Roland

Vocal Designer

JUNO-X

Roland Cloud
Vocal Designer Model Expansion
User's Guide

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Using the Vocal Designer Model Expansion

This manual explains how to use Vocal Designer Model Expansion with the JUNO-X.

There are two ways to use Vocal Designer Model Expansion.
In this manual, we explain how to do this via Roland Cloud Manager.

Using Roland Cloud Manager

On your computer, use the Roland Cloud Manager to download the Vocal Designer Model Expansion files from Roland Cloud.

Use a USB flash drive to import the files into the JUNO-X.

- Click **here** for more information on Roland Cloud.
- Click **here** to download the Roland Cloud Manager and Owner's Manual.

* You must purchase a Lifetime Key for the data if you want to use Roland Cloud Manager.

* Data that was downloaded with only a Roland Cloud membership can't be loaded into the JUNO-X.

Using Roland Cloud Connect

Use Roland Cloud Connect (sold separately) and your smartphone to import the Vocal Designer Model Expansion files into the JUNO-X.

- Click **here** for more information on Roland Cloud Connect.

* If you are using Roland Cloud Connect (sold separately), you can use the Vocal Designer Model Expansion files even on a membership basis.

Updating the JUNO-X to the Latest Version

Before using the Vocal Designer Model Expansion, you must update the JUNO-X to the latest version.

Download the latest software from the website below, and follow the steps listed to update.

https://roland.cm/juno-x_dl

Downloading the Vocal Designer Model Expansion by Using Roland Cloud Manager

This explains how to use Roland Cloud Manager to download and install the Vocal Designer Model Expansion files.

Installing the Roland Cloud Manager

1. **On your computer, download Roland Cloud Manager from the Roland Cloud website.**

   Access the website listed below to download the appropriate installer for your computer.

   https://roland.cm/RolandCloudManager

2. **Double-click the installer you downloaded to begin the installation.**

   Proceed with the installation by following the directions shown onscreen.

   When you see a message saying that the installation was successful, click the [Close] or [Finish].

3. **Start the Roland Cloud Manager that you installed, and register your account.**

   Follow the onscreen instructions to register.

Downloading the Vocal Designer Model Expansion

1. **Launch Roland Cloud Manager.**

2. **Click "Hardware Instruments" (Hardware) on the menu tab.**

   A list of hardware group appears at the top of the screen.

3. **On the hardware group tab, click "Synthesizers".**

   A list of hardware appears on the left side of the screen.

4. **Click on "JUNO-X".**

   The contents list appears.

5. **Click the (Add to cart) icon for Vocal Designer Model Expansion.**

   This adds the contents to your cart.

6. **Click the (Move to cart) button at the top right-hand part of the screen.**

   The cart screen appears.

7. **Check the contents onscreen, and click "Proceed to checkout".**

   A payment screen appears in your Web browser. Proceed to payment, and close your Web browser when you're finished.

8. **Return to the Roland Cloud Manager screen and click "Accept" in the "Purchase Complete" dialog box. This closes the message.**

9. **Click the (Download) icon for the contents you wish to download.**

   A dialog box for specifying the download destination folder appears.

10. Specify the folder to which you want to download the contents, and close the dialog box.

The content files are downloaded into the folder that you specified on your computer.

Installing the Vocal Designer Model Expansion

Saving Files To a USB Flash Drive

* When using a USB flash drive for the first time, you must format it on the JUNO-X.

➡ "Formatting a USB Flash Drive" (Startup Guide)

1. Connect the USB flash drive to your computer.

2. Save the file (EXM006_VocDsgnr.exz) to the root directory of the USB flash drive.

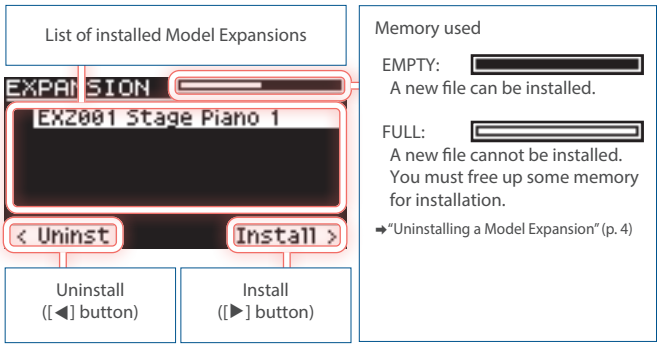
3. Disconnect the USB flash drive from your computer.

Installing on the JUNO-X

1. Insert the USB flash drive you prepared in "Saving Files To a USB Flash Drive" into the JUNO-X.

2. Turn the power of the JUNO-X on while holding down the [ENTER] (INIT) button.

The EXPANSION top screen appears.



