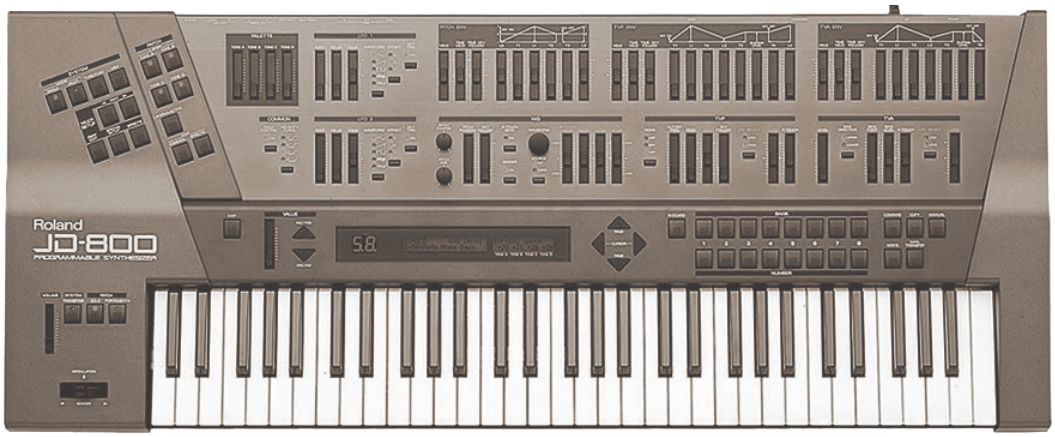
Roland



JUPITER-X
JUPITER-Xm

JD-800 Model Expansion
Owner's Manual

Contents

Using the JD-800 Model Expansion 3

Updating the JUPITER-X/Xm to the Latest Version..... 3
Downloading the JD-800 Model Expansion..... 3
Installing the Roland Cloud Manager 3
Downloading the JD-800 Model Expansion 3
Installing the JD-800 Model Expansion..... 4
Uninstalling a Model Expansion 4
Transferring User Data and Initializing Your User License..... 5
Error Messages..... 5
Selecting a Tone 6

Parameter Guide 7

Controls on the JUPITER-X and Their Associated Parameters.... 7
Controls on the JUPITER-Xm and Their Associated Parameters.. 8
TONE Parameters 9
PALETTE Function..... 14
How to use on the JUPITER-X..... 14
How to use on the JUPITER-Xm..... 14

Sound List 15

Tone..... 15
Waveform 16

MIDI Parameter Address Map 18

Using the JD-800 Model Expansion

Updating the JUPITER-X/Xm to the Latest Version

Before using the Model Expansion, you must update the JUPITER-X/Xm to the latest version.

Download the latest version at the website shown below, and follow the steps shown to install the update.

https://roland.cm/jupiter-x_dl (JUPITER-X)

https://roland.cm/jupiter-xm_dl (JUPITER-Xm)

Downloading the JD-800 Model Expansion

Installing the Roland Cloud Manager

Download the JD-800 Model Expansion using Roland Cloud Manager.

Install the Roland Cloud Manager on your computer using the steps below.

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

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

   https://www.roland.com/us/categories/roland_cloud/

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

   Proceed with the installation by following the directions shown onscreen.

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

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

   Follow the onscreen instructions to register.

Downloading the JD-800 Model Expansion

1. **Start Roland Cloud Manager.**
2. **Click "Hardware" on the Menu tab.**

   A list of hardware appears.
3. **Click "JUPITER-X/XM."**

   A list of contents appears.
4. **Click JD-800 Model Expansion.**

   The JD-800 Model Expansion download page appears.
5. **Click "Get Lifetime Key" to purchase a Lifetime Key.**
6. **Once you've made your purchase, click "Library" on the Menu tab.**

   A list of the contents you have purchased appears.
7. **Select "JD-800 Model Expansion" and download.**

Installing the JD-800 Model Expansion

Getting the file ready

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

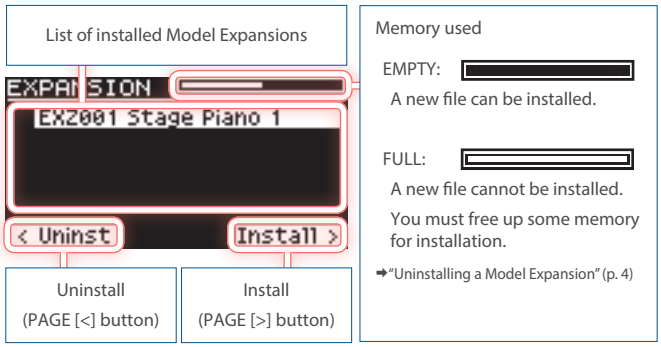
  ➡ "Formatting a USB Flash Drive" (Owner's Manual)

1. **Connect the USB flash drive to your computer.**
2. **Save the file (EXM005_JD800.exz) to the root directory of the USB flash drive.**
3. **Disconnect the USB flash drive from your computer.**

Installing on the JUPITER-X/Xm

1. **Insert the USB flash drive you prepared in "Getting the file ready" into the JUPITER-X/Xm.**
2. **Turn the power of the JUPITER-X/Xm on while holding down the [ENTER] button.**

   The EXPANSION top screen appears.



3. **Press the PAGE [>] button to go to the installation screen.**
4. **Use the PAGE [∧] and [∨] buttons to select "EXM005 JD800," and press the [ENTER] button or the PAGE [>] button.**

   A confirmation message appears.

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

MEMO

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

To continue installing, use the PAGE [>] knob to select "OK," and then press the [ENTER] button.

5. **Use the PAGE [>] button to select "OK," and press the [ENTER] button.**
6. **Turn the power off, then on again.**

   This allows you to use the JD-800 Model Expansion.

If you see the "Expansion Memory Full!" message

There is not enough memory available for installation.

Follow the steps in "Uninstalling a Model Expansion" to free up the memory.

If you see the "Incorrect License!" message

The JD-800 Model Expansion is currently linked to a different user license.

Follow the steps in "Transferring User Data and Initializing Your User License" (p. 5) to initialize the user license.

Uninstalling a Model Expansion

If there is not enough free memory, you can uninstall Model Expansions that are already installed, and then install the JD-800 Model Expansion.

1. **On the EXPANSION top screen, use the PAGE [∧] and [∨] buttons to select the file to uninstall.**
2. **Press the PAGE [<] button to go to the uninstallation screen.**

   A confirmation message appears.

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

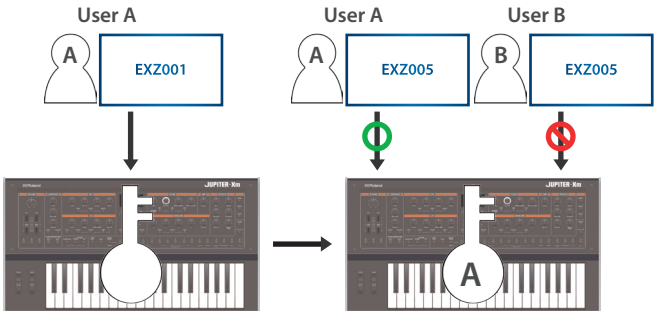
3. **Use the PAGE [>] button to select "OK," and press the [ENTER] button.**

Transferring User Data and Initializing Your User License

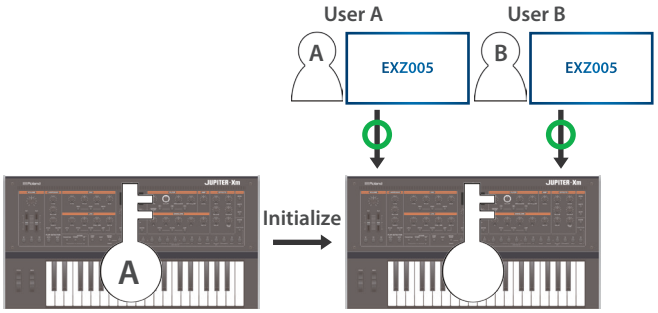
What is a user license?

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

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



When you want to import or install a JD-800 Model Expansion that has a different user license from the Model Expansions already registered in the JUPITER-X/Xm, follow the steps in "Transferring User Data and Initializing Your User License" to initialize the user license.



By initializing the user license, you can install a JD-800 Model Expansion that you've downloaded with a new user license.

NOTE

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

1. Press the [MENU] button on the JUPITER-X/Xm.

2. Use the [1] knob or the PAGE [∧] and [∨] buttons to select "UTILITY," and press the [ENTER] button.

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

The FACTORY RESET screen appears.

4. Select the item using the PAGE [∧] and [∨] buttons, and using the [ENTER] button to select or deselect the items, select only the "Remove License" check boxes.

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

➡ "Returning to the Factory Settings (Factory Reset)" (Owner's Manual)

5. Press the PAGE [>] 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.

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

7. Turn the JUPITER-X/Xm off.

This initializes the user license.

8. Follow the steps in "Installing the JD-800 Model Expansion" (p. 4) to install the JD-800 on the JUPITER-X/Xm.

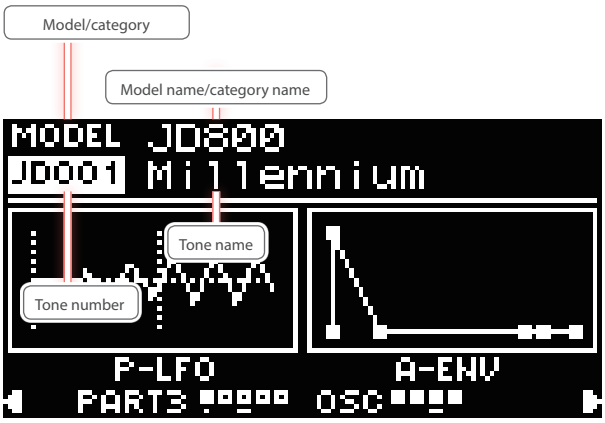
Error Messages

Indication	Action
Expansion File Not Found!	This is shown when there is no Expansion file in the USB flash drive. Make sure that the file has been correctly saved and that the file extension is ".exz".
Incorrect File!	This is shown when the selected tone file is not supported by the JUPITER-X/Xm, or when the file is corrupted. Check which instruments support the original download, and try downloading again.
Incorrect License! Please Remove License	This is shown when the JD-800 Model Expansion is currently linked to a different user license. To install, provide a file that uses the same user license as the Expansion already installed, or initialize the user license.
Expansion Memory Full!	This is shown when there is not enough free memory to install an Expansion. In this case, you can uninstall Model Expansions that are already installed to free up memory.
It has already been installed	This is shown when the JD-800 Model Expansion has already been installed. You don't need to reinstall.

