Roland

Vocal Designer

JUPITER-X
JUPITER-Xm

Vocal Designer Model Expansion
User's Guide

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Using the Vocal Designer Model Expansion

This manual explains how to use Vocal Designer Model Expansion with the JUPITER-X/Xm.

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

Using Roland Cloud Manager

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

Use a USB flash drive to import the files into the JUPITER-X/Xm.

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

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

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

Using Roland Cloud Connect

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

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

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

Updating the JUPITER-X/Xm to the Latest Version

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

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

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

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

Downloading the Vocal Designer Model Expansion by Using Roland Cloud Manager

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

Installing the Roland Cloud Manager

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

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

   https://roland.cm/RolandCloudManager

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

   Proceed with the installation by following the directions shown onscreen.

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

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

   Follow the onscreen instructions to register.

Downloading the Vocal Designer Model Expansion

1. **Launch Roland Cloud Manager.**

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

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

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

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

4. **Click on "JUPITER-X/XM".**

   The contents list appears.

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

   This adds the contents to your cart.

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

   The cart screen appears.

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

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

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

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

   A dialog box for specifying the download destination folder appears.

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

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

Installing the Vocal Designer Model Expansion

Saving Files to a USB Flash Drive

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

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

1. Connect the USB flash drive to your computer.

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

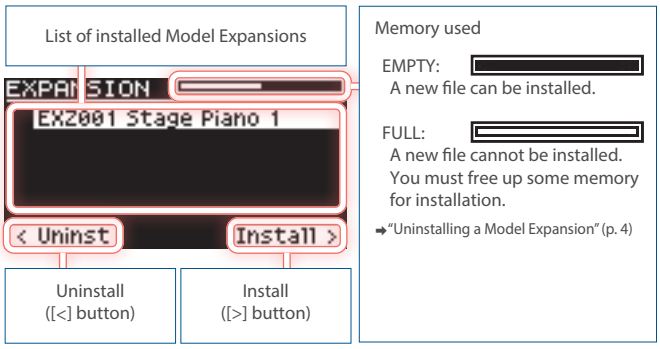
3. Disconnect the USB flash drive from your computer.

Installing on the JUPITER-X/Xm

1. Insert the USB flash drive you prepared in "Saving Files to a USB Flash Drive" 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 "EXM006_VocDsgnr", 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 [>] button to select "OK", and then press the [ENTER] button.

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

6. Turn the power off, then on again.

This allows you to use the Vocal Designer Model Expansion.

Error Messages

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

Uninstalling a Model Expansion

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

1. Hold down the [ENTER] button and turn the JUPITER-X/Xm on.

The EXPANSION top screen appears.

2. Use the PAGE [∧] and [∨] buttons to select the file to uninstall, and then press the PAGE [<] button to go to the uninstallation screen.

A confirmation message appears.