3. Press the [▶] button to go to the installation screen.

4. Use the [▲SELECT▼] knob to select "EXM006_VocDsgnr", and press the [ENTER] (INIT) button or the [▶] button.

A confirmation message appears.

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

MEMO

The user license registration screen appears if you're installing for the first time.

To continue installing, use the [▶] button to select "OK", and then press the [ENTER] (INIT) button.

5. To execute, use the [- VALUE +] knob to select "OK", and then press the [ENTER] (INIT) button.

6. Turn the power off, then on again.

This allows you to use the Vocal Designer Model Expansion.

Error Messages

Indication	Action
Expansion Memory Full!	There is not enough memory available for installation. Follow the steps in "Uninstalling a Model Expansion" to free up the memory.
Incorrect License! Please Remove License	The Vocal Designer Model Expansion is currently linked to a different user license. Follow the steps in "Initializing Your User License" (p. 5) to initialize the user license.

Uninstalling a Model Expansion

If there is not enough free memory, you can uninstall Model Expansions that are already installed, and then install the Vocal Designer Model Expansion.

1. Hold down the [ENTER] (INIT) button and turn the JUNO-X on.

The EXPANSION top screen appears.

2. Use the [▲SELECT▼] knob to select the file to uninstall, and then press the [◀] button to go to the uninstallation screen.

A confirmation message appears.

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

3. To execute, use the [- VALUE +] knob to select "OK", and then press the [ENTER] (INIT) button.

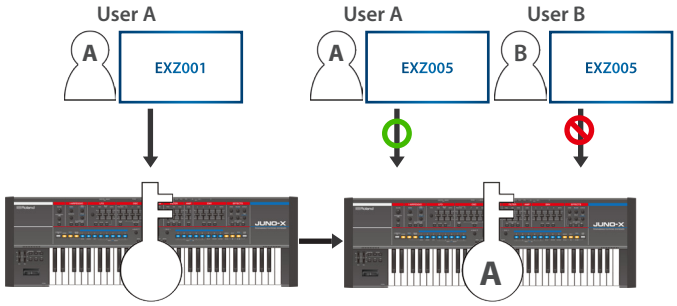
MEMO

The uninstall process works the same even if you've installed the Model Expansion with Roland Cloud Connect (WC-1).

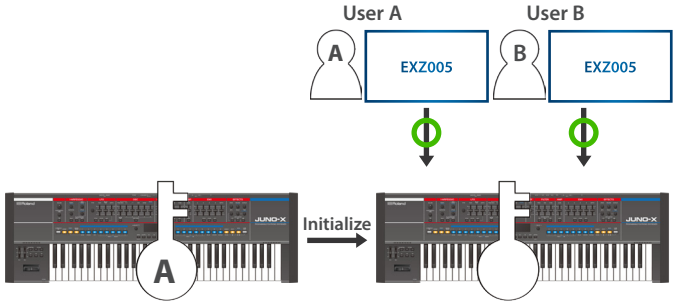
User License

The Model Expansions are linked to the user license of the user who downloaded them.

You cannot import or install Model Expansions with different user licenses on a single JUNO-X.



When you want to import or install a Vocal Designer Model Expansion that has a different user license from the Model Expansions already registered in the JUNO-X, follow the steps to initialize the user license.



Initializing Your User License

By initializing the user license, you can install a Vocal Designer Model Expansion that you've downloaded with a new user license.

NOTE

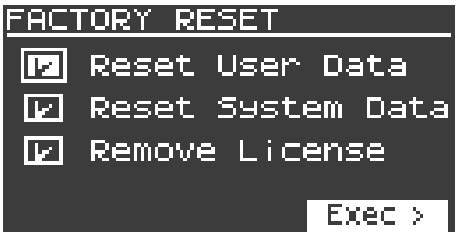
- This deletes all Model Expansions that are already installed.
- Never turn off the power or remove the USB flash drive while the "Executing..." message is shown.

1. Press the [MENU] (WRITE) button on the JUNO-X.

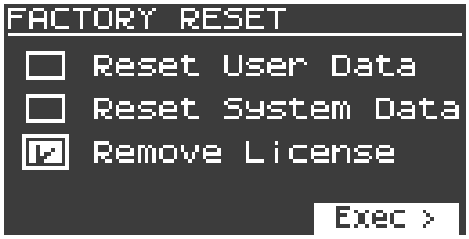
2. Use the [▲SELECT▼] knob to select "UTILITY", and press the [ENTER] (INIT) button.