Selecting a Tone

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

   The MODEL BANK top screen appears.



2. **Press the PAGE [∧] button to move the cursor to the model name/category name.**
3. **Use the [2] knob to select "JD-800."**
4. **Press the PAGE [∨] button to move the cursor to the tone number.**
5. **Use the [2] knob to select the tone.**

   You can use the [1] knob to move the cursor quickly.

MEMO

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

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

Registering the JD-800 to a model bank

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

   You can also use [1] to move the cursor.
3. **Use the [2] knob to select "MODEL."**
4. **Press the PAGE [∨] button to select where to register the JD-800.**

   You can also use the [1] knob to select the model.
5. **Use the [2] knob to select "JD-800."**
6. **If you want to save the setting, execute the System Write operation.**

   ➡ "Saving the System Settings (System Write)" (Owner's Manual)

Selecting a JD-800 tone using the model bank

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

   The MODEL BANK top screen appears.

   Use the [1]–[16] buttons to switch to tone select mode.
2. **Select the model bank where you want to register the JD-800 by pressing one of the [1]–[16] buttons.**

   The tones for the JD-800 are shown.

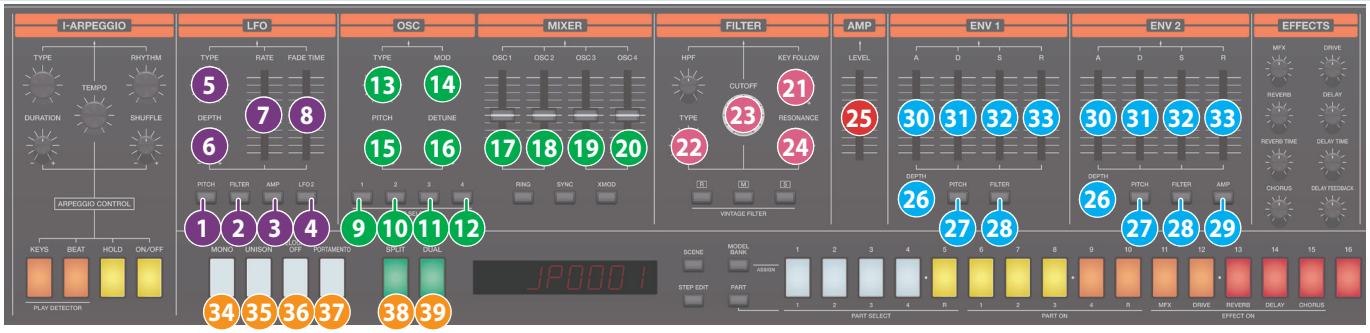
   You can use the [2] knob to select a tone on this screen as well.
3. **Press the [ENTER] button.**

   A list of tones is shown.
4. **Use the [2] knob to select the tone.**

   You can use the [1] knob to move the cursor quickly.
5. **Press the [ENTER] button.**

   The tone is now selected.

Controls on the JUPITER-X and Their Associated Parameters



Section	Controller		Parameter	Destination or operation when used with the [SHIFT] button
LFO	1	PITCH	PITCH LFO select (*1)	-
	2	FILTER	FILTER-LFO select (*1)	-
	3	AMP	AMP-LFO select (*1)	-
	4	LFO2	LFO2 select	-
	5	TYPE	LFO1/2:Waveform	TONE EDIT > LFO1/2:Waveform
	6	DEPTH	If "PITCH-LFO" is selected WG:LFO1/2 depth	TONE EDIT > WG:LFO1/2 depth
			If "FILTER-LFO" is selected TVF:LFO depth	TONE EDIT > TVF:LFO depth
			If "AMP-LFO" is selected TVA:LFO depth	TONE EDIT > TVA:LFO depth
	7	RATE	If "FILTER-LFO" is selected LFO1/2:Rate	TONE EDIT > LFO1/2:Rate
			If "AMP-LFO" is selected LFO1/2:Rate nt	TONE EDIT > LFO1/2:Rate nt
	8	FADE TIME	LFO1/2:Fade time	TONE EDIT > LFO1/2:Fade time
OSC	9	OSC1 SEL	PARTIAL1 select	TONE EDIT PARTIAL1 > Active switch
	10	OSC2 SEL	PARTIAL2 select	TONE EDIT PARTIAL2 > Active switch
	11	OSC3 SEL	PARTIAL3 select	TONE EDIT PARTIAL3 > Active switch
	12	OSC4 SEL	PARTIAL4 select	TONE EDIT PARTIAL4 > Active switch
	13	TYPE	WG:Waveform	TONE EDIT > WG:Waveform
	14	MOD	WG:Pitch random	TONE EDIT > WG:Pitch random
	15	PITCH	WG:Pitch coarse	TONE EDIT > WG:Pitch coarse
	16	DETUNE	WG:Pitch fine	TONE EDIT > WG:Pitch fine
	17	OSC1 LEVEL	PARTIAL1 TVA:LEVEL	TONE EDIT PARTIAL1 > TVA:LEVEL
	18	OSC2 LEVEL	PARTIAL2 TVA:LEVEL	TONE EDIT PARTIAL2 > TVA:LEVEL
	19	OSC1 LEVEL	PARTIAL3 TVA:LEVEL	TONE EDIT PARTIAL3 > TVA:LEVEL
	20	OSC2 LEVEL	PARTIAL4 TVA:LEVEL	TONE EDIT PARTIAL4 > TVA:LEVEL
FILTER	21	KEY FOLLOW	TVF:Cutoff KF	TONE EDIT > TVF:Cutoff KF
	22	TYPE	TVF:Filter mode	TONE EDIT > TVF:Filter mode
	23	CUTOFF	TVF:Cutoff freq	TONE EDIT > TVF:Cutoff freq
	24	RESONANCE	TVF:Resonance	TONE EDIT > TVF:Resonance
AMP	25	LEVEL	TONE COMMON LEVEL	TONE EDIT > TONE COMMON LEVEL

Section	Controller		Parameter	Destination or operation when used with the [SHIFT] button
ENV1/2	26	DEPTH	If "FILTER ENV" is selected TVF ENV DEPTH	TONE EDIT > TVF:ENV depth
			If "PITCH ENV" or "AMP ENV" is selected Operation not available	-
	27	PITCH	PITCH ENV select	-
	28	FILTER	FILTER ENV select	-
	29	AMP	AMP ENV select	-
	30	A	If "PITCH ENV" is selected P-ENV:Time 1	TONE EDIT > P-ENV:Time 1
			If "FILTER ENV" is selected F-ENV:Time 1	TONE EDIT > F-ENV:Time 1
			If "AMP ENV" is selected A-ENV:Time 1	TONE EDIT > A-ENV:Time 1
	31	D	If "PITCH ENV" is selected P-ENV:Time 2	TONE EDIT > P-ENV:Time 2
			If "FILTER ENV" is selected F-ENV:Time 3	TONE EDIT > F-ENV:Time 3
			If "AMP ENV" is selected A-ENV:Time 3	TONE EDIT > A-ENV:Time 3
	32	S	If "PITCH ENV" is selected P-ENV:Level 1	TONE EDIT > P-ENV:Level 1
			If "FILTER ENV" is selected F-ENV:Sus Level	TONE EDIT > F-ENV:Sus Level
			If "AMP ENV" is selected A-ENV:Sus Level 1	TONE EDIT > A-ENV:Sus Level 1
	33	R	If "PITCH ENV" is selected P-ENV:Time 3	TONE EDIT > P-ENV:Time 3
			If "FILTER ENV" is selected F-ENV:Time 4	TONE EDIT > F-ENV:Time 4
			If "AMP ENV" is selected A-ENV:Time 4	TONE EDIT > A-ENV:Time 4
EDIT	34	MONO	MONO	TONE COMMON EDIT > Solo Switch
	35	UNISON	UNISON	TONE COMMON EDIT > Unison
	36	VELOCITY OFF	VELOCITY OFF	SCENE PART EDIT > KBD Velo
	37	PORTAMENTO	PORTAMENTO	TONE COMMON EDIT > Porta Time
	38	SPLIT	SPLIT	-
	39	DUAL	DUAL	L/R DUAL

* 1 The LFOs are given priority in this order: PITCH > FILTER > AMP.
* For other parameters, see the "Parameter Guide" (PDF).
* The JD-800 Model Expansion parameters are located in TONE EDIT.

Controls on the JUPITER-Xm and Their Associated Parameters

Section	Controller	Parameter	Destination or operation when used with the [SHIFT] button
LFO	1 LFO2	LFO2 select	-
	2 PITCH	PITCH LFO select (*1)	-
	3 FILTER	FILTER-LFO select (*1)	-
	4 AMP	AMP-LFO select (*1)	-
	5 TYPE	LFO1/2:Waveform	TONE EDIT > LFO1/2:Waveform
	6 RATE	If "FILTER-LFO" is selected LFO1/2:Rate	TONE EDIT > LFO1/2:Rate
		If "AMP-LFO" is selected LFO1/2:Rate nt	TONE EDIT > LFO1/2:Rate nt
	7 FADE TIME	LFO1/2:Fade time	TONE EDIT > LFO1/2:Fade time
	8 DEPTH	If "PITCH-LFO" is selected WG:LFO1/2 depth	TONE EDIT > WG:LFO1/2 depth
		If "FILTER-LFO" is selected TVF:LFO depth	TONE EDIT > TVF:LFO depth
		If "AMP-LFO" is selected TVA:LFO depth	TONE EDIT > TVA:LFO depth
OSC	9 TYPE	WG:Waveform	TONE EDIT > WG:Waveform
	10 PITCH	WG:Pitch coarse	TONE EDIT > WG:Pitch coarse
	11 LEVEL	For the selected partial: PARTIAL1–4 WG TVA:LEVEL	TONE EDIT PARTIAL1–4 > TVA:LEVEL
	12 MOD	WG:Pitch fine	TONE EDIT > WG:Pitch fine
	13 OSC1 SEL	PARTIAL1 select (*2)	TONE EDIT PARTIAL1 > Active switch
	14 OSC2 SEL	PARTIAL2 select (*2)	TONE EDIT PARTIAL2 > Active switch
	15 OSC3 SEL	PARTIAL3 select (*2)	TONE EDIT PARTIAL3 > Active switch
	16 OSC4 SEL	PARTIAL4 select (*2)	TONE EDIT PARTIAL4 > Active switch
FILTER	17 TYPE	TVF:Filter mode	TONE EDIT > TVF:Filter mode
	18 CUTOFF	TVF:Cutoff freq	TONE EDIT > TVF:Cutoff freq
	19 RESONANCE	TVF:Resonance	TONE EDIT > TVF:Resonance
	20 KEY FOLLOW	TVF:Cutoff KF	TONE EDIT > TVF:Cutoff KF
AMP	21 LEVEL	TONE COMMON LEVEL	TONE EDIT > TONE COMMON LEVEL