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

3. To execute, use the PAGE [>] button to select "OK", and then press the [ENTER] button.

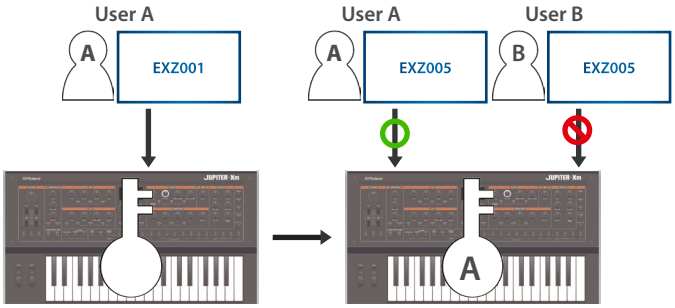
MEMO

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

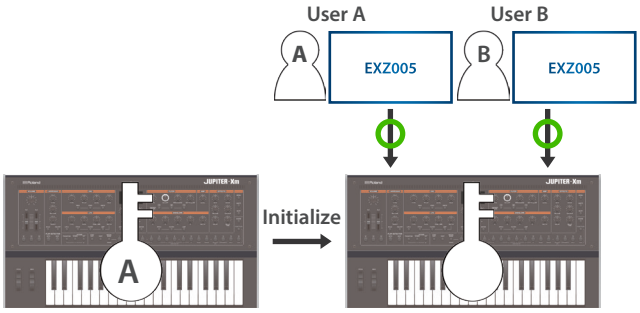
User License

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

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



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



Initializing Your User License

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

NOTE

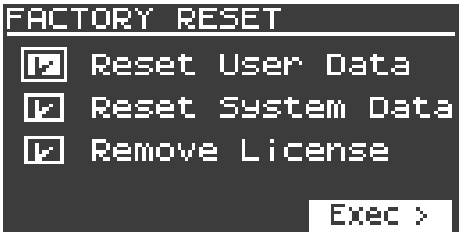
- This deletes all Model Expansions that are already installed.
- Never turn off the power or remove the USB flash drive while the "Executing..." message is shown.

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

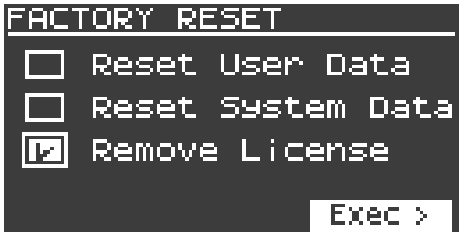
2. Use the [1] knob or PAGE [∧] and [∨] buttons to select "UTILITY", and press the [ENTER] button.

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 box.



* If you have not imported or installed a Sound Pack, Wave Expansion or Model Expansion, the "Remove License" check box is not shown.
* If you select the other check boxes besides the "Remove License" check box and execute this operation, this initializes all of the corresponding data. See "Returning to the Factory Settings (Factory Reset)" in the JUPITER-X/Xm Owner's Manual for details.

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 Vocal Designer Model Expansion" (p. 4) to install the Vocal Designer Model Expansion on the JUPITER-X/Xm.

Error Messages

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

Part and Model Bank Settings

Setting the Part

Only "PART 1" can be used to select parts for the Vocal Designer.

Follow the steps below to set the current part to "PART 1."

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

Setting the Model Bank

Registering the Vocal Designer to a model bank

1. **Hold down the [MODEL BANK] button and press a model bank button ([1]–[16]).**

   If the [PART] button is lit, press the [PART] button again to make it go dark.
2. **Press the PAGE [∧] button to move the cursor to "Attr."**

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

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

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

Selecting a Vocal Designer tone using the model bank

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

   The MODEL BANK top screen appears.

   Use the [1]–[16] buttons to switch to tone select mode.
2. **Select the model bank where you registered the Vocal Designer by pressing one of the [1]–[16] buttons.**

   The tones for the Vocal Designer are shown.

   You can use the [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 select the tone quickly.
5. **Press the [ENTER] button.**

   The tone is now selected.

   You can also select Vocal Designer tones from the Vocoder category.

* The tone category for the Vocal Designer is always "Vocoder."

Adjusting the Mic Input Level

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

Follow the steps below to adjust the mic input level.

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

NOTE

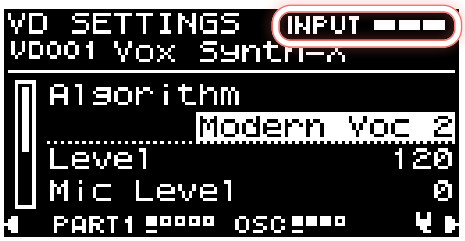
The JUPITER-X/Xm supports dynamic microphones and electret condenser microphone (mono). It does not support condenser microphones.

2. **Set the rear panel [MIC GAIN] knob to approximately the center position.**
3. **Press the [MODEL BANK] button.**
4. **Press the PAGE [>] button.**