3. Use the [▲SELECT▼] knob to select "FACTORY RESET", and then press the [ENTER] (INIT) button.

The FACTORY RESET screen appears.



4. Select the item using the [▲SELECT▼] knob, and using the [ENTER] (INIT) button to select or deselect the items, select only the "Remove License" check box.



* If you have not imported or installed a Sound Pack, Wave Expansion or Model Expansion, the "Remove License" check box is not shown.
* If you select the other check boxes besides the "Remove License" check box and execute this operation, this initializes all of the corresponding data.

➡ "Returning to the Factory Settings (Factory Reset)" (Startup Guide)

5. Press the [▶] button.

A confirmation message appears.

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

6. To execute, use the [- VALUE +] knob to select "OK", and then press the [ENTER] (INIT) button.

"Completed. Turn off power" is shown on the display.

7. Turn the JUNO-X off.

This initializes the user license.

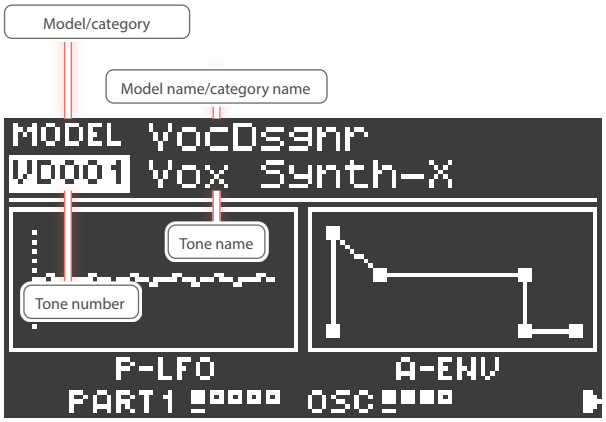
8. Follow the steps in "Installing the Vocal Designer Model Expansion" (p. 4) to install the Vocal Designer Model Expansion on the JUNO-X.

Error Messages

Indication	Action
USB Memory Not Ready!	The USB flash drive cannot be recognized. Make sure that your USB flash drive is correctly inserted into the JUNO-X.
Expansion File Not Found!	This is shown when there is no Expansion file in the USB flash drive. Make sure that the file has been correctly saved and that the file extension is ".exz".
Incorrect File!	This is shown when the selected file is not supported by the JUNO-X, or when the file is corrupted. Check which instruments support the original download, and try downloading again.
Incorrect License! Please Remove License	This is shown when the Vocal Designer Model Expansion is currently linked to a different user license. To install, provide a file that uses the same user license as the Expansion already installed, or initialize the user license.
Expansion Memory Full!	This is shown when there is not enough free memory to install an Expansion. In this case, you can uninstall Model Expansions that are already installed to free up memory.
It has already been installed	This is shown when the Vocal Designer Model Expansion has already been installed. You don't need to reinstall.

Selecting a Tone

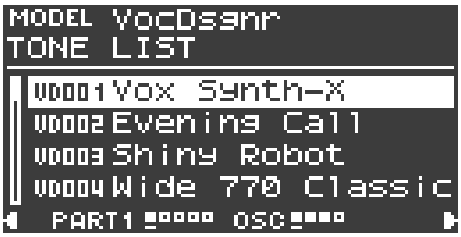
1. **Press the [MODEL BANK] button.**
   The MODEL BANK top screen appears.



2. **Use the [▲SELECT▼] knob to move the cursor to the model name/category name.**
3. **Use the [- VALUE +] knob to select "Vocal Designer".**
4. **Use the [▲SELECT▼] knob to move the cursor to the tone number.**
5. **Use the [- VALUE +] knob to select the tone.**

MEMO

Move the cursor to the model name/category name or the tone number and press the [ENTER] (INIT) button. The tone list appears.



6. **Press the [ENTER] (INIT) button to select the tone.**

Setting the Part

Only "PART 1" can be used to select parts for the Vocal Designer.
Follow the steps below to set the current part to "PART 1".

1. **On the SCENE top screen, press the [PART/FUNC] button to enter the part select mode.**
2. **Press the PART / OSC SELECT [1] button to set the current part to "PART 1".**

Setting the Model Bank

Registering the Vocal Designer to a model bank

1. **Hold down the [MODEL BANK] button and press a model bank button ([1]–[16]).**
2. **Use the [▲SELECT▼] knob to move the cursor to "Attr".**
3. **Use the [- VALUE +] knob to select "MODEL".**
4. **Use the [▲SELECT▼] knob to select where to register the Vocal Designer.**
5. **Use the [- VALUE +] knob to select "Vocal Designer".**
6. **If you want to save the setting, execute the System Write operation.**

   6-1. **Hold down the [SHIFT] button and press the [MENU] (WRITE) button.**
   The WRITE MENU screen appears.