Section	Controller	Parameter	Destination or operation when used with the [SHIFT] button
ENV1/2	22 PITCH	PITCH ENV select	-
	23 FILTER	FILTER ENV select	-
	24 AMP	AMP ENV select	-
	25 A	If "PITCH ENV" is selected P-ENV:Time 1	TONE EDIT > P-ENV:Time 1
		When "FILTER ENV" is selected F-ENV:Time 1	TONE EDIT > F-ENV:Time 1
		When "AMP ENV" is selected A-ENV:Time 1	TONE EDIT > A-ENV:Time 1
	26 D	When "PITCH ENV" is selected P-ENV:Time 2	TONE EDIT > P-ENV:Time 2
		When "FILTER ENV" is selected F-ENV:Time 3	TONE EDIT > F-ENV:Time 3
		When "AMP ENV" is selected A-ENV:Time 3	TONE EDIT > A-ENV:Time 3
	27 S	When "PITCH ENV" is selected P-ENV:Level 1	TONE EDIT > P-ENV:Level 1
		When "FILTER ENV" is selected F-ENV:Sus Level	TONE EDIT > F-ENV:Sus Level
		When "AMP ENV" is selected A-ENV:Sus Level 1	TONE EDIT > A-ENV:Sus Level 1
	28 R	When "PITCH ENV" is selected P-ENV:Time 3	TONE EDIT > P-ENV:Time 3
		When "FILTER ENV" is selected F-ENV:Time 4	TONE EDIT > F-ENV:Time 4
		When "AMP ENV" is selected A-ENV:Time 4	TONE EDIT > A-ENV:Time 4
	29 DEPTH	When "FILTER ENV" is selected TVF ENV DEPTH	TONE EDIT > TVF:ENV depth
		When "PITCH ENV" or "AMP ENV" is selected Operation not available	-
EDIT	30 MONO	MONO	TONE COMMON EDIT > Solo Switch
	31 UNISON	UNISON	TONE COMMON EDIT > Unison
	32 VELOCITY OFF	VELOCITY OFF	SCENE PART EDIT > KBD Velo
	33 PORTAMENTO	PORTAMENTO	TONE COMMON EDIT > Porta Time
	34 SPLIT	SPLIT	-
	35 DUAL	DUAL	L/R DUAL

*1 The LFOs are given priority in this order: PITCH > FILTER > AMP.
*2 This is only enabled in Function mode.

* For other parameters, see the "Parameter Guide" (PDF).
* The JD-800 Model Expansion parameters are located in TONE EDIT.

TONE Parameters

TONE COMMON

JD-800 Model Expansion

Parameter	Value	Explanation	CC#
Categ	CATEGORY	Selects the tone category.	
Level	0–100	Adjusts the overall volume for all tones.	110
Key range P1 L	0–127	Sets the key range for each partial. Use this when you want to play different partials over different zones on the keyboard. Specify the lower (L) and upper (H) limits for the ranges to set.	
Key range P1 H	0–127		
Key range P2 L	0–127		
Key range P2 H	0–127		
Key range P3 L	0–127		
Key range P3 H	0–127		
Key range P4 L	0–127		
Key range P4 H	0–127		
Bender range D	0–48	Sets the amount of change (in semitones) made when the pitch bend wheel is pushed all the way down. For example, if you set this to "48" and push the pitch bend wheel all the way down, the pitch goes down four octaves.	49
Bender range U	0–12	Sets the amount of change (in semitones) made when the pitch bend wheel is pushed all the way up. For example, when this is set to "48" and you push the pitch bend wheel all the way up, the pitch goes up four octaves.	41
Atch bend sens	-36, -24, -12–0–+12	Sets the aftertouch sensitivity.	
Solo switch	OFF, ON	Sets whether the tones play as single notes (ON=monophonic) or as chords (OFF=polyphonic) when you play multiple keys.	115
Unison	OFF, ON	This layers a single tone. When this is on, a certain number of sounds (set in each tone) are layered.	
Solo legato	OFF, ON	This effect is applied when SOLO is on. When this is on and you hold down a key and then play another key, the sound of the second note played smoothly transitions from the first note without an attack.	116
Porta switch	OFF, ON	Turns the portamento on/off. When this is on, the pitch of the second note you play glides continuously from the first note. OFF: Portamento is not applied, regardless of the portamento time setting. ON: Portamento is always applied.	
	* Portamento does not operate when the Solo switch is off, regardless of the Porta Switch setting.		
Porta mode	NORMAL, LEGATO	NORMAL: Portamento is always applied. LEGATO: Portamento is only applied when you play in legato style (playing one key and then playing the next while holding down the first one).	118
Porta time	0–100	When portamento is used, this sets the time taken for the pitch to change. Higher settings cause the pitch to take longer when gliding to the next note.	5
EQ			
EQ Mid Q	0.5–16.0	Sets the width of the mid-frequency range. Higher values make the width more narrow.	
EQ Low freq	20–16000	Sets the center frequency of the low range.	
EQ Mid freq	20–16000	Sets the center frequency of the mid-frequency range.	
EQ Hi freq	20–16000	Sets the center frequency of the high range.	
EQ Low gain	-24.0dB–+24.0dB	Adjusts the amount of boost/cut of the low frequency range.	
EQ Mid gain	-24.0dB–+24.0dB	Adjusts the amount of boost/cut of the mid-frequency range.	
EQ Hi gain	-24.0dB–+24.0dB	Adjusts the amount of boost/cut of the high frequency range.	
EQ switch	OFF, ON	Turns the equalizer on/off.	

TONE

JD-800

* The CCs that are supported differ with each partial (p. 14).

Parameter	Value	Explanation
Partial switch	OFF, ON	These buttons turn the partials on/off, and select which partials are to be stacked when played.
Active switch	OFF, ON	Selects the partials to edit. Any edits you make apply to all selected partials.
Velo curve	1–4	You can select from one of four curves, which affect how much each type of envelope is applied according to how hard you play the keys. The envelopes that are affected include the PITCH ENV, TVF ENV and TVA ENV.
Hold ctrl	OFF, ON	Sets whether the sound of the partial is sustained (held) when you operate the hold pedal.
LFO1		
LFO1: Waveform	TRI, SAW, SQU, S&H, RND	These buttons set the LFO waveform.
LFO1: Rate sync	OFF, ON	Turn this on to sync the LFO cycle with the tempo.
LFO1: Rate	0–100	When Rate sync is off, the LFO cycle is set irrespective of the tempo. The larger the value, the shorter the LFO cycle. When Rate sync is on, the LFO cycle is set to a note length.
LFO1: Rate nt	1/64T, 1/64, 1/32T, 1/32, 1/16T, 1/32., 1/16, 1/8T, 1/16., 1/8, 1/4T, 1/8., 1/4, 1/2T, 1/4., 1/2, 1T, 1/2., 1, 2T, 1., 2, 4	
LFO1: Delay time	0–100, REL	Sets the time it takes before the LFO effect begins after you press a key. The larger the value, the longer it takes for the LFO effect to start after you play the keyboard. The setting above 100 is "REL." The "REL" setting makes the LFO start right after you release the key.
LFO1: Fade time	-50–+50	Sets the time-based change of the LFO as it takes effect. Set this to "+" to make the LFO amplitude gradually ramp up to maximum. Set this to "-" to make the LFO amplitude gradually ramp down to zero. No time-based change occurs when this is set to "0." The larger the absolute value, the more time required for change.
LFO1: Offset	-, 0, +	Moves the center value for the LFO waveform (the pitch or cutoff frequency) up or down.
LFO1: Key trig	OFF, ON	Sets whether to synchronize the start of the LFO cycle with the timing you use to play the keys ("ON" to synchronize, "OFF" to disable).
LFO2		
LFO2: Waveform	TRI, SAW, SQU, S&H, RND	These buttons set the LFO waveform.
LFO2: Rate sync	OFF, ON	Turn this on to sync the LFO cycle with the tempo.
LFO2: Rate	0–100	When Rate sync is off, the LFO cycle is set irrespective of the tempo. The larger the value, the shorter the LFO cycle. When Rate sync is on, the LFO cycle is set to a note length.
LFO2: Rate nt	1/64T, 1/64, 1/32T, 1/32, 1/16T, 1/32., 1/16, 1/8T, 1/16., 1/8, 1/4T, 1/8., 1/4, 1/2T, 1/4., 1/2, 1T, 1/2., 1, 2T, 1., 2, 4	
LFO2: Rev Delay time	0–100, REL	Sets the time it takes before the LFO effect begins after you press a key. The larger the value, the longer it takes for the LFO effect to start after you play the keyboard. The setting above 100 is "REL." The "REL" setting makes the LFO start right after you release the key.
LFO2: Fade time	-50–+50	Sets the time-based change of the LFO as it takes effect. Set this to "+" to make the LFO amplitude gradually ramp up to maximum. Set this to "-" to make the LFO amplitude gradually ramp down to zero. No time-based change occurs when this is set to "0". The larger the absolute value, the more time required for change.
Velo Offset	-, 0, +	Moves the center value for the LFO waveform (the pitch or cutoff frequency) up or down.
LFO2: Key trig	OFF, ON	Sets whether to synchronize the start of the LFO cycle with the timing you use to play the keys ("ON" to synchronize, "OFF" to disable).
WAVE		
WG: Waveform	WAVEFORM	Sets the waveform that sounds.
WG: Wave gain	-18dB, -12dB, -6dB, 0dB, +6dB, +12dB	Sets the waveform gain (amplitude). The value changes in units of 6dB (decibels). Raising the value by 6dB increases the gain by a factor of two.
WG: Pitch coarse	-48–+48	Shifts the pitch in units of a semitone.
WG: Pitch fine	-50–+50	Finely adjusts the pitch in units of one cent.
WG: Pitch random	0–100	Sets the width of change at which the pitch randomly changes with each key press. To disable this random change, set this to "0."
WG: Pitch KF	-100%, -50%, -20%, -10%, -5%, 0%, +5%, +10%, +20%, +50%, +98%, +99%, +100%, +101%, +102%, +150%, +200%	Sets the width of pitch change when the key is shifted one octave (12 keys) up. To make the pitch change over one octave like regular keyboards, set this to "+100." To make the pitch change two octaves over the range of one octave, set this to "+200." Set this to a negative value to make the pitch go down as you play higher notes. To play the same pitch no matter which key you press, set this to "0."

