Length and Scale for all tracks.

MEMO

You can also initialize by pressing the [ERASE] button.

1. On the SEQUENCER UTILITY screen, select "INITIALIZE" and press the [ENTER] button.



A confirmation message appears.

If you decide to cancel, press the [EXIT] button.

2. Move the cursor to "OK" and press the [ENTER] button.

The sequencer is initialized.

Playing back the rhythm patterns

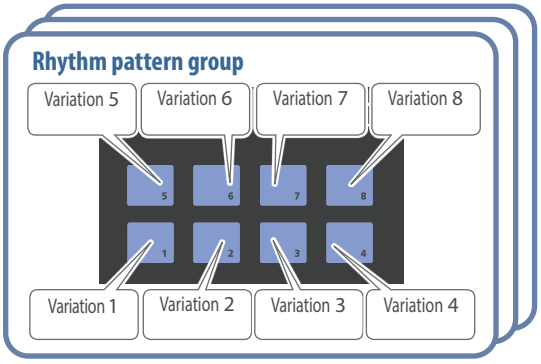
A rhythm pattern is a phrase that's played with rhythm instruments such as drums or percussion. With this instrument, you can play the keyboard along with the rhythm patterns that are assigned to pads [1]–[8].

Each rhythm pattern has eight variations, and these eight variations make up a single "rhythm pattern group".

When you select a rhythm pattern group, the variations are automatically assigned to pads [1]–[8].

Also, the drum tone that plays in a rhythm pattern is called a "drum kit".

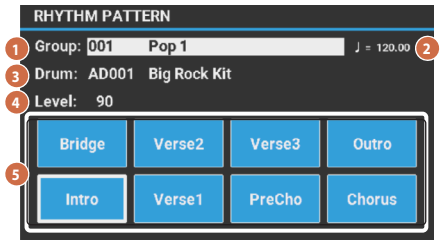
The drum kit selected in part R of the current scene is used for the rhythm pattern.



Selecting and playing back a rhythm pattern

1. Press the [RHYTHM] button to make it light.

The RHYTHM PATTERN screen appears.



No.	Explanation	No.	Explanation
1	Rhythm pattern group	4	Rhythm pattern volume
2	Tempo	5	Rhythm pattern variation
3	Drum kit		

2. Make the settings for the rhythm pattern.

Parameter	Value	Explanation
Group		Selects the rhythm pattern group. When you change the rhythm pattern group, the rhythm pattern that's assigned to pads [1]–[8] also changes. ➡ For more on the rhythm pattern groups, refer to the "Rhythm pattern list" in the "Parameter Guide" (Roland website).
Drum		Selects the drum kit used to play the rhythm pattern. ➡ For a list of drum kits, see "Drum kit tones" in the "Sound list" (Roland website). Although the drum kit that's specified by the rhythm pattern group changes when you change the rhythm pattern group, you can select a different drum kit with this parameter.
Level	0–127	Sets the rhythm pattern's volume. **MEMO** You can also use the [PHRASE PAD] slider to adjust the volume of the rhythm pattern.

MEMO

The rhythm pattern group settings can be saved in a scene. For details on how to save the settings, refer to "Saving a scene (SCENE WRITE)" (p. 29).

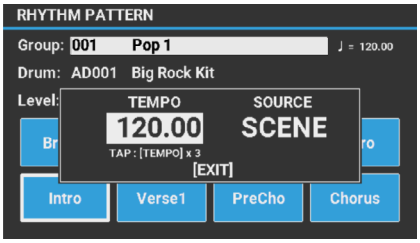
3. Press the pad [1]–[8] buttons to play back the rhythm pattern.

The rhythm pattern plays that's assigned to the pad you pressed, and the pad blinks. Press the respective pad again to stop playback (the pad lights up).

Changing the tempo

1. Press the [TEMPO] button.

The TEMPO screen appears.



2. Use the value dial to adjust the tempo.

3. Press the [EXIT] button to return to the previous screen.

MEMO

- You can specify the tempo by pressing the [TEMPO] button at the desired timing (tap tempo). Press the [TEMPO] button three or more times in quarter-note intervals at the tempo you want to set.
- When you switch scenes, this setting specifies whether to use the system tempo (SYSTEM) or the tempo stored in the scene (SCENE). For details, see SYSTEM EDIT > COMMON > COMMON > Tempo Source in the "Parameter Guide" (Roland website).

Playing back audio files (audio player)

You can assign audio files saved on a USB flash drive to the pads [1]–[8] for playback.

Audio files that can be played (WAV/AIFF)

Sample rate	44.1, 48 kHz
Bit rate	8, 16 or 24 bits

NOTE

- You can't play back two or more audio files at the same time.
- The tempo of the audio files can't be changed.

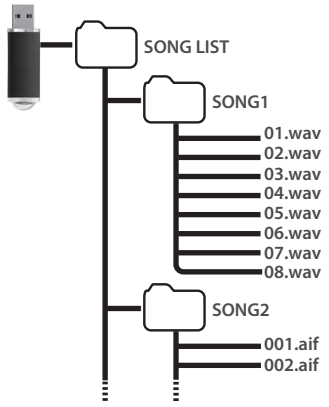
Assigning audio files to pads for playback

1. Format the USB flash drive on the JUNO-D (p. 47).

2. Turn off the JUNO-D and then unplug the USB flash drive.

3. On your computer, create a new subfolder inside the "SONG LIST" folder.

* Use single-byte alphanumeric characters for the folder name.

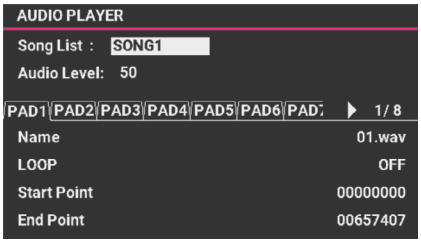


4. Copy the audio files you want to play into the subfolder you've created.

5. Insert the USB flash drive into this instrument, and turn on the power.

6. Press the [AUDIO] button.

The AUDIO PLAYER screen appears.