   6-2. **Use the [▲SELECT▼] knob to select "SYSTEM", and then press the [ENTER] (INIT) button.**

   6-3. **To execute, press the [ENTER] (INIT) button.**

Selecting a Vocal Designer tone using the model bank

1. **Press the [MODEL BANK] button.**
   The MODEL BANK top screen appears.
   Use the [1]–[16] buttons to switch to tone select mode.
2. **Select the model bank where you registered the Vocal Designer by pressing one of the [1]–[16] buttons.**
   The tones for the Vocal Designer are shown.
   You can use the [- VALUE +] knob to select a tone on this screen as well.
3. **Press the [ENTER] (INIT) button.**
   A list of tones is shown.
4. **Use the [- VALUE +] knob to select the tone.**
   You can use the [▲SELECT▼] knob to select the tone quickly.
5. **Press the [ENTER] button.**
   The tone is now selected.

Adjusting the Mic Input Level

On the MODEL BANK top screen, press the [▶] button once to switch to the VD SETTINGS screen.

Follow the steps below to adjust the mic input level.

1. Connect a microphone to the rear panel MIC IN jack.

NOTE

The JUNO-X supports dynamic microphones and electret condenser microphone (mono). It does not support condenser microphones.

2. Set the rear panel MIC IN [GAIN] knob to approximately the center position.

3. Press the [MODEL BANK] button.

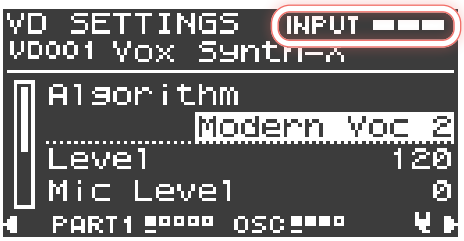
4. Press the [▶] button.

The VD SETTINGS screen appears.

5. On the VD SETTINGS screen, make fine adjustments to the MIC GAIN.

Sing into the mic at your usual volume. The input level is shown at the top right-hand part of the VD SETTINGS screen.

Adjust the MIC IN [GAIN] knob so that the input level indicator is at the appropriate level.



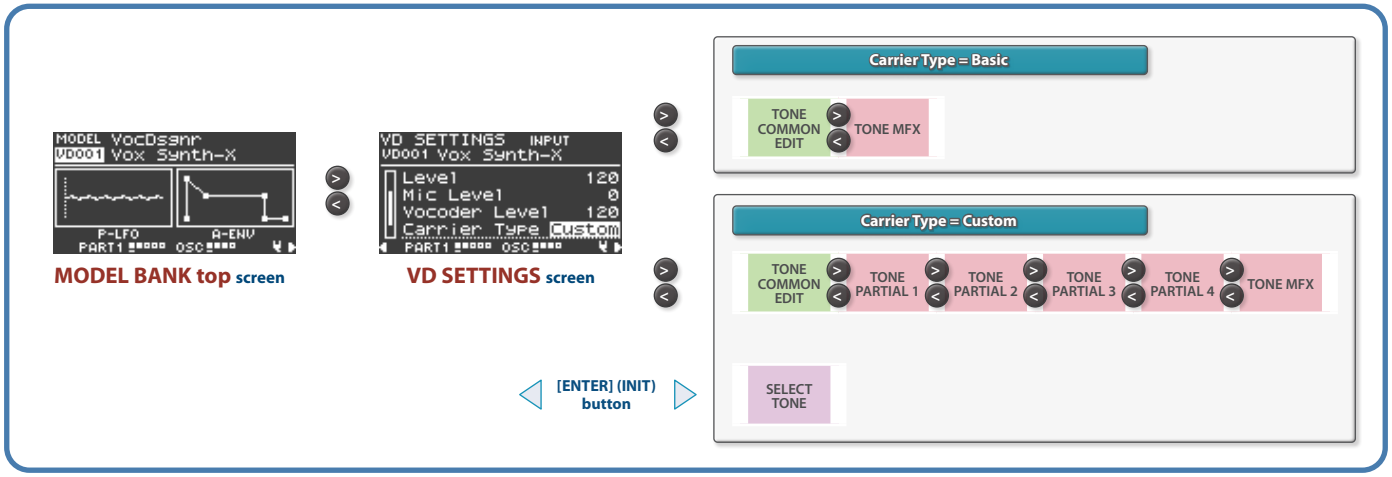
INPUT	Input level is too high
INPUT	**Input level is correct**
INPUT	Input level is a little low

* For model expansions other than the Vocal Designer/VOCODER, the mic sound is output from the JUNO-X.
If you aren't using the mic with model expansions other than the Vocal Designer/VOCODER, set "Mic Thru" to "OFF" in the MENU → SYSTEM screen.
* You can use a controller to switch between the Vocal Designer/VOCODER sound and the unaltered sound from the mic. See the "VOC/MIC" item of "List of functions that can be assigned to the controllers" in the "JUNO-X Parameter Guide" (PDF) for details.