Parameter	Value	Explanation
WG: Bender sw	OFF, ON	Sets whether MIDI pitch bend messages are received (ON) or not (OFF) for each partial.
WG: Atch bend sw	OFF, ON	Sets whether MIDI aftertouch bend messages are received (ON) or not (OFF), and whether these messages are used to apply pitch bend for each partial.
WG: LFO1 depth	-50–+50	Adjusts the intensity at which LFO1/ LFO2 modulates OSC.
WG: LFO2 depth	-50–+50	
WG: Lever sens	L2:50–L1:50	Sets the depth of vibrato that is controlled by the modulation lever. When this is set for LFO1, the LFO1 waveform is used for vibrato; and when this is set for LFO2, the LFO2 waveform is used for vibrato. Set this to "0" to turn vibrato off.
WG: Atch msens	L2:50–L1:50	This sets the depth of vibrato that is controlled by aftertouch. Set the value to the maximum vibrato depth you want when applying maximum aftertouch.
Pitch Env		
P-ENV: Velo sens	-50–+50	Use this to set how much the pitch envelope changes in response to how hard you play the keys. Set this to a "+" value to make the pitch envelope respond more when you play harder, and set this to a "-" value to make it respond less when you play harder.
P-ENV: T vsens	-50–+50	Use this to set how much the Time 1 (time) value of the pitch envelope changes in response to how hard you play the keys. Set this to a "+" value to make the Time 1 value longer when you play harder, and set this to a "-" value to make the value shorter when you play harder.
P-ENV: Time KF	-10–+10	Use this to set how much the Time 2–Time 4 values (pitch envelope time) change according to the keys you play. When you set this to a "+" value, playing higher notes makes the time shorter (with the pitch envelope time at C4 or middle C as the base value); and when you set this to a "-" value, playing higher notes makes the time longer. Larger values produce greater change.
P-ENV: Level 0	-50–+50	These knobs set the pitch envelope levels. Use these knobs to determine how much the pitch changes at each point in relation to the base pitch. Use "+" values for pitches higher than the base pitch, and use "-" values for pitches lower than the base pitch.
P-ENV: Level 1	-50–+50	
P-ENV: Level 2	-50–+50	

Parameter	Value	Explanation
P-ENV: Time 1	0–100	These knobs set the pitch envelope times. Larger values make the time to reach the next pitch longer (for example, Time 2 sets the time it takes to go from Level 1 to Level 2).
P-ENV: Time 2	0–100	
P-ENV: Time 3	0–100	
TVF		
TVF: Filter mode	LPF, BPF, HPF	These buttons select the TVF filter type. HPF: High-pass filter. This cuts off frequencies below the cutoff frequency (Cutoff Freq). This filter type is useful for creating percussion sounds and the like that have a distinctive high end. BPF: Band-pass filter. This cuts off frequencies except for those around the cutoff frequency (Cutoff Freq). This filter type is useful for making sounds with a unique character. LPF: Low-pass filter. This cuts off frequencies above the cutoff frequency (Cutoff Freq). Cutting off the high frequencies makes the sound more mellow. This is the most frequently-used type.
TVF: Cutoff freq	0–100	Sets the frequency at which the filter applied to the frequency components of the waveform begins to take effect (the cutoff frequency).
TVF: Resonance	0–100	Emphasizes the portion of the sound around the cutoff frequency, giving character to the tone. Excessively high settings can produce oscillation, causing the sound to distort.
TVF: Cutoff KF	-100%–150%	Set this to make the cutoff frequency change according to the keys you play. When you set this to a "+" value, playing higher notes raises the cutoff frequency (with the cutoff frequency of the key you specified by Cutoff Freq as the base value); and when you set this to a "-" value, playing higher notes lowers the cutoff frequency.
TVF: Atch sens	-50–+50	Set this to make the cutoff frequency change according to how much aftertouch you use.
TVF: LFO select	LFO1, LFO2	Selects whether to apply either LFO1 or LFO2 to the cutoff frequency.
TVF: LFO depth	-50–+50	Sets how much LFO1 and LFO2 affect the cutoff frequency.
TVF: ENV depth	-50–+50	This sets the intensity of the TVF envelope. Larger values produce a greater change in the filter envelope. Setting this to a negative value inverts the envelope's shape.

Parameter	Value	Explanation
TVF Env		
F-ENV: Velo sens	-50–+50	Use this to set how much the TVF envelope changes in response to how hard you play the keys. Set this to a "+" value to make the filter envelope respond more when you play harder, and set this to a "-" value to make it respond less when you play harder.
F-ENV: T vsens	-50–+50	Use this to set how much the Time 1 (time) value of the TVF envelope changes in response to how hard you play the keys. Set this to a "+" value to make the Time 1 value shorter when you play harder, and set this to a "-" value to make the value longer when you play harder.
F-ENV: Time KF	-10–+10	Use this to set how much the TVF envelope times (Time 2–Time 4) change according to the key you play. When you set this to a "+" value, playing higher notes makes the time shorter (with the filter envelope time at C4 or middle C as the base value); and when you set this to a "-" value, playing higher notes makes the time longer. Larger values produce greater change.
F-ENV: Level 1	0–100	These knobs set the TVF envelope levels. Use these knobs to determine how much the cutoff frequency changes at each point in relation to the base cutoff frequency.
F-ENV: Level 2	0–100	
F-ENV: Sus level	0–100	
F-ENV: Level 4	0–100	
F-ENV: Time 1	0–100	Sets the TVF envelope times. Larger values make the time to reach the next cutoff frequency longer (for example, Time 2 sets the time it takes to go from Level 1 to Level 2).
F-ENV: Time 2	0–100	
F-ENV: Time 3	0–100	
F-ENV: Time 4	0–100	
TVA		
TVA: Bias dir	UP, LOW, U&L	UP: Changes the volume of the high end from the bias point. LOW: Changes the volume of the low end from the bias point. U&L: Symmetrically changes the volume of the high and low end, centered around the bias point.
TVA: Bias point	0–127	Sets the base key from which the volume is changed. A value of 64 equals C4 (middle C).
TVA: Bias level	-10–+10	Sets the slope of volume change respective to the bias direction. Larger values produce greater change. The change is inverted when this is set to a "-" value.
TVA:Level	0–100	Adjusts the volume of the partial.

Parameter	Value	Explanation
TVA: Atch sens	-50–+50	Sets the degree to which the partial volume changes in response to aftertouch.
TVA: LFO select	LFO1, LFO2	Selects whether to apply either LFO1 or LFO2 to the partial volume.
TVA: LFO depth	-50–+50	Sets how much LFO1 and LFO2 affect the partial volume.
TVA ENV		
A-ENV: Velo sens	-50–+50	Set this to change the partial volume according to how hard you play the keys. Set this to a "+" value to make the partial louder when you play harder, and set this to a "-" value to make the partial softer when you play harder.
A-ENV: T vsens	-50–+50	Use this to set how much the Time values of the TVA envelope change in response to how hard you play the keys. Set this to a "+" value to make the Time 1 value shorter when you play harder, and set this to a "-" value to make the value longer when you play harder.
A-ENV: Time KF	-10–+10	Set this to change the TVA envelope times (Time 2–Time 4) according to the keys you play. When you set this to a "+" value, playing higher notes makes the time shorter (with the AMP envelope time at C4 or middle C as the base value); and when you set this to a "-" value, playing higher notes makes the time longer. Larger values produce greater change.
A-ENV: Level 1	0–100	This sets the TVA envelope levels. Use these to determine how much the volume changes at each point in relation to the base volume.
A-ENV: Level 2	0–100	
A-ENV: Sus level	0–100	
A-ENV: Time 1	0–100	This sets the TVA envelope times. Larger values make the time to reach the next volume level longer (for example, Time 2 sets the time it takes to go from Level 1 to Level 2).
A-ENV: Time 2	0–100	
A-ENV: Time 3	0–100	
A-ENV: Time 4	0–100	

TONE MFX Group B

JD-800

This can only be used when a tone from the JD-800 model is selected for part 1.