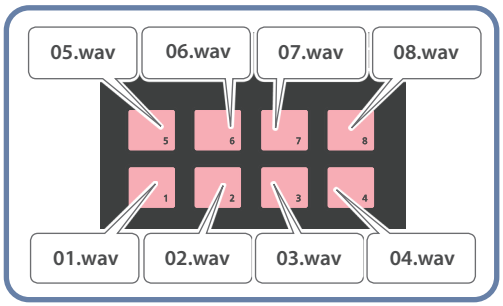
7. Configure the audio player settings.

Parameter	Value	Explanation
Song List	Shows the subfolders inside the SONG LIST folder on the USB flash drive.	
Audio Level	0–127	Sets the volume of the audio file. **MEMO** You can also Set this from the [PHRASE PAD] slider. * The Audio Level value is reset when you turn off the power. If you want to store the value in memory so that it can be recalled after the power is turned off and on again, save the system settings (p. 30).
PAD1–8		
Name	Shows the audio files assigned to the pads.	
LOOP	OFF, ON	Turns repeat playback on/off. **MEMO** You can also turn the loop on/off by pressing the pad while holding down the [SHIFT] button.
Start Point	0– (setting range)	Sets the position at which loop playback starts.
End Point	(setting range)–end	Sets the position at which loop playback ends.

* Never turn off the power or disconnect the USB flash drive if you have edited the settings.

8. To edit the song list, press the [ENTER] button.

The audio files in the selected folder are assigned to the pads, in order from the top. For example, if you select the SONG1 folder, the files are assigned as shown in the illustration below.



MEMO

The files in the folders are shown in numeric and alphabetical order, and eight files are assigned in order from the top.

9. Press the pads [1]–[8].

The pads you press blink, and the audio files that are assigned to each pad play back.

Press the respective pad again to stop playback (the pad lights up).

Operating the audio player

Action	Operation
Play	Press the pads [1]–[8].
Stop	Press the pad that's currently playing back.
Adjust the start or end (*1)	Move the cursor to the Start Point or End Point, and edit the value with the value dial. **MEMO** While the audio player is playing, move the cursor to the Start Point/End Point and press the [SHIFT] + [ENTER] button to input the current playback point.
Play the audio	**To switch to audio immediately:** Press the pads [1]–[8]. **To set the audio to play next:** Press the pad you want to play, while holding down the pad that's playing back.
Overall volume for the audio player	Move the [PHRASE PAD] slider.

(*1) Loop settings are automatically saved for each audio file in the folder where the audio file is located.

When you move an audio file to another folder, you can also keep the existing loop settings by moving the audio file together with the settings file (.bin).

Assigning functions to the SOUND MODIFY knobs

You can assign various functions to the [1]–[4] knobs. By doing this, you can press the [KNOB ASSIGN] button for control over the parameters that are assigned to the [1]–[4] knobs.

The parameters you assign can be saved as system settings or as scene settings, and you can use either setting for the respective knobs.

Editing the assigned parameters in system settings

1. **Press the [MENU] button.**

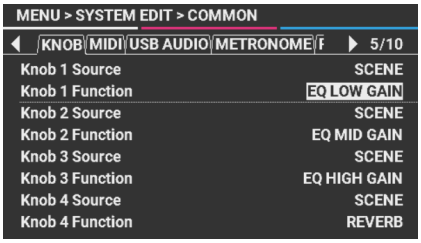
   The MENU screen appears.

2. **Move the cursor to "SYSTEM EDIT" and press the [ENTER] button.**

   The SYSTEM EDIT screen appears.

3. **Move the cursor to "COMMON" and press the [ENTER] button.**

4. **In the "KNOB" tab page, move the cursor to one of the items in Knob 1 Function–Knob 4 Function, and change the parameter you want to assign.**



MEMO

- You can also access this screen by operating the [1]–[4] knobs while holding down the [MENU] button when Knob 1–4 Source is set to "SYSTEM".
- For details on the functions you can assign, see SYSTEM EDIT > COMMON > KNOB in the "Parameter Guide" (Roland website).

5. **When you're finished making the settings, press the [WRITE] button to save the system settings (p. 29).**

Editing assigned parameters in the scene settings

1. **Press the [MENU] button.**

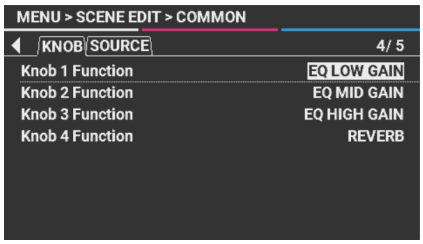
   The MENU screen appears.

2. **Move the cursor to "SCENE EDIT" and press the [ENTER] button.**

   The SCENE EDIT screen appears.

3. **Move the cursor to "COMMON" and press the [ENTER] button.**

4. **In the "KNOB" tab page, move the cursor to one of the items in Knob 1 Function–Knob 4 Function and change the parameter you want to assign.**



MEMO

- You can also access this screen by operating the [1]–[4] knobs while holding down the [MENU] button when Knob 1–4 Source is set to "SCENE".
- For details on the functions you can assign, see SCENE EDIT > COMMON > KNOB in the "Parameter Guide" (Roland website).

