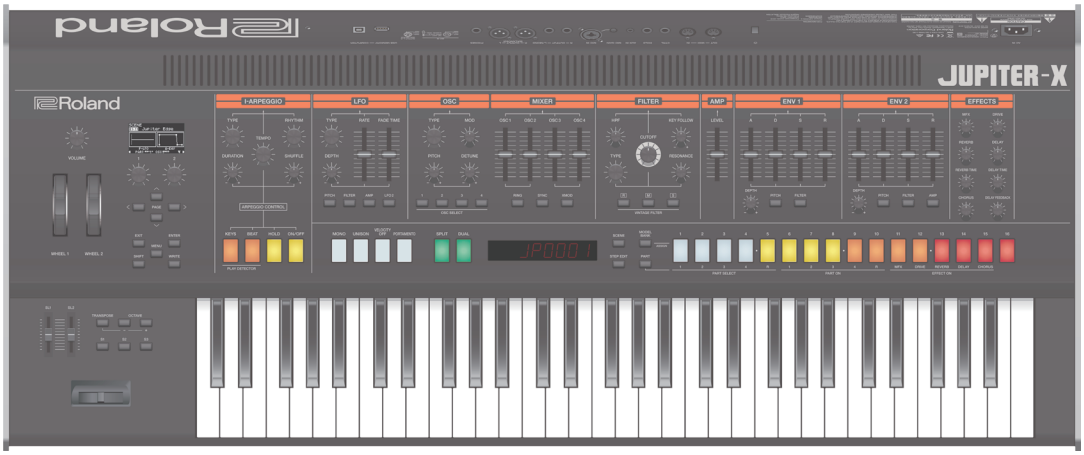


JUPITER-X

Reference Manual Ver. 3.0 and later

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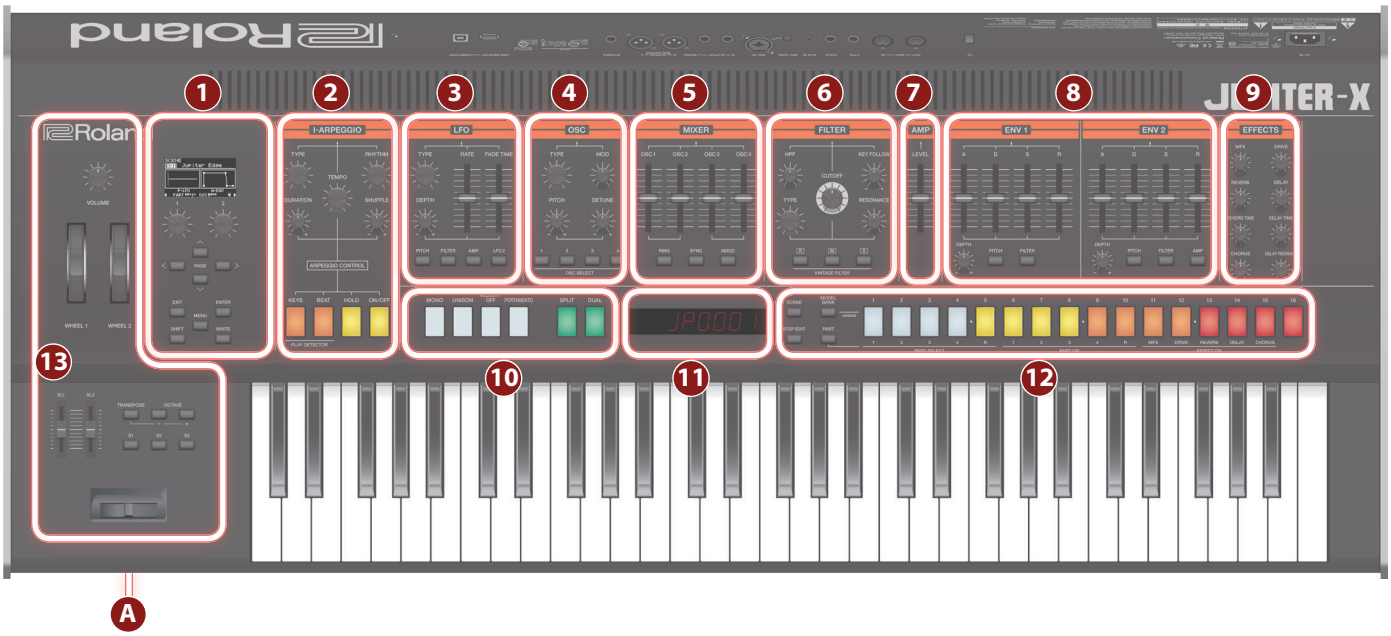
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Panel Descriptions

Top Panel



* Some controllers are not operable in some modes. For details, refer to "Correspondence Between Controllers and Parameters" (p. 31).

1 Common section

Display 1

Shows various information for the operation.

[1] [2] knobs

Use these knobs to move the cursor or change a value.
Use the [1] knob to move the cursor, and use the [2] knob to change the value.

PAGE [<] [>] [^] [v] buttons

Move the cursor position up/down/left/right.
These buttons also switch between screens.

[EXIT] button

Returns you to the previous screen.
In some screens, this cancels the operation currently being executed.

* **By holding down the [EXIT] button and operating a knob or other controller, you can check its current value. This lets you check a value without modifying the sound.**

[ENTER] button

Press this to confirm a value or execute an operation.

[MENU] button

Switches to the MENU screen.

[SHIFT] button

If you hold down this button and operate a knob, slider, or button, the display 1 shows the corresponding edit screen.

* **By holding down the [SHIFT] button and operating a knob or other controller, you can jump to the edit screen for that parameter.**

[WRITE] button

Saves sounds and system settings.

2 I-ARPEGGIO section

[TYPE] knob

Selects the arpeggio type.

[RHYTHM] knob

Selects the type of rhythm.

[TEMPO] knob

Sets the tempo of the arpeggio.

[DURATION] knob

Sets the duration of the notes (the percentage of the note value during which the sound is heard).

[SHUFFLE] knob

Adjusts the amount of shuffle (bounce).

[KEYS] button

When this is on, the arpeggio pitches change according to the keys that you press.

[BEAT] button

When this is on, the arpeggio pattern changes according to the timing at which you play the keys.

[HOLD] button

Turns the hold function on/off.
When hold is on, the pitch of the last-played key is held.

[ON/OFF] button

Turns the arpeggio function on/off.

3 LFO section

[TYPE] knob

Selects the LFO waveform.

[RATE] slider

Specifies the LFO's modulation speed.

[FADE TIME] slider

Specifies the time from when the tone sounds until the LFO reaches its maximum amplitude.

[DEPTH] knob

This specifies the depth of the LFO.

[PITCH] button

When this button is on (lit), you can use the [DEPTH] knob to adjust how much the LFO is applied to PITCH.

[FILTER] button

When this button is on (lit), you can use the [DEPTH] knob to adjust how much the LFO is applied to FILTER.

[AMP] button

When this button is on (lit), you can use the [DEPTH] knob to adjust how much the LFO is applied to AMP.

[LFO 2] button

There are two LFOs. If you press this button to make it light, the controls of the LFO section make settings for LFO2.
When the button is unlit, this section makes settings for LFO1.

4 OSC (Oscillator) section

[TYPE] knob

Selects the oscillator waveform.

[MOD] knob

Adjusts the depth of modulation.

[PITCH] knob

Adjusts the pitch of the oscillator.

[DETUNE] knob

Finely adjusts the pitch of the oscillator.

OSC SELECT [1] [2] [3] [4] buttons

Selects the oscillator that is edited.
You can also select multiple oscillators.

5 MIXER section

[OSC 1] [OSC 2] [OSC 3] [OSC 4] sliders

Adjusts the volume of each oscillator.

[RING] button

Produces a metallic tonal character by multiplying OSC1 and OSC2. Use the [MOD] knob to adjust the amount of change.

[SYNC] button

Creates a complex waveform by forcibly restarting OSC1 in synchronization with the cycle of OSC2.

[XMOD] button

Specifies the amount by which the OSC2 waveform varies the frequency of OSC1. Use the [MOD] knob to adjust the amount of change.

6 FILTER section

[HPF] knob

Specifies the cutoff frequency of the high-pass filter.

[KEY FOLLOW] knob

Allows the filter cutoff frequency to vary according to the key that you play. If this knob is turned toward the right, the cutoff rises for higher notes. If it is turned toward the left, the cutoff falls for higher notes.

[CUTOFF] knob

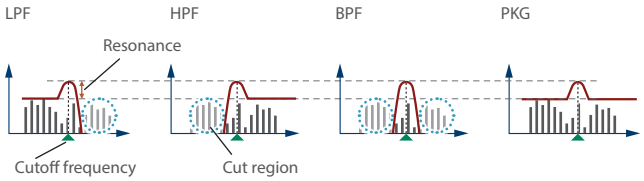
Adjusts the cutoff frequency of the filter.

[TYPE] knob

Specifies the type of filter.

[RESONANCE] knob

Resonance emphasizes the sound in the region of the filter cutoff frequency.



VINTAGE FILTER [R] [M] [S] buttons

If a vintage type model is selected, these buttons change the type of filter.
[R] models a Roland filter, and [M] and [S] model the filters of vintage synthesizers made by other manufacturers.

7 AMP section

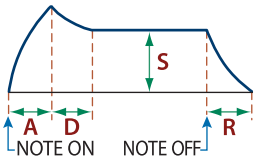
[LEVEL] slider

Adjusts the volume.

8 ENV 1/ENV 2 section

[A] [D] [S] [R] sliders

A: Attack time
D: Decay time
S: Sustain level
R: Release time



[DEPTH] knob

Used in conjunction with the [PITCH] button and [FILTER] button, this knob specifies the depth of each envelope. If the knob is in the center, no effect is applied.

[PITCH] button

If this button is on (lit), the [DEPTH] knob and [A] [D] [S] [R] sliders edit the PITCH envelope.

[FILTER] button

If this button is on (lit), the [DEPTH] knob and [A] [D] [S] [R] sliders edit the FILTER envelope.

[AMP] button (ENV 2 only)

If this button is on (lit), the [A] [D] [S] [R] sliders edit the AMP envelope.

9 EFFECTS section

[MFX] knob

Adjusts the MFX depth (individually for each part).

[DRIVE] knob

Adjusts the amount of distortion (for all parts together).

* **Valid only for parts whose Part: Output is "DRIVE"**

[REVERB] knob

Adjusts the depth of reverb (individually for each part).

[REVERB TIME] knob

Specifies the length of reverb (for all parts together).

[CHORUS] knob

Adjusts the amount of chorus (individually for each part).

[DELAY] knob

Adjusts the amount of delay (individually for each part).

[DELAY TIME] knob

Adjusts the delay time (for all parts together).

[DELAY FEEDBACK] knob

Adjusts the amount of delay feedback (for all parts together).

10 Edit section

[MONO] button

Selects whether to play monophonically or polyphonically (p. 26).

[UNISON] button

Selects whether to play unison (p. 26).

[VELOCITY OFF] button

Selects whether key velocity from the keyboard affects the performance (p. 26).

[PORTAMENTO] button

Selects whether portamento is applied to the performance (p. 26).

[SPLIT] button

Selects whether the keyboard is split for performance (p. 26).

[DUAL] button

Selects whether two sounds are layered for performance (p. 26).

11 Display 2

Indicates the tone number, etc.

SCENE screen

The SCENE BANK and SCENE number are shown side by side.

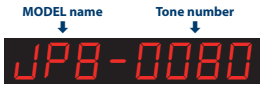


Example: SCENE BANK is 1, and SCENE number is 2

MODEL BANK screen/PART screen

If SPLIT or DUAL is not selected

The MODEL name and the Tone number are shown side by side.
The MODEL name is shown as a three-character abbreviation.



Example: JUPITER-8 Tone No. 80 is selected

If SPLIT or DUAL is selected

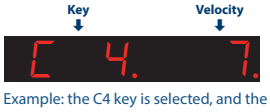
PART1's Tone No. is shown at the right, and PART2's Tone No. at the left.
If SPLIT is selected, the lower keyboard area is PART2 and the upper keyboard area is PART1.



Example: JUPITER-8 Tone No.80 selected for PART2, and SH-101 Tone No.2 selected for PART1

STEP EDIT screen

The currently selected key and velocity value are shown side by side.
The velocity value is shown as ten steps in the range of 0–9, or as "-" (rest) or "=" (tie).



Example: the C4 key is selected, and the velocity value is 7

To edit the value

When you operate a controller such as a knob or slider, the value after the change is shown.



12 Multi function section

[1]–[16] buttons

Various functions are assigned to these buttons, depending on the mode.
See the explanations of each mode for details.

[SCENE] button

Chooses scene select mode.

Scene select mode

The buttons switch scenes.
By holding down the [SHIFT] button and pressing the [1]–[16] buttons, you can switch between scene banks 1–16.

[MODEL BANK] button

Chooses sound select mode, allowing you to select sounds of the various models.

Sound select mode

The buttons select tones of the models that are assigned to the buttons.
By holding down the [MODEL BANK] button and pressing a [1]–[16] button, you can specify the assigned model or category.

[STEP EDIT] button

Chooses step edit mode (p. 24).

Step edit mode

The buttons edit each step of the arpeggio that you recorded.

➡ "Editing Each Step of the Arpeggio Performance (STEP EDIT)" (p. 24)

[PART] button

Chooses part select mode.

Part select mode

By default, you can switch the current part ([1]–[5]), turn the part on/off ([6]–[10]), and turn the effect on/off ([11]–[15]).

* **This is the on/off setting for the part played by the keyboard (ZONE EDIT > Kbd Sw). If you want to turn on/off the sound of individual parts when playing an arpeggio, hold down the [SHIFT] button and press a [6]–[10] button.**
* **In part select mode, you can assign desired functions to the [1]–[15] buttons. For details, refer to ""Assigning Functions to the [1]–[15] Buttons" (p. 18).**

13 Controller section

[VOLUME] knob

Adjusts the overall volume.

[WHEEL 1] [WHEEL 2] wheels

Control the parameters that are assigned to the wheels.
If you hold down the [SHIFT] button and operate one of these controllers, the corresponding parameter assignment screen appears.

[SL1] [SL2] sliders

Control the parameters that are assigned to the sliders.
If you hold down the [SHIFT] button and operate one of these controllers, the corresponding parameter assignment screen appears.

[TRANSPOSE] button

Switches transposition on/off. By holding down this button and using the OCTAVE [-] [+] buttons, you can transpose the pitch of the keyboard in semitone steps.

OCTAVE [-] [+] buttons

Shift the pitch of the keyboard in units of one octave.

[S1] [S2] [S3] buttons

Control the parameters that are assigned to the buttons.
If you hold down the [SHIFT] button and operate one of these controllers, the corresponding parameter assignment screen appears.

Pitch bend/modulation lever

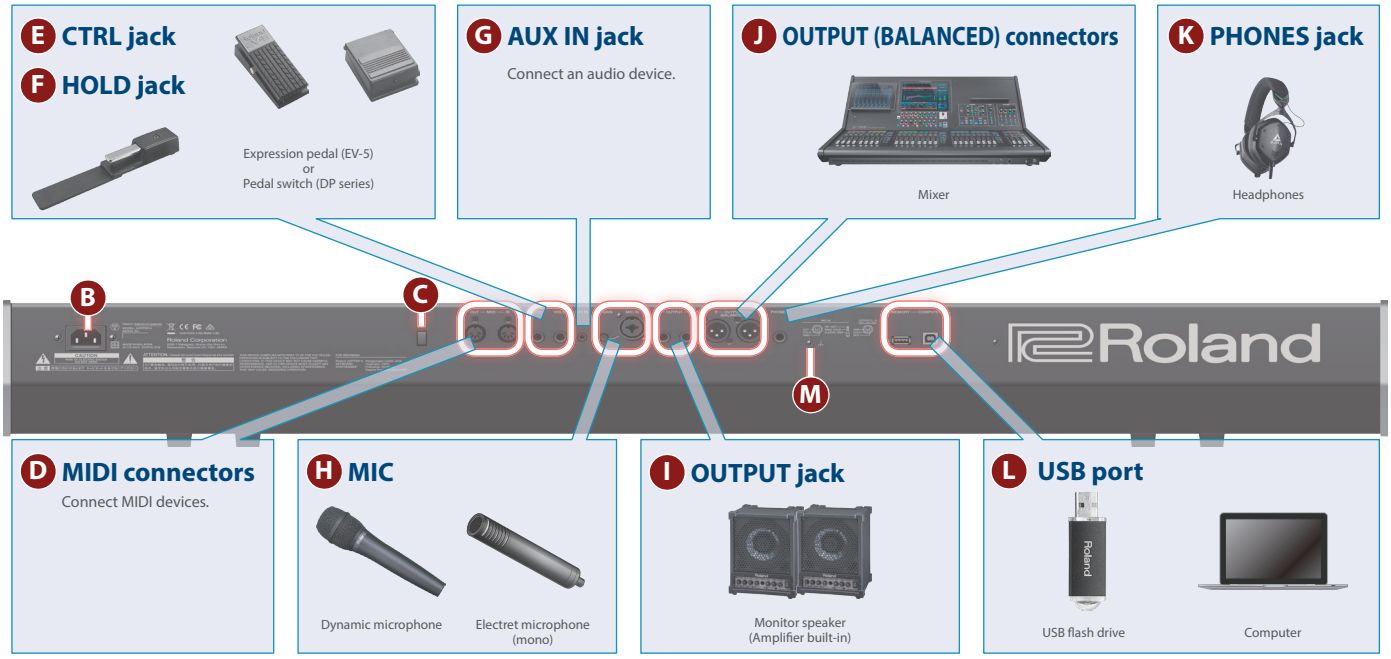
This allows you to control pitch bend or apply vibrato.

A PHONES jack

Connect stereo mini-type headphones here.

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.



B AC-IN jack

Connect the included power cord here.

C [⏻] switch

This turns the power on/off (p. 13).

D MIDI (OUT/IN) ports

Transmit or receive MIDI messages to or from an external MIDI device connected here.

E CTRL jack

Connect an expression pedal (EV-5; sold separately).

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

F HOLD jack

Connect a pedal switch (DP series; sold separately).

G AUX IN jack

Connect an external audio device.
Use a stereo mini plug for this connection.

H MIC

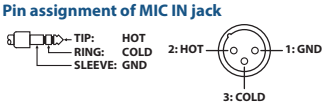
[MIC GAIN] knob

Adjusts the volume of the mic input.

MIC IN jack

Connect a dynamic microphone or electret condenser microphone (plug-in power system) here.

Pin assignment of MIC IN jack



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

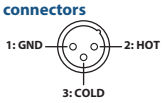
I OUTPUT L/R jacks

These are output jacks for audio signals.

J OUTPUT (BALANCED) L/R connectors

These are output jacks for audio signals.

Pin assignment of OUTPUT (BALANCED) L/R connectors



K PHONES jack

You can connect a set of headphones here.

L USB port

USB MEMORY port

You can connect a USB flash drive here.
Connect or disconnect the USB flash drive while the JUPITER-X is powered-off.

* **Never turn off the power or disconnect the USB flash drive during a process, such as while the "Executing…" display is shown.**

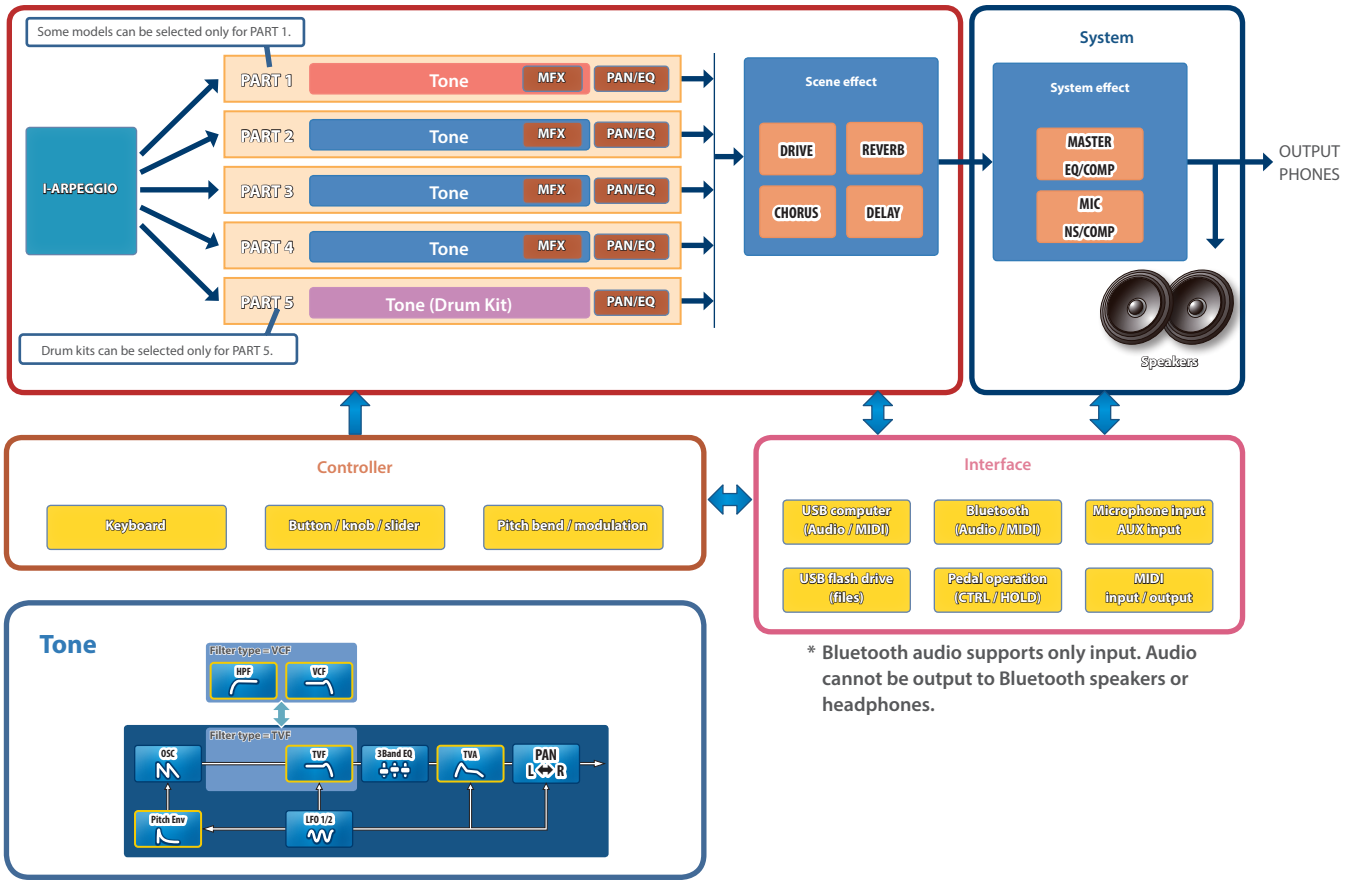
USB COMPUTER port

Use a USB cable to connect this port to a USB port of your computer.
This allows the JUPITER-X to operate as a USB MIDI device.

M Ground terminal

* **Connect this to an external earth or ground if necessary.**

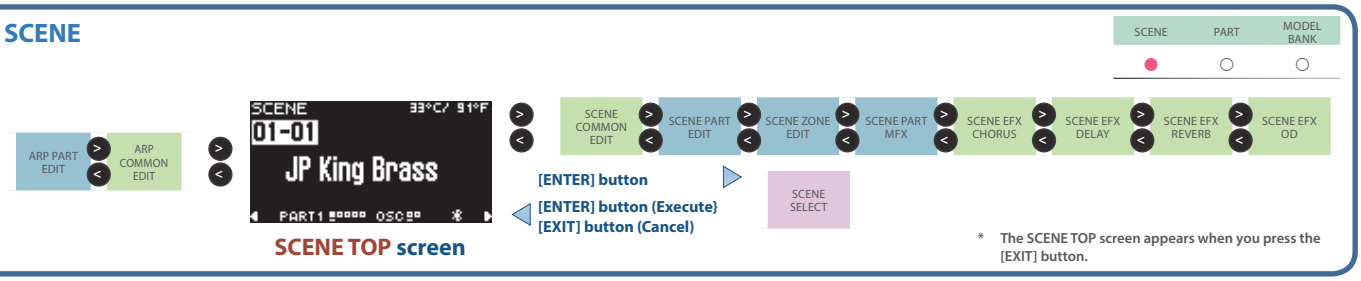
An Overview of the JUPITER-X



* Bluetooth audio supports only input. Audio cannot be output to Bluetooth speakers or headphones.

Basic Structure (Screen Transition Diagram)

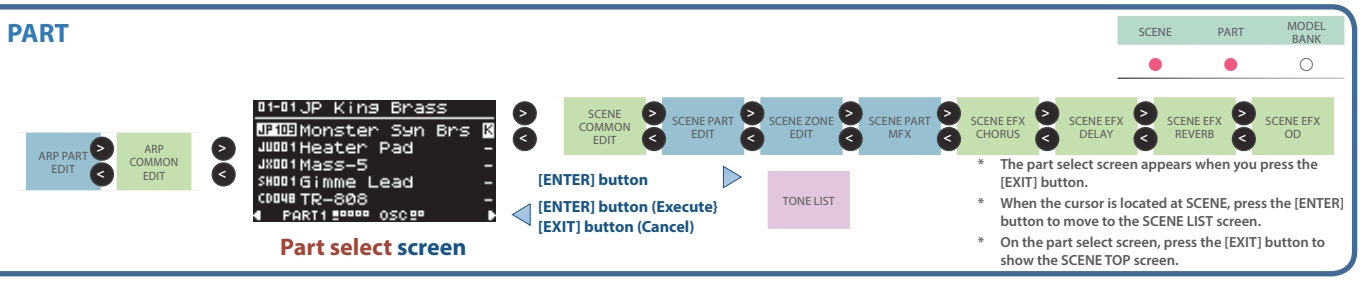
SCENE



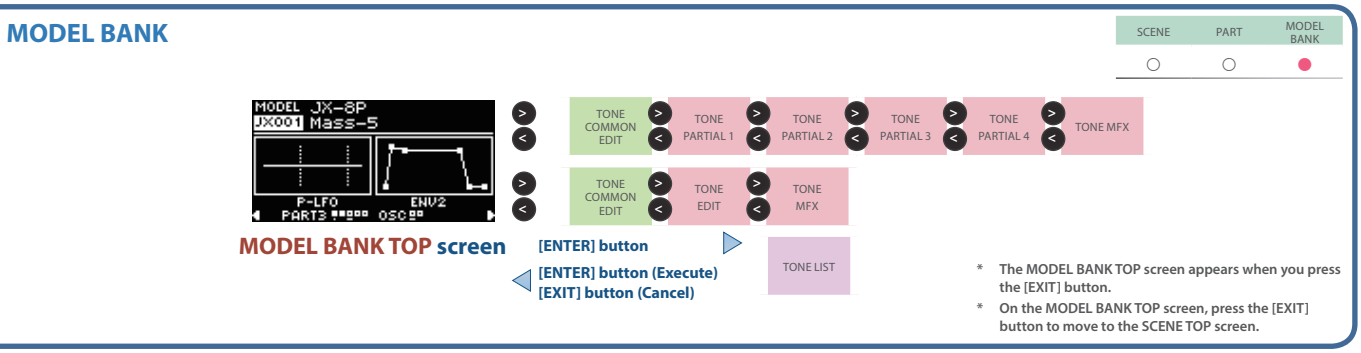
[PART] button

[PART] button
[EXIT] button

PART



MODEL BANK



Scene

Settings of all parts, scene effect settings, and I-Arpeggio settings can be stored together as a "scene".

A scene lets you store the sequence data for each part, settings for each part (tone number, pan, volume, etc.), settings that are common to all parts (reverb, delay, chorus, etc.), and favorite performance data.