Tone Settings for the Vocal Designer

This shows you how to make the tone settings for the Vocal Designer.

The screens that appear in Vocal Designer differ depending on the "Carrier Type" selected, as shown below.



Parameter	Explanation	
Algorithm	Select the processing method for the Vocal Designer.	
	Classic A	Algorithms used for large choral groups, such as in classical music. These match a wide variety of genres with a choral sound, not just classical music.
	Classic B	
	Classic C	
	Male&Fem 1	Algorithms that work independently for male and female vocal parts. Creates a multidimensional sound that's thicker than "Classic", using less notes in each chord. The female tones come from the right side of the stereo field, and the male tones come from the left side. When the Carrier Type is set to "Custom", you can assign the notes to the female tones when Out Assign for the partial is set to "DRY"; and you can assign the notes to the male tones when Out Assign is set to "MFX".
	Male&Fem 2	
	Gospel A	Algorithms suitable for jazz and gospel music.
	Gospel B	
	Gospel C	
	Pop A	Algorithms suitable for small-group choruses, such as popular music.
	Pop B	
	Pop C	
	BackGround 1	Algorithms suitable for background chorus parts.
	BackGround 2	
	BackGround 3	
	BackGround 4	
	BackGround 5	
	Modern Voc 1	Algorithms suitable for vocoder use.
	Modern Voc 2	
	Modern Voc 3	
	Vocoder 1	
	Vocoder 2	
	Vintage 1	
	Vintage 2	
	WahVox (KBD) *1	A wah effect is applied according to how hard you press the keys.
	WahVox (VEXP) *1	A wah effect is applied according to the mic input volume.
	WahVox (CTRL) *1	A wah effect is applied according to the CC17 (controller number 17) value. For example, when you assign CC17 (controller number 17) to the Ctrl pedal, you can use the Ctrl pedal to apply a wah effect.
	***1 This can only be selected when the Carrier Type is "Basic".**	
Level	Sets the overall volume while retaining the balance between the Mic Level and Vocoder Level.	

Parameter	Explanation	
Mic Level	Sets the output level of the unprocessed mic input audio signal. Raise the Mic Level to make the words that are being sung sound more clear. * **The effect applied to the mic signal can be configured in the MENU → SYSTEM screen.**	
Vocoder Level	Sets the output level of the sound processed by the Vocal Designer.	
Carrier Type	Sets the edit type for the Vocal Designer.	
	Basic	You can change the resulting vocoder sound simply by configuring the Algorithm.
	Custom	You can create various vocoder sounds by combining the algorithm with the Custom tone. ➡ For details on how to select a Custom tone, refer to "Select the Custom tone (carrier tone)" (p. 9). * **When one of the following three algorithms is selected, the Carrier Type can't be set to "Custom". When this is set to "Custom", the algorithm automatically switches to "Vintage 2".** • WahVox (KBD) • WahVox (VEXP) • WahVox (CTRL)

Select the Custom tone (carrier tone)

When you set the Carrier Type to "Custom", "[ENTER] to Select" is displayed.

Move the cursor to "[ENTER] to Select" and press the [ENTER] (INIT) button to switch to the SELECT TONE screen.

To select a carrier tone, select the model that includes the desired tone, select the tone and then press the [ENTER] (INIT) button to confirm.