5. **When you're finished with the settings, press the [WRITE] button to save the scene (p. 29).**

Editing the setting source of the assigned parameters

1. **Press the [MENU] button.**

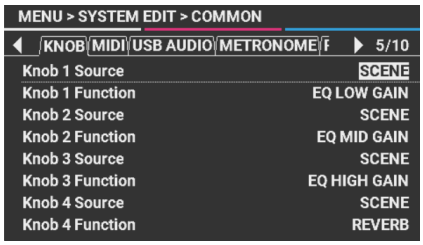
   The MENU screen appears.

2. **Move the cursor to "SYSTEM EDIT" and press the [ENTER] button.**

   The SYSTEM EDIT screen appears.

3. **Move the cursor to "COMMON" and press the [ENTER] button.**

4. **On the "KNOB" tab page, move the cursor to one of the items in Knob 1 Source–Knob 4 Source, and select "SCENE" or "SYSTEM".**



5. **When you're finished making the settings, press the [WRITE] button to save the system settings (p. 29).**

Using a general-purpose controller

You can use the pitch bend/modulation lever as well as pedal switches and expression pedals connected to the pedal jacks as general-purpose controllers. You can also assign a variety of functions to these controllers.

1. **Select the scene in question.**
2. **Select the current part (p. 17).**
3. **Operate the general-purpose controller.**

   The sound changes according to the function that's assigned to the controller.

Controllers	Explanation
Pitch bend lever	Changes the pitch. Some scenes have functions other than pitch bend assigned to this controller. Various functions can be assigned. Operate the lever to use the assigned function.
Modulation lever	Generates control change message CC#1. Other various functions can be assigned. Operate the lever to use the assigned function.
PEDAL CONTROL jack	Connect an expression pedal or pedal switch (sold separately) here. Various functions can be assigned to the pedals. Use the pedal to turn the assigned function on/off, adjust the volume and so on.
PEDAL HOLD jack	Connect a pedal switch here (sold separately) to use as a damper pedal. Various other functions can be assigned to this controller. Operate the pedal to use the assigned function.

MEMO

- When you operate a general-purpose controller, the effect is applied to the part that sounds when you press a key.
- If you press and hold the [MENU] button while using the pitch bend/modulation lever or a pedal connected to the PEDAL CONTROL or PEDAL HOLD jack, the settings screen for assigning that function appears. For details, refer to "List of shortcut keys" (p. 51).
- The functions assigned to the general-purpose controller can be set globally on the system side or individually for each scene. In SYSTEM EDIT > COMMON > PEDAL or BEND/MOD, you can choose in advance whether you want to follow the system or scene settings.

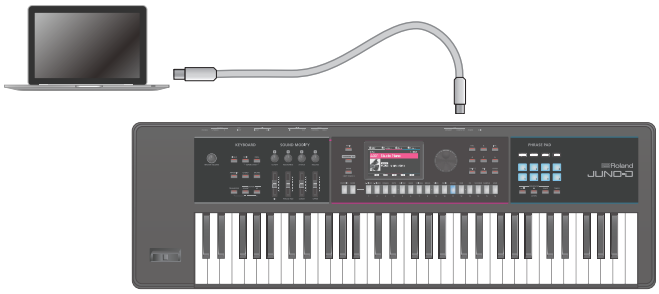
Parameter	Value	Explanation
Hold Pedal Source	SYSTEM, SCENE	Selects whether the function controlled by the pedal connected to the PEDAL HOLD jack follows the system setting (SYSTEM) or the currently selected scene (SCENE).
Control Pedal Source	SYSTEM, SCENE	Selects whether the function controlled by the pedal connected to the PEDAL CONTROL jack follows the system setting (SYSTEM) or the currently selected scene (SCENE).
Pitch Bend Source	SYSTEM, SCENE	Selects whether the function controlled by the pitch bend lever follows the system setting (SYSTEM) or the currently selected scene (SCENE).
Modulation Source	SYSTEM, SCENE	Selects whether the function controlled by the modulation lever follows the system setting (SYSTEM) or the currently selected scene (SCENE).

* For details on the settings, refer to "Operating the menu (MENU)" (p. 44).

Connecting to a computer via USB

You can use a commercially available USB cable to connect the USB COMPUTER port of the JUNO-D to the USB port on your computer, for exchanging audio and MIDI data.

* Connect a computer that can supply at least 2.0 A of power or a USB AC adaptor (at least 5 V/2.0 A) to the USB COMPUTER port to supply power to the JUNO-D.
* To power this instrument, connect using a USB cable (with USB Type-C® connectors on both ends). Although this instrument can be connected to a computer via USB cable (USB Type-C®-USB A), you cannot power this instrument in this way.



NOTE

- Turn on the JUNO-D and then start the DAW software on your computer. Also, do not turn the JUNO-D on or off while the DAW software is running.
- Note that not all commercially available DAW software titles (apps) are guaranteed to work.
- A USB cable is not included. You can purchase one from the dealer where you purchased the JUNO-D.
- Do not use a USB cable that is designed only for charging a device. Charge-only cables cannot transmit data.

USB audio

JUNO-D → computer

By connecting the JUNO-D to a computer with a USB cable, you can record the output audio that you configured on the JUNO-D to the DAW software or similar application that's running on your computer.

Computer→ JUNO-D

By connecting the JUNO-D to a computer with a USB cable, you can play the sound from the computer through the OUTPUT jacks on the JUNO-D.

* Launch your DAW software and set the audio input and output devices to "JUNO-D".
* For details on settings, refer to the owner's manual of the DAW software you're using.

USB MIDI

By connecting the JUNO-D to a computer with a USB cable, you can record performance data (MIDI data) on the JUNO-D to your DAW software or use DAW software to play the performance data (MIDI data) back, triggering the sound generator of the JUNO-D.

Installing the USB driver

A USB driver is software that transfers data between the software on your computer and the JUNO-D.

If you want to use the dedicated USB driver for the JUNO-D, the USB driver must be installed.