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

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

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



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

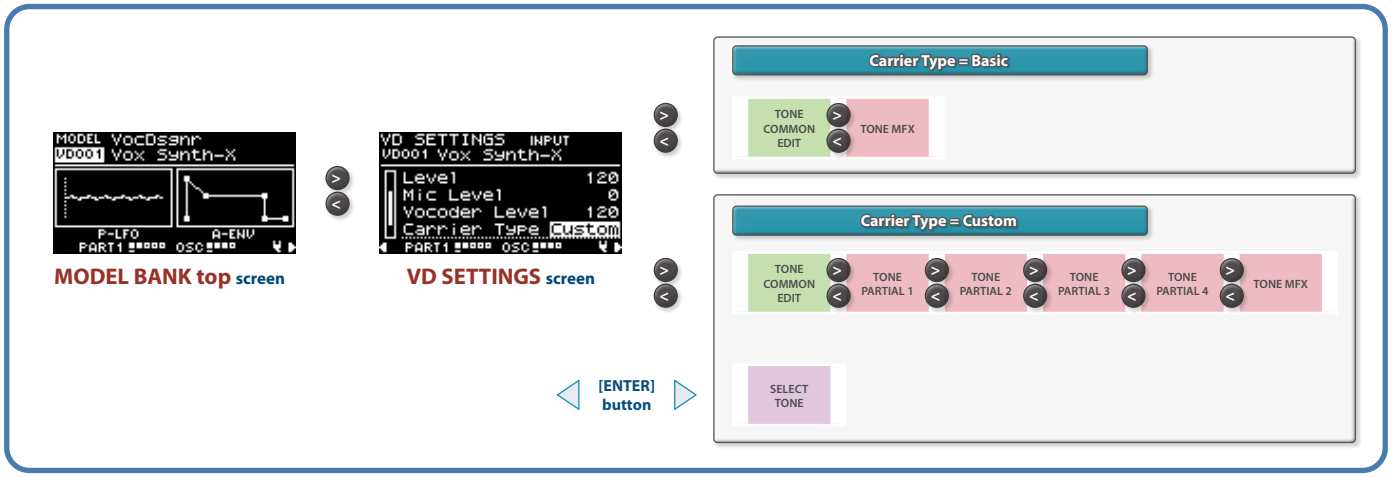
* For model expansions other than the Vocal Designer/VOCODER, the mic sound is output from the JUPITER-X/Xm.
If you aren't using the mic with model expansions other than the Vocal Designer/VOCODER, set "Mic Thru" to "OFF" in the MENU → SYSTEM screen.

* You can use a controller to switch between the Vocal Designer/VOCODER sound and the unaltered sound from the mic. See the "VOC/MIC" item of "List of functions that can be assigned to the controllers" in the "JUPITER-X/Xm Parameter Guide" (PDF) for details.

Tone Settings for the Vocal Designer

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

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



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

Parameter	Explanation	
Mic Level	Sets the output level of the unprocessed mic input audio signal. Raise the Mic Level to make the words that are being sung sound more clear. * **The effect applied to the mic signal can be configured in the MENU → SYSTEM screen.**	
Vocoder Level	Sets the output level of the sound processed by the Vocal Designer.	
Carrier Type	Sets the edit type for the Vocal Designer.	
	Basic	You can change the resulting vocoder sound simply by configuring the Algorithm.
	Custom	You can create various vocoder sounds by combining the algorithm with the Custom tone. ➡ For details on how to select a Custom tone, refer to "Select the Custom tone (carrier tone)" (p. 8). * **When one of the following three algorithms is selected, the Carrier Type can't be set to "Custom." When this is set to "Custom," the algorithm automatically switches to "Vintage 2."** • WahVox (KBD) • WahVox (VEXP) • WahVox (CTRL)

Select the Custom tone (carrier tone)

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

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

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

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

Carrier Thru function (checking the carrier tone)

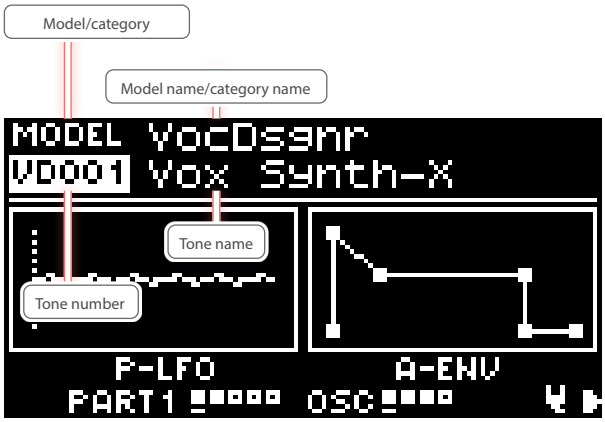
When using the "Carrier Type: Custom" setting, you can play the keyboard while holding down the [SHIFT] button on a specified screen to hear just the carrier tone (this is called "carrier thru").

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

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 "VocDsgnr."