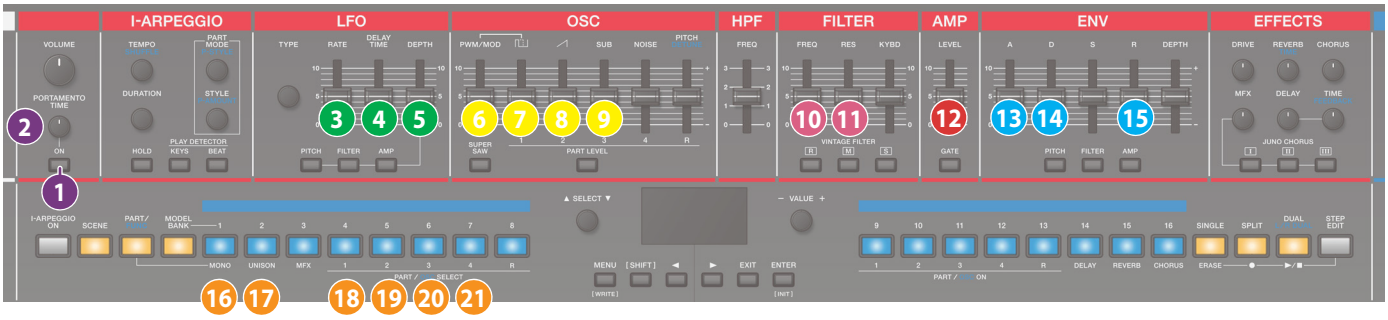
* With the Custom type, you can select the PR-A, PR-B, PR-C, PR-D, PR-X, COMMON, and Installed EXZ tones, as well as the Z-Core tones saved in USER.
* All the parameters of the copy source tone (carrier tone) except the MFX are copied to the custom tone (no link is created to the copy source tone).

Carrier Thru function (checking the carrier tone)

When using the "Carrier Type: Custom" setting, you can play the keyboard while holding down the [SHIFT] button on a specified screen to hear just the carrier tone (this is called "carrier thru").

* Press the [◀] [▶] buttons while holding down the [SHIFT] button to keep the unit in the "carrier thru" state.
  If you decide to cancel, press the [EXIT] button.
* You can use the Carrier Thru function on the following screens.
  - VD SETTINGS screen
  - SELECT TONE screen
  - TONE COMMON EDIT screen
  - TONE EDIT PARTIAL screen
  - TONE MFX screen

Controls on the JUNO-X and Their Associated Parameters



Section	Controller	Parameter	Destination or operation when used with the [SHIFT] button (*1)
PORTAMENTO	1 ON (*2)	If "Carrier Type" Basic is selected: Porta Switch	**SCENE PART EDIT:** CTRL: Porta Sw
		If "Carrier Type" Custom is selected: Porta Sw	**TONE COMMON EDIT:** Porta Sw
	2 TIME (*2)	If "Carrier Type" Basic is selected: Porta Time	**SCENE PART EDIT:** CTRL: Porta Time
		If "Carrier Type" Basic selected: Porta Time	**TONE COMMON EDIT:** Porta Time
LFO	3 RATE	Vib Rate	**SCENE PART EDIT:** MODIFY: Vib Rate
	4 DELAY TIME	Vib Delay	**SCENE PART EDIT:** MODIFY: Vib Delay
	5 DEPTH	Vib Depth	**SCENE PART EDIT:** MODIFY: Vib Depth
OSC	6 PWM/MOD	Fine Tune	**SCENE PART EDIT:** PITCH: Fine Tune
	7 ⎍	Vocoder Level	**VD SETTINGS:** Vocoder Level
	8 ⟋	Mic Level	**VD SETTINGS:** Mic Level
	9 PITCH	Coarse Tune	**SCENE PART EDIT:** PITCH: Coarse Tune
FILTER	10 FREQ	Cutoff	**SCENE PART EDIT:** MODIFY: Cutoff
	11 RES	Resonance	**SCENE PART EDIT:** MODIFY: Resonance
AMP	12 LEVEL	Level	**VD SETTINGS:** Level
ENV	13 A	Attack	**SCENE PART EDIT:** MODIFY: Attack
	14 D	Decay	**SCENE PART EDIT:** MODIFY: Decay
	15 R	Release	**SCENE PART EDIT:** MODIFY: Release

Section	Controller	Parameter	Destination or operation when used with the [SHIFT] button (*1)
PART/FUNC	16 MONO (*2)	If "Carrier Type" Basic is selected: Mono/Poly	**SCENE PART EDIT:** CTRL: Mono/Poly
		If "Carrier Type" Custom is selected: Mono Poly	**TONE COMMON EDIT:** Mono Poly
	17 UNISON (*2)	If "Carrier Type" Basic is selected: Unison Sw	**SCENE PART EDIT:** CTRL: Unison Sw
		If "Carrier Type" Custom is selected: Unison Sw	**TONE COMMON EDIT:** Synth: Unison Sw
	18 OSC1 SELECT (*2)	Select PARTIAL1 (*3)	**TONE EDIT PARTIAL1:** Tone PMT: Ptl Sw
	19 OSC2 SELECT (*2)	Select PARTIAL2 (*3)	**TONE EDIT PARTIAL2:** Tone PMT: Ptl Sw
	20 OSC3 SELECT (*2)	Select PARTIAL3 (*3)	**TONE EDIT PARTIAL3:** Tone PMT: Ptl Sw
	21 OSC4 SELECT (*2)	Select PARTIAL4 (*3)	**TONE EDIT PARTIAL4:** Tone PMT: Ptl Sw

(*1) The screen does not change when you press the [SHIFT] button while the SELECT TONE screen is displayed.