MEMO

For details on downloading and installing the dedicated USB driver for the JUNO-D, refer to the Roland website.

https://www.roland.com/support/

Configuring the USB driver

Here's how to switch between the JUNO-D's dedicated USB driver and the driver provided by your operating system.

1. Press the [MENU] button.

The MENU screen appears.

2. Move the cursor to "SYSTEM EDIT" and press the [ENTER] button.

The SYSTEM EDIT screen appears.

3. Move the cursor to "COMMON" and press the [ENTER] button.

4. On the "COMMON" tab page, move the cursor to "USB Driver Select" and select the driver using the value dial.

Driver	Explanation
VENDOR	Choose this to use the JUNO-D's dedicated driver provided by Roland. Both MIDI and audio can be used.
GENERIC	Choose this when using the standard USB driver that was provided with your operating system.

5. Press the [WRITE] button.

A confirmation message appears.

If you decide to cancel, press the [EXIT] button.

6. Move the cursor to "WRITE" and press the [ENTER] button.

The screen indicates "Completed" when the settings are completed.

NOTE

This setting takes effect when this instrument's power is turned off and on again.

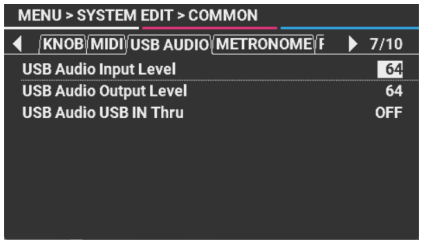
7. Turn the power of the JUNO-D off and then on again.

Using USB audio

Adjusting the USB audio input

Here's how to input audio from a device such as a computer connected via USB to the JUNO-D.

1. **Press the [MENU] button.**
   The MENU screen appears.
2. **Move the cursor to "SYSTEM EDIT" and press the [ENTER] button.**
   The SYSTEM EDIT screen appears.
3. **Move the cursor to "COMMON" and press the [ENTER] button.**
4. **On the "USB AUDIO" tab page, move the cursor to "USB Audio Input Level" and use the value dial to adjust the input level.**



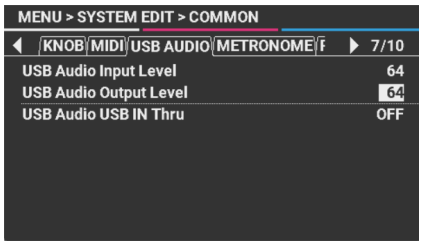
MEMO

You can also assign the USB Audio Input Level parameter to the Knob 1–4 Functions.

Adjusting the USB audio output

Here's how to output the JUNO-D's audio to a USB-connected computer.

1. **Press the [MENU] button.**
   The MENU screen appears.
2. **Move the cursor to "SYSTEM EDIT" and press the [ENTER] button.**
   The SYSTEM EDIT screen appears.
3. **Move the cursor to "COMMON" and press the [ENTER] button.**
4. **On the "USB AUDIO" tab page, move the cursor to "USB Audio Output Level" and use the value dial to adjust the output level.**



MEMO

- You can also assign the USB Audio Output Level parameter to the Knob 1–4 Functions.
- When USB Audio USB IN Thru on the USB AUDIO settings screen is set to "ON", you can mix the audio input to the USB COMPUTER port with the audio output from the USB COMPUTER port.

Using the JUNO-D as a MIDI keyboard

You can use this instrument to record data (MIDI data) that you play on the keyboard of the JUNO-D in your DAW software, or to play software instruments.

1. **Connect the JUNO-D with your computer.**
2. **Press the [MENU] button.**
   The MENU screen appears.
3. **Move the cursor to "SYSTEM EDIT" and press the [ENTER] button.**
   The SYSTEM EDIT screen appears.
4. **Move the cursor to "COMMON" and press the [ENTER] button.**
5. **Move the cursor to "Local Switch" in the "COMMON" tab page, and use the value dial to set it to "OFF".**

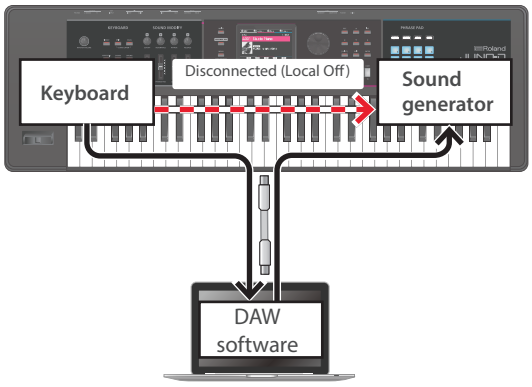
MEMO

If necessary, set the MIDI transmit channel. See SCENE EDIT > PART > EXTERNAL in the "Parameter Guide" (Roland website) for details.

How to use the Local Switch

If you're using DAW software together with the JUNO-D's keyboard, controllers and sound generator, you should set the Local Switch to "OFF". Here's how this works.

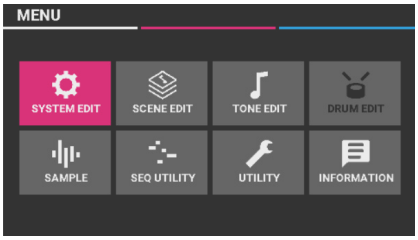
Consider what happens when you connect in the following order: the keyboard of the JUNO-D → DAW software → sound generator of the JUNO-D. This connection is usually not possible, because the keyboard and sound generator of the JUNO-D are connected internally. However, when Local Switch is set to "OFF", the keyboard and sound source of the JUNO-D can be handled independently, and thus used with DAW software by connecting as shown in the figure.



Operating the menu (MENU)

1. Press the [MENU] button.

The MENU screen appears.