Parameter	Value	Explanation	CC#
Seq	Sequence	Selects the order in which the effects are connected. CHO: Chorus DLY: Delay REV: Reverb	
DL Switch	OFF, ON	Turns the delay on/off.	
CH Switch	OFF, ON	Turns the chorus on/off.	
RV Switch	OFF, ON	Turns reverb on/off.	
Delay			
DL C Sync sw	OFF, ON	Turn this on to synchronize the delay times of the left, center and right delay sounds with the tempo.	
DL L Sync sw	OFF, ON		
DL R Sync sw	OFF, ON		
DL C Time	0.1–600.0	When each Sync Sw is off, the delay times of the left, center and right delay sounds can be set irrespective of tempo.	
DL L Time	0.1–600.0		
DL R Time	0.1–600.0		
DL C Note	1/64T, 1/64, 1/32T, 1/32, 1/16T, 1/32., 1/16, 1/8T, 1/16., 1/8, 1/4T, 1/8., 1/4, 1/2T, 1/4., 1/2, 1T, 1/2., 1, 2T, 1., 2, 4	When each Sync Sw is on, the delay times of the left, center and right delay sounds can be set by note length.	
DL L Note			
DL R Note			
DL C Level	0–100	Sets the levels of the left, center and right delay sounds.	94
DL L Level	0–100		92
DL R Level	0–100		95
DL Feedback	-98%–98%	Sets the feedback value, which is how much of the center delay output signal is sent back to the effect input. Set what percentage of the normal phase/reversed phase (+/-) of the output signal goes back to the input. When this is set to "0," no feedback is applied. When the center delay sound is fed back, the delay sounds fed back from the left and right will be input as well.	
Chorus			
CH Rate	0.1Hz–10.0Hz	Sets the rate of modulation for the chorus. Higher values produce a faster rate.	
CH Depth	0–100	Sets the depth of modulation for the chorus. Higher values produce a greater modulation depth.	
CH Delay	0.1–50.0	Sets the delay time for the chorus. This sets the time it takes from the start of the original sound to when the chorus effect begins. Larger values produce longer delays, creating a wider sound.	
CH Feedback	-98%–98%	Sets the feedback value, meaning how much of the chorus output signal is sent back to the effect input. Set what percentage of the normal phase/reversed phase (+/-) of the output signal goes back to the input. When this is set to "0," no feedback is applied.	
CH Level	0–100	Sets the chorus volume.	93
Reverb			
RV Type	ROOM1, ROOM2, HALL1, HALL2, HALL3, HALL4, GATE, REVERSE, FLYING1, FLYING2	Selects the reverb type. Use this to select the reverberation characteristics, which are a result of the hall size, wall materials and so on. ROOM1/2: A reverb that simulates a room. ROOM2 has a more reflective and brighter sound than ROOM1. HALL1–4: A reverb that simulates a concert hall. Types 1–4 differ in room size, reflections and so on. GATE: A reverb to which a gate is applied. This mutes the reverberations at a fixed time. REVERSE: Makes the reverberations grow louder and then mute at a fixed time. FLYING1/2: Pans the reverberations from left to right (FLYING1) or right to left (FLYING2).	
RV Pre dly time	0–120	This sets the pre-delay time, meaning the time it takes for the reverberations to sound after the original sound is heard. Larger values give an impression of being in a larger room.	
RV ER Level	0–100	Sets the sound level of the direct reflections from the walls and the early reflections after the original sound is produced. This indicates the distance from the sound source (the original sound) to the walls. Larger values indicate a shorter distance to the walls. • This parameter is disabled if the "GATE," REVERSE," or "FLYING1/2" types are selected. • The early reflection level and reverb level work separately. For this reason, the early reflection can still be heard even when the reverb level is "0."	

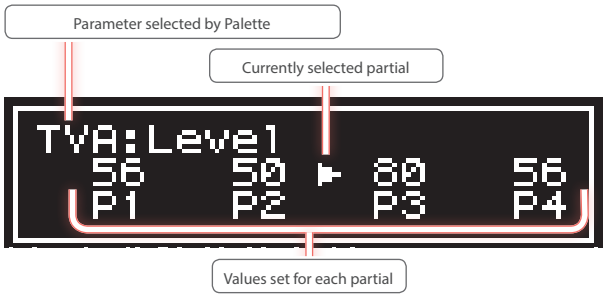
Parameter	Value	Explanation	CC#
RV HF Damp	500Hz–BYPASS	Sets the frequencies to cut in the high-frequency portion of the reverberation. The high-frequency portion of reverb sounds decays differently depending on the wall material. This parameter simulates this kind of high-frequency decay.	
RV Time	0.1–20.0 s (*1) 5–250 ms (*2)	Sets the reverberation time. Higher values produce longer reverberations. * 1 Reverb Type: ROOM1/2, HALL1–4 * 2 Reverb Type: GATE, REVERSE, FLYING1/2	13
RV Level	0–100	Sets the reverberation volume.	91
Output			
Balance	D100:0W–D0:100W	Sets the volume balance between the dry sound (D) and the effect sound (W).	
Level	0–127	Sets the volume level.	12

List of supported CCs

Parameter	Partial 1	Partial 2	Partial 3	Partial 4
LFO1:Rate	29	20	22	23
LFO2:Rate	14	24	25	27
WG:Pitch fine	21	31	35	46
WG:LFO1 depth	26	47	48	50
WG:LFO2 depth	15	51	52	53
TVF:Cutoff freq	3	54	55	56
TVF:Resonance	9	57	58	59
TVF:LFO depth	28	60	61	62
TVF:ENV depth	81	63	79	80
F-ENV:Time 1	83	82	85	87
F-ENV:Time 4	86	102	103	104
TVA:Level	16	17	18	19
TVA:LFO depth	30	105	106	107
A-ENV:Time 1	89	108	109	111
A-ENV:Time 4	90	112	114	117

PALETTE Function

The Palette function lets you display the values set for partials 1–4 in a row and edit them, for the partial parameter you last edited.



* TVA Level is selected by default.
* The partial parameters you edit in the TONE EDIT screen can also be selected in the Palette.

How to use on the JUPITER-X

1. **Select a JD-800 Model Expansion tone for the current part.**
2. **Press the [RING], [SYNC] and [XMOD] buttons at the same time.**

   "PALETTE ON" is shown onscreen, and the Palette function is activated. The [RING], [SYNC] and [XMOD] buttons light up.
3. **Use the [OSC 1]–[OSC 4] sliders to edit the parameter selected in the Palette.**

   The currently selected parameter name and the values for each partial are shown.

MEMO

To turn the Palette function off, change the tone or press one of the [RING], [SYNC] or [XMOD] buttons.

How to use on the JUPITER-Xm

1. **Select a JD-800 Model Expansion tone for the current part.**
2. **Hold down the [SHIFT] button and press the ENV [AMP] button.**

   "PALETTE ON" is shown onscreen, and the Palette function is activated. The ENV [PITCH], [FILTER] and [AMP] buttons light up.
3. **Use the [A] [D] [S] [R] knobs to edit the parameter selected in the Palette.**

   The currently selected parameter name and the values for each partial are shown.

MEMO

To turn the Palette function off, change the tone or press one of the ENV [PITCH], [FILTER] or [AMP] buttons.

Sound List

Tone

JD-800

No.	Name	Category	MSB	LSB	PC
JD001	Millennium	42:Pulsating	97	72	1
JD002	Massive Pad	36:Synth Pad/Str	97	72	2
JD003	Crystal EPs	5:E.Piano2	97	72	3
JD004	Synthadelic Bass	21:Synth Bass	97	72	4
JD005	Wailing Guitar	18:Dist.Guitar	97	72	5
JD006	Fantasia 90's	37:Synth Bellpad	97	72	6
JD007	Spun Glass	37:Synth Bellpad	97	72	7
JD008	Mother Afrika!	22:Plucked/Stroke	97	72	8
JD009	Swimotion	42:Pulsating	97	72	9
JD010	Classic Sweeper	36:Synth Pad/Str	97	72	10
JD011	LA MIDI'd Piano	5:E.Piano2	97	72	11
JD012	Meaty Bass	21:Synth Bass	97	72	12
JD013	ST Master	17:E.Guitar	97	72	13
JD014	Perc-Vox Stack	32:Vox/Choir	97	72	14
JD015	Killer Pad	36:Synth Pad/Str	97	72	15
JD016	Waveblower	36:Synth Pad/Str	97	72	16
JD017	Pulsating Pad	42:Pulsating	97	72	17
JD018	Mr.Brass!	35:Synth Brass	97	72	18
JD019	Bruiser Tines	4:E.Piano1	97	72	19
JD020	Wet Bass	21:Synth Bass	97	72	20
JD021	Throaty Clav	10:Clav	97	72	21
JD022	Rockin' Wire	36:Synth Pad/Str	97	72	22
JD023	Iceman	36:Synth Pad/Str	97	72	23
JD024	Ming Dynasty	22:Plucked/Stroke	97	72	24
JD025	Planetarium	42:Pulsating	97	72	25
JD026	Pulse Pad	36:Synth Pad/Str	97	72	26
JD027	All Stops Out	6:E.Organ	97	72	27
JD028	Fusion Solo	34:Synth Lead	97	72	28
JD029	MIDI Guitar	17:E.Guitar	97	72	29
JD030	Pain&Injury Keyz	38:Synth PolyKey	97	72	30
JD031	Deep Breath Pad	36:Synth Pad/Str	97	72	31
JD032	Harlequin	37:Synth Bellpad	97	72	32
JD033	Slow Bell Pad	37:Synth Bellpad	97	72	33
JD034	Analog Brass	35:Synth Brass	97	72	34
JD035	Ac.Piano 1	2:Pop Piano	97	72	35
JD036	Modular Bass	21:Synth Bass	97	72	36
JD037	MIDI Clav	10:Clav	97	72	37
JD038	Voco ST	17:E.Guitar	97	72	38
JD039	Invocation	37:Synth Bellpad	97	72	39
JD040	Ethnic Logs	22:Plucked/Stroke	97	72	40
JD041	2-way Slide	36:Synth Pad/Str	97	72	41
JD042	Macho Swell	36:Synth Pad/Str	97	72	42
JD043	Doo Organ	7:Pipe Organ	97	72	43
JD044	Synth Pipe Solo	34:Synth Lead	97	72	44
JD045	Nylon Choir	16:Ac.Guitar	97	72	45
JD046	Scraping Bone	36:Synth Pad/Str	97	72	46
JD047	Hybrid Strings	36:Synth Pad/Str	97	72	47
JD048	JD-bells 1	14:Bell	97	72	48
JD049	1974!	36:Synth Pad/Str	97	72	49
JD050	Polysynth	36:Synth Pad/Str	97	72	50
JD051	Metallic EPs	5:E.Piano2	97	72	51
JD052	Face Bass	21:Synth Bass	97	72	52
JD053	Velo-Crunch	34:Synth Lead	97	72	53
JD054	Stack Attack!	36:Synth Pad/Str	97	72	54
JD055	Girlish Vox	32:Vox/Choir	97	72	55
JD056	Shakuflute	34:Synth Lead	97	72	56
JD057	Aurora Borealis	42:Pulsating	97	72	57
JD058	Pulsation	36:Synth Pad/Str	97	72	58
JD059	Waveola Keys	38:Synth PolyKey	97	72	59
JD060	Tekno Funk Bass	21:Synth Bass	97	72	60
JD061	Backwards 60's	34:Synth Lead	97	72	61
JD062	MetalVox/Bass	49:Zone	97	72	62
JD063	Bottle It	36:Synth Pad/Str	97	72	63
JD064	Doo Pipes	32:Vox/Choir	97	72	64
JD065	Muscle Beach	36:Synth Pad/Str	97	72	65
JD066	JD Buzzed	36:Synth Pad/Str	97	72	66
JD067	Kiruna Pad	36:Synth Pad/Str	97	72	67
JD068	Cloud Keys /Mod	36:Synth Pad/Str	97	72	68
JD069	Lonely City	36:Synth Pad/Str	97	72	69
JD070	Frost Freeze	36:Synth Pad/Str	97	72	70
JD071	Requiem /Mod	36:Synth Pad/Str	97	72	71
JD072	The Summoner	36:Synth Pad/Str	97	72	72
JD073	Krystals Pad	37:Synth Bellpad	97	72	73
JD074	JD Keys	37:Synth Bellpad	97	72	74
JD075	Liquidy Worms	37:Synth Bellpad	97	72	75
JD076	Asian Dream	38:Synth PolyKey	97	72	76
JD077	Soft Knock	38:Synth PolyKey	97	72	77
JD078	Irish Eyes	38:Synth PolyKey	97	72	78
JD079	Our Story	38:Synth PolyKey	97	72	79
JD080	Strummy /Mod	38:Synth PolyKey	97	72	80
JD081	Bell Vox Key	38:Synth PolyKey	97	72	81
JD082	Simple Shocks	38:Synth PolyKey	97	72	82
JD083	SleepLess	38:Synth PolyKey	97	72	83
JD084	Baptist Pad	32:Vox/Choir	97	72	84
JD085	Padtergeist	32:Vox/Choir	97	72	85
JD086	Koyona	42:Pulsating	97	72	86
JD087	404 Pad /Mod	42:Pulsating	97	72	87
JD088	Bell Phases	42:Pulsating	97	72	88
JD089	Bot Swarm	42:Pulsating	97	72	89
JD090	String Wave	42:Pulsating	97	72	90
JD091	Droid Crew	42:Pulsating	97	72	91
JD092	Null Split	42:Pulsating	97	72	92
JD093	Straight Shot	34:Synth Lead	97	72	93
JD094	Velo Voc Lead	34:Synth Lead	97	72	94
JD095	CH Cutter	34:Synth Lead	97	72	95
JD096	YooDoo Sequel	34:Synth Lead	97	72	96
JD097	JD Shredder!	34:Synth Lead	97	72	97
JD098	Semi-Orbit	34:Synth Lead	97	72	98
JD099	Flicker	34:Synth Lead	97	72	99
JD100	Sine Of Life	34:Synth Lead	97	72	100
JD101	Gee Funk Bass	21:Synth Bass	97	72	101
JD102	Frenzy Bs /Mod	21:Synth Bass	97	72	102
JD103	Slime Slap!	21:Synth Bass	97	72	103
JD104	Extreme Bot!	21:Synth Bass	97	72	104
JD105	800 Bass	21:Synth Bass	97	72	105
JD106	Proison	21:Synth Bass	97	72	106
JD107	Gear Grease	21:Synth Bass	97	72	107
JD108	Cog Punch	21:Synth Bass	97	72	108
JD109	Piano Memories	1:Ac.Piano	97	72	109
JD110	Bell E.Piano	5:E.Piano2	97	72	110
JD111	Vocal Tines	4:E.Piano1	97	72	111
JD112	Speaking Clav	10:Clav	97	72	112
JD113	Bellisma	14:Bell	97	72	113
JD114	Cele-Bells	14:Bell	97	72	114
JD115	Market Bells	14:Bell	97	72	115
JD116	Reso Pearl	14:Bell	97	72	116
JD117	Partikle /Mod	15:Mallet	97	72	117