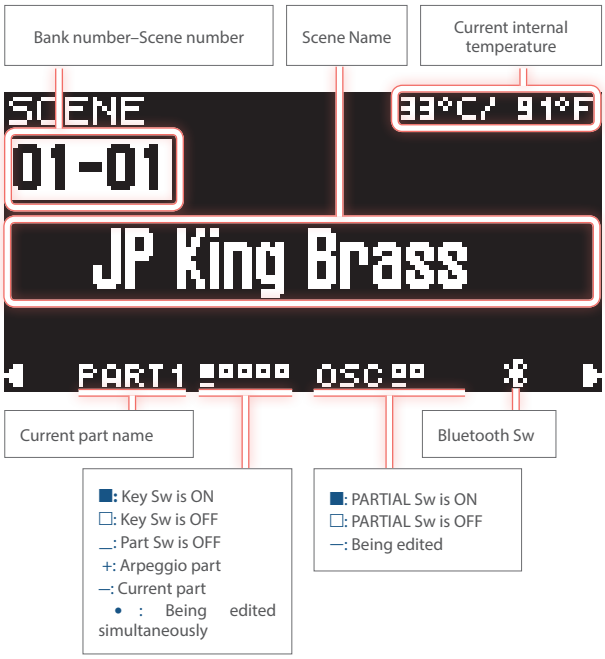
By preparing several scenes in which you've stored your favorite settings, you can simultaneously change numerous settings simply by switching scenes.

The JUPITER-X can store 512 scenes.

Scene select mode ([SCENE] button)

You can switch scenes and view the selected state of the part's partials.

SCENE TOP screen



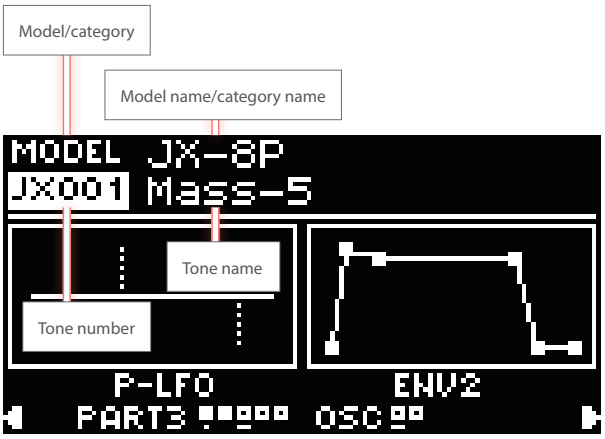
Use the [1] knob to select a scene bank, and use the [2] knob to select a scene.

➡ "Recalling/Saving a Scene (Scene Select Mode)" (p. 15)

Sound select mode ([MODEL BANK] button)

You can select sounds and view the selected state of the part's partials.

MODEL BANK TOP screen



Use the [1]–[16] buttons to select a model bank, and use the [1] [2] knobs to select a sound.

➡ "Selecting Sounds and Model Banks" (p. 16)

Step edit mode ([STEP EDIT] button)

You can edit the data of a stored arpeggio performance, or create an arpeggio pattern.

➡ "Editing Each Step of the Arpeggio Performance (STEP EDIT)" (p. 24)

Part select mode ([PART] button)

You can select the part to be edited or the part that you want to play.

You can also customize the function of the [1]–[15] buttons in the way that you find most convenient.

➡ "Assigning Functions to the [1]–[15] Buttons" (p. 18)

Model

A "model" is a sound engine such as JUPITER-8 or JX-8P which reproduces the sound of a specific vintage synthesizer, or a sound engine that has distinctive functionality.

The JUPITER-X is equipped with numerous models, meaning that a single JUPITER-X unit can be used as if you own a variety of different synthesizers. Each model is equipped with distinctive parameters and effects, and you can use these to create tones that are unique to those models.

Part

A "part" is a location to which you can recall a tone and save it together with settings such as pan and EQ.

Each scene has five parts: for parts 1–4 you can select a synthesizer tone, and for PART R you can select a drum kit tone.

I-ARPEGGIO

This analyzes your keyboard performance, and plays multiple parts using appropriate arpeggio patterns.

As you play slowly or rapidly, this automatically switches arpeggio patterns based on your performance. By simply selecting a type and rhythm, you can use a wide variety of arpeggio patterns.

You can create a song using the following workflow: "Performing with I-Arpeggio" → "When you find a phrase that you like, adjust it with Step Edit" → Import it into your computer DAW as MIDI data".

Tone

The sounds that you play from the keyboard are called "tones". A tone consists of an oscillator (OSC) which creates the basis of the sound, and a filter and effect (MFX) that modifies that sound. The types of oscillator, filter, and effect differ depending on the model.

Category

Classifications of instrument or types of sound, such as Ac.PIANO or Synth Lead, are called "categories".

System

You can apply effects to the audio signal from the scene, and output the sound from an external device connected to the OUTPUT jacks or the PHONES jack, or from the speakers that are built into the JUPITER-X.

The system settings let you edit the system effects. Unlike the scene effects, these parameters keep their settings even when you switch scenes.

Controller

"Controllers" include the keyboard, the buttons, knobs, sliders on the panel, pitch bend and modulation, and a damper pedal etc. connected to the rear panel. Performance data generated when you press or release a key or press the damper pedal is converted into MIDI messages and sent to each part or to an external MIDI device.

Interface

This section lets you input/output MIDI, and transfer audio and MIDI data to and from another device that's connected via Bluetooth or USB. If you connect a USB flash drive to the rear panel, you can use it to save or load scene and tone data.

Getting Ready to Play

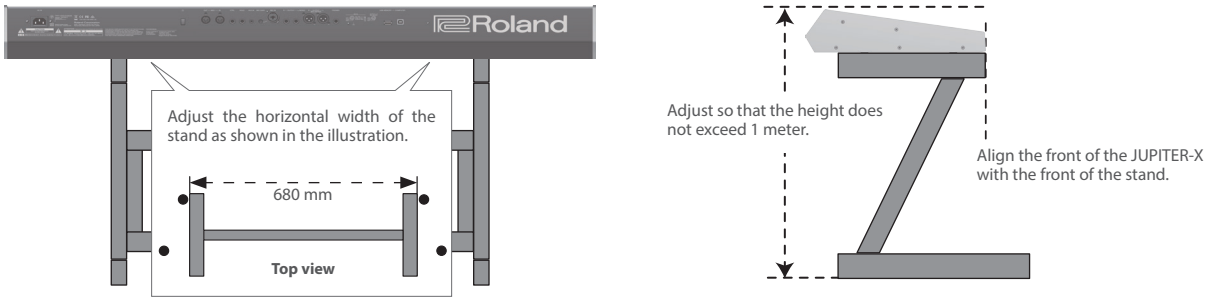
Placing the JUPITER-X on a Stand

If you want to place the JUPITER-X on a stand, use the Roland KS-10Z or KS-12. Place the JUPITER-X on the stand as follows.

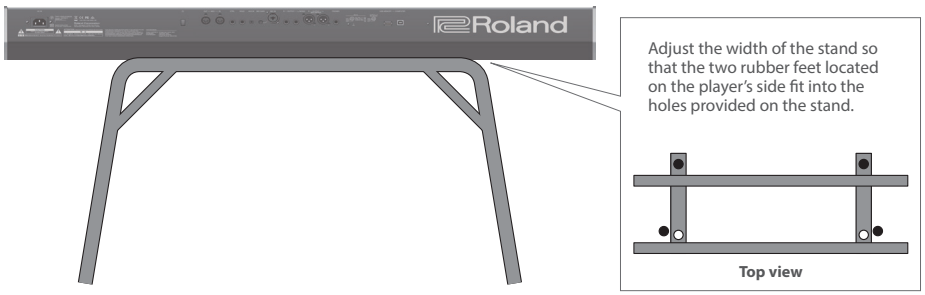
Be sure to follow the instructions in the Owner's Manual carefully when placing this unit on a stand. If it is not set up properly, you risk creating an unstable situation which could lead to the unit falling or the stand toppling, and may result in injury.

* **Be careful not to pinch your fingers when setting up the stand.**

KS-10Z



KS-12



Turning the JUPITER-X On

1. Power-on the equipment in the order of JUPITER-X → connected devices.

* **In order to protect its circuitry, the JUPITER-X waits for a while after being powered-on before it begins operating.**

2. Switch on power to the connected equipment, and raise the volume to an appropriate level.

* **The power to this unit will be turned off automatically after a predetermined amount of time has passed since it was last used for playing music, or its buttons or controls were operated (Auto Off function).**

  If you do not want the power to be turned off automatically, disengage the Auto Off function.

  ➡ "Using the Auto Off Function"

- Unsaved data is lost when the power turns off. Before turning the power off, save the data that you want to keep.
- To restore power, turn the JUPITER-X on again.

Turning Off the Power

1. Power-off the equipment in the order of the connected devices → JUPITER-X.

* **If you need to turn off the power completely, first turn off the unit, then unplug the power cord from the power outlet.**

  Refer to "To completely turn off power to the unit, pull out the plug from the outlet" (Owner's Manual: p. 2).

Using the Auto Off Function

You can make the power turn off automatically when a certain time has elapsed since the unit was last played or operated.

1. Press the [MENU] button.

2. Use the [1] knob to select "SYSTEM", and then press the [ENTER] button.

You can also make this selection by using the PAGE [∧] [∨] buttons instead of the [1] knob.

3. Use the [1] knob to select "GENERAL", and then press the [ENTER] button.

4. Use the [1] knob to select "Auto Off" and use the [2] knob to change the setting.

If you don't want the unit to turn off automatically, choose "OFF" setting.

Parameter [1] knob	Value [2] knob	Explanation
Auto Off	OFF, 30 [min], 240 [min]	Specifies whether the unit will turn off automatically after a certain time has elapsed. If you don't want the unit to turn off automatically, choose "OFF" setting.

5. To save the setting, press the [WRITE] button.

A confirmation message appears.

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

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

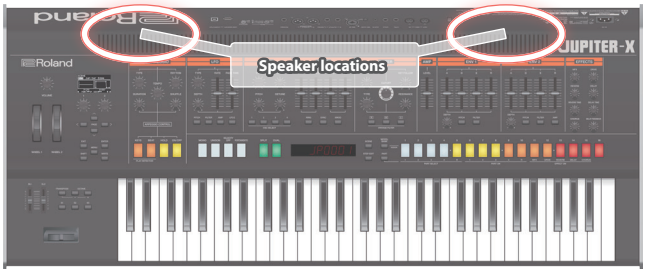
Adjusting the Overall Volume

Adjusts the overall volume.

1. **Adjust the [VOLUME] knob.**

Using the Built-In Speakers

This unit contains built-in stereo speakers. If the built-in speakers are turned on, you can play sound from this unit.



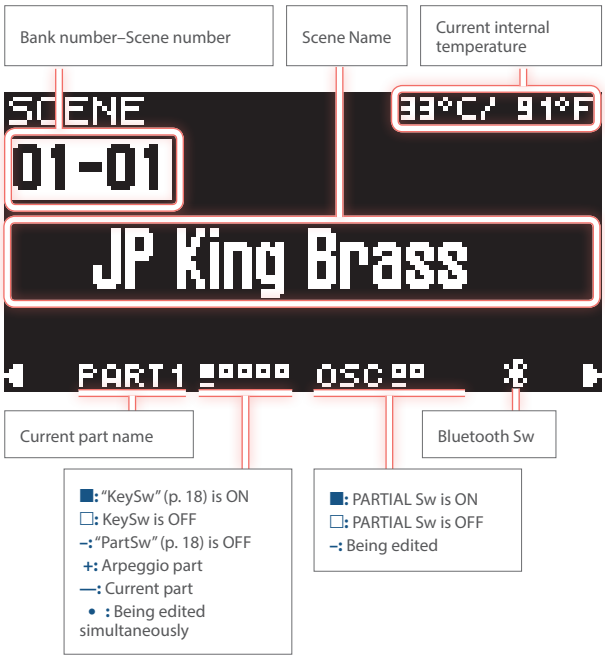
1. **Press the [MENU] button.**
2. **Use the [1] knob to select "SYSTEM", and then press the [ENTER] button.**

   You can also make this selection by using the PAGE [∧] [∨] buttons instead of the [1] knob.
3. **Use the [1] knob to select "GENERAL", and then press the [ENTER] button.**
4. **Use the [1] knob to select "Speaker Sw", and use the [2] knob to specify "ON" or "AUTO".**

Parameter [1] knob	Value [2] knob	Explanation
Speaker Sw	OFF	Sound is not output from the speakers.
	ON	Sound is output from the speakers.
	AUTO	"OFF" if headphones are connected, "ON" if headphones are not connected.

Selecting Sounds

On the JUPITER-X, you select a scene and play the sounds that are assigned to each of the five parts.



Recalling/Saving a Scene (Scene Select Mode)

The JUPITER-X can store a total of 512 scenes, organized as 32 banks each containing 16 scenes.

Recalling a Scene

1. Press the [SCENE] button to enter scene select mode.

* The SCENE TOP screen is the first screen that appears when you turn on the power.
* When the [PART] button is lit, press the [PART] button to return to the SCENE TOP screen.

2. Use the [1]–[16] buttons to select a scene.

Switching Between Scene Banks and Recalling Scenes

1. Hold down the [SCENE] button and press the [1]–[16] buttons to select a scene bank.

2. Use the [1]–[16] buttons to select the scene.

* You can also use the [1] and [2] knobs to switch scenes. The scene changes at the same time you turn the knob.

MEMO

The system parameter "Startup Scene" lets you specify the scene that is selected at start-up.

➡ "System Parameter List" (p. 49)

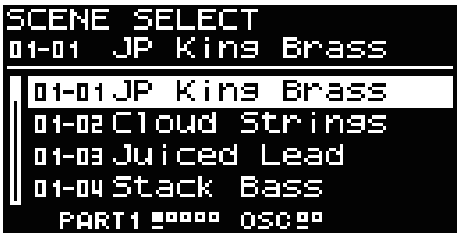
Selecting a Scene from a List

1. Press the [SCENE] button to enter scene select mode.

The SCENE TOP screen appears.
The [1]–[16] buttons switch to scene select mode.

2. Press the [ENTER] button.

The scene list appears.



3. Use the [2] knob to select a scene.

You can also make this selection by using the PAGE [∧] [∨] buttons instead of the [2] knob.
Alternatively, you can use the [1] knob to jump to the previous or next scene bank.

4. Press the [ENTER] button to confirm the scene.

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

Saving a Scene

The edits that you make to a part or tone, or the data that you record, 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 result of your editing or recording, you must save it to a scene.

* If you want to save a tone individually, use the tone write operation (p. 29).

1. Press the [SCENE] button, and then press the [WRITE] button.

The WRITE MENU screen appears.

2. Use the [1] knob to select "SCENE", and then press the [ENTER] button.

3. Use the [2] knob to select the save-destination, and then press the [ENTER] button.

If you want to rename the scene that's being saved, use the PAGE [<] [>] buttons to move the cursor and use the [2] knob to specify characters.

4. Press the [ENTER] button.

A confirmation message appears.
If you decide to cancel, press the [EXIT] button.

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

Using the Scene Lock Function

By using the scene lock function, you can make a confirmation screen appear when you change scenes. This helps keep you from accidentally selecting a different scene when you haven't saved the scene.

1. **Press the [MENU] button.**
   The setting screen appears.
2. **Use the [1] knob to select "SYSTEM", and then press the [ENTER] button.**
   You can also make this selection by using the PAGE [∧] [∨] buttons instead of the [1] knob.
3. **Use the [1] knob to select "GENERAL", and then press the [ENTER] button.**
4. **Use the [1] knob to select "Scene Lock", and then use the [2] knob to turn it "ON".**
5. **To save the setting, press the [WRITE] button.**
   A confirmation message appears.
   If you decide to cancel, press the [EXIT] button.
6. **To execute, press the [ENTER] button.**

Initializing a Scene

* **When you initialize a scene, all settings saved in the scene are erased. Please note that the data cannot be recovered.**
* **Initializing the scene settings also initializes the tones of PART 1–4 at the same time.**

1. **Press the [SCENE] button, and then press the [WRITE] button.**
   The WRITE MENU screen appears.
2. **Use the [1] or [2] knob to select the "SCENE INITIALIZE", and then press the [ENTER] button.**
3. **To execute, press the [ENTER] button.**
   The scene is initialized.

Selecting Sounds and Model Banks

The JUPITER-X is equipped with multiple sound engines called "models", and each model has a diverse variety of sounds.

By using categories, you can narrow your focus to specific types of instruments or sounds across all of the sound engines.

Playing the MODEL BANK Tones (SINGLE SETUP)

When SINGLE SETUP is executed, only part 1 is enabled, and you can perform with the tones of only one model.

1. **Hold down the [SHIFT] button and press the [MODEL BANK] button.**
   A confirmation message for executing SINGLE SETUP is shown.
2. **Press the [ENTER] button to execute SINGLE SETUP.**
3. **Press the [MODEL BANK] button.**
4. **Use the [1]–[16] buttons to select a model/category, and use the [2] knob to select a tone.**

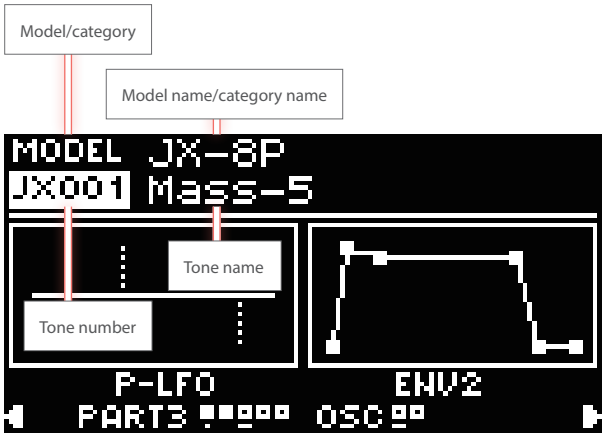
Useful functions for selecting tones on the MODEL BANK screen

- Press the [ENTER] button to select a tone from the tone list screen.
- Press the [ENTER] button to confirm.
- Press the [EXIT] button to return to the tone you were using before the tone list screen was displayed.
- Press the PAGE [∧] button to move the cursor up.
- You can use the [2] knob to select a model or category.
- Press the PAGE [∨] button to go back to selecting a tone.

* **When SINGLE SETUP is executed, the scene data you were editing is lost. Save the data if you want to keep it before executing SINGLE SETUP.**
  ➡ "Saving a Scene" (p. 15)
* **The parameters that work with the controllers on this instrument differ with each model. Refer to "Correspondence Between Controllers and Parameters" in the "Reference Manual" for details.**
* **The SINGLE SETUP state is canceled when you switch scenes.**
* **You can also execute SINGLE SETUP from the MENU screen ([MENU]–[EDIT]–[SINGLE SETUP]).**

Selecting Sounds

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

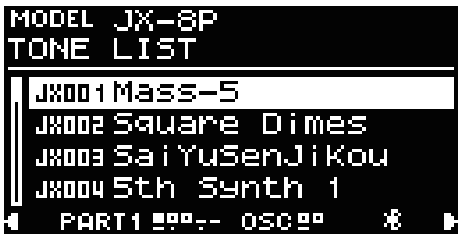


2. **Press the PAGE [∧] button to move the cursor to the model/category name.**
3. **Use the [2] knob to select the model/category.**
4. **Press the PAGE [∨] button to move the cursor to the tone number.**
5. **Use the [2] knob to select a tone.**

   Select the desired tone from the selected model and category. You can use the [1] knob to move rapidly.

MEMO

When the cursor is located at the model name or tone number, you can press the [ENTER] button to access the tone list.



You can use the PAGE [<] [>] buttons to switch the MODEL, and use the [2] knob to select the sound.

6. **Press the [ENTER] button to confirm the tone.**

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

Model Bank

By using the model bank function, you can instantly recall your favorite models or categories.

With the factory settings, a specific model or category is registered to each of the [1]–[15] buttons.

You can assign the desired model or category to each button.

Using the model bank to select a tone

1. **Press the [MODEL BANK] button.**

   The MODEL BANK TOP screen appears. The [1]–[16] buttons change to tone select mode.

   * **If the [PART] button is lit, press the [PART] button to make it unlit.**

2. **Press a [1]–[16] button to select a model bank.**

   The tones of the sound engine that's registered to that model bank are shown.

   In this screen as well, you can use the [2] knob to select a tone.

3. **Press the [ENTER] button.**

   The tone list appears.

4. **Use the [2] knob to select a tone.**

   You can use the [1] knob to move rapidly.

5. **Press the [ENTER] button.**

Customizing the model bank

1. **Hold down the [MODEL BANK] button and press the button ([1]–[16]) of the model bank that you want to assign.**
2. **Press the PAGE [∧] button to move the cursor to "Attr".**

   Instead of the PAGE [∧] button, you can also use the [1] knob to select.

3. **Use the [2] knob to select the model/category/user.**
4. **Press the PAGE [∨] button to select the model number that you want to change.**

   Instead of the PAGE [∨] button, you can also use the [1] knob to select.

5. **Use the [2] knob to select a model name (device name) or category name.**

   * **You can register up to eight models or categories in one model bank.**
   * **You can't simultaneously assign both a model and a category in a model bank.**

6. **To save the settings, execute the system write operation.**

   ➡ "Saving the System Settings (System Write)" (p. 48)

Selecting a Part (Part Select Mode)

On the JUPITER-X, the part you're editing and the part that you're playing from the keyboard can be selected separately.

You can also use the knobs to edit the part that's playing an arpeggio, while using the keyboard to play a different part.

MEMO

You can select a synthesizer tone for each part 1–4, and a drum kit tone for PART R. You can select one tone for each part.

Showing the Part Setting Status List

1. On the SCENE TOP screen, press the [PART] button.

Chooses part select mode.



You can make the following settings in part select mode.

Current part settings

Use the [1]–[5] buttons to make the settings.

* **For the part that's set as the current part, you can use the panel knobs to edit the tone.**

On/off settings for each part

Press the [6]–[10] buttons to switch the parts on/off.

Tone switches for each part

Move the cursor to the part to switch, and use the [2] knob to make the setting.

Switching between scenes

Move the cursor to the scene, and use the [2] knob to make the setting.

2. Press the [PART] button to return to the SCENE TOP screen.

Selecting the Part to Edit (Current Part)

Here's how to select the part whose settings you will edit using the panel knobs and screen operations.

1. Press the [PART] button.

The [1]–[5] buttons switch to part select mode.

2. Press one of the [1]–[5] buttons to select the current part.

The current part is highlighted.

MEMO

When editing a tone, you can press two or more of the [1]–[5] buttons simultaneously to edit multiple parts at the same time as the current part.

➡ "Editing a Tone (TONE EDIT)" (p. 29)

Selecting the Parts to Perform

Here's how to select the parts that you'll perform from the keyboard.

1. Press the [PART] button.

The [6]–[10] buttons switch to part select mode.

2. Press the [6]–[10] buttons to switch the performance parts on/off.

Parts that are on are shown with a "K".

When a [6]–[10] button is lit, SCENE ZONE EDIT "KeySw" setting of the corresponding part turns "ON", allowing you to play it from the keyboard.

Assigning Functions to the [1]–[15] Buttons

The JUPITER-X lets you assign the desired functions to the [1]–[15] buttons in part select mode.

1. Press the [MENU] button.

2. Use the [1] knob to select "SYSTEM", and then press the [ENTER] button.

You can also make this selection by using the PAGE [∧] [∨] buttons instead of the [1] knob.

3. Use the [1] knob to select "CONTROLLER", and then press the [ENTER] button.

4. Use the [1] knob to select the "PART Btn Asgn" item, and use the [2] knob to change the value.

You can assign the functions that occur when you press the [1]–[5] buttons, the [6]–[10] buttons, or the [11]–[15] buttons, and the functions that occur when you hold down the [SHIFT] button and press the [1]–[5] buttons, the [6]–[10] buttons, or the [11]–[15] buttons.

MEMO

- Instead of the [SHIFT] button you can also use the [PART] button.
- If you long-press the [PART] button for two seconds or longer, the state of the [PART] button being pressed is maintained. To cancel, press the [PART] button once again, or press the [EXIT] button to return the SCENE TOP screen.

Parameter [1] knob	Value [2] knob	Explanation
1-5, 1-5+ (S), 6-10, 6-10+ (S), 10-15, 10-15+ (S)	No Assign	Nothing is assigned.
	PartSel	Select the current part.
	Part+KeySw	Simultaneously turn on/off the parts that play and turn on/off the performance parts.
	KeySw	Turn on/off the performance parts.
	PartSw	Turn on/off the parts that play.
	ArpSw	Turn on/off arpeggio performance.
	EfxSw	Turn on/off effects.

* **The "+(S)" following the parameter name means "while pressing the [SHIFT] button".**

5. To save the changes, press the [WRITE] button.

A confirmation message appears.

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

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

Performing

When you play the keyboard, you hear the sound of the part(s) that you selected in ""Selecting the Parts to Perform" (p. 18).

The JUPITER-X lets you customize performance-related settings so that you can perform in the way that's best for you.

Performing Arpeggios

To start arpeggio performance, make the I-ARPEGGIO [ON/OFF] button lit.

To stop arpeggio performance, press the button once again to make it go dark.

➡ "I-ARPEGGIO" (p. 22)

Making Performance Settings

Using the Controllers

You can use the controllers of the controller section to quickly operate the sound parameters or to modify the sound to create excitement in your performance.

You can also assign functions to a footswitch or expression pedal, and use it to switch scenes or turn the arpeggio on/off while you perform.

To assign functions to controller, make settings in the system parameters.

➡ "List of functions that can be assigned to the controllers" (p. 52)

Specifying the Key Range

By specifying the key range, a sound that you play or an arpeggio performance can be restricted to a specific region of keys.

For example, you could specify that the left-hand region of the keyboard plays only the bass part, so that an arpeggiated bass continues without being affected by what you play in the right-hand region of the keyboard. Alternatively, you could specify fades between multiple parts to create gradations between sounds.

1. Press the [MENU] button.

2. Use the [1] knob to select "KEY RANGE SETTINGS", and then press the [ENTER] button.

3. Use the [1] knob to select the parameter and use the [2] knob to change the value.

Parameter [1] knob	Value [2] knob	Explanation
SCENE ZONE		
Key Rng Low	C–-G9	Set the keyboard range in which each part will sound. Make these settings when you want different key ranges to play different tones. Specify the lower limit of the key range.
Key Fade Low	0–127	Specifies the degree to which the part is sounded by notes played below the Key Rng Low. If you don't want the tone to sound at all, set this parameter to "0".
Key Rng Upp	C–-G9	Set the keyboard range in which each part will sound. Make these settings when you want different key ranges to play different tones. Specify the upper limit of the key range.
Key Fade Upp	0–127	Specifies the degree to which the part is sounded by notes played above the Key Rng Upp. If you don't want the tone to sound at all, set this parameter to "0".
ARP PART		
K-Range Lo	C–-G9	Specifies the lower pitch limit that is sounded by the arpeggio. If the arpeggio attempts to play a note that is lower than this, the octave is raised.
K-Range Oct	0–12	Specifies the number of higher octaves in which the arpeggio is sounded, relative to K-Range Lo. If the arpeggio attempts to play a note that is higher than this range, the octave is lowered.
Oct Range	-3–+3	Specifies the range of octaves in which the arpeggio is sounded. You can specify whether the arpeggio is sounded in the octave(s) above (+) or below (-) the notes you play.
Transpose	-36–+36	Shifts the arpeggio notes in semitone steps.
ARP COMMON		
In Range Low	C–-G9	Specifies the range that is detected for arpeggio performance. Pressing a key outside the specified range does not affect the arpeggio function.
In Range Upp		

4. To save the settings, save as described in "Saving a Scene" (p. 15).

Performing with a Connected Mic (Vocoder)

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

*** For all other model banks besides VOCODER, the mic sound is output from the JUPITER-X**

* . When not using the mic for all other model banks besides VOCODER, set "Mic Thru" to "OFF".
* VOCODER models can be selected only for part 1.