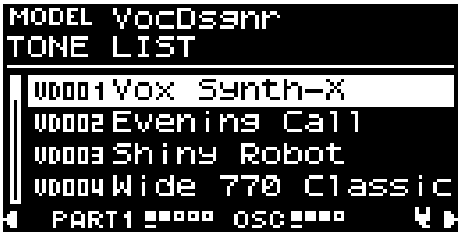
4. Press the PAGE [∨] button to move the cursor to the tone number.

5. Use the [2] knob to select the tone.

You can use the [1] knob to select the tone quickly.

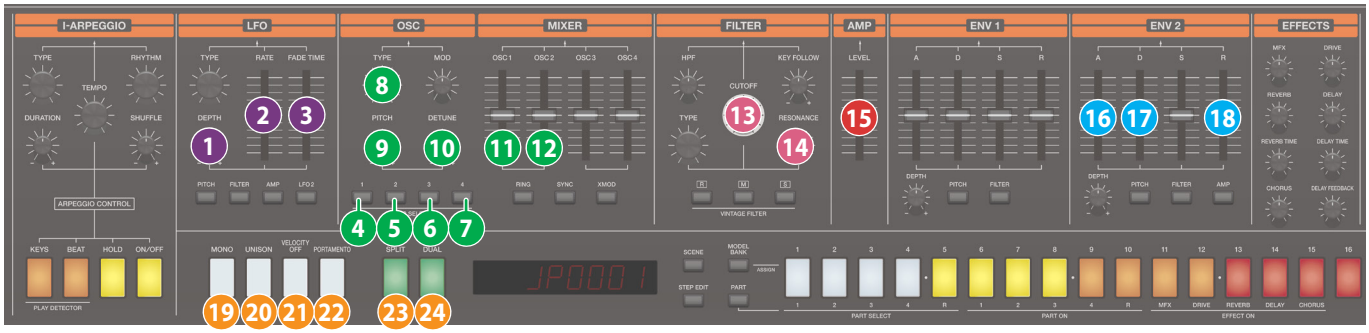
MEMO

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.

Controls on the JUPITER-X and Their Associated Parameters



Section	Controller		Parameter	Destination or operation when used with the [SHIFT] button (*1)
LFO	1	DEPTH	Vib Depth	SCENE PART EDIT → Vib Depth
	2	RATE	Vib Rate	SCENE PART EDIT → Vib Rate
	3	FADE TIME	Vib Delay	SCENE PART EDIT → Vib Delay
OSC	4	OSC1 SEL (*2)	Select PARTIAL1 (*3)	PARTIAL1 Sw ON/OFF
	5	OSC2 SEL (*2)	Select PARTIAL2 (*3)	PARTIAL2 Sw ON/OFF
	6	OSC3 SEL (*2)	Select PARTIAL3 (*3)	PARTIAL3 Sw ON/OFF
	7	OSC4 SEL (*2)	Select PARTIAL4 (*3)	PARTIAL4 Sw ON/OFF
	8	TYPE	Algorithm	VD SETTINGS → Algorithm
	9	Pitch	Coarse Tune	SCENE PART EDIT → Coarse Tune
	10	DETUNE	Fine Tune	SCENE PART EDIT → Fine Tune
	11	OSC1 LEVEL	Vocoder Level	VD SETTINGS → Vocoder Level
	12	OSC2 LEVEL	Mic Level	VD SETTINGS → Mic Level
FILTER	13	CUTOFF	Cutoff	SCENE PART EDIT → Cutoff
	14	RESONANCE	Resonance	SCENE PART EDIT → Resonance
AMP	15	LEVEL	Level	VD SETTINGS → Level
ENV1/2 (*4)	16	A	Attack	SCENE PART EDIT → Attack
	17	D	Decay	SCENE PART EDIT → Decay
	18	R	Release	SCENE PART EDIT → Release