(*2) Cannot be operated on the SELECT TONE screen.

(*3) This is only enabled when "Custom" is selected for Carrier Type.

(*4) Only ENV2 can be used with the Vocal Designer.

* For other parameters, see the "JUNO-X Parameter Guide" (PDF).

TONE COMMON Parameters

TONE COMMON

Vocal Designer

These are the tone parameters that are shown when Carrier Type is set to "Basic".

For the parameters shown when this is set to "Custom", refer to the tone parameters (RD-PIANO, XV-5080, PR-A, PR-B, PD-C, PR-D, COMMON, PR-X) in the "JUNO-X Parameter Guide" (PDF).

Parameter	Value	Explanation
Level	0–127	Adjusts the overall volume for the carrier tone.
Pan	L64–63R	Sets the panning for the tone. A setting of "L64" pans the sound all the way to the left, "0" pans the sound to the center, and "63R" pans the sound all the way to the right.
Coarse Tune	-48–+48	Specifies the pitch in semitone steps (maximum ±4 octaves).
Fine Tune	-50–+50	Sets the pitch of the sound in one-cent steps (up to ±50 cents).
Octave	-2–+2	Sets the pitch of the tone's sound in octaves (up to ±2 octaves).

Sound List

Tone

Vocal Designer

No.	Name	Category	MSB	LSB	PC
VD001	Vox Synth-X	Vocoder	97	78	1
VD002	Evening Call	Vocoder	97	78	2
VD003	Shiny Robot	Vocoder	97	78	3
VD004	Wide 770 Classic	Vocoder	97	78	4
VD005	Synth Diver	Vocoder	97	78	5
VD006	Sing With This	Vocoder	97	78	6
VD007	Alien Choir	Vocoder	97	78	7
VD008	Oct Shift Choir	Vocoder	97	78	8
VD009	Solo Droid	Vocoder	97	78	9
VD010	Digi Praise	Vocoder	97	78	10
VD011	SerCoder	Vocoder	97	78	11
VD012	Stereo Vocoder	Vocoder	97	78	12
VD013	Paris With Love	Vocoder	97	78	13
VD014	Clarity	Vocoder	97	78	14
VD015	JP Classic	Vocoder	97	78	15
VD016	VP Phantom	Vocoder	97	78	16
VD017	Baby Robots	Vocoder	97	78	17
VD018	Open Harmonies	Vocoder	97	78	18
VD019	33Thousand	Vocoder	97	78	19
VD020	TalkBoxer	Vocoder	97	78	20
VD021	Cosmique	Vocoder	97	78	21
VD022	Da Boogie	Vocoder	97	78	22
VD023	Solo Kid	Vocoder	97	78	23
VD024	EuroTune	Vocoder	97	78	24
VD025	MonoVoco	Vocoder	97	78	25
VD026	Monokrome	Vocoder	97	78	26
VD027	Mister Dister	Vocoder	97	78	27
VD028	Metallique	Vocoder	97	78	28
VD029	ModW. FM Voice	Vocoder	97	78	29
VD030	Helmet Lead	Vocoder	97	78	30
VD031	Punk Lead VOC	Vocoder	97	78	31
VD032	Phase Talker	Vocoder	97	78	32
VD033	Supaglide	Vocoder	97	78	33
VD034	Transcoder	Vocoder	97	78	34
VD035	StepLFO Line MW	Vocoder	97	78	35
VD036	Panning Voices	Vocoder	97	78	36
VD037	Wavescan Voc	Vocoder	97	78	37
VD038	Pulsar VOC Mod	Vocoder	97	78	38
VD039	Slicer Pad MW	Vocoder	97	78	39
VD040	Techno Choir	Vocoder	97	78	40
VD041	Quarter Voices	Vocoder	97	78	41
VD042	Pan Vox	Vocoder	97	78	42
VD043	Breath SynVox	Vocoder	97	78	43
VD044	Soothers	Vocoder	97	78	44
VD045	Praisers	Vocoder	97	78	45
VD046	Aca Buddies	Vocoder	97	78	46
VD047	Stereo Sweets	Vocoder	97	78	47
VD048	Warmcoder	Vocoder	97	78	48
VD049	Neo Church	Vocoder	97	78	49
VD050	Neo Gospel	Vocoder	97	78	50
VD051	Churchville	Vocoder	97	78	51
VD052	Praisebotic	Vocoder	97	78	52
VD053	Vibra Solo	Vocoder	97	78	53
VD054	Wide Choir	Vocoder	97	78	54
VD055	Soft Choir	Vocoder	97	78	55
VD056	Deep Choir	Vocoder	97	78	56
VD057	Gospel Soft	Vocoder	97	78	57
VD058	Ooooh choir	Vocoder	97	78	58
VD059	Oct Mod Shift	Vocoder	97	78	59
VD060	Harmonic Gospel	Vocoder	97	78	60
VD061	Silent Voices	Vocoder	97	78	61
VD062	Sung Prayer	Vocoder	97	78	62
VD063	Amazing Choir	Vocoder	97	78	63
VD064	Warm Voices	Vocoder	97	78	64
VD065	770 Classic A	Vocoder	97	78	65
VD066	770 Classic B	Vocoder	97	78	66
VD067	770 Classic C	Vocoder	97	78	67
VD068	770 Male&Fem 1	Vocoder	97	78	68
VD069	770 Male&Fem 2	Vocoder	97	78	69
VD070	770 Gospel A	Vocoder	97	78	70
VD071	770 Gospel B	Vocoder	97	78	71
VD072	770 Gospel C	Vocoder	97	78	72
VD073	770 Pop A	Vocoder	97	78	73
VD074	770 Pop B	Vocoder	97	78	74
VD075	770 Pop C	Vocoder	97	78	75
VD076	770 BackGround 1	Vocoder	97	78	76
VD077	770 BackGround 2	Vocoder	97	78	77
VD078	770 BackGround 3	Vocoder	97	78	78
VD079	770 BackGround 4	Vocoder	97	78	79
VD080	770 BackGround 5	Vocoder	97	78	80
VD081	770 Modern Voc 1	Vocoder	97	78	81
VD082	770 Modern Voc 2	Vocoder	97	78	82
VD083	770 Modern Voc 3	Vocoder	97	78	83
VD084	770 Vocoder 1	Vocoder	97	78	84
VD085	770 Vocoder 2	Vocoder	97	78	85
VD086	770 Vintage 1	Vocoder	97	78	86
VD087	770 Vintage 2	Vocoder	97	78	87
VD088	770 WahVox(KBD)	Vocoder	97	78	88
VD089	770 WahVox(VEXP)	Vocoder	97	78	89
VD090	770 WahVox(CTRL)	Vocoder	97	78	90
VD091	INIT TONE	Vocoder	97	78	91