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

NOTE

The JUPITER-X supports dynamic microphones and electret condenser microphone (plug-in power system). It does not support condenser microphones.

2. Use the rear panel [MIC GAIN] knob to adjust the volume.

Make detailed adjustments to the MIC IN volume after you select the sound.

Initially, set the knob to approximately the center position.

3. Select part 1, and then press the [MODEL BANK] button to make it light.

* After selecting a part, press the [PART] button to make it unlit.

4. Press the [MODEL BANK] button and then press the [15] button.

* With the factory settings, "VOCODER" is assigned to the model bank of the [15] button.

You can change the model bank that is assigned.

➡ "Customizing the model bank" (p. 17)

5. Use the [2] knob to select a vocoder sound (two types).

6. While playing the keyboard, vocalize into the microphone.

Use the [MIC GAIN] knob to make fine adjustments to the volume.

Adjusting the Mic Settings

Depending on the environment in which you're performing, noise from the surroundings might be picked up by the mic, causing the vocoder to not work as you intend.

In this case, adjust the microphone sensitivity and the noise suppressor (NS) settings, so that it is less likely to pickup noise.

1. Press the [MENU] button.

2. Use the [1] knob to select "SYSTEM", and then press the [ENTER] button.

You can also make this selection by using the PAGE [∧] [∨] buttons instead of the [1] knob.

3. Use the [1] knob to select "MIC IN", and then press the [ENTER] button.

4. Use the [1] knob to select a parameter, and use the [2] knob to edit the value.

MIC IN parameters

Parameter [1] knob	Value [2] knob	Explanation
Mic In Gain	-24.0–+24.0 [dB]	Adjusts the input level of the MIC IN jack.
Mic Power	OFF, ON	If this is "ON", plug-in power (5 V) is supplied to the MIC IN jack.
NS Switch	OFF, ON	Switches the noise suppressor on/off. The noise suppressor is a function that suppresses noise during periods of silence.
NS Threshold	-96–0 [dB]	Adjusts the volume at which noise suppression starts to be applied.
NS Release	0–127	Adjusts the time from when noise suppression starts until the volume reaches 0.
CompSwitch	OFF, ON	Specifies whether the mic compressor (a compressor applied to the mic input) is used (ON) or not used (OFF).
CompAttack	0.1, 1, 2, ...100 [ms]	Specifies the time from when the input to the mic compressor exceeds the Comp Thres level until the volume is compressed.
CompRelease	10, 20, ...1000 [ms]	Specifies the time from when the input to the mic compressor falls below the Comp Thres level until compression is no longer applied.
CompThreshold	-60–0 [dB]	Specifies the level at which the mic compressor starts applying compression.
CompRatio	1: 1, 2: 1, ...4: 1, 8: 1, 16: 1, 32: 1, INF: 1	Specifies the compression ratio for the mic compressor.
CompKnee	0–30 [dB]	Smooths the transition until the mic compressor starts to be applied. Higher values produce a smoother transition.
CompOutGain	-24.0, -23.5, ... 0, ... +24.0 [dB]	Specifies the output volume of the mic compressor.
Rev Send Lev	0–127	Specifies the amount of reverb that is applied to the mic input.
Cho Send Lev	0–127	Specifies the amount of chorus that is applied to the mic input.
Dly Send Lev	0–127	Specifies the amount of delay that is applied to the mic input.
Mic Thru	OFF, ON	If you want the mic to be cut when the vocoder is off, turn this "OFF".

5. If you want to save the setting, execute the System Write operation.

➡ "Saving the System Settings (System Write)" (p. 48)

Preventing acoustic feedback

Acoustic feedback could be produced depending on the location of microphones relative to built-in speakers (or the external speakers).

This can be remedied by:

- Changing the orientation of the microphone(s).
- Relocating microphone(s) at a greater distance from speakers.
- Lowering volume levels.

Performing with a Connected Computer or Other External Device

You can connect a computer and use a plug-in synth in combination with this unit, or use it together with a product that is compatible with AIRA-LINK and enjoy synchronized performances.

➡ "Control" (p. 44)

I-ARPEGGIO

Basic Methods of Operation

The I-Arpeggio function analyzes your keyboard playing and produces an optimal arpeggio pattern. You can select "I-ARP" to perform extemporaneously, or use the step edit function to create user patterns.

1. **Select the part to use for playing arpeggios by pressing the [PART] button and then using the [1]–[5] buttons.**
2. **Press the I-ARPEGGIO [ON/OFF] button to enable arpeggio performance.**
3. **Press the [SCENE] button, then press the [<] button twice.**
   The ARP PART EDIT screen is displayed.
4. **If the Switch is OFF, turn the [2] knob to turn it ON.**
5. **Select "Arp Mode" with the [1] knob and set it to "I-ARP" with the [2] knob.**

* **You can set the arpeggio mode separately for each part.**

MODE	How the arpeggio works
I-ARP	Analyzes your keyboard performance and plays the arpeggio pattern that best matches it.
ARP	Plays a simple arpeggio pattern.
STEP	Plays the pattern data you created using the STEP EDIT function (p. 24). Use this setting when you want to play original arpeggio phrases.

6. **Play the keyboard to generate an arpeggio.**
   The I-ARPEGGIO plays for the currently selected part.

MEMO

If you press the [HOLD] button to enable it, the arpeggio continues playing even after you take your hand off the keyboard.

7. **To change the arpeggio style (pattern variation), use the [1] knob to select the next parameter for "Arp Mode", and then use the [2] knob to change it.**

* **When the MODE is set to "I-ARP", the change in style is reflected once you play the keyboard again.**
The arpeggio performance based on the keys you play changes according to the selected style.
For details, refer to "Parameter Guide" (PDF).

MEMO

By setting the mode and style for other parts besides the currently selected part, you can make arpeggios play at the same time for multiple parts. Select the part to use by pressing the [PART] button and then use the [1]–[5] buttons.

8. **Press the I-ARPEGGIO [ON/OFF] button again to stop the arpeggio and turn it off.**

Other Operation

Specifying the arpeggio tempo (TEMPO)

You can specify the tempo of the arpeggio. Depending on the sound, LFO or DELAY can also synchronize to the tempo.

Adjusting the amount of shuffle

(ARP COMMON > G-Shuffle)

By varying the timing at which notes are sounded, you can create a shuffle rhythm.

When this setting is in the center position, notes are sounded at equal spacing. Increasing the value adds a shuffle feel like a dotted-note rhythm.

* **The shuffle setting changes for all parts at the same time.**

Changing the duration of the notes

(ARP COMMON > G-Duration)

You can specify the length during which each of the arpeggiated notes is heard. Shortening the duration produces a staccato feel, and lengthening the duration produces a tenuto feel.

* **The duration for all parts changes at the same time.**

Varying the arpeggio automatically

(PLAY DETECTOR)

Play Detector is a function that detects your keyboard playing and varies the arpeggio in real time.

* **If both PLAY DETECTOR KEYS and BEAT are turned "OFF", the current loop performance will repeat. This is useful when you want to continue playing for a while with the same accompaniment.**

Varying the arpeggio according to the harmony you play (ARP COMMON > Keys Sw)

When this is "ON", the arpeggio chords change according to the chords you play on the keyboard.

* **If you want to layer your keyboard performance without changing the chord, turn Keys Sw off.**

Varying the arpeggio according to the timing of your performance (ARP COMMON > Beat Sw)

When this is "ON", the pattern switches according to the rhythm, which is detected from the intervals between the notes you play on the keyboard.

* **If you want to maintain the sense of beat while you play a chord progression, turn BEAT Sw off.**

Selecting the arpeggio type (ARP COMMON > Type)

This changes the arpeggio settings for parts 1–4 at the same time. Depending on the type, only one part might sound, or multiple parts might sound as an ensemble.

Select the type that is closest to the arpeggio that you have in mind, and then edit the sounds and parameters to bring it closer to your preferences.

* **With the factory settings, changing the type causes the parts whose Keyboard Sw is "OFF" to be assigned a sound (TONE) and volume (PART LEVEL) at the same time. If you want to change only the phrase while preserving the current sound settings, set the system parameter Arpeggio Set Tone to OFF.**

Selecting the rhythm type (ARP COMMON > Rhythm)

You can change the phrase that is played by part R, which is the rhythm part.

Select a rhythm that is closest to what you have in mind, and then edit the tempo, drum kit, and the various parameters to bring it closer to your preferences.

* **With the factory settings, changing the rhythm causes a suitable tempo (TEMPO), sound (DRUM KIT) and volume (PART LEVEL) to be specified. If you want to change only the phrase while preserving the current tempo and sound settings, set the SYSTEM parameters Arpeggio Set Tempo and Arpeggio Set Drum kit respectively OFF.**

Editing the probability styles (*1)

(ARP PART > Probability > Style)

This determines whether each note to be played in the arpeggio should sound or not (the probability), and changes the arpeggio performance accordingly.

By changing the styles, you can change the note positions to which probability is applied.

When the arpeggiator normally plays, the same phrase is played over and over. However, by setting the probability, you can change the performance over time to create spontaneous phrases.
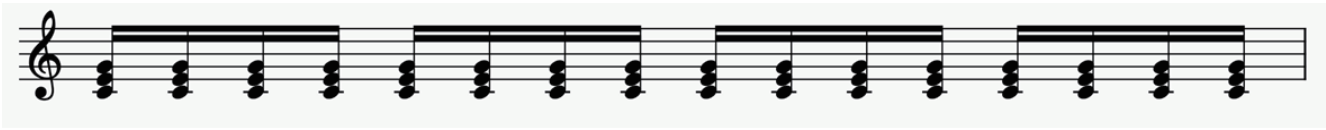
Editing the probability strength (*2)

(ARP PART > Probability > Amount)

This sets how much change is caused by the probability effect.

A 100% setting generates the original arpeggio phrase; and the closer the setting gets to 0%, the fewer the notes that play.
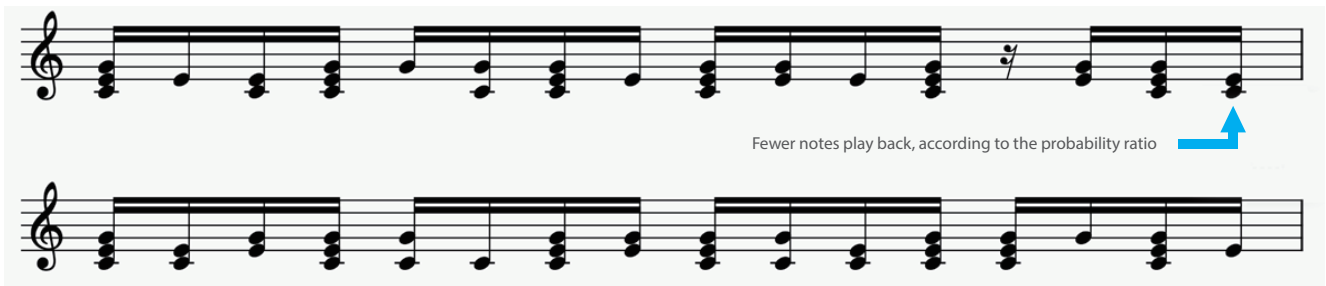
Arpeggio phrases



Probability style (*1)
(The notes corresponding to the steps in the positions marked with a dot always play. The notes corresponding to the steps in the positions marked with a dash either play or not, depending on the probability ratio set in Amount.)



Example of arpeggio phrase with probability applied (*2)
(This example is with the Amount set to 50%. Notes in the positions marked with a dash play only 50% of the time.)



* The phrase that plays back changes each time, based on the probability "Amount" setting.

Using the Step Edit Function

The JUPITER-X lets you edit arpeggio performance data using the TR-REC input method.

What is TR-REC?

TR-REC is a method in which you use the [1]–[16] buttons to specify the timing at which each key plays a note.

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

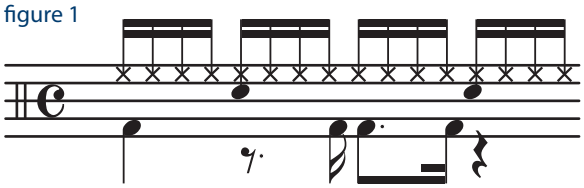
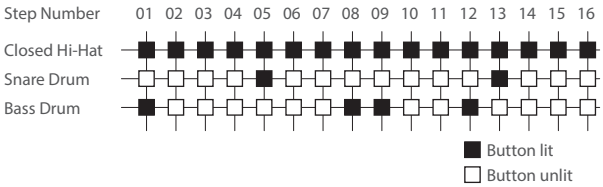


figure 2



When pressing a key of its corresponding note that you want to edit, the [1]–[16] buttons light or go dark to indicate the steps on which that instrument will sound.

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.

Editing Each Step of the Arpeggio Performance (STEP EDIT)

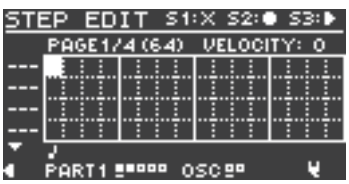
The arpeggio performance is always recorded inside this unit. If you like the performance, you can use the STEP EDIT function to extract and edit it.

The edited pattern can be used as a user pattern for the arpeggiator, or used in your computer as MIDI data.

You can also create a user pattern from a blank state without using recorded data.

1. Press the [STEP EDIT] button.

The arpeggio stops playing, and the STEP EDIT screen appears.



* **An empty STEP EDIT screen appears right after you press the [STEP EDIT] button.**

2. Set the part to edit.

Press the [PART] button and then press the [1]–[5] buttons to select the part that you want to edit (the current part).

3. Press the [MENU] button.

The MENU screen for arpeggio play appears. Here you can configure the basic settings for creating patterns, or copy existing patterns.

SETTING

Configures the basic pattern settings.

Parameter	Explanation
Grid Note	Specifies the note value represented by one grid of the arpeggio.
Grid Length	Specifies the grid length for the arpeggio pattern.
Duration	Specifies the duration that the notes of the arpeggio pattern are sounded, as a proportion of the note length.
Shuffle Rate	Varies the timing of even-numbered beats, creating a shuffle rhythm.
Shuffle Reso	Specifies the note resolution that is the reference for the shuffle setting.
Offset Velo	Shifts the velocity values.
K-Range Lo	Specifies the lower pitch limit that is sounded by the arpeggio.
K-Range Oct	Specifies the number of higher octaves in which the arpeggio is sounded, relative to K-Range Lo.

COPY from I-ARP

Use this to copy the performance data of the arpeggio that was just playing, and to edit this data on the STEP EDIT screen.

* **You can use the [S3] button to preview the data.**

Command	Explanation
Initialize	Clears the step data of all parts.
Current	Loads the current step data.
Latest	Loads the most recently recorded data.
1 time before	Loads the recorded data from one pass before.
2 times before	Loads the recorded data from two passes before.
3 times before	Loads the recorded data from three passes before.
4 times before	Loads the recorded data from four passes before.

* **A "pass" means the length of the arpeggio pattern, set in "Grid Length".**

COPY from SCENE

Copies the performance data you like from a scene for editing in the STEP EDIT screen.

ERASE

Erases the performance data.

4. After making the settings, press the [EXIT] button to return to the STEP EDIT screen.

The changes made on the MENU screen are also applied to the STEP EDIT screen.

5. Edit using the STEP EDIT screen.

The following shows how to use the operations in the STEP EDIT screen.

Using the STEP EDIT operations

Item	Operating the Unit
Move left/right between steps	Press the PAGE [<] [>] buttons.
Move up/down between steps	Press the PAGE [∧] [∨] buttons.
Move between pages	Hold down the [SHIFT] button and press the PAGE [<] [>] buttons.
Specify the note	Press a key
Specify a step and turn the note on	Press a [1]–[16] button * **The velocity value that was set just before is inputted.**
Change the velocity value	Turn the [2] knob.

Item	Operating the Unit
Turn the currently selected note on/off	Press the [ENTER] button.
Enter a tie	Move the cursor to the beginning of the tie, then hold down the [SHIFT] button and press the [1]–[16] button corresponding to the last step of the tie.
Move between parts	Press the [PART] button to select the current part
Edit the grid length	Hold down the [SHIFT] button and turn the [1] knob.
Record a step	When you play the keyboard while the [S2] button is lit, a note is input for each step.
Record in real time	When you play the keyboard during preview playback while the [S2] button is lit, notes are recorded in real time.
Erase all data of the selected note	Hold down a key and press the [S1] button.
Erase all data of the selected step	Hold down a [1]–[16] button and press the [S1] button.
Erase all data from the currently selected part	Press the [S1] button.
Exit step edit and return to the top screen	Press the [EXIT] button.

6. Use the [S3] button to play/stop, and listen to the result.

* **The values specified for the arpeggio are applied to the number of steps and the settings such as grid and shuffle.**

7. If you want to edit these, exit the STEP screen and use the ARP PART EDIT screen.

* **You can use the [TEMPO] knob to change the tempo.**

8. When you finish editing, save the result as a scene.

➡ "Saving a Scene (SCENE)" (p. 48)

If you want to use the data on your computer as MIDI data, use the export function.

➡ "Using the IMPORT/EXPORT Function" (p. 54)

Playing a Pattern You Entered

The data that you edit in STEP EDIT can actually be used for arpeggio performance.

1. **Press the [MENU] button.**
2. **Use the [1] knob to select "EDIT", and then press the [ENTER] button.**
3. **Use the [1] knob to select "ARPEGGIO EDIT", and then press the [ENTER] button.**

   The ARP PART EDIT screen appears.
4. **Use the [1] knob to select "Arp Mode", and set it to "STEP".**

If the Keyboard Does Not Play Sound

Here we explain situations in which playing the keyboard does not produce sound properly even though the KEYBOARD SW is on.

01 When I-ARPEGGIO is on, and "ARP PART EDIT: Switch" is ON or KEYSW

This part is played by the arpeggio, and cannot be played from the keyboard.

To play it from the keyboard, set "ARP PART EDIT: Switch" to "OFF".

How the Keyboard Sw and "ARP PART EDIT: Switch" settings are related

I-ARPEGGIO on (I-ARPEGGIO [ON/OFF] button lit)

ARP PART EDIT Switch		OFF	ON	KEYSW
Keyboard Sw	OFF	OFF Not played from keyboard	ARP Arpeggio performance (not played from keyboard)	OFF Not played from keyboard
	ON	KBD Playable from keyboard	ARP Arpeggio performance (not played from keyboard)	ARP Arpeggio performance (not played from keyboard)

I-ARPEGGIO off (I-ARPEGGIO [ON/OFF] button unlit)

ARP PART EDIT Switch		OFF	ON	KEYSW
Keyboard Sw	OFF	OFF Not played from keyboard	OFF Not played from keyboard	OFF Not played from keyboard
	ON	KBD Playable from keyboard	KBD Playable from keyboard	KBD Playable from keyboard

02 When one of the ASSIGN settings in SCENE COMMON EDIT is PART FADE 1/2

The volume of parts whose Keyboard Sw is on is controlled by the controller that is assigned to PART FADE 1/2, so sound might not be heard depending on the setting of the controller.

If you want to always play the corresponding part from the keyboard, assign all of the SL1, SL2, and Ctrl settings to something other than PART FADE 1/2.

Alternatively, if only one Keyboard Sw is on, the PART FADE effect is disabled, and you can play just the corresponding part.

03 When Part Sw is off

If when the PART button is lit, you hold down the [SHIFT] button and press a [6]–[10] button, the Part Sw turns on/off. If you accidentally turn this off, the corresponding part won't produce sound.

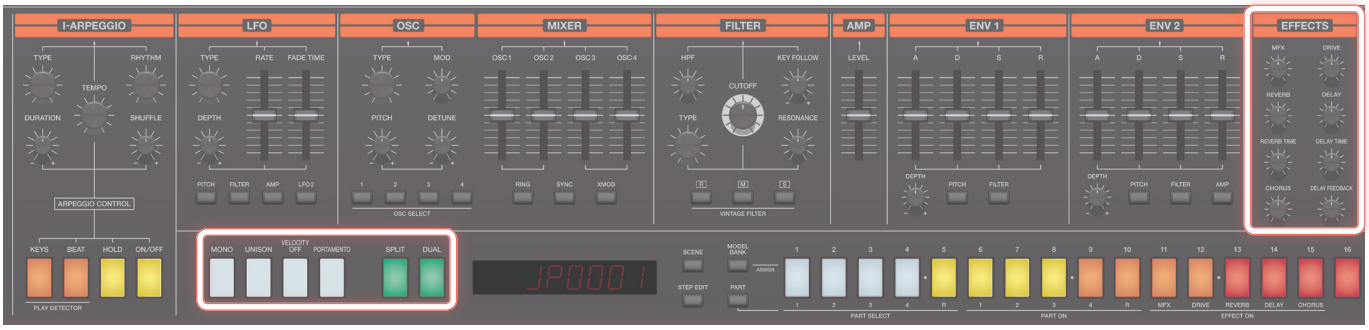
Normally you'll leave all Part Sw settings on.

04 If a volume or similar setting is lowered

In addition to the above situations, the corresponding part will not be heard of one of the volume settings is lowered. Since there are numerous parameters that affect the volume, a simple way to bring back the sound is to clear the settings by switching scenes. In this case, the current scene settings will be lost, so save the scene before you try this.

Editing a Scene (SCENE EDIT)

Effects section



Edit section

* You can use the knobs and buttons to instantly edit the scene even while you perform.

Effects section

[MFX] knob

Adjusts the MFX depth for each part.

The MFX type can be specified by the edit page "TONE MFX" setting.

[DRIVE] knob

Specifies the amount of drive distortion.

MEMO

- **Be aware that the drive depth cannot be specified individually for each part.**
- **To enable drive, set the SCENE PART EDIT "Output" to "DRIVE".**

[REVERB] knob

Adjusts the reverb depth for each part.

[REVERB TIME] knob

Specifies the length of reverb.

[CHORUS] knob

Adjusts the chorus depth for each part.

[DELAY] knob

Adjusts the delay depth for each part.

[DELAY TIME] knob

Adjusts the delay time.

[DELAY FEEDBACK] knob

Adjusts the amount of delay feedback.

Edit section

[MONO] button

If you turn the Mono function on by making this button light, the sound plays monophonically (one note at a time).

[UNISON] button

If you turn the Unison function on by making this button light, slightly pitch-shifted copies of the same tone as the tone are layered to make the sound thicker.

MEMO

The effect depth differs depending on the settings of the selected tone.

[VELOCITY OFF] button

If you turn the Velocity Off function on by making this button light, notes play without being affected by your keyboard playing dynamics.

[PORTAMENTO] button

If you turn the Portamento function on by making this button light, you can make the pitch change gradually between notes.

If you hold down the [SHIFT] button and press the [PORTAMENTO] button, a screen appears where you can adjust the speed of pitch change.

[SPLIT] button

If you turn the Split function on by making this button light, you can perform with the keyboard divided into two regions.

If you hold down this button and play a key, the keyboard is divided into regions at that key.

The Split function turns on/off each time you press the [SPLIT] button.

* **This function can be used to divide the keyboard only when using PART1 and PART2. If you want to divide the keyboard using other parts, refer to "Specifying the Key Range" (p. 19).**

[DUAL] button

If you turn the Dual function on by making this button light, you can play two sounds layered together.

If you hold down the [SHIFT] button and press the [DUAL] button, the left side of the keyboard plays the PART1 sound and the right side of the keyboard plays the PART2 sound.

The Dual function turns on/off each time you press the [DUAL] button.

* **This function can be used to layer sounds only when using PART1 and PART2. If you want to layer the sounds of other parts, turn "KeySw""ON" in SCENE PART EDIT or as described in "Selecting the Parts to Perform" (p. 18).**

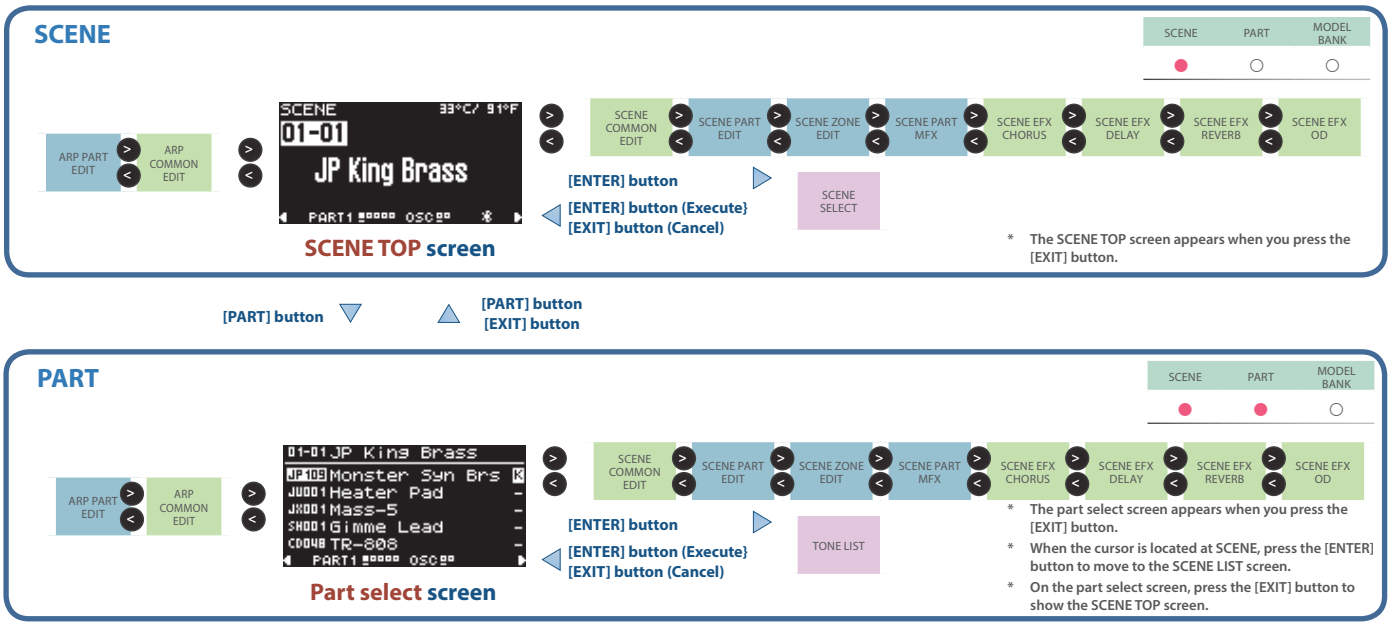
MEMO

The parameters that can be edited using the controllers differ depending on the model of the sound and on the type of edit page that is shown.

For details, refer to "Correspondence Between Controllers and Parameters" (p. 31).

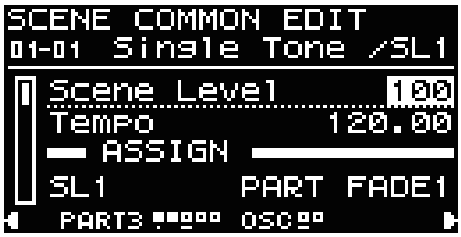
Scene Edit/Part Edit

Detailed settings can be made using the edit pages which you can access from the SCENE TOP screen by using the PAGE [<] [>] buttons.



Scene Edit

The scene edit pages let you make settings that are common to the scene.



1. **Press the [SCENE] button.**
   The scene top screen appears.
2. **Use the PAGE [<] [>] buttons to move to the scene edit page for the item that you want to edit.**
3. **Use the [1] knob to select a parameter, and use the [2] knob to edit the value.**
   For details, refer to "Parameter Guide" (PDF).
4. **If you want to save the settings, write the scene.**
   ➡ "Saving the Scene Settings (SCENE WRITE)" (p. 28)

Common settings related to I-Arpeggio (ARP COMMON EDIT)

These are I-Arpeggio settings that are common to all parts.

You can also specify the rhythm pattern that's used for arpeggio performance, and the keyboard region that is detected by I-Arpeggio.

Basic settings for scenes (SCENE COMMON EDIT)

These are basic settings for scenes.