Menu	Explanation	Page
SYSTEM EDIT	Configures the global settings for the JUNO-D.	p. 44
SCENE EDIT	Shows the selection screen for the scene edit-related parameters.	p. 25
TONE EDIT	Shows the selection screen for the tone edit-related parameters.	p. 26
DRUM EDIT	Shows the selection screen for the drum kit edit-related parameters.	p. 27
SAMPLE	Shows the selection screen for the sample import-related parameters.	p. 23
SEQ UTILITY	Shows the sequencer utility menu.	p. 35
UTILITY	Shows the menu for the various utilities.	p. 45
INFORMATION	Shows the version information for this instrument.	p. 48

2. Move the cursor to the menu you want to edit, and press the [ENTER] button.

* If you see another menu, repeat step 2.

3. On screens with more than one tab, switch between the tabs with the [◀] [▶] buttons.

MEMO

For details on the parameters for each menu, refer to the "Parameter Guide" (Roland website).

4. Move the cursor to select the parameter that you want to edit, and use the value dial to edit the value.

5. When you're finished with the settings, save as needed (p. 29).

NOTE

Never turn off the power while the screen indicates "Now Writing...".

Changing the auto-off settings

The power to this unit turns off automatically to save energy after a certain amount of time (20 minutes by default) has passed since it was last used or since its buttons or controls were operated.

* Note that when the setting is turned off, the unit may consume more power.

NOTE

If the power automatically turns off, any unsaved data is lost. Before the power turns off, save the data that you want to keep (p. 29).

1. On the SYSTEM EDIT screen, move the cursor to "COMMON" and press the [ENTER] button.

2. Move the cursor to "Auto Off" in the "COMMON" tab page, and use the value dial to change the value.

* A confirmation message appears if you select "OFF" or "240min". To confirm, move the cursor to "OK" and press the [ENTER] button.

Parameter	Value	Explanation
Auto Off	OFF	The power will not turn off automatically.
	20min	The power will automatically turn off if no operation is performed for 20 minutes.
	240min	The power will automatically turn off if no operation is performed for 240 minutes (four hours).

3. While the SYSTEM EDIT screen is shown, press the [WRITE] button.

4. Move the cursor to "WRITE" and press the [ENTER] button.

The screen indicates "Completed" when the settings are changed.

NOTE

Never turn off the power or remove the USB flash drives while the screen indicates "Now Writing...".

Setting the startup scene

Here are the steps for setting the scene that's recalled on the top screen when the instrument starts up.

1. On the SYSTEM EDIT screen, move the cursor to "COMMON" and press the [ENTER] button.

2. On the "COMMON" tab page, move the cursor to "Startup Scene" and select the startup scene using the value dial.

3. While the SYSTEM EDIT screen is shown, press the [WRITE] button.

4. Move the cursor to "WRITE" and press the [ENTER] button.

The screen indicates "Completed" when the settings are changed.

Convenient functions (UTILITY)

You can back up data on the JUNO-D to a USB flash drive, or restore data from the USB flash drive to the JUNO-D.

Use UTILITY to reset the JUNO-D to its factory settings, or to format a USB flash drive.

Backing up data on the JUNO-D to a USB flash drive (BACKUP)

Here's how to back up user data to a USB flash drive.

Data included in the backup:

- Scene, tone, drum kit, and step sequencer data
- Favorites
- System settings

NOTE

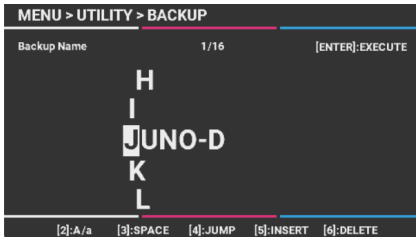
Never turn off the power or remove the USB flash drives while the screen indicates "Processing...".

1. Plug a USB flash drive into the instrument.

* If this is the first time you're using the USB flash drive, format it on the JUNO-D (p. 47).

2. On the UTILITY screen, move the cursor to "BACKUP" and press the [ENTER] button.

The BACKUP screen appears.



3. Enter the file name.

MEMO

Refer to "Operations used for inputting names" (p. 29) for how to input a name.

4. Once you've entered the filename, press the [ENTER] button.

A confirmation message appears.

If you decide to cancel, press the [EXIT] button.

5. Move the cursor to "OK" and press the [ENTER] button.

When the backup is finished, the screen indicates "Completed".

Returning the data that you backed up on a USB flash drive to the JUNO-D.

Here's how user data that you backed up on a USB flash drive can be returned to this instrument. This operation is called "restore".

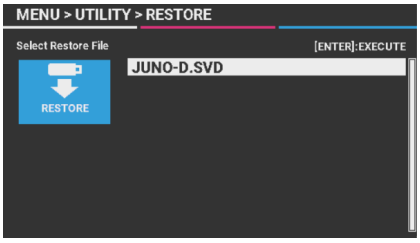
NOTE

- All user data is overwritten when you execute the restore operation. If you've saved important data on this instrument, assign it a different name and back it up to a USB flash drive before restoring.
- Never turn off the power or remove the USB flash drives while the screen indicates "Processing...".

1. Plug a USB flash drive into the instrument.

2. On the UTILITY screen, move the cursor to "RESTORE" and press the [ENTER] button.

The RESTORE screen appears.



3. Move the cursor to the file you wan to restore, and press the [ENTER] button.

A confirmation message appears.

If you decide to cancel, press the [EXIT] button.

4. Move the cursor to "OK" and press the [ENTER] button.

The screen indicates "Completed. Turn off the power." when the restore operation is completed.

5. Turn the power of the JUNO-D off and then on again.

Importing a tone (IMPORT TONE)

You can import tones that you've downloaded from Roland Cloud (*1) or exported from other instruments into the JUNO-D as additional tones.

(*1) What is Roland Cloud?