No.	Name	Category	MSB	LSB	PC
JD118	Trickle Seq	40:Synth Seq/Pop	97	72	118
JD119	Flutter Pluck	40:Synth Seq/Pop	97	72	119
JD120	One Drop	40:Synth Seq/Pop	97	72	120
JD121	Stab -93	44:Hit	97	72	121
JD122	Bit Chord Stack	44:Hit	97	72	122
JD123	Vapor Cave	44:Hit	97	72	123
JD124	Bit Stab	44:Hit	97	72	124
JD125	Vibe Knock	44:Hit	97	72	125
JD126	Bell Brain	44:Hit	97	72	126
JD127	Vintage Stab	44:Hit	97	72	127
JD128	ASMR U there?	39:Synth FX	97	72	128
JD129	Init Tone	0:No Assign	97	73	1

Waveform

No.	WaveName	Category
001	Syn Saw 1	130 : Singl | Saw
002	Syn Saw 2	130 : Singl | Saw
003	FAT Saw	130 : Singl | Saw
004	FAT Square	131 : Singl | SqPls
005	Syn Pulse1	131 : Singl | SqPls
006	Syn Pulse2	131 : Singl | SqPls
007	Syn Pulse3	131 : Singl | SqPls
008	Syn Pulse4	131 : Singl | SqPls
009	Syn Pulse5	131 : Singl | SqPls
010	Pulse Mod	142 : Synth | Dtune
011	Triangle	132 : Singl | Tri
012	Syn Sine	133 : Singl | Sine
013	Soft Pad	143 : Synth | PdStr
014	Wire Str	135 : Singl | Digi
015	MIDI Clav	030 : Keys | Clav
016	Spark Vox1	141 : Synth | Voice
017	Spark Vox2	141 : Synth | Voice
018	Syn Sax	145 : Synth | Lead
019	Clav Wave	030 : Keys | Clav
020	Cello Wave	135 : Singl | Digi
021	BrightDigi	135 : Singl | Digi
022	Cutters	135 : Singl | Digi
023	Syn Bass	082 : Bass | SynBs
024	Rad Hose	119 : WWind | Other
025	Vocal Wave	141 : Synth | Voice
026	Wally Wave	135 : Singl | Digi
027	Brusky lp	135 : Singl | Digi
028	Digiwave	135 : Singl | Digi
029	Can Wave 1	135 : Singl | Digi
030	Can Wave 2	135 : Singl | Digi
031	EML 5th	135 : Singl | Digi
032	Wave Scan	135 : Singl | Digi
033	Nasty	135 : Singl | Digi
034	Wave Table	135 : Singl | Digi
035	Fine Wine	140 : Synth | Bell
036	Funk Bass1	081 : Bass | E.Bs
037	Funk Bass2	081 : Bass | E.Bs
038	ST Sust	071 : Guitr | E.Gtr
039	Harp Harm	146 : Synth | KyPlk
040	Full Organ	049 : Organ | Other
041	Full Draw	049 : Organ | Other
042	Doo	141 : Synth | Voice
043	ZZZ Vox	141 : Synth | Voice
044	Org Vox	141 : Synth | Voice
045	Male Vox	141 : Synth | Voice
046	Kalimba	069 : Pluck | Other
047	Xylo	050 : M.Prc | Malet
048	Marim Wave	050 : M.Prc | Malet
049	Log Drum	231 : Perc | Wood
050	AgogoBells	232 : Perc | Metal
051	Bottle Hit	059 : M.Prc | Other
052	Gamelan 1	059 : M.Prc | Other
053	Gamelan 2	059 : M.Prc | Other
054	Gamelan 3	059 : M.Prc | Other
055	Tabla	230 : Perc | Mmbrn

No.	WaveName	Category
056	Pole lp	149 : Synth | Other
057	Pluck Harp	060 : Pluck | Pluck
058	Nylon Str	070 : Guitr | A.Gtr
059	Hooky	239 : Perc | Other
060	Muters	071 : Guitr | E.Gtr
061	Klack Wave	135 : Singl | Digi
062	Crystal	140 : Synth | Bell
063	Digi Bell	140 : Synth | Bell
064	FingerBell	050 : M.Prc | Malet
065	Digi Chime	140 : Synth | Bell
066	Bell Wave	140 : Synth | Bell
067	Org Bell	140 : Synth | Bell
068	Scrape Gut	079 : Guitr | Other
069	ST Atk	079 : Guitr | Other
070	Hellow Bs	082 : Bass | SynBs
071	Piano Atk	010 : Piano | AcPno
072	EP Hard	029 : EP | Other
073	Clear Keys	049 : Organ | Other
074	EP Distone	029 : EP | Other
075	Flute Push	110 : Wwind | Flute
076	Shami	069 : Pluck | Other
077	Wood Crak	231 : Perc | Wood
078	Klmba Atk	069 : Pluck | Other
079	Block	231 : Perc | Wood
080	Org Atk 1	049 : Organ | Other
081	Org Atk 2	049 : Organ | Other
082	Cowbell	232 : Perc | Metal
083	Sm Metal	169 : FX | Other
084	StrikePole	169 : FX | Other
085	Pizz	092 : Strng | Pizz
086	Switch	163 : FX | SndFX
087	Tuba Slap	109 : Brass | Other
088	Plink	169 : FX | Other
089	Plunk	169 : FX | Other
090	EP Atk	029 : EP | Other
091	TVF_Trig	160 : FX | SynFX
092	Flute Tone	110 : Wwind | Flute
093	Pan Pipe	119 : WWind | Other
094	BottleBlow	119 : WWind | Other
095	Shaku Atk	119 : WWind | Other
096	FlugelWave	100 : Brass | Solo
097	French	100 : Brass | Solo
098	WhiteNoise	149 : Synth | Other
099	Pink Noise	149 : Synth | Other
100	Pitch Wind	149 : Synth | Other
101	Vox Noise1	149 : Synth | Other
102	Vox Noise2	149 : Synth | Other
103	CrunchWind	149 : Synth | Other
104	ThroatWind	149 : Synth | Other
105	Metal Wind	149 : Synth | Other
106	Windago	149 : Synth | Other
107	Anklungs	059 : M.Prc | Other
108	Wind Chime	233 : Perc | Ratle

MIDI Parameter Address Map

Date: Jan 2, 2021

Start Address	Description	
02 30 00 00	Temporary Tone JD-800(01)	[JD800]
02 31 00 00	Temporary Tone JD-800(02)	[JD800]
:		
02 33 00 00	Temporary Tone JD-800(04)	[JD800]

* [JD800]

Offset Address	Description	
00 00 00	Model JD-800 Parameter	[JD800COM]
00 01 00	Model JD-800 Parameter Ptl 1	[JD800PTL]
00 02 00	Model JD-800 Parameter Ptl 2	[JD800PTL]
:		
00 04 00	Model JD-800 Parameter Ptl 4	[JD800PTL]
00 05 00	Model JD-800 Group A Effect	[MFX](*)
00 07 00	Model JD-800 Group B Effect	[JD800FxB]
00 08 00	Model JD-800 Tone Com	[ToneCom](*)

(*) See the "JUPITER-X/Xm MIDI Implementation" for details.