You can assign functions to controllers, and make settings for the controllers of an external device.

Chorus settings (SCENE EFX CHORUS)

These are settings for the chorus effect that is used in common by all parts.

* **These settings are valid only if the "SYSTEM EFFECT: Cho" source is set to "SCENE".**

➡ "Editing the System Settings (System)" (p. 48)

Delay settings (SCENE EFX DELAY)

These are settings for the delay effect that is used in common by all parts.

* **These settings are valid only if the "SYSTEM EFFECT: Dly" source is set to "SCENE".**

➡ "Editing the System Settings (System)" (p. 48)

Reverb settings (SCENE EFX REVERB)

These are settings for the reverb effect that is used in common by all parts.

* **These settings are valid only if the "SYSTEM EFFECT: Rev" source is set to "SCENE".**

➡ "Editing the System Settings (System)" (p. 48)

Overdrive settings (SCENE EFX OverDrive)

These are settings for the overdrive effect that is used in common by all parts.

* **These settings are valid only for parts whose "SCENE PART EDIT" setting "Output" is set to "DRIVE".**

➡ "Editing a Scene (SCENE EDIT)" (p. 26)

MEMO

One effect such as chorus and delay can be used for each scene, and you can specify its depth for each part.

If you want to use different effects for each part, specify the effects individually from "SCENE PART MFX" or "TONE MFX".

➡ "Effect settings for each part (SCENE PART MFX)" (p. 28)
➡ "Editing a Tone (TONE EDIT)" (p. 29)

Part Edit

Part edit lets you make settings for performance style and controller settings, and for individual effects.

To edit the actual tone that is assigned to a part, use tone edit.

➡ "Editing a Tone (TONE EDIT)" (p. 29)

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

   The SCENE TOP screen appears.

2. **Press the [PART] button to switch to part select mode, and press a [1]–[5] button to select the part that you want to edit.**

   By pressing two or more of the [1]–[5] buttons simultaneously, you can select multiple parts for editing.

MEMO

- If multiple parts are selected, the part that you press first is selected as the current part.
- The display shows the information of the current part.
- Even if you make the identical settings for LFO parameters such as LFO TYPE and LFO RATE when multiple parts are selected, the LFO effect will differ because the start timing differs for each part.

3. **Use the PAGE [<] [>] buttons to move to the part edit page of the item that you want to edit.**
4. **Use the [1] knob to select the parameter and use the [2] knob to change the setting.**

   For details, refer to "Parameter Guide" (PDF).

5. **If you want to save the settings, write the scene.**

   ➡ "Saving the Scene Settings (SCENE WRITE)" (p. 28)

I-Arpeggio settings for each part (ARP PART EDIT)

These are I-Arpeggio settings that are specific to each part.
You can make settings for the expression and notes of the arpeggio performance, and specify the region in which it plays.

Basic settings for each part (SCENE PART EDIT)

These are basic settings for each part.
You can specify how the data received from controllers is handled to make the tone produce sound, and specify how the sound of the tone is output as audio data.

Zone settings for each part (SCENE ZONE EDIT)

For each part, you can specify whether controller information will be received.
You can also specify a fade-out between the keyboard regions that produce sound.

Effect settings for each part (SCENE PART MFX)

These are effect settings for each part.
These are valid if "FllwToneMFX" is "OFF"; if this is "ON", the tone effect is used instead of the part effect.
This is recommended if you want to leave the effect fixed while you switch the tone.

➡ "Editing a Tone (TONE EDIT Screen)" (p. 29)

Saving the Scene Settings (SCENE WRITE)

Scene settings that you edit are lost when you turn off the power or switch to another scene.

By writing the scene, you can save the edited settings.

MEMO

If you use the scene lock function, a warning is displayed when you switch scenes, preventing you from accidentally switching to another scene.

1. Press the [MENU] button.
2. Use the [1] knob to select "SYSTEM", and then press the [ENTER] button.
3. Use the [1] knob to select "GENERAL", and then press the [ENTER] button.
4. Use the [1] knob to select "SCENE LOCK", and use the [2] knob to specify "ON".
5. To save the setting, write the system.

1. **Press the [SCENE] button, and then press the [WRITE] button.**

   The WRITE MENU screen appears.
   If saving is needed, the screen indicates "EDITED".
   If the PART 1–4 tones are indicated as "EDITED", and you want to save the complete sound, save the tones first.

   ➡ "Saving the Tone Settings (TONE WRITE)" (p. 29)

2. **Use the [1] knob to select "SCENE", and then press the [ENTER] button.**
3. **Use the [2] knob to select the save-destination scene, and then press the [ENTER] button.**

   If you want to rename the scene that you're saving, use the PAGE [<] [>] buttons to move the cursor and use the [2] knob to specify the characters.

4. **Press the [ENTER] button.**

   A confirmation message appears.
   If you decide to cancel, press the [EXIT] button.

5. **To execute, press the [ENTER] button.**

Initializing a Scene (SCENE INITIALIZE)

By initializing a scene, you can put the scene settings in their default state.

* **Initializing the scene settings also initializes the tones of PART 1–4 at the same time.**

1. **Press the [SCENE] button, and then press the [WRITE] button.**

   The WRITE MENU screen appears.

   * **You can also display the WRITE MENU screen by holding down the [SHIFT] button and pressing the [ENTER] button.**

2. **Use the [1] knob or [2] knob to select "SCENE INITIALIZE".**

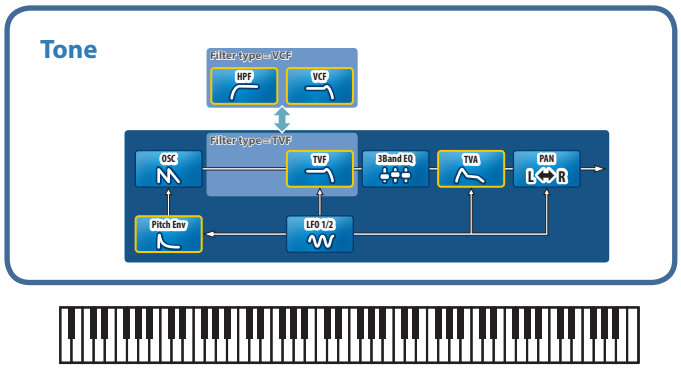
   * **You can also select "SCENE INITIALIZE" by pressing the [ENTER] button while holding down the [SHIFT] button.**

3. **Press the [ENTER] button.**
4. **If you want to save the settings, write the scene.**

   ➡ "Saving the Scene Settings (SCENE WRITE)" (p. 28)

Editing a Tone (TONE EDIT)

In addition to applying effects that modify the sound, the JUPITER-X lets you use a variety of controllers to edit the tone itself.



Pitch information for the key you play is sent to the oscillator, and is output as sound via the mixer, filter, and amp etc.

The change produced by each section can be modified using an LFO or envelope.

Editing a Tone (TONE EDIT Screen)

From the MODEL BANK TOP screen, you can also use the PAGE [<] [>] buttons to move to the pages at the right, and edit the tone from the tone edit pages.

* You can also access the tone edit pages from the MENU screen.

➡ "Accessing the MENU Screen" (p. 47)

1. **Press the [MODEL BANK] button.**

   The MODEL BANK screen appears.

2. **Press one or more of the OSC SELECT [1]–[4] buttons to select the partial(s) that you want to edit.**

   By pressing two or more of the OSC SELECT [1]–[4] buttons simultaneously, you can select multiple partials to edit together.

MEMO

Only some models allow multiple selection.

3. **Use the PAGE [<] [>] buttons to move to the tone edit page of the item that you want to edit.**
4. **Use the [1] knob to select the parameter that you want to edit, and use the [2] knob to edit the value.**

   For details, refer to "Parameter Guide" (PDF).

MEMO

Press the [ENTER] button to view the parameter values as a list.

5. **If you want to save the settings, write the tone.**

➡ "Saving the Tone Settings (TONE WRITE)" (p. 29)

Editing Basic Settings for the Tone (TONE COMMON EDIT)

Here's how to make basic settings for the tone, such as its volume, pitch, and whether various functions are used.

In this page you can edit parameters that are common to all partials.

Editing the Parameters of Each Section (TONE EDIT)

Here you can edit the parameters of each section, such as the oscillator and filter.

Depending on the model, the screens are divided into PARTIAL 1–4.

Editing the Effects (TONE MFX)

You can edit the effects for each tone.

This is valid if the "SCENE PART MFX" parameter "FllwToneMFX" is "ON"; if that parameter is "OFF", the part effect is used instead of the tone effect.

This is recommended if you want to make effect settings individually for each user tone.

➡ "Part Edit" (p. 28)

Duplicating a Partial (PARTIAL COPY)

For models such as "XV-5080" or "RD-PIANO" which allow each partial to be edited, you can copy the parameters of the currently selected partial to another partial.

MEMO

Be aware that an overwrite-saved tone cannot be restored to its previous state.

1. **From the MODEL BANK screen, access the "TONE EDIT" screen.**

➡ "Accessing the MENU Screen" (p. 47)

2. **Press one of the OSC SELECT [1]–[4] buttons to select the copy-source partial.**
3. **While holding down the [SHIFT] button and the [WRITE] button, press one of the OSC SELECT [1]–[4] buttons to select the copy-destination partial.**

   A confirmation message appears.

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

4. **To execute, press the [ENTER] button.**

Saving the Tone Settings (TONE WRITE)

A tone that you create will change if you move a knob or select another tone. It also disappears when you power-off the JUPITER-X. When you've created a tone that you like, you should save it as a user tone.

1. **Press the [SCENE] button, and then press the [WRITE] button.**

   The WRITE MENU screen appears.

2. **Use the [1] knob or the [2] knob to select "PART* TONE" (* is the number of the part that is assigned to the tone that you want to save), and press the [ENTER] button.**
3. **Use the [1] knob or the [2] knob to select the save-destination, and press the [ENTER] button.**

   If you want to rename the tone that you're saving, use the PAGE [<] [>] buttons to move the cursor and use the [2] knob to specify the character.

4. **Press the [ENTER] button.**

   A confirmation message appears.

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

5. **To execute, press the [ENTER] button.**

Initializing a Tone (TONE INITIALIZE)

Here's how to initialize the tone of the current part. The initial state that is specified differs depending on the model that is selected for that part.

1. **Press the [MODEL BANK] button to switch to tone select mode.**
2. **Press the PAGE [∧] button to move the cursor to the model name.**
3. **Turn the [2] knob to select the model that you want to use from its initial state.**
4. **Press the [WRITE] button.**

   The WRITE MENU screen appears.

   * **You can also display the WRITE MENU screen by holding down the [SHIFT] button and pressing the [ENTER] button.**
5. **Use the [1] knob or [2] knob to select "TONE INITIALIZE", and then press the [ENTER] button.**

What Each Section Does

OSC (Oscillator)

This section generates an audio waveform according to the pitch information that is sent from the keyboard. The pitch is determined by how rapidly the waveform repeats. Faster repetition (higher frequency) means higher pitch, and slower repetition (lower frequency) means lower pitch.

By applying an LFO to the OSC section, you can cyclically raise and lower the pitch, producing a vibrato effect.

OSC SELECT

Selects the oscillator(s) that you will edit. By pressing two or more OSC SELECT [1]–[4] buttons simultaneously, you can select multiple oscillators for editing. The OSC units that can be selected vary depending on the model.

By holding down the [SHIFT] button and pressing the OSC SELECT [1]–[4] buttons, you can select the OSC units that produce sound.

TYPE

Selects the oscillator waveform.

MOD

Adjusts the depth of modulation.

Pitch

Adjusts the pitch of the oscillator.

DETUNE

Finely adjusts the pitch of the oscillator.

FILTER

Although the oscillator generates a sound at a specific frequency, this sound contains numerous harmonics.

The filter lets you modify the brightness of the sound by selectively reducing these harmonics or boosting them in the region of the cutoff frequency.

By applying an LFO to the FILTER section, you can cyclically raise or lower the cutoff frequency, producing a wah effect.

HPF

Specifies the cutoff frequency of the high-pass filter.

KEY FOLLOW

Varies the filter's cutoff frequency according to the position of the key.

Higher values of this setting cause the cutoff frequency to increase as you play higher on the keyboard, and lower values cause the cutoff frequency to decrease as you play higher.

CUTOFF

Specifies the cutoff frequency.

TYPE

Specifies the type of filter.

RESONANCE

Specifies the amount by which the region of the filter's cutoff frequency is boosted.

VINTAGE FILTER

Specifies the type of filter if a tone of a vintage-type model is selected.

AMP

The amp section contains parameters that control the volume.

In addition to these parameters, you can also assign a controller to PART FADE and control the volume of two parts simultaneously.

➡ "Parameter Guide" (PDF)

By applying an LFO to the AMP section, you can cyclically raise and lower the volume, producing a tremolo effect.

LFO (Low Frequency Oscillator)

Like the OSC section, the LFO section generates a waveform at a specified frequency. The shape of this waveform controls the section to which the LFO is applied.

MEMO

The LFO waveform can be seen in the MODEL BANK TOP screen.

ENVELOPE

Each time you press a key, a time-based change is applied to the OSC, FILTER, and AMP sections for each individual note.

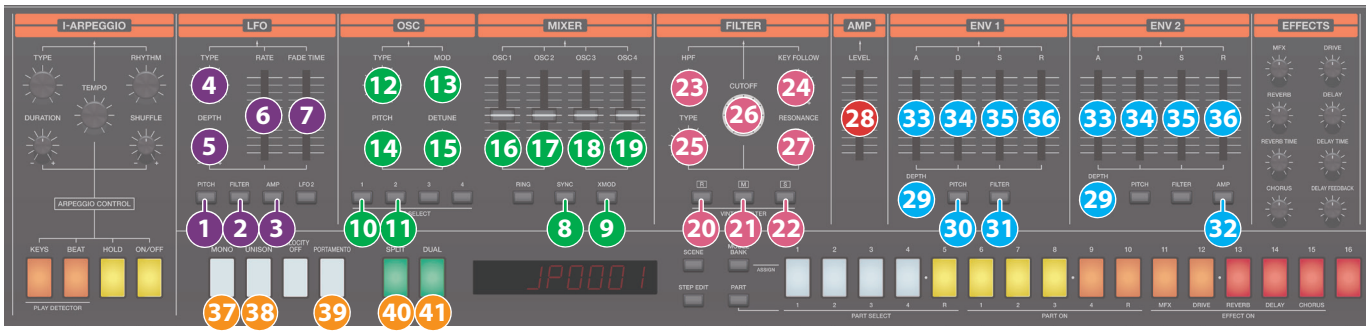
This shape of this time-based change is called the "envelope".

MEMO

The envelope can be seen in the MODEL BANK TOP screen.

Correspondence Between Controllers and Parameters

JUPITER-8



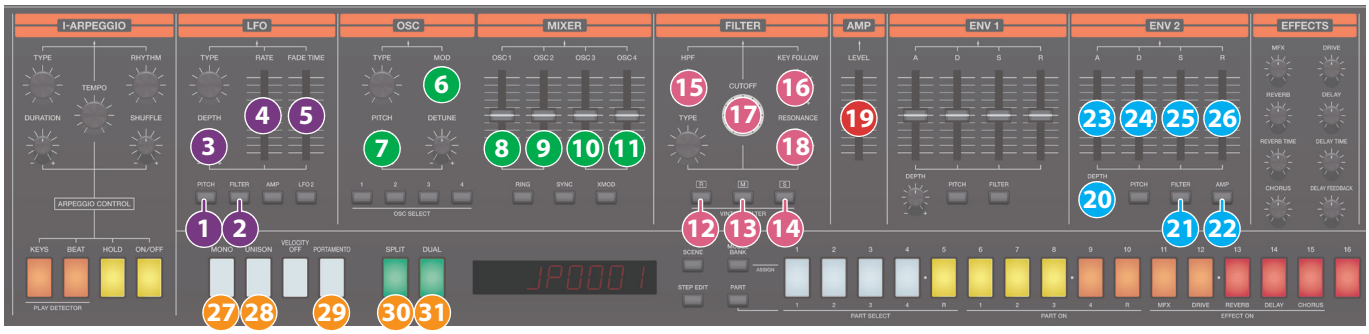
Section	Controller		Parameter	Destination or operation when used with the [SHIFT] button
LFO	1	Pitch	Select PITCH LFO	-
	2	FILTER	Select FILTER-LFO	-
	3	AMP	Select AMP-LFO	-
	4	TYPE	LFO WAVEFORM	**JP8:** LFO WAVEFORM
	5	DEPTH	If "PITCH-LFO" is selected LFO MOD	**JP8:** LFO MOD
			If "FILTER-LFO" is selected FILTER MOD	**JP8:** FILTER MOD
			If "AMP-LFO" is selected AMP MOD-STEP	**JP8:** AMP MOD-STEP
	6	RATE	LFO RATE	**JP8:** LFO RATE
	7	FADE TIME	LFO DELAY TIME	**JP8:** LFO DELAY TIME
OSC	8	SYNC	Select SYNC MOD MODE	**JP8:** SYNC SWITCH
	9	XMOD	Select XMOD MOD MODE	**JP8:** SYNC SWITCH
	10	OSC1 SEL	Select OSC1	
	11	OSC2 SEL	Select OSC2	
	12	TYPE	If "OSC1" is selected OSC1 WAVEFORM	**JP8:** OSC1 WAVEFORM
			If "OSC2" is selected OSC2 WAVEFORM	**JP8:** OSC2 WAVEFORM
	13	MOD	CROSS MOD	**JP8:** CROSS MOD
	14	Pitch	If "OSC1" is selected OSC1 RANGE	**JP8:** OSC1 RANGE
			If "OSC2" is selected OSC2 RANGE	The "TONE EDIT > OSC2 MODE" parameter is "NORMAL". **JP8:** OSC2 RANGE The "TONE EDIT > OSC2 MODE" parameter is "LOW FREQ". **JP8:** LOW FREQ
	15	DETUNE	OSC2 FINE TUNE	**JP8:** OSC2 FINE TUNE
	16	OSC1 LEVEL	OSC1 LEVEL	**JP8:** OSC1 LEVEL
	17	OSC2 LEVEL	OSC2 LEVEL	**JP8:** OSC2 LEVEL
	18	OSC3 LEVEL	PULSE WIDTH MOD	**JP8:** PULSE WIDTH MOD
	19	OSC4 LEVEL	CROSS MOD	**JP8:** CROSS MOD

Section	Controller		Parameter	Destination or operation when used with the [SHIFT] button
FILTER	20	[R]	Change FILTER TYPE	**JP8:** VINTAGE FLT TYPE
	21	[M]	Change FILTER TYPE	**JP8:** VINTAGE FLT TYPE
	22	[S]	Change FILTER TYPE	**JP8:** VINTAGE FLT TYPE
	23	HPF	HPF	**JP8:** HPF
	24	KEY FOLLOW	FLT KEY FOLLOW	**JP8:** FLT KEY FOLLOW
	25	TYPE	FILTER SLOPE	**JP8:** FILTER SLOPE
	26	CUTOFF	CUTOFF	**JP8:** CUTOFF
	27	RESONANCE	RESONANCE	**JP8:** RESONANCE
AMP	28	LEVEL	AMP LEVEL	**JP8:** AMP LEVEL
ENV1/2	29	DEPTH	If "PITCH ENV" is selected PIT ENV DEPTH	**JP8:** PIT ENV DEPTH
			If "FILTER ENV" is selected FLT ENV DEPTH	**JP8:** FLT ENV DEPTH
			If "AMP ENV" is selected Not operable	-
	30	Pitch	Select PITCH ENV	-
	31	FILTER	Select FILTER ENV	-
	32	AMP	Select AMP ENV (always)	-
	33	A	ENV1/2 ATTACK	**JP8:** ENV1/2 ATTACK
	34	D	ENV1/2 DECAY	**JP8:** ENV1/2 DECAY
	35	S	ENV1/2 SUSTAIN	**JP8:** ENV1/2 SUSTAIN
	36	R	ENV1/2 RELEASE	**JP8:** ENV1/2 RELEASE
EDIT	37	MONO	Change KEY MODE	**JP8:** KEY MODE
	38	UNISON	Change KEY MODE	**JP8:** KEY MODE
	39	PORTAMENTO	PORTAMENTO	**JP8:** PORTA TIME
	40	SPLIT	SPLIT	-
	41	DUAL	DUAL	L/R DUAL

* For other parameters, refer to "Parameter Guide" (PDF).

* JP8 parameters are in TONE EDIT.

JUNO-106



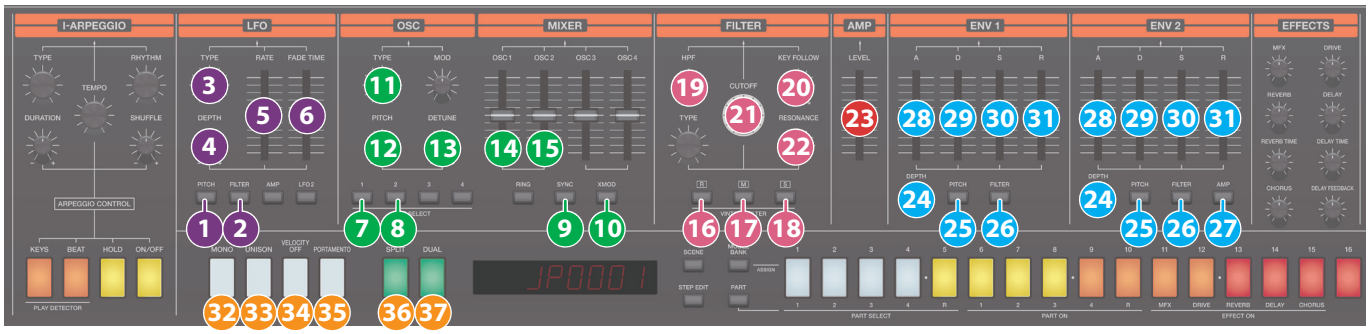
Section	Controller		Parameter	Destination or operation when used with the [SHIFT] button
LFO	1	Pitch	Select PITCH-LFO	-
	2	FILTER	Select FILTER-LFO	-
	3	DEPTH	If "PITCH-LFO" is selected OSC LFO MOD	**JU:** OSC LFO MOD
			If "FILTER-LFO" is selected FILTER MOD	**JU:** FILTER MOD
	4	RATE	LFO RATE	**JU:** LFO RATE
	5	FADE TIME	LFO DELAY TIME	**JU:** LFO DELAY TIME
OSC	6	MOD	PULSE WIDTH	**JU:** PULSE WIDTH MOD
	7	Pitch	OSC RANGE	**JU:** OSC RANGE
	8	OSC1 LEVEL	PW SWITCH ON/OFF	**JU:** PW SWITCH
	9	OSC2 LEVEL	PW SWITCH ON/OFF	**JU:** SAW SWITCH
	10	OSC3 LEVEL	SUB OSC LEVEL	**JU:** SUB LEVEL
	11	OSC4 LEVEL	NOISE LEVEL	**JU:** NOISE LEVEL
FILTER	12	[R]	Change FILTER TYPE	**JU:** VINTAGE FLT TYPE
	13	[M]	Change FILTER TYPE	**JU:** VINTAGE FLT TYPE
	14	[S]	Change FILTER TYPE	**JU:** VINTAGE FLT TYPE
	15	HPF	HPF-STEP	**JU:** HPF-STEP
	16	KEY FOLLOW	FLT KEY FOLLOW	**JU:** FLT KEY FOLLOW
	17	CUTOFF	CUTOFF	**JU:** CUTOFF
	18	RESONANCE	RESONANCE	**JU:** RESONANCE
AMP	19	LEVEL	AMP LEVEL	**JU:** AMP LEVEL
ENV2	20	DEPTH	FLT ENV DEPTH	**JU:** FLT ENV DEPTH
	21	FILTER	Select G-AMP	**JU:** AMP ENV SEL
	22	AMP	Select ENV F&A	**JU:** AMP ENV SEL
	23	A	ENV ATTACK	**JU:** ENV ATTACK
	24	D	ENV DECAY	**JU:** ENV DECAY
	25	S	ENV SUSTAIN	**JU:** ENV SUSTAIN
	26	R	ENV RELEASE	**JU:** ENV RELEASE

Section	Controller		Parameter	Destination or operation when used with the [SHIFT] button
EDIT	27	MONO	Change KEY MODE	**JU:** KEY MODE
	28	UNISON	Change KEY MODE	**JU:** KEY MODE
	29	PORTAMENTO	PORTAMENTO	**JU:** PORTA TIME
	30	SPLIT	SPLIT	-
	31	DUAL	DUAL	L/R DUAL

* For other parameters, refer to "Parameter Guide" (PDF).

* JU parameters are in TONE EDIT.

JX-8P



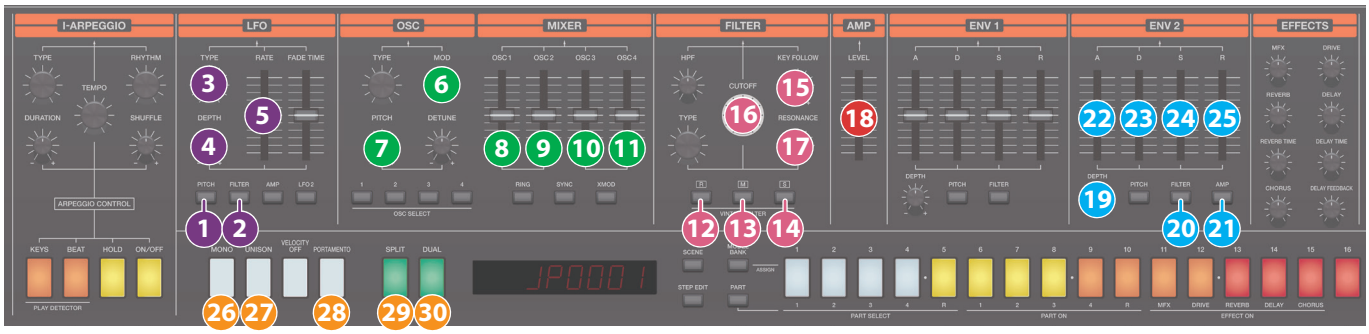
Section	Controller		Parameter	Destination or operation when used with the [SHIFT] button
LFO	1	Pitch	Select PITCH-LFO	-
	2	FILTER	Select FILTER-LFO	-
	3	TYPE	LFO WAVEFORM	**JX8P:** LFO WAVEFORM
	4	DEPTH	If "PITCH-LFO" is selected OSC LFO MOD	If "OSC1" is selected **JX8P:** OSC1 LFO MOD If "OSC2" is selected **JX8P:** OSC2 LFO MOD
			If "FILTER-LFO" is selected FILTER MOD	**JX8P:** FILTER MOD
	5	RATE	LFO RATE	**JX8P:** LFO RATE
	6	FADE TIME	LFO DELAY TIME	**JX8P:** LFO DELAY TIME
OSC	7	OSC1 SEL	Select OSC1	-
	8	OSC2 SEL	Select OSC2	-
	9	SYNC	SYNC MOD MODE ON/OFF	**JX8P:** OSC2 MOD MODE
	10	XMOD	XMOD MOD MODE ON/OFF	**JX8P:** OSC2 MOD MODE
	11	TYPE	If "OSC1" is selected OSC1 WAVEFORM	**JX8P:** OSC1 WAVEFORM
			If "OSC2" is selected OSC2 WAVEFORM	**JX8P:** OSC2 WAVEFORM
	12	Pitch	If "OSC1" is selected OSC1 TUNE	**JX8P:** OSC1 TUNE
			If "OSC2" is selected OSC2 TUNE	**JX8P:** OSC2 TUNE
	13	DETUNE	OSC2 FINE TUNE	**JX8P:** OSC2 FINE TUNE
	14	OSC1 LEVEL	OSC1 LEVEL	**JX8P:** OSC1 LEVEL
	15	OSC2 LEVEL	OSC2 LEVEL	**JX8P:** OSC2 LEVEL
FILTER	16	[R]	Change FILTER TYPE	**JX8P:** VINTAGE FLT TYPE
	17	[M]	Change FILTER TYPE	**JX8P:** VINTAGE FLT TYPE
	18	[S]	Change FILTER TYPE	**JX8P:** VINTAGE FLT TYPE
	19	HPF	HPF-STEP	**JX8P:** HPF-STEP
	20	KEY FOLLOW	FLT KEY FOLLOW	**JX8P:** FLT KEY FOLLOW
	21	CUTOFF	CUTOFF	**JX8P:** CUTOFF
	22	RESONANCE	RESONANCE	**JX8P:** RESONANCE
AMP	23	LEVEL	AMP LEVEL	**JX8P:** AMP LEVEL

Section	Controller		Parameter	Destination or operation when used with the [SHIFT] button
ENV1/2	24	DEPTH	If "PITCH ENV" is selected If "OSC1" is selected OSC1 PIT ENV	**JX8P:** OSC1 PIT ENV
			If "PITCH ENV" is selected If "OSC2" is selected OSC2 PIT ENV	**JX8P:** OSC2 PIT ENV
			If "FILTER ENV" is selected FLT ENV DEPTH	**JX8P:** FLT ENV DEPTH
			If "AMP ENV" is selected Not operable	-
	25	Pitch	JX8P: For the ENV specified in OSC ENV MODE Select PITCH ENV	-
	26	FILTER	JX8P: For the ENV specified in FILTER ENV MODE Select FILTER ENV	-
	27	AMP	Select AMP ENV (always)	-
	28	A	ENV1/2 ATTACK	**JX8P:** ENV1/2 ATTACK
	29	D	ENV1/2 DECAY	**JX8P:** ENV1/2 DECAY
	30	S	ENV1/2 SUSTAIN	**JX8P:** ENV1/2 SUSTAIN
	31	R	ENV1/2 RELEASE	**JX8P:** ENV1/2 RELEASE
EDIT	32	MONO	Change KEY MODE	**JX8P:** KEY MODE
	33	UNISON	Change KEY MODE	**JX8P:** KEY MODE
	34	VELOCITY OFF	VELOCITY OFF	SCENE PART EDIT > KBD Velo
	35	PORTAMENTO	PORTAMENTO	**JX8P:** PORTA TIME
	36	SPLIT	SPLIT	-
	37	DUAL	DUAL	L/R DUAL

* For other parameters, refer to "Parameter Guide" (PDF).