Roland Cloud is a cloud-based subscription service that offers high-quality plug-in sound engines and software for music production.

https://roland.cm/rolandcloud

* Please be aware that in some countries or regions, it might not be possible to use Roland Cloud at this time.

Saving tones to a USB flash drive

* If this is the first time you're using the USB flash drive, format it on the JUNO-D (p. 47).

1. Prepare a SVZ file with the tones you've downloaded or exported from other models by using their export function, which you'll import into the JUNO-D.

2. Connect a USB flash drive to your computer.

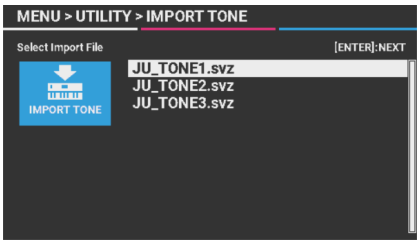
3. Save the SVZ file to the "ROLAND/SOUND" folder on your USB flash drive.

4. Remove the USB flash drive from your computer and connect it to the JUNO-D.

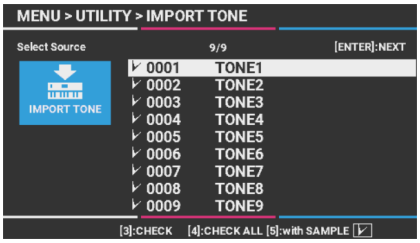
Importing tones into the JUNO-D

1. On the UTILITY screen, move the cursor to "IMPORT TONE" and press the [ENTER] button.

2. Move the cursor to the SVZ file you want to import, and press the [ENTER] button.



3. Make sure that the tone names you want to import are selected with a check mark, and press the [ENTER] button.



Button	Explanation
[3] CHECK or [INC] [DEC]	Selects or deselects the check marks for individual tones.
[4] CHECK ALL	Selects or deselects the check marks for all tones.
[5] with SAMPLE	For tones that contain user samples, this imports, selects or deselects the check marks, including the samples. * Samples included in user tones are stored in the user sample area. When the user sample area is full, the message "Import Error!" is shown, and the data can't be imported. In this case, delete unnecessary user samples to free up space so that the data can be imported (p. 24).

4. Make sure that the tone numbers in the import destination are selected with a check mark, and press the [ENTER] button.

Button	Explanation
[3] CHECK or [INC] [DEC]	Selects or deselects the check marks for individual user tones in the save destination.
[4] CHECK ALL	Selects or deselects the check marks for all save destinations.

A confirmation message appears.

If you decide to cancel, press the [EXIT] button.

NOTE

The selected user tones in the import destination are overwritten.

5. Move the cursor to "OK" and press the [ENTER] button.

The screen indicates "Import Tone Completed!" when importing is done.

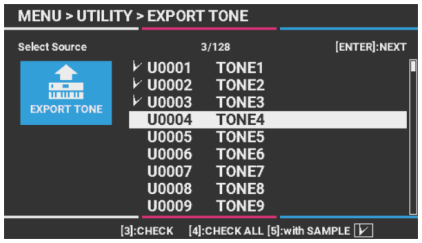
Exporting a tone (EXPORT TONE)

You can export the user tone data to a SVZ file.

1. Plug a USB flash drive into the instrument.

2. On the UTILITY screen, move the cursor to "EXPORT TONE" and press the [ENTER] button.

3. Add a check mark to the tone you want to export, and press the [ENTER] button.



Button	Explanation
[3] CHECK or [INC] [DEC]	Selects or deselects the check marks for individual tones.
[4] CHECK ALL	Selects or deselects the check marks for all tones.
[5] with SAMPLE	For tones that contain user samples, this exports, selects or deselects the check marks, including the samples.

4. Input the name of the SVZ file to export, and press the [ENTER] button.

A confirmation message appears.

If you decide to cancel, press the [EXIT] button.

5. Move the cursor to "OK" and press the [ENTER] button.

The screen indicates "Export Tone Completed!" when exporting is done.

Formatting a USB flash drive (FORMAT USB MEMORY)

NOTE

- When you format a USB flash drive, all data on that USB flash drive is lost.
- Never turn off the power or remove the USB flash drives while the screen indicates "Processing...".

1. Plug a USB flash drive into the instrument.

2. On the UTILITY screen, move the cursor to "FORMAT USB MEMORY" and press the [ENTER] button.

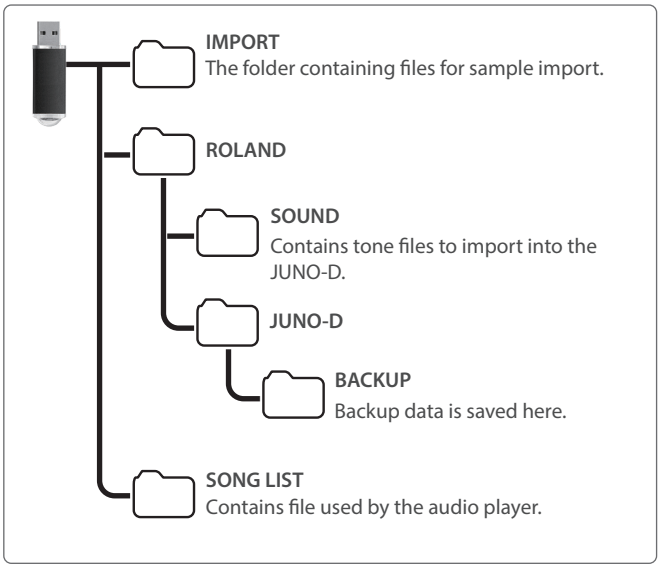
A confirmation message appears.

If you decide to cancel, press the [EXIT] button.

3. Move the cursor to "OK" and press the [ENTER] button.

The screen indicates "Completed" when formatting is completed.