Section	Controller		Parameter	Destination or operation when used with the [SHIFT] button (*1)
EDIT	19	MONO (*2)	If "Carrier Type: Basic" is selected MONO	SCENE PART EDIT → Mono/Poly
			If "Carrier Type: Custom" is selected MONO	TONE COMMON EDIT → Mono Poly
	20	UNISON (*2)	If "Carrier Type: Basic" is selected UNISON	SCENE PART EDIT → Unison Sw
			If "Carrier Type: Custom" is selected UNISON	TONE COMMON EDIT → Unison Sw
	21	VELOCITY OFF (*2)	VELOCITY OFF	SCENE PART EDIT → KBD Velo
	22	PORTAMENTO (*2)	If "Carrier Type: Basic" is selected PORTAMENTO	SCENE PART EDIT → Porta Time
			If "Carrier Type: Custom" is selected PORTAMENTO	TONE COMMON EDIT → Porta Time
	23	SPLIT	SPLIT	-
	24	DUAL	DUAL	L/R DUAL

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

*2 Cannot be operated on the SELECT TONE screen.

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

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

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

Controls on the JUPITER-Xm and Their Associated Parameters



Section	Controller	Parameter	Destination or operation when used with the [SHIFT] button (*1)
LFO	1 RATE	Vib Rate	SCENE PART EDIT → Vib Rate
	2 FADE TIME	Vib Delay	SCENE PART EDIT → Vib Delay
	3 DEPTH	Vib Depth	SCENE PART EDIT → Vib Depth
OSC	4 TYPE	Algorithm	VD SETTINGS → Algorithm
	5 Pitch	Coarse Tune	SCENE PART EDIT → Coarse Tune
	6 LEVEL	Vocoder Level	VD SETTINGS → Vocoder Level
	7 MOD	Fine Tune	SCENE PART EDIT → Fine Tune
	8 OSC1 SEL (*2)	Select PARTIAL1 (*3)	TONE EDIT PARTIAL1
	9 OSC2 SEL (*2)	Select PARTIAL2 (*3)	TONE EDIT PARTIAL2
	10 OSC3 SEL (*2)	Select PARTIAL3 (*3)	TONE EDIT PARTIAL3
	11 OSC4 SEL (*2)	Select PARTIAL4 (*3)	TONE EDIT PARTIAL4
	12 OSC1 ON (*2)	PARTIAL1 Sw (*3)	-
	13 OSC2 ON (*2)	PARTIAL2 Sw (*3)	-
	14 OSC3 ON (*2)	PARTIAL3 Sw (*3)	-
	15 OSC4 ON (*2)	PARTIAL4 Sw (*3)	-
FILTER	16 CUTOFF	Cutoff	SCENE PART EDIT → Cutoff
	17 RESONANCE	Resonance	SCENE PART EDIT → Resonance
AMP	18 LEVEL	Level	VD SETTINGS → Level
ENV	19 A	Attack	SCENE PART EDIT → Attack
	20 D	Decay	SCENE PART EDIT → Decay
	21 R	Release	SCENE PART EDIT → Release
	22 DEPTH	Mic Level	VD SETTINGS → Mic Level

Section	Controller	Parameter	Destination or operation when used with the [SHIFT] button (*1)
EDIT	23 MONO (*2)	If "Carrier Type: Basic" is selected: MONO	SCENE PART EDIT → Mono/Poly
		If "Carrier Type: Custom" is selected: MONO	TONE COMMON EDIT → Mono Poly
	24 UNISON (*2)	If "Carrier Type: Basic" is selected: UNISON	SCENE PART EDIT → Unison Sw
		If "Carrier Type: Custom" is selected: UNISON	TONE COMMON EDIT → Unison Sw
	25 VELOCITY OFF (*2)	VELOCITY OFF	SCENE PART EDIT → KBD Velo
	26 PORTAMENTO (*2)	If "Carrier Type: Basic" is selected: PORTAMENTO	SCENE PART EDIT → Porta Time
		If "Carrier Type: Custom" is selected: PORTAMENTO	TONE COMMON EDIT → Porta Time
	27 SPLIT (*2)	SPLIT	-
	28 DUAL (*2)	DUAL	L/R DUAL

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

*2 Cannot be operated on the SELECT TONE screen.

*3 This is only enabled in function mode when Carrier Type is set to "Custom."

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

TONE COMMON Parameters

TONE COMMON

Vocal Designer Model Expansion

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

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

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

Tone

Vocal Designer Model Expansion

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

MIDI Parameter Address Map

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

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

* [VoDsgn]

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

(*) Refer to the "JUPITER-X/Xm MIDI Implementation" (PDF).

* [MDLVDN]

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