* JX8P parameters are in TONE EDIT.

SH-101



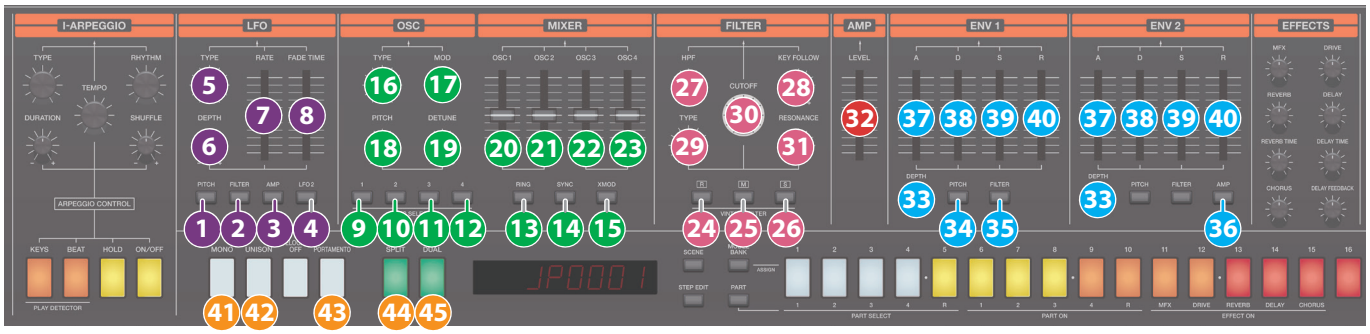
Section	Controller		Parameter	Destination or operation when used with the [SHIFT] button
LFO	1	Pitch	Select PITCH-LFO	-
	2	FILTER	Select FILTER-LFO	-
	3	TYPE	LFO WAVEFORM	**SH:** LFO WAVEFORM
	4	DEPTH	If "PITCH-LFO" is selected OSC LFO MOD	**SH:** OSC LFO MOD
			If "FILTER-LFO" is selected FILTER MOD	**SH:** FILTER MOD
	5	RATE	LFO RATE	**SH:** LFO RATE
OSC	6	MOD	PULSE WIDTH MOD	**SH:** PULSE WIDTH MOD
	7	Pitch	OSC RANGE	**SH:** OSC RANGE
	8	OSC1 LEVEL	PW LEVEL	**SH:** PW LEVEL
	9	OSC2 LEVEL	SAW LEVEL	**SH:** SAW LEVEL
	10	OSC3 LEVEL	SUB OSC LEVEL	**SH:** SUB OSC LEVEL
	11	OSC4 LEVEL	NOISE LEVEL	**SH:** NOISE LEVEL
FILTER	12	[R]	Change FILTER TYPE	**SH:** VINTAGE FLT TYPE
	13	[M]	Change FILTER TYPE	**SH:** VINTAGE FLT TYPE
	14	[S]	Change FILTER TYPE	**SH:** VINTAGE FLT TYPE
	15	KEY FOLLOW	FLT KEY FOLLOW	**SH:** FLT KEY FOLLOW
	16	CUTOFF	CUTOFF	**SH:** CUTOFF
	17	RESONANCE	RESONANCE	**SH:** RESONANCE
AMP	18	LEVEL	AMP LEVEL	**SH:** AMP LEVEL
ENV2	19	DEPTH	FLT ENV DEPTH	**SH:** FLT ENV DEPTH
	20	FILTER	Select G-AMP	**SH:** AMP ENV SEL
	21	AMP	Select ENV F&A	**SH:** AMP ENV SEL
	22	A	ENV ATTACK	**SH:** ENV ATTACK
	23	D	ENV DECAY	**SH:** ENV DECAY
	24	S	ENV SUSTAIN	**SH:** ENV SUSTAIN
	25	R	ENV RELEASE	**SH:** ENV RELEASE

Section	Controller		Parameter	Destination or operation when used with the [SHIFT] button
EDIT	26	MONO	Change KEY MODE	**SH:** KEY MODE
	27	UNISON	Change KEY MODE	**SH:** KEY MODE
	28	PORTAMENTO	PORTAMENTO	**SH:** PORTA TIME
	29	SPLIT	SPLIT	-
	30	DUAL	DUAL	L/R DUAL

* For other parameters, refer to "Parameter Guide" (PDF).

* SH parameters are in TONE EDIT.

JUPITER-X



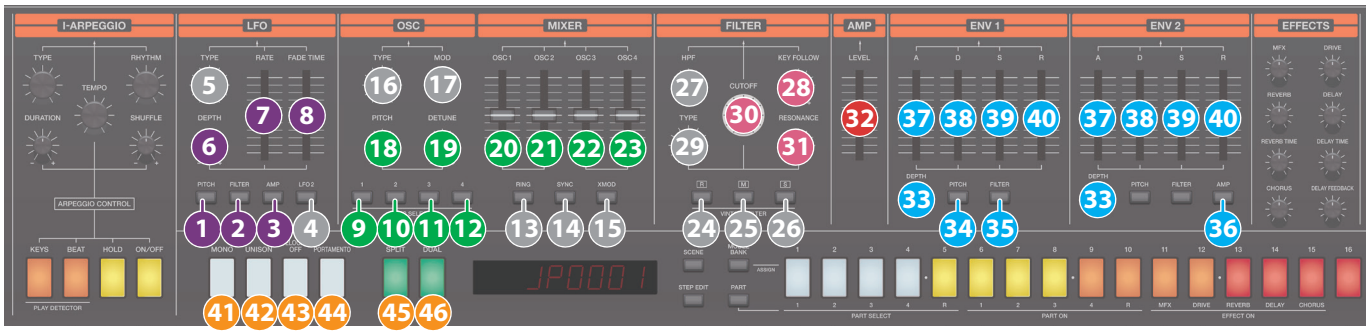
Section	Controller		Parameter	Destination or operation when used with the [SHIFT] button (*1)
LFO	1	PITCH	Select PITCH-LFO	-
	2	FILTER	Select FILTER-LFO	-
	3	AMP	Select AMP-LFO	-
	4	LFO2	Select LFO2	-
	5	TYPE	LFO1/2 WAVE	**JPX:** LFO1/2 WAVE
	6	DEPTH	If "PITCH-LFO" is selected LFO1/2 PCH DEPTH	**JPX:** LFO1/2 PCH DEPTH
			If "FILTER-LFO" is selected LFO1/2 FLT DEPTH	**JPX:** LFO1/2 FLT DEPTH
			If "AMP-LFO" is selected LFO1/2 AMP DEPTH	**JPX:** LFO1/2 AMP DEPTH
	7	RATE	LFO1/2 RATE	**JPX:** LFO1/2 RATE
	8	FADE TIME	LFO1/2 DLY TIME	**JPX:** LFO1/2 DLY TIME

Section	Controller		Parameter	Destination or operation when used with the [SHIFT] button (*1)
OSC	9	OSC1 SEL	Select OSC1	TONE EDIT OSC > OSC1
	10	OSC2 SEL	Select OSC2	TONE EDIT OSC > OSC2
	11	OSC3 SEL	Select OSC3	TONE EDIT OSC > OSC3
	12	OSC4 SEL	Select OSC4	TONE EDIT OSC > OSC4
	13	RING	Select RING MOD MODE	If OSC 1 or 2 is selected **JPX:** OSC1-2 MODE If OSC 3 or 4 is selected **JPX:** OSC3-4 MODE
	14	SYNC	Select SYNC MOD MODE	
	15	XMOD	Select XMOD MOD MODE	
	16	TYPE	OSC1/2/3/4 WAVE	
	17	MOD	If "MOD" is not selected OSC1/2/3/4 PW	**JPX:** OSC1/2/3/4 PW
			When "RING", "SYNC" or "XMOD" is selected OSC1-2/3-4 XMOD	**JPX:** OSC1-2/3-4 XMOD
	18	PITCH	OSC1/2/3/4 COARSE	**JPX:** OSC1/2/3/4 COARSE
	19	DETUNE	OSC1/2/3/4 FINE TUNE	**JPX:** OSC1/2/3/4 FINE TUNE
	20	OSC1 LEVEL	When using the OSC1 LEVEL [MODEL BANK] button OSC1 PAN	**JPX:** OSC1 LEVEL
	21	OSC2 LEVEL	When using the OSC2 LEVEL [MODEL BANK] button OSC2 PAN	**JPX:** OSC2 LEVEL
	22	OSC3 LEVEL	When using the OSC3 LEVEL [MODEL BANK] button OSC3 PAN	**JPX:** OSC3 LEVEL
	23	OSC4 LEVEL	When using the OSC4 LEVEL [MODEL BANK] button OSC4 PAN	**JPX:** OSC4 LEVEL
FILTER	24	[R]	Change FILTER TYPE	**JPX:** FILTER TYPE
	25	[M]	Change FILTER TYPE	**JPX:** FILTER TYPE
	26	[S]	Change FILTER TYPE	**JPX:** FILTER TYPE
	27	HPF	HPF CUTOFF	**JPX:** HPF CUTOFF
	28	KEY FOLLOW	FILTER KEY FLW	**JPX:** FILTER KEY FLW
	29	TYPE	FILTER SLOPE	**JPX:** FILTER SLOPE
	30	CUTOFF	FILTER FREQ	**JPX:** FILTER FREQ
	31	RESONANCE	FILTER RESONANCE	**JPX:** FILTER RESO
AMP	32	LEVEL	AMP LEVEL	**JPX:** AMP LEVEL

Section	Controller		Parameter	Destination or operation when used with the [SHIFT] button (*1)
ENV1/2	33	DEPTH	If "PITCH ENV" is selected PENV1/2 DEPTH	JPX: PENV1/2 DEPTH
			If "FILTER ENV" is selected FENV1/2 DEPTH	JPX: FENV1/2 DEPTH
			If "AMP ENV" is selected Not operable	-
	34	PITCH (*1)	Select PITCH ENV	-
	35	FILTER (*1)	Select FILTER ENV	-
	36	AMP	Select AMP ENV	-
	37	A	If "PITCH ENV" is selected PENV1/2 ATTACK	JPX: PENV1/2 ATTACK
			If "FILTER ENV" is selected FENV1/2 ATTACK	JPX: FENV1/2 ATTACK
			If "AMP ENV" is selected AENV ATTACK	JPX: AENV ATTACK
	38	D	If "PITCH" is selected PENV1/2 DECAY	JPX: PENV1/2 DECAY
			If "FILTER ENV" is selected FENV1/2 DECAY	JPX: FENV1/2 DECAY
			If "AMP ENV" is selected AENV DECAY	JPX: AENV DECAY
	39	S	If "PITCH" is selected PENV1/2 SUSTAIN	JPX: PENV1/2 SUSTAIN
			If "FILTER ENV" is selected FENV1/2 SUSTAIN	JPX: FENV1/2 SUSTAIN
			If "AMP ENV" is selected AENV SUSTAIN	JPX: AENV SUSTAIN
	40	R	If "PITCH" is selected PENV1/2 RELEASE	JPX: PENV1/2 RELEASE
			If "FILTER ENV" is selected FENV1/2 RELEASE	JPX: FENV1/2 RELEASE
			If "AMP ENV" is selected AENV RELEASE	JPX: AENV RELEASE
EDIT	41	MONO	Change KEY MODE	JPX: Change KEY MODE
	42	UNISON	Change KEY MODE	JPX: Change KEY MODE
	43	PORTAMENTO	PORTAMENTO	JPX: PORTA TIME
	44	SPLIT	SPLIT	-
	45	DUAL	DUAL	L/R DUAL

* 1 You can set PENV/FENV 1&2 LINK to "On" by pressing the ENV2 [PITCH]/[FILTER] button while holding down the ENV1 [PITCH]/[FILTER] button. Press the ENV2 [PITCH] and [FILTER] buttons to cancel the link.
* For other parameters, refer to "Parameter Guide" (PDF).

XV-5080, RD-PIANO, and Other Tones (When the [SCENE] Button Is Lit)



Section	Controller		Parameter	Destination or operation when used with the [SHIFT] button
LFO	1	Pitch	Select PITCH-LFO (*1)	-
	2	FILTER	Select FILTER-LFO (*1, *2)	-
	3	AMP	Select AMP-LFO (*1, *2)	-
	6	DEPTH	If "PITCH-LFO" is selected Pit LFO Dep	SCENE PART EDIT > Pit LFO Dep
			If "FILTER-LFO" is selected Flt LFO Dep	SCENE PART EDIT > Flt LFO Dep
			If "AMP-LFO" is selected Amp LFO Dep	SCENE PART EDIT > Amp LFO Dep
	7	RATE	Vib Rate	SCENE PART EDIT > Vib Rate
	8	FADE TIME	Vib Delay	SCENE PART EDIT > Vib Delay
OSC	9	OSC1 SEL	Select PARTIAL1 (*3)	TONE EDIT PARTIAL1
	10	OSC2 SEL	Select PARTIAL2 (*3)	TONE EDIT PARTIAL2
	11	OSC3 SEL	Select PARTIAL3 (*3)	TONE EDIT PARTIAL3
	12	OSC4 SEL	Select PARTIAL4 (*3)	TONE EDIT PARTIAL4
	18	Pitch	Coarse Tune	SCENE PART EDIT > Coarse Tune
	19	DETUNE	Fine Tune	SCENE PART EDIT > Fine Tune
	20	OSC1 LEVEL	PARTIAL1 LEVEL	TONE EDIT PARTIAL1 > Level
	21	OSC2 LEVEL	PARTIAL2 LEVEL	TONE EDIT PARTIAL2 > Level
	22	OSC3 LEVEL	PARTIAL3 LEVEL	TONE EDIT PARTIAL3 > Level
	23	OSC4 LEVEL	PARTIAL4 LEVEL	TONE EDIT PARTIAL4 > Level
FILTER	28	KEY FOLLOW	Flt KeyFllw (*4)	SCENE PART EDIT > Flt KeyFllw
	30	CUTOFF	Cutoff	SCENE PART EDIT > Cutoff
	31	RESONANCE	Resonance	SCENE PART EDIT > Resonance
AMP	32	LEVEL	If "Part1–4" is selected Level	TONE COMMON EDIT > Level
			If "PART R" is selected Part Level	SCENE PART EDIT > Part Level
			For VOCODER Level	SCENE PART EDIT > Part Level

Section	Controller		Parameter	Destination or operation when used with the [SHIFT] button
ENV1/2	33	DEPTH	If "PITCH ENV" is selected Pit ENV Depth	SCENE PART EDIT > Pit ENV Depth
			If "FILTER ENV" is selected Flt ENV Depth	SCENE PART EDIT > Flt ENV Depth
			If "AMP ENV" is selected Not operable	-
	34	Pitch	Select PITCH ENV (* ENV1 only)	-
	35	FILTER	Select FILTER ENV (* ENV1 only)	-
	36	AMP	Select AMP ENV (always)	-
	37	A	If "PITCH ENV" is selected Pit Attack	SCENE PART EDIT > Pit Attack
			If "FILTER ENV" is selected Flt Attack	SCENE PART EDIT > Flt Attack
			If "AMP ENV" is selected Amp Attack	SCENE PART EDIT > Amp Attack
	38	D	If "PITCH" is selected Pit Decay	SCENE PART EDIT > Pit Decay
			If "FILTER ENV" is selected Flt Decay	SCENE PART EDIT > Flt Decay
			If "AMP ENV" is selected Amp Decay	SCENE PART EDIT > Amp Decay
	39	S	If "PITCH" is selected Pit Sustain	SCENE PART EDIT > Pit Sustain
			If "FILTER ENV" is selected Flt Sustain	SCENE PART EDIT > Flt Sustain
			If "AMP ENV" is selected Amp Sustain	SCENE PART EDIT > Amp Sustain
	40	R	If "PITCH" is selected Pit Release	SCENE PART EDIT > Pit Release
			If "FILTER ENV" is selected Flt Release	SCENE PART EDIT > Flt Release
			If "AMP ENV" is selected Amp Release	SCENE PART EDIT > Amp Release

Section	Controller		Parameter	Destination or operation when used with the [SHIFT] button
EDIT	41	MONO	MONO	TONE COMMON EDIT > Mono Poly
			For VOCODER MONO	SCENE PART EDIT > Mono/Poly
	42	UNISON	UNISON	TONE COMMON EDIT > Unison Sw
			For VOCODER UNISON	SCENE PART EDIT > Unison Sw
	43	VELOCITY OFF	KBD Velo	SCENE PART EDIT > KBD Velo
	44	PORTAMENTO	PORTAMENTO	TONE COMMON EDIT > PORTA TIME
	45	SPLIT	SPLIT	-
	46	DUAL	DUAL	L/R DUAL

* 1 The priority order for LFO type is PITCH > FILTER > AMP.
* 2 Invalid when VOCODER or RD-PIANO is selected.
* 3 Invalid when VOCODER is selected.
* 4 Invalid when VOCODER or RD-PIANO is selected.
* For other parameters, refer to "Parameter Guide" (PDF).

XV-5080, RD-PIANO, and Other Tones (When the [MODEL BANK] Button Is Lit)

Section	Controller	Parameter	Destination or operation when used with the [SHIFT] button
LFO	1 Pitch	Select PITCH-LFO (*1)	-
	2 FILTER	Select FILTER-LFO (*1)	-
	3 AMP	Select AMP-LFO (*1)	-
	4 LFO2	Select LFO2 (*2)	-
	5 TYPE	L1/2 Waveform	TONE EDIT > L1/2 Waveform
	6 DEPTH	If "PITCH-LFO" is selected L1/2 Pit Depth	TONE EDIT > L1/2 Pit Depth
		If "FILTER-LFO" is selected L1/2 Flt Depth	TONE EDIT > L1/2 Flt Depth
		If "AMP-LFO" is selected L1/2 Amp Depth	TONE EDIT > L1/2 Amp Depth
	7 RATE	L1/2 Rate	TONE EDIT > L1/2 Rate
	8 FADE TIME	L1/2 Fade Time	TONE EDIT > L1/2 Fade Time
OSC	9 OSC1 SEL	Select PARTIAL1	PARTIAL1 Sw ON/OFF
	10 OSC2 SEL	Select PARTIAL2	PARTIAL2 Sw ON/OFF
	11 OSC3 SEL	Select PARTIAL3	PARTIAL3 Sw ON/OFF
	12 OSC4 SEL	Select PARTIAL4	PARTIAL4 Sw ON/OFF
	13 RING	Select RING MOD MODE	TONE COMMON EDIT > Struct12/34
	14 SYNC	Select SYNC MOD MODE	TONE COMMON EDIT > Struct12/34
	15 XMOD	Select XMOD MOD MODE	TONE COMMON EDIT > Struct12/34
	16 TYPE	Simultaneously change OSC Type / Wav Form	TONE EDIT > Wav Form
	17 MOD	If "MOD" is not selected Pulse Width	TONE EDIT > Pulse Width
		If "RING" is selected Ring OSC2/4 Lv	TONE COMMON EDIT > Ring OSC2/4 Lv
		If "SYNC" is selected Pulse Width	TONE EDIT > Pulse Width
		If "XMOD" is selected XMd12 Dpth	TONE COMMON EDIT > XMd12 Dpth
	18 Pitch	Coarse Tune	TONE EDIT > Coarse Tune
	19 DETUNE	Fine Tune	TONE EDIT > Fine Tune
	20 OSC1 LEVEL	PARTIAL1 LEVEL	TONE EDIT PARTIAL1 > Level
	21 OSC2 LEVEL	PARTIAL2 LEVEL	TONE EDIT PARTIAL2 > Level
	22 OSC3 LEVEL	PARTIAL3 LEVEL	TONE EDIT PARTIAL3 > Level
	23 OSC4 LEVEL	PARTIAL4 LEVEL	TONE EDIT PARTIAL4 > Level
FILTER	24 [R]	Change VCF TYPE	TONE EDIT > VCF Type
	25 [M]	Change VCF TYPE	TONE EDIT > VCF Type
	26 [S]	Change VCF TYPE	TONE EDIT > VCF Type
	27 HPF	HPF Cutoff	TONE EDIT > HPF Cutoff
	28 KEY FOLLOW	Cutoff KeyFllw (*3)	TONE EDIT > Cutoff KeyFllw
	29 TYPE	Simultaneously change TVF Type / Filter Type / Flt Slope / VCF Type	TONE EDIT > VCF Type
FILTER	30 CUTOFF	Cutoff	TONE EDIT > Cutoff
	31 RESONANCE	Resonance	TONE EDIT > Resonance
AMP	32 LEVEL	If "Part1–4" is selected Level	TONE COMMON EDIT > Level
		If "PART R" is selected Part Level	SCENE PART EDIT > Part Level
		For VOCODER Level	SCENE PART EDIT > Part Level
ENV1/2	33 DEPTH	If "PITCH ENV" is selected Pit Depth	TONE EDIT > Pit Depth
		If "FILTER ENV" is selected Filtr Depth	TONE EDIT > Filtr Depth
		If "AMP ENV" is selected Not operable	-
	34 Pitch	Select PITCH ENV	-
	35 FILTER	Select FILTER ENV	-
	36 AMP	Select AMP ENV (always)	-
	37 A	If "PITCH ENV" is selected Pit Time1	TONE EDIT > Pit Time1
		If "FILTER ENV" is selected Filtr Time1	TONE EDIT > Filtr Time1
		If "AMP ENV" is selected Amp Time1	TONE EDIT > Amp Time1
	38 D	If "PITCH" is selected Pit Time3	TONE EDIT > Pit Time3
		If "FILTER ENV" is selected Filtr Time3	TONE EDIT > Filtr Time3
		If "AMP ENV" is selected Amp Time3	TONE EDIT > Amp Time3
	39 S	If "PITCH" is selected Pit Lv3	TONE EDIT > Pit Lv3
		If "FILTER ENV" is selected Filtr Lv3	TONE EDIT > Filtr Lv3
		If "AMP ENV" is selected Amp Lv3	TONE EDIT > Amp Lv3
	40 R	If "PITCH" is selected Pit Time4	TONE EDIT > Pit Time4
		If "FILTER ENV" is selected Filtr Time4	TONE EDIT > Filtr Time4
		If "AMP ENV" is selected Amp Time4	TONE EDIT > Amp Time4
EDIT	41 MONO	MONO	TONE COMMON EDIT > Mono Poly
		For VOCODER MONO	SCENE PART EDIT > Mono/Poly
	42 UNISON	UNISON	TONE COMMON EDIT > Unison Sw
		For VOCODER UNISON	SCENE PART EDIT > Unison Sw
	43 VELOCITY OFF	VELOCITY OFF	SCENE PART EDIT > KBD Velo
	44 PORTAMENTO	PORTAMENTO	TONE COMMON EDIT > PORTA TIME
	45 SPLIT	SPLIT	-
	46 DUAL	DUAL	L/R DUAL

* 1 The priority order for LFO type is PITCH > FILTER > AMP.
* 2 Invalid when VOCODER or RD-PIANO is selected.
* 3 Valid only for VOCODER or RD-PIANO is selected.
* For other parameters, refer to "Parameter Guide" (PDF).