USB flash drive folder architecture



Returning to the factory settings (FACTORY RESET)

Here's how you can restore all the user settings or data stored in this instrument to their factory settings (factory reset).

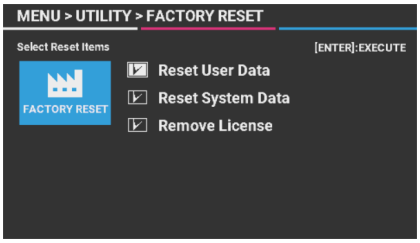
NOTE

- A factory reset erases the data in question that's been modified since you purchased this instrument.
  To save the current settings, be sure to use the backup function before restoring the unit to its factory settings. For details on how to back up the data of this instrument, refer to "Backing up data on the JUNO-D to a USB flash drive (BACKUP)" (p. 45) .
- Never turn off the power or remove the USB flash drives while the screen indicates "Processing...".

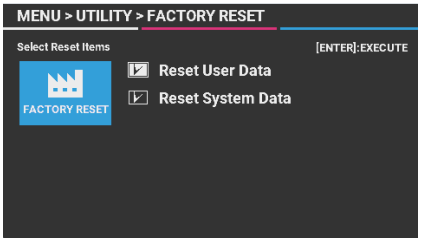
1. On the UTILITY screen, move the cursor to "FACTORY RESET" and press the [ENTER] button.

The FACTORY RESET screen appears.

If a Sound Pack or Wave Expansion is imported/installed



If a Sound Pack or Wave Expansion is not imported/installed



2. Select the item to execute, and turn the value dial to select its check box.

Turn the value dial a second time to remove the check mark.

Item	Explanation
Reset User Data	Initializes the user scenes, user tones and user drum kits.
Reset System Data	Initializes the system settings.
Remove License (*1)	Initializes the user license and wave expansion. Initializing the user license lets you import/install a sound pack or wave expansion that was downloaded with a different user license. This deletes the currently installed wave expansion.

(*1) This is displayed if a sound pack or wave expansion is imported/installed.
See the "Roland Cloud User's Guide" (Roland website) for details on the user licenses.

3. Press the [ENTER] button.

A confirmation message appears.

If you decide to cancel, press the [EXIT] button.

4. Move the cursor to "OK" and press the [ENTER] button.

The screen indicates "Completed. Turn off the power." when the factory reset is completed.

5. Turn the power of the JUNO-D off and then on again.

INFORMATION

Displays the version of the instrument's system program.

* See the Roland website for information on updating the system program.

https://www.roland.com/support/

Input the model name → refer to "Updates & Drivers"

Troubleshooting

If this instrument is not working as expected, first check the following points. If you've checked these points and still can't find the cause, contact Roland Support or the dealer where you purchased your instrument.

Problem	Items to check/Action	Page
Power does not turn on	Check that the AC adaptor is properly connected to a power outlet and to this instrument.	p. 8
No sound	The [MASTER VOLUME] knob might have been turned down.	p. 6
	Is this instrument properly connected to other devices?	–
	Is the power of the connected amplified speaker(s) turned on?	–
	The volume on the connected devices might have been turned down.	–
	If you don't hear sound from the connected amplified speakers or mixer, try connecting headphones to this instrument and checking the sound. If you hear sound through the headphones, there may be a short in the cable connected to the amplified speaker, or the amp or mixer may be malfunctioning. Check the connecting cables and devices again.	–
	The level of the sound (tone) may be too low. Check the level setting.	➡ "Parameter Guide"
	The partial of the tone might be turned off. Turn the partial switch on.	➡ "Parameter Guide"
	The part might be muted. Turn the mute switch off.	–
	Check the effect on/off settings.	–
	The keyboard switch might be turned off. Turn the keyboard switch on.	p. 22
	If you play a key but don't hear a sound, the local switch may be turned off. Set "Local Switch" to "ON" (MENU > SYSTEM EDIT > COMMON screen in the COMMON tab page).	–
	You might have turned the volume down by operating the pedal, or the volume may have been lowered if the instrument received a MIDI message (a volume or expression message) from your computer.	–
Can't hear certain parts	The [UPPER] slider (part 1) and [LOWER] slider (part 2) might have been lowered.	p. 6
	The part volume might have been lowered. Check the part levels.	p. 17
SOUND MODIFY knobs have no effect on certain tones	On acoustic piano tones, the CUTOFF and RESONANCE of SOUND MODIFY knobs have no effect. This is by design, and is not a malfunction.	–
Sounds in the high frequency range of acoustic piano tones change suddenly	On acoustic piano tones, the higher notes of the piano (from the highest key down around 1½ octaves) fully sustain after you play them, even if the damper pedal is not pressed. Also, the sound changes where there is a change in the number of strings per key, or if there is a transition from wound strings to unwound strings. This is because the acoustic piano tones faithfully reproduce the characteristics of an acoustic piano, and is not a malfunction.	–
The note you play keeps playing after you play and release the key	If you've connected a pedal, the pedal polarity might be reversed. Check the "Control Pedal Polarity" and "Hold Pedal Polarity" settings in the PEDAL tab page, MENU > SYSTEM EDIT > COMMON screen.	–
No sound from mic	Check the levels of the MIC [GAIN] knob on the rear panel and the [MIC] slider on the top panel.	–
	The "Mic Input Level" might have been set to "0". Check the "Mic Input Level" setting in the MIC INPUT tab page, MENU > SYSTEM EDIT > EFFECTS screen.	–
	A condenser mic might be connected. Condenser microphones cannot be used with the JUNO-D.	–

Error messages

An error message may be shown if you have operated this instrument incorrectly, or if something was not processed correctly according to how you operated this instrument.

Follow the instructions shown by the error message to correct the problem.