* [JD800COM]

Offset Address	Description	
00 00	0aaa aaaa	Level	(0 - 100)
00 01	0aaa aaaa	Key Range A Low	(0 - 127)
00 02	0aaa aaaa	Key Range A High	(0 - 127)
00 03	0aaa aaaa	Key Range B Low	(0 - 127)
00 04	0aaa aaaa	Key Range B High	(0 - 127)
00 05	0aaa aaaa	Key Range C Low	(0 - 127)
00 06	0aaa aaaa	Key Range C High	(0 - 127)
00 07	0aaa aaaa	Key Range D Low	(0 - 127)
00 08	0aaa aaaa	Key Range D High	(0 - 127)
00 09	00aa aaaa	Bender Range Down	(0 - 48)
00 0A	0000 aaaa	Bender Range Up	(0 - 12)
00 0B	000a aaaa	After Touch Bend Sens	(0 - 26)
		-36,-24,-12,-11,-10,-9,-8,-7,-6,-5,-4,-3,-2,-1,	
		0,+1,+2,+3,+4,+5,+6,+7,+8,+9,+10,+11,+12	
00 0C	0000 000a	Solo Switch	(0 - 1)
		OFF, ON	
00 0D	0000 000a	Solo Legato Switch	(0 - 1)
		OFF, ON	
00 0E	0000 000a	Portamento Switch	(0 - 1)
		OFF, ON	
00 0F	0000 000a	Portamento Mode	(0 - 1)
		NORMAL, LEGATO	
00 10	0aaa aaaa	Portamento Time	(0 - 100)
# 00 11	0000 aaaa		
00 12	0000 bbbb	EQ Mid Q	(5 - 160)
		0.5 - 16.0 [EQQ]	
# 00 13	0000 aaaa		
00 14	0000 bbbb		
00 15	0000 cccc		
00 16	0000 dddd	EQ Low Frequency	(20 - 16000)
# 00 17	0000 aaaa		
00 18	0000 bbbb		
00 19	0000 cccc		
00 1A	0000 dddd	EQ Mid Frequency	(20 - 16000)
# 00 1B	0000 aaaa		
00 1C	0000 bbbb		
00 1D	0000 cccc		
00 1E	0000 dddd	EQ High Frequency	(20 - 16000)
# 00 1F	0000 aaaa		
00 20	0000 bbbb		
00 21	0000 cccc		
00 22	0000 dddd	EQ Low Gain	(784 - 1264)
		-24.0 - +24.0 [EQGAIN]	
# 00 23	0000 aaaa		
00 24	0000 bbbb		
00 25	0000 cccc		
00 26	0000 dddd	EQ Mid Gain	(784 - 1264)
		-24.0 - +24.0 [EQGAIN]	
# 00 27	0000 aaaa		
00 28	0000 bbbb		
00 29	0000 cccc		
00 2A	0000 dddd	EQ High Gain	(784 - 1264)
		-24.0 - +24.0 [EQGAIN]	
00 2B	0000 000a	EQ Switch	(0 - 1)
		OFF, ON	
00 2C	0000 000a	Unison Switch	(0 - 1)
		OFF, ON	
00 00 00 2D	Total Size		

* [JD800PTL]

Offset Address	Description	
00 00	0000 000a	Layer Partial Switch	(0 - 1)
		OFF, ON	
00 01	0000 000a	Active Partial Switch	(0 - 1)
		OFF, ON	
00 02	0000 00aa	Velocity Curve	(0 - 3)
		1 - 4	
00 03	0000 000a	Hold Control Switch	(0 - 1)
		OFF, ON	
00 04	0000 0aaa	LFO1:Waveform	(0 - 4)
		TRI, SAW, SQU, S&H, RND	
00 05	0000 000a	LFO1:Rate sync	(0 - 1)
		OFF, ON	
00 06	0aaa aaaa	LFO1:Rate	(0 - 100)
00 07	000a aaaa	LFO1:Rate nt	(0 - 22)
		1/64T, 1/64, 1/32T, 1/32, 1/16T, 1/32., 1/16,	
		1/8T, 1/16., 1/8, 1/4T, 1/8., 1/4, 1/2T, 1/4.,	
		1/2, 1T, 1/2., 1, 2T, 1., 2, 4	
00 08	0aaa aaaa	LFO1:Delay time	(0 - 101)
00 09	0aaa aaaa	LFO1:Fade time	(14 - 114)
		-50 - 50	
00 0A	0000 00aa	LFO1:Offset	(0 - 2)
		-, 0, +	
00 0B	0000 000a	LFO1:Key trig	(0 - 1)
		OFF, ON	
00 0C	0000 0aaa	LFO2:Waveform	(0 - 4)
		TRI, SAW, SQU, S&H, RND	
00 0D	0000 000a	LFO2:Rate Sync	(0 - 1)
		OFF, ON	
00 0E	0aaa aaaa	LFO2:Rate	(0 - 100)
00 0F	000a aaaa	LFO2:Rate nt	(0 - 22)
		1/64T, 1/64, 1/32T, 1/32, 1/16T, 1/32., 1/16,	
		1/8T, 1/16., 1/8, 1/4T, 1/8., 1/4, 1/2T, 1/4.,	
		1/2, 1T, 1/2., 1, 2T, 1., 2, 4	
00 10	0aaa aaaa	LFO2:Delay Time	(0 - 101)
00 11	0aaa aaaa	LFO2:Fade time	(14 - 114)
		-50 - 50	
00 12	0000 00aa	LFO2:Offset	(0 - 2)
		-, 0, +	
00 13	0000 000a	LFO2:Key trig	(0 - 1)
		OFF, ON	
# 00 14	0000 aaaa		
00 15	0000 bbbb		
00 16	0000 cccc		
00 17	0000 dddd	WG:Waveform	(0 - 108)
00 18	0000 0000	Reserved	(0 - 0)
00 19	0000 0aaa	WG:Wave gain	(0 - 5)
		-18, -12, -6, 0, +6, +12[dB]	
00 1A	0aaa aaaa	WG:Pitch coarse	(16 - 112)
		-48 - 48	
00 1B	0aaa aaaa	WG:Pitch fine	(14 - 114)
		-50 - 50	
00 1C	0aaa aaaa	WG:Pitch random	(0 - 100)
00 1D	000a aaaa	WG:Pitch KF	(0 - 16)
		-100, -50, -20, -10, -5, 0, +5, +10, +20, +50,	
		+98, +99, +100, +101, +102, +150, +200[%]	
00 1E	0000 000a	WG:Bender Sw	(0 - 1)
		OFF, ON	
00 1F	0000 000a	WG:Atch bend sw	(0 - 1)
		OFF, ON	
00 20	0aaa aaaa	WG:LFO1 depth	(14 - 114)
		-50 - 50	

	00 21	0aaa aaaa	WG:LFO2 depth (14 - 114) -50 - 50
	00 22	0aaa aaaa	WG:Lever sens (14 - 114) -50 - 50
	00 23	0aaa aaaa	WG:Atch msens (14 - 114) -50 - 50
	00 24	0aaa aaaa	Pitch Env Velocity Sens (14 - 114) -50 - 50
	00 25	0aaa aaaa	Pitch Env Time Velocity Sens (14 - 114) -50 - 50
	00 26	0aaa aaaa	Pitch Env Time Keyfollow (54 - 74) -10 - 10
	00 27	0aaa aaaa	Pitch Env L0 (14 - 114) -50 - 50
	00 28	0aaa aaaa	Pitch Env L1 (14 - 114) -50 - 50
	00 29	0aaa aaaa	Pitch Env L2 (14 - 114) -50 - 50
	00 2A	0aaa aaaa	Pitch Env T1 (0 - 100)
	00 2B	0aaa aaaa	Pitch Env T2 (0 - 100)
	00 2C	0aaa aaaa	Pitch Env T3 (0 - 100)
	00 2D	0000 00aa	TVF:Filter mode (0 - 2) LPF, BPF, HPF
	00 2E	0aaa aaaa	TVF:Cutoff freq (0 - 100)
	00 2F	0aaa aaaa	TVF:Resonance (0 - 100)
	00 30	00aa aaaa	TVF:Cutoff KF (0 - 40) -100, -90, -80, -70, -60, -50, -40, -30, -20, -10, 0, +5,+10, +15, +20, +25, +30, +35, +40, +45, +50, +55, +60, +65, +70, +75, +80, +85, +90, +95, +100, +105, +110, +115, +120, +125, +130, +135, +140, +145 ,+150[%]
	00 31	0aaa aaaa	TVF:Atch sens (14 - 114) -50 - 50
	00 32	0000 000a	TVF:LFO select (0 - 1) LFO1 ,LFO2
	00 33	0aaa aaaa	TVF:LFO depth (14 - 114) -50 - 50
	00 34	0aaa aaaa	TVF:ENV depth (14 - 114) -50 - 50
	00 35	0aaa aaaa	F-ENV:Velo sens (14 - 114) -50 - 50
	00 36	0aaa aaaa	F-ENV:T vsens (14 - 114) -50 - 50
	00 37	0aaa aaaa	F-ENV:Time KF (54 - 74) -10 - 10
	00 38	0aaa aaaa	F-ENV:Level 1 (0 - 100)
	00 39	0aaa aaaa	F-ENV:Level 2 (0 - 100)
	00 3A	0aaa aaaa	F-ENV:Sus Level (0 - 100)
	00 3B	0aaa aaaa	F-ENV:Level 4 (0 - 100)
	00 3C	0aaa aaaa	F-ENV:Time 1 (0 - 100)
	00 3D	0aaa aaaa	F-ENV:Time 2 (0 - 100)
	00 3E	0aaa aaaa	F-ENV:Time 3 (0 - 100)
	00 3F	0aaa aaaa	F-ENV:Time 4 (0 - 100)
	00 40	0000 00aa	TVA Bias Direction (0 - 2) UP ,LOW, U&L
	00 41	0aaa aaaa	TVA Bias Point (0 - 127)
	00 42	0aaa aaaa	TVA:Bias level (54 - 74) -10 - 10
	00 43	0aaa aaaa	TVA:Level (0 - 100)
	00 44	0aaa aaaa	TVA After Touch Sens (14 - 114) -50 - 50
	00 45	0000 000a	TVA:LFO select (0 - 1) LFO1 ,LFO2
	00 46	0aaa aaaa	TVA:LFO depth (14 - 114) -50 - 50
	00 47	0aaa aaaa	A-ENV:Velo sens (14 - 114) -50 - 50
	00 48	0aaa aaaa	A-ENV:T vsens (14 - 114) -50 - 50
	00 49	0aaa aaaa	A-ENV:Time KF (54 - 74) -10 - 10
	00 4A	0aaa aaaa	A-ENV:Level 1 (0 - 100)
	00 4B	0aaa aaaa	A-ENV:Level 2 (0 - 100)
	00 4C	0aaa aaaa	A-ENV:Sus level (0 - 100)
	00 4D	0aaa aaaa	A-ENV:Time 1 (0 - 100)
	00 4E	0aaa aaaa	A-ENV:Time 2 (0 - 100)
	00 4F	0aaa aaaa	A-ENV:Time 3 (0 - 100)
	00 50	0aaa aaaa	A-ENV:Time 4 (0 - 100)
00 00 00 51			Total Size