Controllers Common to All Models



Section	Controller		Parameter	Destination or operation when used with the [SHIFT] button
CTRL	1	VOLUME	VOLUME	-
	2	WHEEL1	Assigned function (*2)	SCENE COMMON EDIT > WHEEL1
	3	WHEEL2	Assigned function (*2)	SCENE COMMON EDIT > WHEEL2
	4	SL1	Assigned function (*2)	SCENE COMMON EDIT > SL1
	5	SL2	Assigned function (*2)	SCENE COMMON EDIT > SL2
	6	S1	Assigned function (*2)	SCENE COMMON EDIT > S1
	7	S2	Assigned function (*2)	SCENE COMMON EDIT > S2
	8	S3	Assigned function (*2)	SCENE COMMON EDIT > S3
I-ARP	9	TYPE	Type	ARP COMMON EDIT > Type
	10	TEMPO	The "TEMPO/SYNC > Tempo Src" parameter is "SCENE".	SCENE COMMON EDIT > Tempo
			The "TEMPO/SYNC > Tempo Src" parameter is "SYS".	SYSTEM ARP/TEMPO > Tempo
	11	RHYTHM	Rytm	ARP COMMON EDIT > Rytm
	12	DURATION	G-Duration	ARP COMMON EDIT > G-Duration
	13	SHUFFLE	G-Shuffle	ARP COMMON EDIT > G-Shuffle
EFFECTS	14	MFX	Assign Parameters (*3)	The "SCENE PART MFX > FllwToneMFX" parameter is "ON". Parameter corresponding to "TONE MFX" (*2)
				The "SCENE PART MFX > FllwToneMFX" parameter is "OFF". Parameter corresponding to "SCENE PART MFX" (*2)
	15	REVERB	The "SCENE PART EDIT > Output" parameter is "THRU". Rev Send	SCENE PART EDIT > Rev Send
			The "SCENE PART EDIT > Output" parameter is "DRIVE". Ren Send Lev	**SCENE EFFECT:** OD > Rev Send Lev
	16	REVERB TIME	The "SYSTEM EFFECT: Rev > Source" parameter is "SYS". Time	**SYSTEM EFFECT:** Rev > Time
			The "SYSTEM EFFECT: Rev > Source" parameter is "SCENE". Time	**SCENE EFFECT:** Rev > Time
	17	CHORUS	The "SCENE PART EDIT > Output" parameter is "THRU". Cho Send	SCENE PART EDIT > Cho Send
			The "SCENE PART EDIT > Output" parameter is "DRIVE". Cho Send Lev	**SCENE EFFECT:** OD > Cho Send Lev

Section	Controller		Parameter	Destination or operation when used with the [SHIFT] button
EFFECTS	18	DRIVE	Drive	**SCENE EFFECT:** OD > Drive
	19	DELAY	The "SCENE PART EDIT > Output" parameter is "THRU". Dly Send	SCENE PART EDIT > Dly Send
			The "SCENE PART EDIT > Output" parameter is "DRIVE". Dly Send Lev	**SCENE EFFECT:** OD > Dly Send Lev
	20	DELAY TIME	The "SYSTEM EFFECT: Dly > Source" parameter is "SYS". The "Dly Sync" parameter is "OFF". Dly Msec	**SYSTEM EFFECT:** Dly > Dly Msec
			The "SYSTEM EFFECT: Dly > Source" parameter is "SYS". The "Dly Sync" parameter is "ON". Dly Note	**SYSTEM EFFECT:** Dly > Dly Note
			The "SYSTEM EFFECT: Dly > Source" parameter is "SCENE". The "Dly Sync" parameter is "OFF". Dly Msec	**SCENE EFFECT:** Dly > Dly Msec
			The "SYSTEM EFFECT: Dly > Source" parameter is "SCENE". The "Dly Sync" parameter is "ON". Dly Note	**SCENE EFFECT:** Dly > Dly Note
	21	DELAY FEEDBACK	The "SYSTEM EFFECT: Dly > Source" parameter is "SYS". Feedback	**SYSTEM EFFECT:** Dly > Feedback
			The "SYSTEM EFFECT: Dly > Source" parameter is "SCENE". Feedback	**SCENE EFFECT:** Dly > Feedback

* 1 For parameters whose function can be assigned, the factory-set destination is listed. If the system parameter "Source" setting of a controller is set to "SYSTEM", you'll move to the corresponding SYSTEM parameter.
➡ "System Parameter List" (p. 49)

* 2 The functions that can be assigned differ depending on the controller.
➡ "List of functions that can be assigned to the controllers" (p. 52)

* 3 The corresponding parameter differs depending on the Type of MFX.
➡ "MFX Assign Parameters" (p. 41)

MFX Assign Parameters

MFX Type	Condition	Assign Parameter
Thru		Not used.
Equalizer		Low Gain
Mid-Side EQ		M HighG
Spectrum		Band1
Isolator		High Level
Low Boost		Boost Gain
SuperFilter		Cutoff
MM Filter		Tone
Step Filter		Reso
Enhancer		Sens
Exciter		Level
Auto Wah		Depth
Humanizer	Rate Sync=OFF	Rate
	Rate Sync=ON	Rate Note
Phaser	Rate Sync=OFF	Rate
	Rate Sync=ON	Rate Note
Small Phaser		Rate
Script 90		Speed
Script 100	Rate Sync=OFF	Rate
	Rate Sync=ON	Rate Note
Step Phaser	Rate Sync=OFF	Rate
	Rate Sync=ON	Rate Note
M StagePhsr	Rate Sync=OFF	Rate
	Rate Sync=ON	Rate Note
Inf Phaser		Speed
Flanger		Depth
SBF-325		Depth
StepFlanger		Depth
Chorus		Depth
Hexa-Chorus		Depth
Trem Chorus	Trm Sync=OFF	T.Rate
	Trm Sync=ON	T.Rate Nt
Space-D		Depth
CE-1		Intensity
SDD-320		Mode
JUNO Chorus		Noise Lv
Ring Mod		Frequency
Tremolo		Depth
Auto Pan	Rate Sync=OFF	Rate
	Rate Sync=ON	Rate Note
Slicer		Attack
Rotary		Speed
VK Rotary		Speed
Overdrive		Drive
Distortion		Drive
T-Scream		Distortion
Fuzz		Drive
Fattener		Even Level
HMS Distort		Dist
Saturator		Balance
W Saturator		Drive
Gt Amp Sim		Drive
EP Amp Sim	Speed Sync=OFF	Speed
	Speed Sync=ON	Speed Nt
Speaker Sim		Direct Lv
Compressor		Attack
M/S Comp		M Thres
Limiter		Threshold
Sustainer		Sustain
Transient		Release
Gate		Threshold
Delay		Balance
Mod Delay		Balance
2Tap PanDly		Balance
3Tap PanDly		Balance
4Tap PanDly		Balance
MultiTapDly		Balance
Reverse Dly		Balance
TimeCtrlDly	Delay Sync=OFF	D.Time
	Delay Sync=ON	D.Time Nt
Tape Echo		Intensity
M/S Delay		MD Level
DJFX Looper		Loop Sw
BPM Looper		Length
LOFI Comp		Balance
Bit Crusher		Sample Rate
Phonograph		Balance
PitchShiftr		Coarse
2V PShifter		P2Coarse
OD->Chorus	Cho Sync=OFF	C.Rate
	Cho Sync=ON	C.Rate Nt
OD->Flanger	Flg Sync=OFF	F.Rate
	Flg Sync=ON	F.Rate Nt
OD->Delay		Dly Bal
DS->Chorus	Cho Sync=OFF	C.Rate
	Cho Sync=ON	C.Rate Nt
DS->Flanger	Flg Sync=OFF	F.Rate
	Flg Sync=ON	F.Rate Nt
DS->Delay		Dly Bal
OD/DS>T.Wah		TWah Sens
OD/DS>A.Wah	AWah Sync=OFF	AWRate
	AWah Sync=ON	AWRate Nt
Gt->Chorus		C.Rate
Gt->Flanger		F.Rate
Gt->Phaser		P.Rate
Gt->Delay		Dly Bal
EP->Tremolo	Tremolo Sync=OFF	T.Speed
	Tremolo Sync=ON	T.Spd Nt
EP->Chorus		Cho Depth
EP->Flanger		Flg Depth
EP->Phaser		Phs Depth
EP->Delay		Dly Bal
Enhncr->Cho	Cho Sync=OFF	C.Rate
	Cho Sync=ON	C.Rate Nt
Enhncr->Fl	Flg Sync=OFF	F.Rate
	Flg Sync=ON	F.Rate Nt
Enhncr->Dly		Dly Bal
Chorus->Dly		Dly Bal
Flanger>Dly		Dly Bal
Chorus->Fl	Flg Sync=OFF	F.Rate
	Flg Sync=ON	F.Rate Nt
JD-Multi		PH Mix

Using the Bluetooth® Functionality

Using the JUPITER-Xs Speakers to Hear Music from a Mobile Device

Registering a Mobile Device (Pairing)

"Pairing" is the procedure by which the mobile device that you want to use is registered on this unit (the two devices recognize each other).

Make settings so that music data saved on the mobile device can be played wirelessly via this unit.

MEMO

- Once a mobile device has been paired with this unit, there is no need to perform pairing again. If you want to connect this unit with a mobile device that has already been paired, refer to "Connecting an Already-Paired Mobile Device" (p. 42).
- Pairing is required again if you execute a Factory Reset (p. 56).
- The following steps are one possible example. For details, refer to the owner's manual of your mobile device.

1. Place the mobile device that you want to connect nearby this unit.

2. Press the [MENU] button.

The MENU screen appears.

3. Use the [1] knob to select "SYSTEM".

You can also make this selection by using the PAGE [∧] [∨] buttons instead of the [1] knob.

4. Press the [ENTER] button.

The SYSTEM screen appears.

5. Use the [1] knob to select "GENERAL", and then press the [ENTER] button.

6. Use the [1] knob to select "Bluetooth Sw", and then use the [2] knob to turn it "ON".

7. Use the [1] knob to select "Pairing", and then press the [ENTER] button.

The display indicates "PAIRING...", and this unit waits for a response from the mobile device.

8. Turn on the Bluetooth function of the mobile device.

MEMO

The explanation here uses the iPhone as an example. For details, refer to the owner's manual of your mobile device.

9. Tap "JUPITER-X Audio" that is shown in the Bluetooth device screen of your mobile device.

This unit is paired with the mobile device. When pairing succeeds, "JUPITER-X Audio" is added to the list of "Paired Devices" on your mobile device.

10. Press the [MENU] button when you're finished making settings.

11. To save the setting, perform the system write operation.

➡ "Saving the System Settings (System Write)" (p. 48)

Connecting an Already-Paired Mobile Device

1. Turn on the Bluetooth function of the mobile device.

2. Turn on the JUPITER-X's Bluetooth function.

2-1. Press the [MENU] button.

2-2. Use the [1] knob to select "SYSTEM", and then press the [ENTER] button.

2-3. Use the [1] knob to select "GENERAL" and then press the [ENTER] button.

2-4. Use the [1] knob to select "Bluetooth Sw", and then use the [2] knob to turn it "ON".

MEMO

- If you were unable to establish a connection using the procedure above, tap "JUPITER-X Audio" that is displayed in the Bluetooth device screen of the mobile device.
- To disconnect, either turn this unit's Bluetooth Audio function "OFF" (SYSTEM parameter's setting → turn "Bluetooth Sw" OFF) or turn the mobile device's Bluetooth function off.

Playing Music from the Mobile Device

1. Connect the mobile device via Bluetooth.

2. On the mobile device, use a music app to play back music.

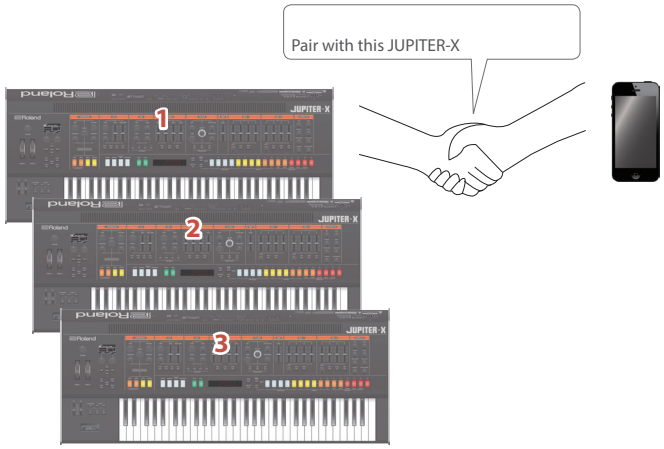
The sound is heard from the JUPITER-X.

* To adjust the playback volume, adjust the volume on your mobile device or adjust the System setting "AuxIn/BT InLev".

Differentiating Multiple JUPITER-X Units (Bluetooth ID)

You can specify a number that is added following the device name of this unit when it is displayed by a Bluetooth connected application.

If you own multiple units of the same instrument, this is a convenient way to distinguish them.



1. Press the [MENU] button.

The MENU screen appears.

2. Use the [1] knob to select "SYSTEM", and then press the [ENTER] button.

You can also make this selection by using the PAGE [∧] [∨] buttons instead of the [1] knob.

3. .Use the [1] knob to select "GENERAL", and then press the [ENTER] button.

4. Use the [1] knob to select "Bluetooth ID".

5. Use the [2] knob to change the setting.

Parameter [1] knob	Value [2] knob	Explanation
Bluetooth ID	OFF, 1–9	Specify the digit added to the end of this unit's device name that will be shown in the Bluetooth-connected app. **Set to "OFF":** "JUPITER-X Audio", "JUPITER-X MIDI" (default) **Set to "1":** "JUPITER-X Audio 1", "JUPITER-X MIDI 1"

6. To save the setting, press the [WRITE] button.

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

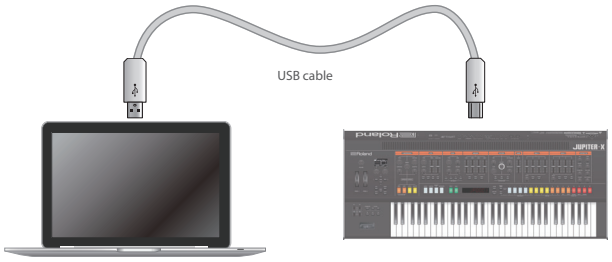
8. Press the [MENU] button when you're finished making settings.

Connecting a Computer

MIDI messages can be exchanged with a computer via the JUPITER-X's USB COMPUTER Port.

MEMO

- For details on operating requirements and supported operating systems, refer to the Roland website.



Installing the Dedicated Driver

In order to use the JUPITER-X, you'll need to download the driver from the following URL and install it on your computer.

For details on installation, refer to the Roland website.

➡ https://www.roland.com/support/

USB driver settings

Here's how to specify the USB driver that's used when connecting the JUPITER-X to your computer via the USB COMPUTER port.

* **Changes to the USB driver setting take effect when the unit restarts.**

1. **Press the [MENU] button.**
   The setting screen appears.
2. **Use the [1] knob to select "SYSTEM", and then press the [ENTER] button.**
   You can also make this selection by using the PAGE [∧] [∨] buttons instead of the [1] knob.
3. **Use the [1] knob to select "MIDI", and then press the [ENTER] button.**
4. **Use the [1] knob to select "USB Driver".**
5. **Use the [2] knob to specify "VENDOR".**

Parameter [1] knob	Value [2] knob	Explanation
USB Driver	VENDOR	Choose this when using the USB driver that you downloaded from the Roland website.
	GENERIC	Choose this when using the USB driver that was provided with your computer. * **Only MIDI can be used.**

6. **Save the setting.**
   ➡ "Saving the System Settings (System Write)" (p. 48)
7. **Turn the JUPITER-X's power off and on again.**

Port names when using the VENDOR driver

Audio input device

Device Name	Port Name
JUPITER-X	IN MIX (mixed output of the JUPITER-X)
	IN 1 (output of the JUPITER-X's part 1)
	IN 2 (output of the JUPITER-X's part 2)
	IN 3 (output of the JUPITER-X's part 3)
	IN 4 (output of the JUPITER-X's part 4)
	IN 5 (output of the JUPITER-X's part R)
	IN MIC (output of the signal that is input from the JUPITER-X's MIC IN jack)

Audio output device

Device Name	Port Name
JUPITER-X	OUT (USB audio input to the JUPITER-X)
	OUT MIC (treated as mic input to the JUPITER-X)

MIDI input/output device

MIDI IN	JUPITER-X JUPITER-X DAW CTRL
MIDI OUT	JUPITER-X JUPITER-X DAW CTRL

* **DAW CTRL is not used for normal MIDI communication.**

Using USB Audio

Using the USB driver allows the unit to exchange audio data with a computer.

For details on how to make settings for your computer, refer to "Readme.htm" which is in the driver file that you downloaded from the Roland support page.

➡ https://www.roland.com/support/

NOTE

Before using USB audio, be sure to make settings so that the USB audio input/output is not excessively loud.

Adjusting the USB audio input

From your computer or other USB-connected device, adjust the volume of the audio that is input to the JUPITER-X.

1. **Press the [MENU] button.**
   The setting screen appears.
2. **Use the [1] knob to select "SYSTEM", and then press the [ENTER] button.**
   You can also make this selection by using the PAGE [∧] [∨] buttons instead of the [1] knob.
3. **Use the [1] knob to select "GENERAL", and then press the [ENTER] button.**
4. **Use the [1] knob to select "USB In Lev".**
5. **Use the [2] knob to adjust the volume.**
6. **To save the setting, perform the system write operation.**
   ➡ "Saving the System Settings (System Write)" (p. 48)

Adjusting the USB audio output

Here's how to adjust the volume of the audio that is output from the JUPITER-X to a computer or other USB-connected device.

1. **Press the [MENU] button.**
   The setting screen appears.
2. **Use the [1] knob to select "SYSTEM", and then press the [ENTER] button.**
   You can also make this selection by using the PAGE [∧] [∨] buttons instead of the [1] knob.
3. **Use the [1] knob to select "GENERAL", and then press the [ENTER] button.**
4. **Use the [1] knob to select "USB Out Lev".**
5. **Use the [2] knob to adjust the volume.**
6. **To save the setting, perform the system write operation.**
   ➡ "Saving the System Settings (System Write)" (p. 48)

Controlling MainStage (DAW CTRL Function)

You can use the sliders, knobs, and buttons of the JUPITER-X to control MainStage (DAW CTRL function).

In order to use this function, you'll need to install the dedicated "MainStage profile" in addition to the USB driver.

For details on how to install the profile and use the DAW CTRL function, refer to "MainStage Profile Usage Guide" (PDF).

Controller	Function
[SHIFT] button+ [MENU] button	Switch the JUPITER-X to DAW CTRL mode.
[EXIT] button	Exit DAW CTRL mode and return to the normal state.
[1] knob	Set Select Change the set.
PAGE [>] button	Next Set Recall the next set.
PAGE [<] button	Previous Set Recall the previous set.
[2] knob	Patch Select Change the patch.
PAGE [∨] button	Next Patch Recall the next patch.
PAGE [∧] button	Previous Patch Recall the previous patch.
[AMP LEVEL] knob	Volume Adjust the master volume.
[ENV1 Attack] slider	Smart Control Edit the Smart Control parameters.
[ENV1 Decay] slider	
[ENV1 Sustain] slider	
[ENV1 Release] slider	
[ENV2 Attack] slider	
[ENV2 Decay] slider	
[ENV2 Sustain] slider	
[ENV2 Release] slider	

Connecting External Devices

Controlling an External MIDI Device

MIDI messages can be sent from the MIDI OUT connector and from USB MIDI OUT when you operate the controllers of this unit, such as the knobs and keyboard, and the various pedals connected to the rear panel.

Specifying the MIDI channel

1. **Press the [SCENE] button.**
2. **Press the PAGE [>] button twice to access the scene part edit screen.**
3. **Use the [1] knob to select "Rx Ch", and use the [2] knob to specify the channel.**
4. **To save the setting, perform the scene write operation.**
   ➡ "Saving the Scene Settings (SCENE WRITE)" (p. 28)

Specifying the MIDI output

1. **Press the [MENU] button.**
2. **Use the [1] knob to select "SYSTEM", and then press the [ENTER] button.**
   You can also make this selection by using the PAGE [∧] [∨] button instead of the [1] knobs.
3. **Use the [1] knob to select "MIDI", and then press the [ENTER] button.**
4. **Use the [1] knob to select "MIDI Tx" for the parameter that you want to output, and use the [2] knob to specify "ON".**
   For details, refer to "Parameter Guide" (PDF).
5. **To save the setting, perform the system write operation.**
   ➡ "Saving the System Settings (System Write)" (p. 48)

Using the AIRA LINK Function

AIRA LINK lets you connect the AIRA MIXER MX-1 and the JUPITER-X via a single USB cable. This lets you easily enjoy synchronized performances using I-ARPEGGIO.

You can also link multiple JUPITER-X units.

NOTE

In order to use this function, the SYSTEM parameter USB Driver must be set to "VENDOR".
➡ "USB driver settings" (p. 44)

Settings on the JUPITER-X

1. **Press the [MENU] button.**
2. **Use the [1] knob to select "SYSTEM", and then press the [ENTER] button.**
   You can also make this selection by using the PAGE [∧] [∨] button instead of the [1] knobs.
3. **Use the [1] knob to select "ARP/TEMPO", and then press the [ENTER] button.**
4. **Use the [1] knob to select "Sync Mode", and use the [2] knob to specify either "AUTO" or "USB COM".**

5. To save the setting, perform the system write operation.

➡ "Saving the System Settings (System Write)" (p. 48)

Using I-ARPEGGIO Sync Mode

1. Press the [MENU] button.

2. Use the [1] knob to select "SYSTEM", and then press the [ENTER] button.

You can also make this selection by using the PAGE [∧] [∨] button instead of the [1] knobs.

3. Use the [1] knob to select "ARP/TEMPO", and then press the [ENTER] button.

4. Use the [1] knob to select "Arp Sync", and use the [2] knob to specify either "BEAT" or "MEASURE".

BEAT: The arpeggio plays in synchronization with the beat.
MEASURE: The arpeggio plays in synchronization with the measure.

5. To save the setting, perform the system write operation.

➡ "Saving the System Settings (System Write)" (p. 48)

Controlling from an External Device

You can operate the JUPITER-X via the MIDI IN connector, USB MIDI IN port, or by using controllers such as a damper pedal etc. connected to the rear panel.

➡ "List of functions that can be assigned to the controllers" (p. 52)

Settings for the Entire Unit

Accessing the MENU Screen

1. **Press the [MENU] button.**
2. **Use the [1] knob to select the item that you want to edit, and press the [ENTER] button.**

   You can also make this selection by using the PAGE [∧] [∨] buttons instead of the [1] knob.

   * For items marked with a "▶", select the item you want to execute again and press the [ENTER] button.
3. **Use the [1] knob to select the parameter and use the [2] knob to change the setting.**

Editing the Scene Settings (SCENE EDIT)

1. **Press the [MENU] button.**
2. **Use the [1] knob to select "EDIT", and then press the [ENTER] button.**
3. **Use the [1] knob to select "SCENE EDIT", and then press the [ENTER] button.**

   The SCENE COMMON EDIT screen appears.



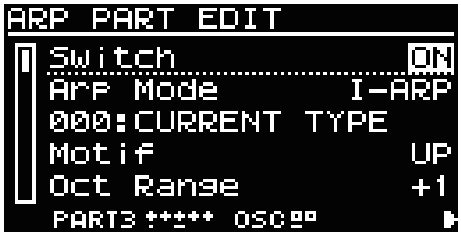
   This is the same screen as when you press the PAGE [>] button once from the SCENE TOP screen.

   To edit other scene settings, press the PAGE [>] button several times.
4. **Use the [1] knob to select the parameter and use the [2] knob to change the setting.**

Editing the I-ARPEGGIO Settings (ARPEGGIO EDIT)

1. **Press the [MENU] button.**
2. **Use the [1] knob to select "EDIT", and then press the [ENTER] button.**
3. **Use the [1] knob to select "ARPEGGIO EDIT", and then press the [ENTER] button.**

   The ARPEGGIO PART EDIT screen appears.



   This is the same screen as when you press the PAGE [<] button twice from the SCENE TOP screen.

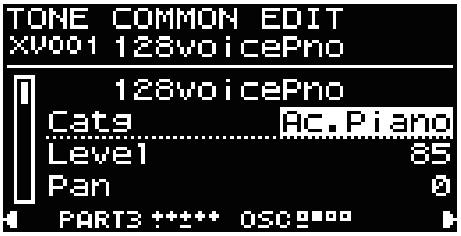
   Use the [PART] button to select the part whose arpeggio parameters you want to edit, and then edit the parameters.

   If you want to edit the ARPEGGIO COMMON EDIT settings, press the PAGE [>] button once.
4. **Use the [1] knob to select the parameter and use the [2] knob to change the setting.**

Editing the Tone Settings (TONE EDIT)

1. **Press the [MENU] button.**
2. **Use the [1] knob to select "EDIT", and then press the [ENTER] button.**
3. **Use the [1] knob to select "TONE EDIT", and then press the [ENTER] button.**

   The TONE COMMON EDIT screen appears.



   This is the same screen as when you press the PAGE [>] button once from the MODEL BANK screen.

   To edit other tone settings, press the PAGE [>] button several times.
4. **Use the [1] knob to select the parameter and use the [2] knob to change the setting.**

Using Convenient Functions (UTILITY)

Execute convenient functions.

➡ "Convenient Functions (UTILITY Screen)" (p. 53)

Viewing the Software Version (INFORMATION)

View the software version.

Accessing the WRITE Screen

1. **Press the [SCENE] button, and then press the [WRITE] button.**
2. **Use the [1] knob to select the item that you want to edit, and press the [ENTER] button.**

Saving Scenes and Tones at the Same Time (SCENE & TONE)

You can save the scene settings and tone settings at the same time. The "EDITED" message appears when you need to save your changes.

This operation saves the tone settings for parts 1–4 in which the tones show "EDITED".

1. **Press the [SCENE] button, and then press [WRITE] button.**
2. **Use the [1] knob to select "SCENE&TONE", and then press the [ENTER] button.**

   * If the tones in parts 1–4 do not show "EDITED", go to step 4.

3. **Use knobs [1] and [2] to select where to save the tones that are shown as "EDITED" in their parts, and press [ENTER].**

   To edit the names of tones to save, move the cursor using the PAGE [<] [>] buttons and use the [2] knob to select the characters.

   * **Do this for each part that is shown as "EDITED".**

4. **Use knobs [1] and [2] to select where to save the scenes and press the [ENTER] button.**

   To edit the names of scenes to save, move the cursor using the PAGE [<] [>] buttons and use the [2] knob to select the characters.

5. **Press the [ENTER] button.**

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

6. **To execute, press the [ENTER] button.**

Saving a Scene (SCENE)

Here's how to save the scene settings. If saving is needed, the screen indicates "EDITED".

If the PART 1–4 tones are indicated as "EDITED", and you want to save the complete sound, save the tones first.

1. **Press the [SCENE] button, and then press the [WRITE] button.**
2. **Use the [1] knob to select "SCENE", and then press the [ENTER] button.**
3. **Use the [2] knob to select the save-destination, and then press the [ENTER] button.**

   If you want to rename the scene that you're saving, use the PAGE [<] [>] buttons to move the cursor, and use the [2] knob to specify the character.

4. **Press the [ENTER] button.**

   A confirmation message appears.
   If you decide to cancel, press the [EXIT] button.

5. **To execute, press the [ENTER] button.**

Saving the Tone Settings of Each Part (PART1–4 TONE)

Here's how to save the tone settings of each part.

1. **Press the [SCENE] button, and then press the [WRITE] button.**
2. **Use the [1] knob to select "PART* TONE" (* is the part to which the tone you're saving is assigned), and then press the [ENTER] button.**
3. **Use the [1] knob or [2] knob to select the save-destination, and then press the [ENTER] button.**

   If you want to rename the tone that you're saving, use the PAGE [<] [>] buttons to move the cursor, and use the [2] knob to specify the character.

4. **Press the [ENTER] button.**

   A confirmation message appears.
   If you decide to cancel, press the [EXIT] button.

5. **To execute, press the [ENTER] button.**

Initializing the Scene (SCENE INITIALIZE)

Here's how to initialize the scene settings.

* **Initializing the scene settings also initializes the tones of PART 1–4 at the same time.**

1. **Press the [SCENE] button, and then press the [WRITE] button.**
2. **Use the [1] knob to select "SCENE INITIALIZE", and then press the [ENTER] button.**

Initializing a Tone (TONE INITIALIZE)

Here's how to initialize the tone of the current part. The initialized state differs depending on the model that is selected for that part.

You can't change the model later. You must first select a tone of the model that you want to edit, and then execute Tone Initialize to initialize it.

1. **Press the [SCENE] button, and then press the [WRITE] button.**
2. **Use the [1] knob to select "TONE INITIALIZE", and then press the [ENTER] button.**

Editing the System Settings (System)

1. **Press the [MENU] button.**
2. **Use the [1] knob to select "SYSTEM", and then press the [ENTER] button.**

   You can also make this selection by using the PAGE [∧] [∨] buttons instead of the [1] knob.

3. **Use the [1] knob to select the page to set, and press the [ENTER] button.**

   GENERAL
   ARP/TEMPO
   CONTROLLER
   MIC IN
   MIDI
   SYSTEM EFFECTS

   * **For items marked with a "▶", select the item you want to execute again and press the [ENTER] button.**

   ➡ "System Parameter List" (p. 49)

4. **Use the [1] knob to select the parameter and use the [2] knob to change the setting.**

   For details, refer to "Parameter Guide" (PDF).

5. **If you want to save the settings, perform the system write operation.**

Saving the System Settings (System Write)

Here's how to save the system settings.

1. **In the system parameter setting state, press the [WRITE] button.**

   The SYSTEM WRITE screen appears.
   If you decide to cancel, press the [EXIT] button.

   MEMO

   If the WRITE MENU screen appears, use the [1] or [2] knob to select "SYSTEM", and then press the [ENTER] button.