Error Message	Explanation
MIDI Offline!	The MIDI connection is broken.
MIDI Buffer Full!	The MIDI IN connector's input buffer has overflowed.
MIDI Communication Error!	A hardware error occurred at the MIDI IN, OUT connectors.
Read Error!	An error occurred when reading from a USB flash drive.
Write Error!	An error occurred when writing to a USB flash drive.
USB Memory Not Ready!	The USB flash drive is not ready.
USB Memory Full!	The USB flash drive has no free capacity.
FORMAT USB Memory Error!	An error occurred when formatting the USB flash drive.
Buffer Full	A control buffer overflowed.
File Not Found!	The specified file was not found on the USB flash drive.
Can't Backup.	The backup failed.
Can't Restore.	The restore operation failed.
Can't Reset.	The factory reset operation failed.
Unregistered!	You have selected an unregistered favorite.
Not Enough Power	The power supply is insufficient.
Import Error!	Import to user memory failed.
Optimize Error!	Memory optimization failed.
Delete Error!	Failed to delete user memory.
Expansion File Not Found!	There are no sound files (Wave Expansion) saved on the USB flash drive. Check that the sound file is correctly saved on the media, and that the file format is ".exz".
Incorrect File!	This is shown when the selected file is not compatible with this instrument or if the file is corrupted. Check the compatible models of the source file you downloaded, and try downloading again.
Incorrect License! Please Remove License	When installing content distributed via by Roland Cloud, this message appears when the selected sound file is already installed with a different user license. To install, you must either use the sound file that's associated with the same user license as the file that's already installed, or else delete (initialize) the user license. See the "Roland Cloud User's Guide" (Roland website) for details on how to initialize a user license.
Expansion Memory Full!	There is not enough free capacity to install the data. In this case, you must first free up the storage by uninstalling existing wave expansions if you want to install new files. Refer to the "Roland Cloud User's Guide" (Roland website) for how to uninstall a wave expansion.
It has already been installed	The wave expansion you selected has already been installed. You don't need to reinstall in this case.

List of shortcut keys

Shortcuts	Explanation
Common	
[MENU] + [1]–[4] knobs	Shows the "KNOB" tab page on the MENU > SCENE EDIT or SYSTEM EDIT > COMMON screen.
[MENU] + BEND/MOD lever	Shows the "BEND/MOD" tab page on the MENU > SCENE EDIT or SYSTEM EDIT > COMMON screen.
[MENU] + CTRL/HOLD pedal	Shows the "PEDAL" tab page on the MENU > SCENE EDIT or SYSTEM EDIT > COMMON screen.
[MENU] + [ARPEGGIO]	Shows the MENU > SCENE EDIT > ARPEGGIO screen.
[MENU] + [CHORD]	Shows the MENU > SCENE EDIT > CHORD MEMORY screen.
[MENU] + [FAVORITE]/[BANK]	Shows the MENU > SYSTEM EDIT > FAVORITE screen.
[SHIFT] + [ARPEGGIO]	Turns the arpeggio's Hold Switch on/off.
[SHIFT] + [MENU]	Shows the KEY TOUCH screen.
[SHIFT] + [INC]/[DEC] , value dial	Makes the value change in larger increments.
[SHIFT] + [◀]/[▶]	Moves between tabs on the four-column settings screens, such as System and Edit.
[SHIFT] + [●] (STEP)	Shows the STEP EDIT screen.
[SHIFT] + [▲] on list screens for tones, etc.	Moves the cursor to the top of the list.
[SHIFT] + [▼] on list screens for tones, etc.	Moves the cursor to the bottom of the list.
Press [SHIFT] on the top screen	The [2]–[6] buttons correspond to the EQ, MFX, IFX, CHO and REV switches.
[SPLIT] + key press when top screen is shown	Sets the split point (when the split function is ON).
[SHIFT] + key press when on the KEY RANGE tab page of the KEY TOUCH screen	Specifies the key range on the keyboard.
PHRASE PAD (when [SEQUENCER], [RHYTHM], [AUDIO] and [MUTE] are all unlit)	
[MENU] + pads [1]–[8]	Shows the "PAD NOTE" tab page on the MENU > SYSTEM EDIT > COMMON screen.
[SHIFT] + pads [1]–[8]	Holds the sound that's triggered by the pad.
PHRASE PAD (sequencer)	
[SHIFT] + [1]–[4] buttons on the SEQUENCER screen	When the Step Length is 17 or greater, switches the current step position in 16-step increments.
[SHIFT] + pads [1]–[8] on the SEQUENCER screen	Switches the Keyboard Switch on/off for parts 1–R.
[SHIFT] + [11] on the STEP EDIT screen	Copies the current step data.
[SHIFT] + [12] on the STEP EDIT screen	Pastes the data you've copied to the current step.
[SHIFT] + [13] on the STEP EDIT screen	Erases the current note.
[SHIFT] + [14] on the STEP EDIT screen	Erases the current CC message.
[SHIFT] + [15] on the STEP EDIT screen	Erases all notes from the current step.
[SHIFT] + [16] on the STEP EDIT screen	Erases all CC messages from the current step.
[SHIFT] + [▶] on the STEP EDIT screen	Moves to the next step.
[SHIFT] + [◀] on the STEP EDIT screen	Moves to the previous step.
PHRASE PAD (audio player)	
[SHIFT] + pads [1]–[8] on the AUDIO PLAYER screen	Turns the loop on/off for the audio file that's selected with the pads.
[SHIFT] + [ENTER] while audio is playing on the AUDIO PLAYER screen	When the cursor touches the Start Point: Sets the Start Point for the audio file being played. When the cursor touches the End Point: Sets the End Point for the audio file being played.
PHRASE PAD (mute)	
[SHIFT] + pads [1]–[8]	Switches to the current part.