MIDI Parameter Address Map

Start Address	Description	
02 00 00 00	Temporary Tone ZCore (01)	[ZCore](*)
02 40 00 00	Temporary Tone Vocal Designer(01)	[VoDsgn]

(*) Corresponds to the parameters when "Carrier Type: Custom" is set.
For details refer to "JUNO-X MIDI Implementation" (PDF).

* [VoDsgn]

Offset Address	Description	
00 00 00	Vocal Designer Parameter	[MDLVDN]
00 01 00	Vocal Designer Tone Com	[ToneCom](*)
00 02 00	Vocal Designer MFX	[MFX](*)

(*) Refer to the "JUNO-X MIDI Implementation" (PDF).

* [MDLVDN]

Offset Address		Description	
00 00	0aaa aaaa	Level	(0 - 127)
00 01	0aaa aaaa	Mic Direct Level	(0 - 127)
00 02	0aaa aaaa	Vocoder Level	(0 - 127)
00 03	000a aaaa	Algorithm	(0 - 25)
		Classic A, Classic B, Classic C, Male&Fem 1, Male&Fem 2, Gospel A, Gospel B, Gospel C, Pop A, Pop B, Pop C, BackGround 1, BackGround 2, BackGround 3, BackGround 4, BackGround 5, Modern Voc 1, Modern Voc 2, Modern Voc 3, Vocoder 1, Vocoder 2, Vintage 1, Vintage 2, WahVox(KBD), WahVox(VEXP), WahVox(CTRL)	
00 04	0000 000a	Carrier Type	(0 - 1)
			Basic, Custom
00 05	0000 0000	Reserved	(0 - 0)
00 06	0aaa aaaa	Carrier Basic Level	(0 - 127)
00 07	0aaa aaaa	Carrier Basic Pan	(0 - 127)
			L64 - 63R
00 08	0aaa aaaa	Carrier Basic Coarse Tune	(16 - 112)
			-48 - 48
00 09	0aaa aaaa	Carrier Basic Fine Tune	(14 - 114)
			-50 - 50
00 0A	0aaa aaaa	Carrier Basic Octave Shift	(62 - 66)
			-2 - 2
00 00 00 0B	Total Size		