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

System Parameter List

Parameter [1] knob	Value [2] knob	Explanation
SYSTEM - GENERAL		
AGING		
Warm-up	OFF, ON, FAST, FIXED	Specifies whether the character of the sound (pitch variance) changes according to the varying internal temperature of this unit. This has an effect only on analog synthesizer models. The internal temperature value is shown in the upper right of the top screen of the scene.
		OFF: The character of the sound is not affected by the temperature. Nor is there a temperature indication in the SCENE screen.
		ON: The internal temperature starts at the value specified by Aging Init Temp, and changes to the actual temperature (REAL). Although it depends on the temperature difference, the REAL temperature is reached in approximately ten minutes. After reaching the REAL temperature, the setting follows the actual temperature change.
		FAST: The internal temperature starts at the value specified by Aging Init Temp, and then quickly (in approximately ten seconds) changes to the actual temperature (REAL) when you play the keyboard. After reaching the REAL temperature, the setting follows the actual temperature change.
		FIXED: The internal temperature is fixed at the value specified by Aging Init Temp, and the character of the sound is maintained at that point.
Init Temp	REAL, 0–60°C/32–140°F	Specifies the initial internal temperature for Warm-up.
		REAL: The internal temperature that is actually measured will be the initial temperature.
		0–60°C/32–140°F: Virtually specifies an initial internal temperature (Celsius).
Age	OFF, 1–100years	Simulates the effect of aging on the internal components of an analog synthesizer. Higher values affect the sound similarly to the equivalent number of years of aging. This is valid only for sounds of an analog synthesizer model.
GENERAL		
MasterTune	415.3–466.2 [Hz]	Adjusts the overall tuning. The displayed value is the frequency of the A4 key (middle A).
MasKeyShift	-24–24	Shifts the JUPITER-X's overall pitch range in semitone steps.
ScaleTuneSw	OFF, ON	Specifies whether the scene's SCALE TUNE setting is enabled (ON) or disabled (OFF).
USB In Lev	0–127	Adjusts the audio input level of the USB COMPUTER port.
USB Out Lev	0–127	Adjusts the audio output level to the USB COMPUTER port.
AuxIn/BT InLev	0–127	Adjusts the input level of the AUX IN jack and BT In.
USB Audio Thru	OFF, ON	Specifies whether the audio input of the USB COMPUTER port is mixed into the audio output of the USB COMPUTER port. If you don't want it to be output as audio, turn this "OFF".
AUXIN USB Thru	OFF, ON	Specifies whether the input from the AUX IN jack is mixed into the audio output of the USB COMPUTER port. If you don't want it to be output as audio, turn this "OFF".
LineOut Gain	-12–0–+12 [dB]	Adjusts the output gain of OUTPUT/PHONES.
Speaker Sw	OFF, ON, AUTO	Specifies whether sound is output from this unit's speakers.
		OFF: Sound is not output from the speakers.
		ON: Sound is output from the speakers.
		AUTO: The "OFF" setting is used if headphones are inserted, and the "ON" setting is used if they are not inserted.
SPOut Gain	-12–0 [dB]	Adjusts the output gain of the speakers.
Auto Off	OFF, 30 [min], 240 [min]	Specifies whether the unit will turn off automatically after a certain time has elapsed. If you don't want the unit to turn off automatically, choose "OFF" setting.
LED On Bright	0–31	Adjusts the brightness when the LEDs are lit.
LED OffBright	0–30	You can specify that an LED remains lit at a diminished brightness even when it is "off". If this is set to 0, the LED will be unlit when off.
LCD Contrast	1–10	Adjusts the contrast of the display.
Scene Lock	OFF, ON	Specifies whether a confirmation screen appears when you switch scenes.
		OFF: When you switch scenes, the scene changes immediately, and no confirmation screen appears.
		ON: When you switch scenes, a confirmation screen appears. To switch scenes, use the PAGE [<] [>] buttons to select "Yes", and then press the [ENTER] button.
Startup Scene	01-01–16-16	Specifies the scene that is selected at start-up.
Bluetooth		
Bluetooth Sw	OFF, ON	Enables (ON) or disables (OFF) Bluetooth communication.
Pairing	-	Executing pairing for Bluetooth audio.
Bluetooth ID	OFF, 1–9	Specifies the number added to the end of this unit's device name shown in a Bluetooth-connected app.
SYSTEM - ARP/TEMPO		
ARPEGGIO		
Set Tone	OFF, ON	Specifies whether the current sound settings are kept while only the phrase is switched (OFF) or both the phrase and the sound settings are switched (ON).
Set DrumKit	OFF, ON	Specifies whether the current sound settings are kept while only the rhythm is switched (OFF) or both the rhythm and the sound settings are switched (ON).
Set Tempo	OFF, ON	Specifies whether the current tempo setting is kept while only the rhythm is switched (OFF) or both the rhythm and the tempo settings are switched (ON).
Arp Sync	OFF, BEAT, MEASURE	Specifies how the arpeggio is synchronized when the JUPITER-X is connected to an external device and is playing in synchronization.
		OFF: The arpeggio does not synchronize to the measure or beat. The arpeggio starts the moment that MIDI messages are received.
		BEAT: The arpeggio synchronizes to the beat. The arpeggio starts at the next beat after MIDI is received.
		MEASURE: The arpeggio synchronizes to the measure. The arpeggio starts at the first beat of the next measure after MIDI is received.
TEMPO/SYNC		
Tempo	20.00–300.00	Specifies the system tempo.
Tempo Src	SCENE, SYS	When you switch scenes, this setting specifies whether to use the system tempo (SYS) or the tempo stored in the scene (SCENE).
Sync Mode	AUTO, INT, MIDI, USB COM, USB MEM	Specifies the synchronization signal according to which the JUPITER-Xm operates.
Sync Out	OFF, MIDI, USB COM, MIDI/USBCM, USB MEM, ALL	Specifies the connector from which MIDI clock messages etc. are output.
SYSTEM - CONTROLLER		
CONTROLLER		
Velocity	REAL, 1–127	Specifies the velocity value that is transmitted when you play the keyboard.
Velo Crv	LIGHT, MEDIUM, HEAVY	Specifies "Strength" for keyboard touch.
Velo Offset	-10–+9	Adjusts the keyboard velocity curve.
Knob Mode	DIRECT, CATCH	Specifies whether the parameter value corresponding to a controller is immediately updated when you operate that controller (DIRECT) or only after the controller reaches the same position as the parameter's current value (CATCH).

Parameter [1] knob	Value [2] knob	Explanation
Aft Sens	0–100	Specifies the aftertouch sensitivity.
BUTTON Func		
Source	SCENE, SYS	Specifies whether the functions assigned to these buttons follows the settings of the currently selected scene (SCENE) or the system settings (SYS).
S1 Func	For the values, refer to "List of functions that can be assigned to the controllers"	Specifies the function assigned to the [S1] button.
S1 Mode	LATCH, MOMENTARY	Specifies how the button operates.
S2 Func	For the values, refer to "List of functions that can be assigned to the controllers"	Specifies the function assigned to the [S2] button.
S2 Mode	LATCH, MOMENTARY	Specifies how the button operates.
S3 Func	For the values, refer to "List of functions that can be assigned to the controllers"	Specifies the function assigned to the [S3] button.
S3 Mode	LATCH, MOMENTARY	Specifies how the button operates.
SLIDER Func		
SL1 Source	SCENE, SYS	Specifies whether the function assigned to the SL1 slider follows the setting of the currently selected scene (SCENE) or the system setting (SYS).
SL1	For the values, refer to "List of functions that can be assigned to the controllers"	Specifies the function assigned to the [SL1] slider.
SL2 Source	SCENE, SYS	Specifies whether the function assigned to the SL2 slider follows the setting of the currently selected scene (SCENE) or the system setting (SYS).
SL2	For the values, refer to "List of functions that can be assigned to the controllers"	Specifies the function assigned to the [SL2] slider.
PEDAL Func		
Hold Source	SCENE, SYS	Specifies whether the function assigned to the pedal connected to the HOLD jack follows the setting of the currently selected scene (SCENE) or the system setting (SYS).
Hold	For the values, refer to "List of functions that can be assigned to the controllers"	Specifies the function assigned to the pedal connected to the HOLD jack.
Hold Pole	STANDARD, REVERSE	Specifies the polarity of the pedal connected to the HOLD jack.
Ctrl Source	SCENE, SYS	Specifies whether the function assigned to the pedal connected to the CTRL jack follows the setting of the currently selected scene (SCENE) or the system setting (SYS).
Ctrl	For the values, refer to "List of functions that can be assigned to the controllers"	Specifies the function assigned to the pedal connected to the CTRL jack.

Parameter [1] knob	Value [2] knob	Explanation
PART Btn Asgn		
1-5 1-5+(S) 6-10 6-10+(S) 11-15 11-15+(S)	No Assign, PartSel, Part+KeySw, KeySw, PartSw, ArpSw, EfxSw	Assign the function of the [1]–[5] ([6]–[10]) buttons and their function when pressed while holding down the [SHIFT] button. **No Assign:** Nothing is assigned. **PartSel:** Specifies the current part that is controlled from the panel or in the screen. The part played by the keyboard does not change. **Part+KeySw:** Simultaneously operates the current part and the Keyboard SW, allowing you to play the selected part from the keyboard. By pressing multiple parts simultaneously, you can turn the Keyboard SW on for multiple parts. **KeySw:** Specifies the keyboard switch, switching the part that is played from the keyboard. **PartSw:** Switches on/off whether the part produces sound. You can use this in a DJ-like manner to add or remove parts while you perform. **ArpSw:** Specifies whether each part is played by the arpeggio. **EfxSw:** From the left side, the buttons switch MFX, DRIVE, REV, DLY, and CHO on/off for all parts simultaneously.
Wheel Func		
Wheel1 Source	SCENE, SYS	Specifies whether the function assigned to the [WHEEL 1] wheel follows the setting of the currently selected scene (SCENE) or follows the system setting (SYS).
Wheel1	For the values, refer to "List of functions that can be assigned to the controllers"	Specifies the function assigned to the [WHEEL 1] wheel.
Wheel2 Source	SCENE, SYS	Specifies whether the function assigned to the [WHEEL 2] wheel follows the setting of the currently selected scene (SCENE) or follows the system setting (SYS).
Wheel2	For the values, refer to "List of functions that can be assigned to the controllers"	Specifies the function assigned to the [WHEEL 2] wheel.
SYSTEM - MIC IN		
MIC IN		
Mic In Gain	-24.0–+24.0 [dB]	Adjusts the input level of the MIC IN jack.
Mic Power	OFF, ON	If this is "ON", plug-in power (5 V) is supplied to the MIC IN jack.
Rev Send Lev	0–127	Specifies the amount of reverb that is applied to the mic input.
Cho Send Lev	0–127	Specifies the amount of chorus that is applied to the mic input.
Dly Send Lev	0–127	Specifies the amount of delay that is applied to the mic input.
Mic Thru	OFF, ON	If you want the mic to be cut when the vocoder is off, turn this "OFF".
NS		
NS Switch	OFF, ON	Switches the noise suppressor on/off. The noise suppressor is a function that suppresses noise during periods of silence.
NS Threshold	-96–0 [dB]	Adjusts the volume at which noise suppression starts to be applied.
NS Release	0–127	Adjusts the time from when noise suppression starts until the volume reaches 0.
COMP		
CompSwitch	OFF, ON	Specifies whether the mic compressor (a compressor applied to the mic input) is used (ON) or not used (OFF).
CompAttack	0.1, 1, 2, ..., 100 [ms]	Specifies the time from when the input to the mic compressor exceeds the Comp Thres level until the volume is compressed.
CompRelease	10, 20, ..., 1000 [ms]	Specifies the time from when the input to the mic compressor falls below the Comp Thres level until compression is no longer applied.
CompThreshold	-60–0 [dB]	Specifies the level at which the mic compressor starts applying compression.
CompRatio	1: 1, 2: 1, …4: 1, 8: 1, 16: 1, 32: 1, INF: 1	Specifies the compression ratio for the mic compressor.

Parameter [1] knob	Value [2] knob	Explanation
CompKnee	0–30 [dB]	Smooths the transition until the mic compressor starts to be applied. Higher values produce a smoother transition.
CompOutGain	-24.0, -23.5, … 0, …, +24.0 [dB]	Specifies the output volume of the mic compressor.
SYSTEM - MIDI		
MIDI		
Ctrl Ch	1–16, OFF	Specifies the MIDI receive channel on which MIDI messages (program change and bank select) from an external MIDI device can be received to switch programs. If you don't want programs to be switched from a connected MIDI device, turn this "OFF".
Ctrl Src Sel	SYS, SCENE	**SYS:** SysCtrlSrc1–4 are used for tone control. **SCENE:** The scene's CtrlSrc1–4 settings are used for tone control.
SysCtrlSrc1	OFF, CC01-CC31, CC33-CC95, BEND, AFT	Specify the MIDI messages that will be used as system controls.
SysCtrlSrc2		
SysCtrlSrc3		
SysCtrlSrc4		
Soft Thru	OFF, ON	If this is ON, MIDI messages that are input from the MIDI IN connector are re-transmitted without change from the MIDI OUT connector.
USB-MIDIThru	OFF, ON	Specifies whether MIDI messages received at the USB COMPUTER port/MIDI IN connector are retransmitted without change from the MIDI OUT connector/USB COMPUTER port (ON) or are not retransmitted (OFF).
USB Driver	GENERIC, VENDOR	Specifies the USB driver setting.
Remote Kbd	OFF, MIDI IN, USB COM, USB MEM	Sets which connector is used for input when you use an external MIDI keyboard instead of the keyboard of the JUPITER-X. In this case, the MIDI transmit channel of the external MIDI keyboard does not matter. Normally you will leave this "OFF".
Local Sw	OFF, ON	Turns on/off the connection between the controller section (keyboard, PITCH, MODE, panel buttons and sliders, pedals, etc.) and the internal sound engine.
Device ID	17–32	When transmitting and receiving system exclusive messages, the device ID numbers of both devices must match.
Tone CC Map	OFF, ON	Sets whether control change messages (CC) for the tone parameters are transmitted/received (ON) or not (OFF).
MIDI Tx		
Tx PC	OFF, ON	Specifies whether program change messages will be transmitted (ON) or not be transmitted (OFF).
Tx Bank	OFF, ON	Specifies whether bank select messages will be transmitted (ON) or not be transmitted (OFF).
Tx Edit	OFF, ON	Specify whether changes you make in the settings of a program will be transmitted as system exclusive messages (ON), or will not be transmitted (OFF).
MIDI Rx		
Rx PC	OFF, ON	Specifies whether program change messages will be received (ON) or not be received (OFF).
Rx Bank	OFF, ON	Specifies whether bank select messages will be received (ON) or not be received (OFF).
Rx Exclusive	OFF, ON	Specifies whether system exclusive messages will be received (ON) or not be received (OFF).

Parameter [1] knob	Value [2] knob	Explanation
SYSTEM COLOR SET (*)		
Color Set	1–10	Saves the color settings in each Set number, and lets you switch between sets.
Arp L Off	Off, O, Y, Y(b), W, W(b), G, G(b), B, B(b), R, R(b), V, V(b), W2, R2	Specifies the illumination color of buttons to which a function is assigned when the corresponding function is on or off. **Off:** Unlit **O:** orange, **Y:** yellow, **W:** white, **G:** green, **B:** blue, **R:** red, **V:** violet, **W2:** high-brightness white, **R2:** high-brightness red (b) indicates blinking.
Arp R Off		
Func L Off		
Func R Off		
Sc1–4 Off		
Sc5-8 Off		
Sc9-12 Off		
Sc13-16 Off		
Model Off		
Categ Off		
User Off		
Part Off		
Part+KeySw Off		
KeySw Off		
PartSw Off		
ArpSw Off		
EfxSw Off		
No Assign		
St1–4 Off		
St5-8 Off		
St9-12 Off		
St13-16 Off		
Arp L On		
Arp R On		
Func L On		
Func R On		
Sc1–4 On		
Sc5-8 On		
Sc9-12 On		
Sc13-16 On		
Model On		
Categ On		
User On		
Part On		
Part+KeySw On		
KeySw On		
PartSw On		
ArpSw On		
EfxSw On		
St1-4 On		
St5-8 On		
St9-12 On		
St13-16 On		

*** The SYSTEM COLOR SET parameters are located in the SYSTEM COLOR SET screen which you can access from the SYSTEM screen by pressing the PAGE [>] button several times.**

➡ "Editing the System Settings (System)" (p. 48)

List of functions that can be assigned to the controllers

Function	S1 Func S2 Func S3 Func	SL1 Func SL2 Func	HOLD Func	CTRL Func	WHEEL1	WHEEL2
OFF	✓	✓	✓	✓	✓	✓
CC01–31, 32 (OFF), 33–95	✓	✓	✓	✓	✓	✓
AFTERTOUCH	✓	✓	✓	✓	✓	✓
MONO/POLY	✓		✓			
SCENE DOWN *	✓		✓			
SCENE UP *	✓		✓			
TONE DOWN *	✓		✓			
TONE UP *	✓		✓			
PANEL DEC *	✓		✓			
PANEL INC *	✓		✓			
CHO SW	✓		✓			
REV SW	✓		✓			
DLY SW	✓		✓			
ARP SW *	✓		✓			
ARP HOLD *	✓		✓			
DETECT KEYS *	✓		✓			
DETECT BEAT *	✓		✓			
UNISON SW	✓		✓			
BEND MODE	✓		✓			
AUTO TUNING *	✓		✓			
TAP TEMPO *	✓		✓			
START/STOP *	✓		✓			
DRV SW	✓		✓			
VOC/MIC	✓		✓			
BEND					✓	
BEND DOWN		✓		✓		✓
BEND UP		✓		✓		✓
CHO LEVEL		✓		✓		✓
REV LEVEL		✓		✓		✓
DLY LEVEL		✓		✓		✓
ARP SHUFFLE		✓		✓		✓
ARP DURATION		✓		✓		✓
PART FADE1		✓		✓		✓
PART FADE2		✓		✓		✓
LEVEL P-1		✓		✓		✓
LEVEL P-2		✓		✓		✓
LEVEL P-3		✓		✓		✓
LEVEL P-4		✓		✓		✓
LEVEL P-R		✓		✓		✓
AGE		✓		✓		✓

MEMO

Functions marked by "*" operate only in Latch mode. They do not operate in Momentary mode.

Convenient Functions (UTILITY Screen)

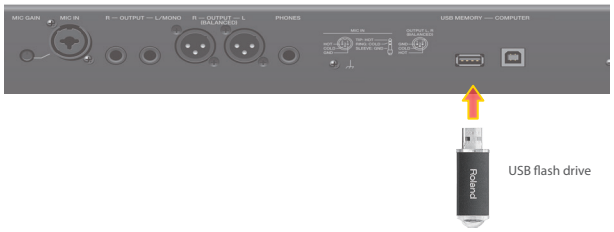
Backing-Up Data to a USB Flash Drive (BACKUP)

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

Data that is backed up

- All scene data (including arpeggio settings and step edit data)
- User tone data
- System settings

1. Connect a USB flash drive.



2. Press the [MENU] button.

3. Use the [1] knob to select "UTILITY", and then press the [ENTER] button.

You can also make this selection by using the PAGE [∧] [∨] buttons instead of the [1] knob.

4. Use the [1] knob to select "BACKUP", and then press the [ENTER] button.

The BACKUP screen appears.

5. Use the PAGE [<] [>] buttons to move the cursor, and use the [2] knob to change characters.

6. When you've specified the file name, press the [ENTER] button.

A confirmation message appears.
If you decide to cancel, press the [EXIT] button.
When the backup is finished, the screen indicates "Completed!"
If a file of the same name exists, a confirmation screen (Overwrite?) asks whether you want to overwrite the existing file.

* Never turn off the power or disconnect the USB flash drive during a process, such as while the "Executing…" display is shown.

Restoring Backed-Up Data (RESTORE)

Here's how user data that you backed-up on a USB flash drive can be returned to the JUPITER-X.

NOTE

All user data are rewritten when you execute the restore operation. If your JUPITER-X contains important data, assign it a different name and back it up to an USB flash drive before you restore.

1. Connect a USB flash drive.

2. Press the [MENU] button.

3. Use the [1] knob to select "UTILITY", and then press the [ENTER] button.

You can also make this selection by using the PAGE [∧] [∨] buttons instead of the [1] knob.

4. Use the [1] knob to select "RESTORE", and then press the [ENTER] button.

5. Use the [1] knob to select the file that you want to restore.

6. Press the [ENTER] button.

A confirmation message appears.
If you decide to cancel, press the [EXIT] button.

7. To execute, use the [2] knob to select "OK", and then press the [ENTER] button.

When the restore operation is finished, the screen indicates "Completed. Turn off power".

8. Turn the power of the JUPITER-X off and then on again.

* Never turn off the power or disconnect the USB flash drive during a process, such as while the "Executing…" display is shown.

Using the IMPORT/EXPORT Function

Importing Tones

You can import tones that you've downloaded or exported from other models into the JUPITER-X as additional tones.

* You can also import tones from models.
When you import a tone that does not belong to a model, the model name is saved as "Z-Core"

Saving tones to USB flash drive

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 JUPITER-X.**
2. **Connect a USB flash drive to your computer.**

* If this is the first time you're using the USB flash drive, format it on the JUPITER-X.

➡ "Formatting a USB Flash Drive (FORMAT USB MEMORY)" (p. 56)

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 JUPITER-X.**

Importing tones into the JUPITER-X

1. **Press the [MENU] button.**
2. **Use the [1] knob to select "UTILITY", and then press the [ENTER] button.**

   You can also make this selection by using the PAGE [∧] [∨] buttons instead of the [1] knobs.
3. **Use knob [1] to select "IMPORT/EXPORT", and press the [ENTER] button.**
4. **Use knob [1] to select "IMPORT TONE", and press the [ENTER] button.**
5. **Use knob [1] to select the file containing the tone you wish to import, and press the PAGE [>] button.**

   The number of tones that are saved in that file are shown in parentheses.
6. **Use knob [1] to select the tone you wish to import, and use knob [2] to select it with a check mark. To select or deselect all tones, hold down the [SHIFT] button while turning knob [2].**

   To select or deselect a certain range of tones, press the [ENTER] button at the beginning of the range, and then press [ENTER] while holding the [SHIFT] button at the end of the range.
7. **Press the PAGE [>] button.**
8. **Use knob [1] to select where to import the tone, and press the [ENTER] button to select it with a check mark.**

NOTE

- Tones that are being used in a scene are marked with an asterisk (*).
- Use caution, as this overwrites the tone you select that's already in the import destination.
- If there are not enough locations in the import destination to save the data to be imported, not all of the tones selected are imported.
- You can check the number of tones at the top right-hand part of the screen.

Number of tones in import destination and source

- If a tone named "INIT TONE" already exists, this is automatically selected with a check mark as the import destination tone.

* If a tone named "INIT TONE" already exists, it is automatically selected as the import destination tone, even it was previously edited.

- To leave the tone as-is, clear the check mark.

9. **Press the PAGE [>] button.**
10. **To execute, use the [2] knob to select "OK", and then press the [ENTER] button.**

    The display shows "Import Tone Completed!" when importing is done.

* Never turn off the power or disconnect the USB flash drive when "Executing..." or a similar message is shown on the screen, as the unit is processing data.

Importing Scenes

You can import scenes into the JUPITER-X as additional scenes that were exported from the JUPITER-X/Xm.

* You can also import scenes from a backup file.

Saving scenes to USB flash drive

1. **Prepare a SVD file with the scenes you've exported from the JUPITER-X/Xm by using its export function, which you'll import into the JUPITER-X.**
2. **Connect a USB flash drive to your computer.**

* If this is the first time you're using the USB flash drive, format it on the JUPITER-X.

➡ "Formatting a USB Flash Drive (FORMAT USB MEMORY)" (p. 56)

3. **Save the SVD 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 JUPITER-X.**

Importing scenes into the JUPITER-X

1. **Press the [MENU] button.**
2. **Use the [1] knob to select "UTILITY", and then press the [ENTER] button.**

   You can also make this selection by using the PAGE [∧] [∨] buttons instead of the [1] knobs.
3. **Use the [1] knob to select "IMPORT/EXPORT", and then press the [ENTER] button.**
4. **Use the [1] knob to select "IMPORT SCENE", and then press the [ENTER] button.**
5. **Use the [1] knob to select the file containing the scene you wish to import, and press the PAGE [>] button.**
6. **Use the [1] knob to select the scene you wish to import, and use the [2] knob to select it with a check mark.**

   To select or deselect all scenes, hold down the [SHIFT] button while turning knob [2].

   To select or deselect a certain range of scenes, press the [ENTER] button at the beginning of the range, and then press [ENTER] while holding the [SHIFT] button at the end of the range.
7. **Press the PAGE [>] button.**
8. **Use the [1] knob to select where to import the scene, and press the [ENTER] button to select it with a check mark.**

NOTE

- Use caution, as this overwrites the scene that's already in the import destination.
- If there are not enough scenes in the import destination to save the data to be imported, not all of the scenes selected are imported.
- You can check the number of scenes at the top right-hand part of the screen.

Number of scenes in import destination and source

- If a scene named "INIT SCENE" already exists, this is automatically selected as the import destination scene with a check mark.

* **If a scene named "INIT SCENE" already exists, it is automatically selected as the import destination scene, even it was previously edited.**

- To leave the scene as-is, clear the check mark.

9. Press the PAGE [>] button.

10. To execute, use the [2] knob to select "OK", and then press the [ENTER] button.

* **If a user tone is being used by the scene of the import destination, you can select whether to import that user tone as well.**

When importing, the tone is saved with the name "INIT TONE".

The display shows "Import Scene Completed!" when importing is done.

* **Never turn off the power or disconnect the USB flash drive when "Executing..." or a similar message is shown on the screen, as the unit is processing data.**

Exporting Tones

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

* **You can also export tones from models.**

1. You can connect a USB flash drive here.

2. Press the [MENU] button.

3. Use the [1] knob to select "UTILITY", and then press the [ENTER] button.

You can also make this selection by using the PAGE [∧] [∨] buttons instead of the [1] knobs.

4. Use the [1] knob to select "IMPORT/EXPORT", and then press the [ENTER] button.

5. Use the [1] knob to select "EXPORT TONE", and then press the [ENTER] button.

6. Use the [1] knob to select where to export the tone from, and press the [ENTER] button to select it with a check mark.

To select or deselect all tones, hold down the [SHIFT] button while turning knob [2].

To select or deselect a certain range of tones, press the [ENTER] button at the beginning of the range, and then press [ENTER] while holding the [SHIFT] button at the end of the range.

7. Press the PAGE [>] button.

8. Move the cursor using the PAGE [<] [>] buttons, and use the [2] knob to edit the characters.

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

A confirmation message appears.

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

10. To execute, use the [2] knob to select "OK", and then press the [ENTER] button.

The tones are exported to the "ROLAND/SOUND" folder on your USB flash drive.

The display shows "Export Tone Completed!" when exporting is done.

* **Never turn off the power or disconnect the USB flash drive when "Executing..." or a similar message is shown on the screen, as the unit is processing data.**

Exporting Scenes

You can export the scene data to an SVD file.

1. You can connect a USB flash drive here.

2. Press the [MENU] button.

3. Use the [1] knob to select "UTILITY", and then press the [ENTER] button.

You can also make this selection by using the PAGE [∧] [∨] buttons instead of the [1] knobs.

4. Use the [1] knob to select "IMPORT/EXPORT", and then press the [ENTER] button.

5. Use the [1] knob to select "EXPORT SCENE", and then press the [ENTER] button.

6. Use the [1] knob to select where to export the scene from, and press the [ENTER] button to select it with a check mark.

To select or deselect all scenes, hold down the [SHIFT] button while turning knob [2].

To select or deselect a certain range of scenes, press the [ENTER] button at the beginning of the range, and then press [ENTER] while holding the [SHIFT] button at the end of the range.

7. Press the PAGE [>] button.

8. Move the cursor using the PAGE [<] [>] buttons, and use the [2] knob to edit the characters.

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

A confirmation message appears.

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

10. To execute, use the [2] knob to select "OK", and then press the [ENTER] button.

The scenes are exported to the "ROLAND/SOUND" folder on your USB flash drive.

The display shows "Export Scene Completed!" when exporting is done.