* [JD800FxB]

Offset Address		Description
00 00	0000 0aaa	Sequence (0 - 5) CHO-DLY-REV, CHO-REV-DLY, DLY-CHO-REV, DLY-REV-CHO, REV-CHO-DLY, REV-DLY-CHO
00 01	0000 000a	DL Switch (0 - 1) OFF,ON
00 02	0000 000a	Delay Center (sync sw) (0 - 1) OFF, ON
00 03	0aaa aaaa	Delay Center (time) (0 - 125) 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, 1.0, 1.1, 1.2, 1.3, 1.4, 1.5, 1.6, 1.7, 1.8, 1.9, 2.0, 2.1, 2.2, 2.3, 2.4, 2.5, 2.6, 2.7, 2.8, 2.9, 3.0, 3.1, 3.2, 3.3, 3.4, 3.5, 3.6, 3.7, 3.8, 3.9, 4.0, 4.1, 4.2, 4.3, 4.4, 4.5, 4.6, 4.7, 4.8, 4.9, 5.0, 5.5, 6.0, 6.5, 7.0, 7.5, 8.0, 8.5, 9.0, 9.5, 10.0, 11.0, 12.0, 13.0, 14.0, 15.0, 16.0, 17.0, 18.0, 19.0, 20.0, 21.0, 22.0, 23.0, 24.0, 25.0, 26.0, 27.0, 28.0, 29.0, 30.0, 31.0, 32.0, 33.0, 34.0, 35.0, 36.0, 37.0, 38.0, 39.0, 40.0, 50.0, 60.0, 70.0, 80.0, 90.0, 100.0, 110.0, 120.0, 130.0, 140.0, 150.0, 160.0, 170.0, 180.0, 190.0, 200.0, 220.0, 240.0, 260.0, 280.0, 300.0, 320.0, 340.0, 360.0, 380.0, 400.0, 420.0, 440.0, 460.0, 480.0, 500.0, 520.0, 540.0, 560.0, 580.0, 600.0 [msec]
00 04	000a aaaa	Delay Center (note) (0 - 21) MUSICAL-NOTES
00 05	0000 000a	Delay Left (sync sw) (0 - 1) OFF, ON
00 06	0aaa aaaa	Delay Left (time) (0 - 125) 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, 1.0, 1.1, 1.2, 1.3, 1.4, 1.5, 1.6, 1.7, 1.8, 1.9, 2.0, 2.1, 2.2, 2.3, 2.4, 2.5, 2.6, 2.7, 2.8, 2.9, 3.0, 3.1, 3.2, 3.3, 3.4, 3.5, 3.6, 3.7, 3.8, 3.9, 4.0, 4.1, 4.2, 4.3, 4.4, 4.5, 4.6, 4.7, 4.8, 4.9, 5.0, 5.5, 6.0, 6.5, 7.0, 7.5, 8.0, 8.5, 9.0, 9.5, 10.0, 11.0, 12.0, 13.0, 14.0, 15.0, 16.0, 17.0, 18.0, 19.0, 20.0, 21.0, 22.0, 23.0, 24.0, 25.0, 26.0, 27.0, 28.0, 29.0, 30.0, 31.0, 32.0, 33.0, 34.0, 35.0, 36.0, 37.0, 38.0, 39.0, 40.0, 50.0, 60.0, 70.0, 80.0, 90.0, 100.0, 110.0, 120.0, 130.0, 140.0, 150.0, 160.0, 170.0, 180.0, 190.0, 200.0, 220.0, 240.0, 260.0, 280.0, 300.0, 320.0, 340.0, 360.0, 380.0, 400.0, 420.0, 440.0, 460.0, 480.0, 500.0, 520.0, 540.0, 560.0, 580.0, 600.0 [msec]
00 07	000a aaaa	Delay Left (note) (0 - 21) MUSICAL-NOTES
00 08	0000 000a	Delay Right (sync sw) (0 - 1) OFF, ON
00 09	0aaa aaaa	Delay Right (time) (0 - 125) 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, 1.0, 1.1, 1.2, 1.3, 1.4, 1.5, 1.6, 1.7, 1.8, 1.9, 2.0, 2.1, 2.2, 2.3, 2.4, 2.5, 2.6, 2.7, 2.8, 2.9, 3.0, 3.1, 3.2, 3.3, 3.4, 3.5, 3.6, 3.7, 3.8, 3.9, 4.0, 4.1, 4.2, 4.3, 4.4, 4.5, 4.6, 4.7, 4.8, 4.9, 5.0, 5.5, 6.0, 6.5, 7.0, 7.5, 8.0, 8.5, 9.0, 9.5, 10.0, 11.0, 12.0, 13.0, 14.0, 15.0, 16.0, 17.0, 18.0, 19.0, 20.0, 21.0, 22.0, 23.0, 24.0, 25.0, 26.0, 27.0, 28.0, 29.0, 30.0, 31.0, 32.0, 33.0, 34.0, 35.0, 36.0, 37.0, 38.0, 39.0, 40.0, 50.0, 60.0, 70.0, 80.0, 90.0, 100.0, 110.0, 120.0, 130.0, 140.0, 150.0, 160.0, 170.0, 180.0, 190.0, 200.0, 220.0, 240.0, 260.0, 280.0, 300.0, 320.0, 340.0, 360.0, 380.0, 400.0, 420.0, 440.0, 460.0, 480.0, 500.0, 520.0, 540.0, 560.0, 580.0, 600.0 [msec]
00 0A	000a aaaa	Delay Right (note) (0 - 21) MUSICAL-NOTES
00 0B	0aaa aaaa	Center Level (0 - 100) 0 - 100
00 0C	0aaa aaaa	Left Level (0 - 100) 0 - 100
00 0D	0aaa aaaa	Right Level (0 - 100) 0 - 100
00 0E	0aaa aaaa	Delay Feedback (0 - 98) -98 - +98 [%]
00 0F	0000 000a	Chorus Sw (0 - 1) OFF,ON
00 10	0aaa aaaa	Chorus Rate (0 - 99) 0.1 - 10.0 [Hz]
00 11	0aaa aaaa	Chorus Depth (0 - 100)

		0 - 100
00 12	0aaa aaaa	Chorus Delay (0 - 99)
		0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, 1.0,
		1.1, 1.2, 1.3, 1.4, 1.5, 1.6, 1.7, 1.8, 1.9, 2.0,
		2.1, 2.2, 2.3, 2.4, 2.5, 2.6, 2.7, 2.8, 2.9, 3.0,
		3.1, 3.2, 3.3, 3.4, 3.5, 3.6, 3.7, 3.8, 3.9, 4.0,
		4.1, 4.2, 4.3, 4.4, 4.5, 4.6, 4.7, 4.8, 4.9, 5.0,
		5.5, 6.0, 6.5, 7.0, 7.5, 8.0, 8.5, 9.0, 9.5, 10.0,
		11.0, 12.0, 13.0, 14.0, 15.0, 16.0, 17.0, 18.0,
		19.0, 20.0, 21.0, 22.0, 23.0, 24.0, 25.0, 26.0,
		27.0, 28.0, 29.0, 30.0, 31.0, 32.0, 33.0, 34.0,
		35.0, 36.0, 37.0, 38.0, 39.0, 40.0, 41.0, 42.0,
		43.0, 44.0, 45.0, 46.0, 47.0, 48.0, 49.0,
		50.0 [msec]
00 13	0aaa aaaa	Chorus Feedback (0 - 98)
		-98 - +98 [%]
00 14	0aaa aaaa	Chorus Level (0 - 100)
		0 - 100
00 15	0000 000a	Reverb Sw (0 - 1)
		OFF,ON
00 16	0000 aaaa	Reverb Type (0 - 9)
		ROOM1, ROOM2, HALL1, HALL2, HALL3, HALL4, GATE,
		REVERSE, FLYING1, FLYING2
00 17	0aaa aaaa	Reverb Pre Delay (0 - 120)
		0 - 120 [msec]
00 18	0aaa aaaa	Reverb ER Lev (0 - 100)
		0 - 100
00 19	000a aaaa	Reverb HF Damp (0 - 16)
		500Hz, 630Hz, 800Hz, 1kHz, 1.25kHz, 1.6kHz, 2kHz,
		2.5kHz, 3.15kHz, 4kHz, 5kHz, 6.3kHz, 8kHz, 10kHz,
		12.5kHz, 16kHz, BYPASS
00 1A	0aaa aaaa	Reverb Time (0 - 99)
		0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, 1.0,
		1.1, 1.2, 1.3, 1.4, 1.5, 1.6, 1.7, 1.8, 1.9, 2.0,
		2.1, 2.2, 2.3, 2.4, 2.5, 2.6, 2.7, 2.8, 2.9, 3.0,
		3.1, 3.2, 3.3, 3.4, 3.5, 3.6, 3.7, 3.8, 3.9, 4.0,
		4.1, 4.2, 4.3, 4.4, 4.5, 4.6, 4.7, 4.8, 4.9, 5.0,
		5.1, 5.2, 5.3, 5.4, 5.5, 5.6, 5.7, 5.8, 5.9, 6.0,
		6.1, 6.2, 6.3, 6.4, 6.5, 6.6, 6.7, 6.8, 6.9, 7.0,
		7.1, 7.2, 7.3, 7.4, 7.5, 7.6, 7.7, 7.8, 7.9, 8.0,
		8.5, 9.0, 9.5, 10.0, 10.5, 11.0, 11.5, 12.0, 12.5,
		13.0, 13.5, 14.0, 14.5, 15.0, 15.5, 16.0, 17.0,
		18.0, 19.0, 20.0 [sec]
00 1B	0aaa aaaa	Reverb Level (0 - 100)
		0 - 100
00 1C	0aaa aaaa	Balance (0 - 100)
		D100:0W - D0:100W
00 1D	0aaa aaaa	Level (0 - 127)
		0 - 127
00 00 00 1E	Total Size	