* **Never turn off the power or disconnect the USB flash drive when "Executing..." or a similar message is shown on the screen, as the unit is processing data.**

Exporting Step Edit Patterns

Use these steps to export the step edit pattern data in a scene to your USB flash drive as MIDI data (SMF).

1. You can connect a USB flash drive here.

2. Press the [MENU] button.

3. Use the [1] knob to select "UTILITY", and then press the [ENTER] button.

You can also make this selection by using the PAGE [∧] [∨] buttons instead of the [1] knobs.

4. Use the [1] knob to select "IMPORT/EXPORT", and then press the [ENTER] button.

5. Use the [1] knob to select "EXPORT USER PATTERN", and then press the [ENTER] button.

6. Move the cursor using the PAGE [<] [>] buttons, and use the [2] knob to edit the characters.

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

A confirmation message appears.
If you decide to cancel, press the [EXIT] button.

8. To execute, use the [2] knob to select "OK", and then press the [ENTER] button.

The data is exported to the "EXPORT" folder on your USB flash drive.

* **Never turn off the power or disconnect the USB flash drive when "Executing..." or a similar message is shown on the screen, as the unit is processing data.**

About exported MIDI files

- The SMF format used is Format0.
- Files are output by part, and the "_*" (with the asterisk representing the part number) is appended to the filenames. The MIDI channel follows the settings on this unit (SCENE PART EDIT > Rx Ch).
- Only parts that contain user pattern data are exported.
- Tone-related data is not included.

Returning to the Factory Settings (FACTORY RESET)

Here's how the settings that you edited and saved on the JUPITER-X can be returned to their factory-set condition.

* **When you execute this operation, all saved settings including the sound parameters will be lost.**
* **If you will later need the current settings, be sure to use the backup function (p. 53) to save the current settings before you restore the factory settings.**

1. Press the [MENU] button.

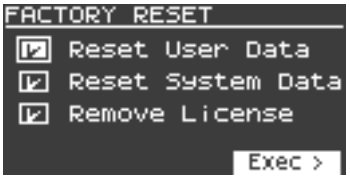
2. Use the [1] knob to select "UTILITY", and then press the [ENTER] button.

You can also make this selection by using the PAGE [∧] [∨] buttons instead of the [1] knob.

3. Use the [1] knob to select "FACTORY RESET", and then 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



4. Use the cursor [∧] [∨] buttons to select the item to execute, and press the [ENTER] button to select its check box.

Press [ENTER] again to clear the check box.

Item	Explanation
Reset User Data	Initializes the scenes and user tones (* 1).
Reset System Data	Initializes the system settings (* 1).
Remove License (*2)	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 Performing these operations erases any of the relevant data you have edited after purchase.**
To save the current settings, be sure to use the backup function (p. 53) before you restore the unit to its factory default state.

* **2 This is displayed if a sound pack or wave expansion is imported/installed. For more details on user licenses, see the "Sound Pack/Wave Expansion Install Manual" (PDF).**

5. Press the cursor [>] button.

A confirmation message appears.
If you decide to cancel, press the [EXIT] button.

6. To execute, use the [2] knob to select "OK", and then press the [ENTER] button.

The display indicates "Completed. Turn off power".

7. Turn the power of the JUPITER-X off and then on again.

* **Never turn off the power or disconnect the USB flash drive during a process, such as while the "Executing..." display is shown.**

Formatting a USB Flash Drive (FORMAT USB MEMORY)

Here's how to format a USB flash drive.

1. Connect a USB flash drive.

NOTE

- If the USB flash drive contains important data, be aware that this operation erases all data from the drive.

2. Press the [MENU] button.

3. Use the [1] knob to select "UTILITY", and then press the [ENTER] button.

You can also make this selection by using the PAGE [∧] [∨] buttons instead of the [1] knob.

4. Use the [1] knob to select "FORMAT USB MEMORY", and then press the [ENTER] button.

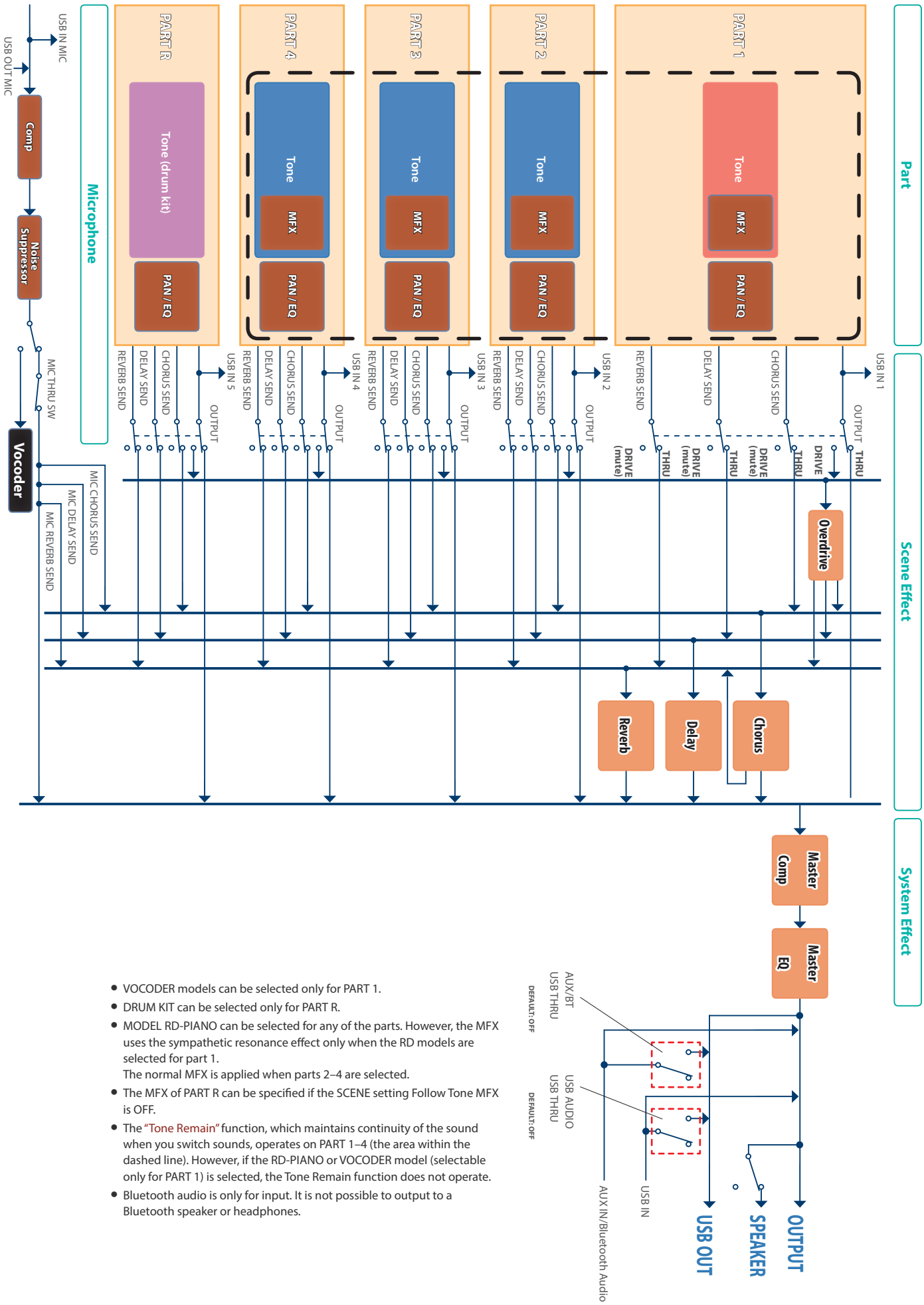
A confirmation message appears.
If you decide to cancel, press the [EXIT] button.

5. To execute, use the [2] knob to select "OK", and then press the [ENTER] button.

When formatting is complete, the screen indicates "Completed!"

* **Never turn off the power or disconnect the USB flash drive during a process, such as while the "Executing..." display is shown.**

Sound Engine Routing Details



- VOCODER models can be selected only for PART 1.
- DRUM KIT can be selected only for PART R.
- MODEL RD-PIANO can be selected for any of the parts. However, the MFX uses the sympathetic resonance effect only when the RD models are selected for part 1.
  The normal MFX is applied when parts 2–4 are selected.
- The MFX of PART R can be specified if the SCENE setting Follow Tone MFX is OFF.
- The "Tone Remain" function, which maintains continuity of the sound when you switch sounds, operates on PART 1–4 (the area within the dashed line). However, if the RD-PIANO or VOCODER model (selectable only for PART 1) is selected, the Tone Remain function does not operate.
- Bluetooth audio is only for input. It is not possible to output to a Bluetooth speaker or headphones.

Error Messages

Display	Explanation
Messages that disappear after a timeout	
No TONEs.	When you press a model bank button, there is no tone to recall.
Battery Low!	The remaining battery capacity is low.
Battery Very Low!	The remaining battery capacity is extremely low.
MIDI Offline!	The MIDI connection is broken.
MIDI Buffer Full!	The MIDI IN connector's input buffer has overflowed.
MIDI CommunicationError!	A hardware error occurred at the MIDI IN/OUT connector.
Messages that disappear when you press the [EXIT] button	
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.
Can't Reset.	An error occurred during factory reset.
FORMAT USB Mem Error!	An error occurred when formatting the USB flash drive.
No Data.	**USER PATTERN EXPORT:** There is no data to export.
SMF Make Error.	**USER PATTERN EXPORT:** An error occurred during SMF conversion.
Buffer Full nnn	A control buffer overflowed. **nnn = 000:** Controller control buffer **nnn = 001:** Parameter control buffer **nnn = 002:** Panel CPU message reception buffer **nnn = 003:** User interface control buffer **nnn = 004:** MIDI System Exclusive transmission control buffer

Q&A

Overall / System

01 Can I specify a MIDI channel for each part?

Yes.

The MIDI channel is specified by the "Rx Ch" parameter in the SCENE PART EDIT screen for each part.

02 Does the sound change as on an analog synthesizer according to temperature and the passage of time?

Yes.

If the aging function is "ON", an internal temperature sensor is used to apply change to some synthesizer sounds (sounds for which the TONE parameter Pitch Drift is specified), simulating the way in which temperature variation and the passage of time after startup can affect the sound of an analog synthesizer.

Turn the aging function "ON" as described below, and notice how the sound changes.

1. **Press the [MENU] button.**
2. **Use the [1] knob or [2] knob to select "SYSTEM", and then press the [ENTER] button.**
3. **Use the [1] knob to select "GENERAL", and then press the [ENTER] button.**
4. **Use knob [1] to select "Warm-up", and use knob [2] to select either "ON" or "FAST".**

   ON: Simulation is on. The status of Pitch Drift will change in approximately ten minutes, and will subsequently stabilize at the value of the TONE setting Pitch Drift.

   FAST: This mode shortens the change of the ON setting to approximately ten seconds, allowing you to hear the effect of Pitch Drift.

   FIXED: The internal temperature is fixed at the value specified by Init Temp, and the character of the sound at that point is maintained.
5. **Press the [WRITE] button to save the setting.**

   A confirmation message appears.

03 Can the internal speaker be turned off at all times?

Yes.

Use the following procedure to turn the internal speaker "OFF".

1. **Press the [MENU] button.**
2. **Use knob [1] or the PAGE [∧] [∨] buttons to select "SYSTEM", and then press the [ENTER] button.**
3. **Use the [1] knob to select "GENERAL", and then press the [ENTER] button.**
4. **Use knob [1] to select "Speaker Sw", and use knob [2] to select "OFF".**
5. **Press the [WRITE] button to save the setting.**

04 Is this unit equipped with Bluetooth functionality?

Yes, it is.

You can use its Bluetooth functionality in the following ways.

Bluetooth audio

Music played back from your mobile device can be mixed with the sound of the internal sound engine, and output from this unit.

* **To adjust the volume of your mobile device's playback, make adjustments on the playback device.**

Bluetooth MIDI

You can use this unit as a MIDI keyboard for a music app.

05 How do I save a sound that I created?

To completely save and reproduce the sound that you're currently hearing, you must save both the tones and the scene.

Save this data as follows.

Saving the tone

1. **Press the [SCENE] button, and then press the [WRITE] button.**
2. **Use the [1] knob or [2] knob to select "SCENE", and then press the [ENTER] button.**
3. **Select the save-destination, and then press the [ENTER] button.**
4. **If you want to rename the tone that's being saved, use the PAGE [<] [>] buttons to move the cursor and use the [2] knob to specify characters.**
5. **Press the [ENTER] button.**

   A confirmation message appears.
   If you decide to cancel, press the [EXIT] button.
6. **To execute, press the [ENTER] button.**

Saving the scene

1. **Press the [SCENE] button, and then press the [WRITE] button.**
2. **Use the [1] knob or [2] knob to select "SCENE", and then press the [ENTER] button.**
3. **Use the [1] knob or [2] knob to select the save-destination, and then press the [ENTER] button.**

   If you want to rename the scene that's being saved, use the PAGE [<] [>] buttons to move the cursor and use the [2] knob to specify characters.
4. **Press the [ENTER] button.**

   A confirmation message appears.
   If you decide to cancel, press the [EXIT] button.
5. **To execute, press the [ENTER] button.**

06 Do the internal speakers produce enough volume for a live performance?

They are not suitable for this purpose.

The internal speakers are intended for personal enjoyment by the individual who is playing the instrument. For use in a live performance, we recommend that you connect an external amp or speaker.

Operating the Unit

07 Why do the panel knobs and buttons work sometimes and not at other times?

The parameters are different for each model, so there are cases in which a controller has no parameter. Since the controllers without a parameter differ between models, a controller might or might not have an effect.

The parameter that is controlled by each knob or button will differ depending on the model used by the tone that's assigned to the current part (the currently selected part).

➡ "Correspondence Between Controllers and Parameters" (p. 31)

08 Is there a way to move quickly to the edit screen for the parameter controlled by each knob?

Yes.

1. Hold down the [SHIFT] button and turn the knob of the parameter that you want to edit.

The setting screen appears.

➡ "Correspondence Between Controllers and Parameters" (p. 31)

09 Is there a way to check the current value of a setting without affecting the state of the sound?

Yes.

1. Hold down the [EXIT] button and operate the knob that you want to check.

The current value of the setting is shown.

10 Is there a way to quickly change the PORTAMENTO TIME?

Yes.

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

The PORTAMENT TIME setting screen appears.

2. Use knob [2] to edit the PORTAMENTO TIME.

11 The part on/off button is lit, but I can't play the sound of that part from the keyboard.

(Buttons [6]–[9] when the [PART] button is lit)

This might be due the following reasons.

- The part might be assigned for arpeggio performance
- The I-ARPEGGIO [ON/OFF] button is ON, and the ARPEGGIO PART EDIT parameter Switch is "ON" or "KEYSW"

➡ "If the Keyboard Does Not Play Sound" (p. 25)

12 Is there a way to move quickly to the TONE (PARTIAL) edit screen?

Yes.

1. Hold down the [SHIFT] button and operate the [OSC 1]–[OSC 4] sliders.

The edit screen for the corresponding tone or partial appears.

13 Is there a way to move quickly to the assignment screen for the [SL1/2] sliders or [S1/S2/S3] buttons?

Yes.

1. Hold down the [SHIFT] button and operate the slider or button that you want to assign.

The assignment screen for the corresponding controller appears.

14 Can I change the models or categories that are recalled by the MODEL buttons [1]–[16]?

Yes.

1. Hold down the [MODEL BANK] button and press the button ([1]–[16]) of the model bank that you want to assign.

2. Press the PAGE [∧] button to move the cursor to "Attr".

Instead of the PAGE [∧] button, you can also use the [1] knob to select.

3. Use the [2] knob to select the model/category/user.

4. Press the PAGE [∨] button to select the model number that you want to change.

Instead of the PAGE [∨] button, you can also use the [1] knob to select.

5. Use the [2] knob to select a model name (device name) or category name.

* You can register up to eight models or categories in one model bank.
* You can't simultaneously assign both a model and a category in a model bank.

6. To save the settings, execute the system write operation.

➡ "Saving the System Settings (System Write)" (p. 48)

The model or category recalled by the MODEL button can be specified for each bank.

* Up to eight can be specified for each button (BANK).

Sound Engine

15 What is the meaning of "MODEL" in a model bank?

A model is a sound engine that reproduces the sounds and parameter changes of famous vintage analog synthesizers and other historical instruments.

Some models provide not only the sounds that were found on the original, but also newly re-created sounds.

16 What varieties of "MODEL" are provided?

Seven types are provided: JUPITER-8, JUNO-106, JX-8P, SH-101, XV-5080, RD (Piano), and VOCODER.

17 Can a model be used with more than one part?

This depends on the model. "VOCODER" can be used only with part 1.

Other models can be used with parts 1–4.

18 Can a drum kit be used with any part?

No, a drum kit can be used only with PART R.

It cannot be used with parts 1–4.

19 Is the unit equipped with a vocoder?

Yes, it is.

To use the vocoder, proceed as follows (with the factory settings).

1. Connect a dynamic microphone or an electret condenser microphone to the rear panel MIC IN jack.

2. Adjust the MIC GAIN.

3. Select part 1, and then press the [MODEL BANK] button to make it light.

4. Press the [MODEL BANK] button and then press button [15].

* With the factory settings, "VOCODER" is assigned to the model bank of the [15] button.
  You can change the model bank that is assigned.
  ➡ "Customizing the model bank" (p. 17)

5. Use knob [1] to select a vocoder sound (two types).

6. While playing the keyboard, vocalize into the microphone.

The vocoder effect is applied.

* Phantom-powered condenser microphones are not supported.

20 Can I input audio playback from my computer instead of audio from the mic input, and apply the vocoder?

Yes, you can.

1. Connect the JUPITER-X/Xm with your computer via USB.

2. Choose "OUT MIC" as the audio output device of your computer.

Now the audio playback of your computer can be used for vocoder performance.

21 What is the maximum simultaneous polyphony?

It differs depending on the type and combination of models.

As an example, if the JUPITER-8 is assigned to all four parts, the maximum simultaneous polyphony will be 32 voices (up to eight voices per part).

In the case of PCM sounds, up to 256 notes (for MONO) can be produced.

22 When JUNO-106 or SH-101 is selected, why can't the OSC [TYPE] knob change the type?

On the JUNO-106 and SH-101 synthesizers, the sound is created by adjusting the volume of (or turning on/off) PW (square wave / pulse wave), SAW (sawtooth wave), SUB OSC (sub oscillator), and NOISE (noise) respectively.

This means that these models do not use the concept of selecting an oscillator waveform, and therefore the OSC type cannot be changed.

Create the sound as follows.

1. Select JUNO-106 or SH-101.

If you want to start editing from the simplest possible sound, use "TONE INITIALIZE" to initialize the tone.

➡ "23 Can I edit from the initialized sound of a model?" (p. 62)

2. Use the [OSC1]–[OSC4] sliders to adjust the volume (or turn it on/off).

[OSC1] slider: PW (square wave / pulse wave)
[OSC2] slider: SAW (sawtooth wave)
[OSC3] slider: SUB OSC (sub oscillator)
[OSC4] slider: NOISE (noise)

23 Can I edit from the initialized sound of a model?

Yes.

Initialize the tone as follows.

1. **Press the [SCENE] button, and then press the [WRITE] button.**
2. **Use the [1] or [2] knob to select "TONE INITIALIZE".**
3. **Press the [ENTER] button.**

   The message "INITIALIZE TONE Are you sure?" appears.
4. **Press the [ENTER] button to execute initialization.**

   You return to the WRITE MENU screen.

* **The initialized sound and settings differ depending on the model.**

* **Depending on the scene settings, the sound of multiple parts might be layered, or the part parameter settings might not produce the sound that you expect. In this case, you should first initialize the scene (SCENE INITIALIZE) before initializing the tone.**

24 What is the difference between the VINTAGE FILTER [R] [M] [S] buttons?

[R]: This is the filter of the original Roland model, and is selected by default.

[M] [S]: These model the filters of vintage synthesizers made by other companies.

When a vintage type model is selected, you can use the VINTAGE FILTER [R] [M] [S] buttons to change the filter type.

Effect

25 Is there a way to quickly turn off the effect such as reverb or delay?

Yes.

For presets and factory-set scenes, the [S1] button is assigned to turn "scene delay" on/off, and the [S2] button is assigned to turn "scene reverb" on/off. Each time you press the button, the delay or reverb for all parts turns on/off.

If the delay sound remains even after you make the [S1] button go dark, it could be that delay is specified for the part's MFX. Hold down the [SHIFT] button and turn the [MFX] knob to access the setting screen, and turn the Switch "OFF".

26 Which parameters are associated with the knobs of the effect section?

This varies depending on settings such as SCENE PART EDIT: Output and SCENE PART MFX: FllwToneMFX.

The easiest way to find the associated parameter is to hold down the [SHIFT] button and operate the corresponding button, so that the associated parameter screen appears.

Arpeggio

27 What is the I-Arpeggio function?

I-Arpeggio (I-ARPEGGIO) is a new type of arpeggiator in which built-in AI analyzes your keyboard performance and switches to the optimal arpeggio pattern in real time.

It differs from conventional arpeggiators in the following ways.

It allows multi-part performance, and lets you freely specify the parts to play manually and the parts played by the arpeggiator.

Depending on the type (TYPE) and rhythm (RHYTHM) that you select, you can change the way in which the arpeggio pattern is affected by your keyboard performance. You can also enable or disable change by turning the PLAY DETECTOR [KEYS] and [BEAT] buttons on/off.

28 How do I use the PLAY DETECTOR [KEYS] button and [BEAT] button?

[KEYS] button: This specifies whether the constituent notes of the arpeggio performance will change according to your keyboard playing.

For example, if you want the constituent notes that you've once specified from the keyboard to remain the same while you add additional notes from your keyboard performance, turn the [KEYS] button off.

[BEAT] button: This specifies whether your performance will affect the arpeggio pattern.

For example, if you want to change the chord without changing the performance pattern, turn the [BEAT] button off and the [KEYS] button on.

If KEYS and BEAT are both off, the current arpeggio performance is kept. You can freely solo on the keyboard while that accompaniment remains fixed.

29 Can I mute a part while the arpeggio is playing?

Yes.

1. **With the [PART] button lit, hold down the [SHIFT] button and press button [6]–[10] for the part that you want to mute.**
   The switch of each part (PART SW) can be turned on/off.
   For example, you can temporarily mute just the drum sound during the performance (hold down the [SHIFT] button and press button [10]).
   By editing the SYSTEM parameter "PART Btn Asgn", you can customize the function of the buttons for part select mode.
   ➡ "Assigning Functions to the [1]–[15] Buttons" (p. 18)

30 Can I edit the I-Arpeggio pattern data?

No, it is not possible to edit the I-Arpeggio pattern data itself.

A pattern that you entered using STEP EDIT can be used as part of an I-Arpeggio. In this case, however, it is used as fixed pattern data, and does not change according to the performance.

31 Can I record or edit the I-Arpeggio performance?

You can edit it.

Each cycle of the arpeggio performance is always recorded internally, and can be accessed and edited by the STEP EDIT function. The edited pattern can be used as an arpeggio user pattern, or used as MIDI data in your DAW software.

32 Can I prevent the I-Arpeggio [TYPE] and [RHYTHM] knobs from changing the sound or tempo?

Yes.

Proceed as follows.

1. **Press the [MENU] button.**
2. **Select "SYSTEM" and then press the [ENTER] button.**
3. **Use the [1] knob to select "ARP/TEMPO", and then press the [ENTER] button.**
4. **Use knob [1] to select the following ARPEGGIO parameters, and use knob [2] to turn each "OFF".**
   Set Tone
   Set Drumkit
   Set Tempo
5. **To save the changes, press the [WRITE] button.**
6. **When the screen asks, "SYSTEM WRITE Are you sure?", press the [ENTER] button.**
   The screen indicates "Now writing...", and you return to the SYSTEM setting screen.

33 Can the I-Arpeggio synchronize with the tempo of an external sequencer?

Yes.

In SYSTEM settings, set the "TEMPO/SYNC" parameters as appropriate for your situation.

➡ "TEMPO/SYNC" (p. 49) each parameters

34 Can I connect an external MIDI keyboard and use it for keyboard performance with I-Arpeggio?

Yes.

Make remote keyboard settings as follows.

1. **Press the [MENU] button.**
2. **Select "SYSTEM" and then press the [ENTER] button.**
3. **Use the [1] knob to select "MIDI", and then press the [ENTER] button.**
4. **Use the [1] knob to select "MIDI: Remote Kbd".**
5. **Use the [2] knob to select the connector/port to which you connect your external MIDI keyboard. You can select "MIDI IN", "USB COM" or "USB MEM".**
6. **To save the changes, press the [WRITE] button.**
7. **When the screen asks, "SYSTEM WRITE Are you sure?", press the [ENTER] button.**
   The screen indicates "Now writing...", and you return to the SYSTEM setting screen.

35 Can I use STEP EDIT to change the number of recorded steps for the arpeggio performance?

Yes.

Change the necessary parameter settings as follows.

1. **Press the [STEP EDIT] button.**
2. **Press the PAGE [<]button.**
   Change the Grid Length etc.

36 When I copy in the Copy I-Arp screen, parts that don't play are sometimes recorded.

If in SCENE EDIT COMMON, any one of the ASSIGN parameters SL1, SL2, or Ctrl are assigned to "PART FADE1" or "PART FADE2", a part whose volume was too small to hear might be played in STEP EDIT.

In this case, delete the STEP data of the unwanted part.

Other

37 Are Bluetooth earphones or headphones supported?

No, they are not supported.

Main Specifications

Roland JUPITER-X: Synthesizer

Keyboard	61 Keys (semi-weighted keyboard and channel aftertouch)
Sound Generator	ZEN-Core Various MODEL sound generators
Parts	5 parts (Play part: 4, Rhythm part: 1)
Tones	Preset tone: 4,000 or greater User tone: 512 Drum Kit: 90 or greater
Scene	512
Effects	Multi-Effects: 4 systems, 93 types
	Part EQ: 5 systems
	Overdrive Reverb: 8 types Chorus: 5 types Delay: 5 types
	Mic Noise supressor / Compressor
	Master EQ / Compressor
Arpeggiator	I-ARPEGGIO (Multi parts arpeggiator with playing detection)
Arpeggio Parts	5 parts
Controllers	Pitch Bend/Modulation Lever Wheel x 2 Assignable Slider x 2 Assignable Switch x 3
Bluetooth	Ver 4.2 Profile Support: A2DP (Audio), GATT (MIDI over Bluetooth Low Energy) Codec: SBC (Support to the content protection of the SCMS-T method)
Display	Graphic LCD 128 x 64 dots
Speaker Amplifier Power Output	4W x 2
Speakers	Full range (3.5 x 8 cm) x 2 Tweeter 2 cm x 2
Connectors	HEADPHONES jacks: Stereo miniature phone type (front), Stereo 1/4-inch phone type (rear) MAIN OUT jacks (L/MONO, R): 1/4-inch phone type MAIN OUT jacks (L, R): XLR type MIC INPUT jack: 1/4 inch phone type/XLR type AUX INPUT jack: Stereo miniature phone type HOLD PEDAL jack CONTROL PEDAL jack MIDI connectors (IN, OUT) USB COMPUTER port (AUDIO/MIDI) USB MEMORY port
External Memory	USB Flash drive (commercially available)
Power Consumption	20W
Dimensions	1,090 (W) x 447 (D) x 119 (H) mm 42-15/16 (W) x 17-5/8 (D) x 4-11/16 (H) inches
Weight	16.9 kg 37 lbs 5 oz
Accessories	Owner's manual Power cord Leaflet "USING THE UNIT SAFELY"
Options	Keyboard Stand: KS-10Z, KS-12 Pedal Switch: DP series Expression Pedal: EV-5 USB Flash drive * **Use a commercially available USB flash drive. However, we cannot guarantee that all commercially available USB flash drives will work.**

*** 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.**