Owner’s Manual (this document)
Read this first. It explains the basic things you need to know in order to use the JUPITER-Xm.

PDF Manual (download from the Web)
- Reference Manual
  This explains all functions and parameters of the JUPITER-Xm.
- Parameter Guide
  This explains parameters of the unit.
- Sound List
  This lists the sounds that are built into the unit.
- MIDI Implementation
  This is detailed reference material regarding MIDI messages.

To obtain the PDF manual

1. Enter the following URL in your computer.
   http://www.roland.com/manuals/

2. Choose “JUPITER-Xm” as the product name.
## Contents

<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Introduction</td>
<td>3</td>
</tr>
<tr>
<td>◇ An Overview of the JUPITER-Xm</td>
<td>3</td>
</tr>
<tr>
<td>Panel Descriptions</td>
<td>4</td>
</tr>
<tr>
<td>◇ Top Panel</td>
<td>4</td>
</tr>
<tr>
<td>◇ Rear Panel (Connecting Your Equipment)</td>
<td>6</td>
</tr>
<tr>
<td>◇ Bottom Panel</td>
<td>8</td>
</tr>
<tr>
<td>Installing the Batteries</td>
<td>8</td>
</tr>
<tr>
<td>Turning the JUPITER-Xm On</td>
<td>8</td>
</tr>
<tr>
<td>Turning Off the Power</td>
<td>8</td>
</tr>
<tr>
<td>Adjusting the Overall Volume (Master Volume)</td>
<td>8</td>
</tr>
<tr>
<td>◇ Using the Built-In Speakers</td>
<td>8</td>
</tr>
<tr>
<td>Using the Scene Function (SCENE)</td>
<td>9</td>
</tr>
<tr>
<td>◇ Recalling/Saving a Scene</td>
<td>9</td>
</tr>
<tr>
<td>◇ Scene Edit</td>
<td>9</td>
</tr>
<tr>
<td>Using Performance Functions</td>
<td>9</td>
</tr>
<tr>
<td>Performing with a Connected Pedal</td>
<td>9</td>
</tr>
<tr>
<td>Selecting and Playing Tones (MODEL BANK)</td>
<td>10</td>
</tr>
<tr>
<td>◇ Selecting a Tone</td>
<td>10</td>
</tr>
<tr>
<td>Assigning the Desired Model or Category to the [1]–[16] Buttons</td>
<td>10</td>
</tr>
<tr>
<td>◇ Using the Performance Functions</td>
<td>10</td>
</tr>
<tr>
<td>◇ Performing with a Connected Mic (Vocoder)</td>
<td>10</td>
</tr>
<tr>
<td>Adjusting the Mic Settings</td>
<td>11</td>
</tr>
<tr>
<td>Editing the Sound (TONE EDIT)</td>
<td>12</td>
</tr>
<tr>
<td>◇ Basic Editing Operations</td>
<td>12</td>
</tr>
<tr>
<td>◇ OSC (Oscillator)</td>
<td>12</td>
</tr>
<tr>
<td>◇ FILTER</td>
<td>12</td>
</tr>
<tr>
<td>◇ LFO (Low frequency oscillator)</td>
<td>12</td>
</tr>
<tr>
<td>◇ ENVELOPE</td>
<td>12</td>
</tr>
<tr>
<td>◇ EFFECTS</td>
<td>12</td>
</tr>
<tr>
<td>◇ Saving a Sound You’ve Created (WRITE)</td>
<td>12</td>
</tr>
<tr>
<td>Using I-ARPEGGIO</td>
<td>13</td>
</tr>
<tr>
<td>◇ Turning the Arpeggio On/Off</td>
<td>13</td>
</tr>
<tr>
<td>◇ Continuing the Arpeggio Even After Releasing Your Hand (I-ARPEGGIO HOLD)</td>
<td>13</td>
</tr>
<tr>
<td>◇ Selecting the Arpeggio Type</td>
<td>13</td>
</tr>
<tr>
<td>◇ Selecting the Type of Rhythm</td>
<td>13</td>
</tr>
<tr>
<td>◇ Changing the Arpeggio Tempo</td>
<td>13</td>
</tr>
<tr>
<td>◇ Automatically Changing the Arpeggio (PLAY DETECTOR)</td>
<td>13</td>
</tr>
<tr>
<td>◇ Editing Individual Steps of the Arpeggio Performance (STEP EDIT)</td>
<td>14</td>
</tr>
<tr>
<td>Using Step Edit Data for Arpeggio Performance</td>
<td>14</td>
</tr>
<tr>
<td>Using the Bluetooth® Functionality</td>
<td>15</td>
</tr>
<tr>
<td>◇ Using the JUPITER-Xm Speakers to Hear Music from a Mobile Device</td>
<td>15</td>
</tr>
<tr>
<td>Registering a Mobile Device (Pairing)</td>
<td>15</td>
</tr>
<tr>
<td>Connecting an Already-Paired Mobile Device</td>
<td>15</td>
</tr>
<tr>
<td>Playing Music from the Mobile Device</td>
<td>15</td>
</tr>
<tr>
<td>◇ Using the JUPITER-Xm to Control a Mobile Device</td>
<td>15</td>
</tr>
<tr>
<td>Using the JUPITER-Xm as a MIDI Keyboard for a Music App</td>
<td>15</td>
</tr>
<tr>
<td>◇ Differentiating Multiple JUPITER-Xm Units (Bluetooth ID)</td>
<td>16</td>
</tr>
<tr>
<td>◇ Disabling the Bluetooth Functionality</td>
<td>16</td>
</tr>
<tr>
<td>Connecting External Equipment</td>
<td>17</td>
</tr>
<tr>
<td>◇ Connecting a Computer (USB COMPUTER Port)</td>
<td>17</td>
</tr>
<tr>
<td>Installing the Dedicated Driver</td>
<td>17</td>
</tr>
<tr>
<td>Port Names When Using the VENDOR Driver</td>
<td>17</td>
</tr>
<tr>
<td>◇ Connecting a USB Flash Drive (USB MEMORY Port)</td>
<td>18</td>
</tr>
<tr>
<td>Formatting a USB Flash Drive (FORMAT USB MEMORY)</td>
<td>18</td>
</tr>
<tr>
<td>Backup/Restore</td>
<td>18</td>
</tr>
<tr>
<td>Export</td>
<td>18</td>
</tr>
<tr>
<td>Settings for the Entire Unit</td>
<td>19</td>
</tr>
<tr>
<td>◇ Making the Power Automatically Turn Off After a Time (Auto Off)</td>
<td>19</td>
</tr>
<tr>
<td>◇ Returning to the Factory Settings (Factory Reset)</td>
<td>19</td>
</tr>
<tr>
<td>◇ Saving the System Settings (SYSTEM)</td>
<td>19</td>
</tr>
<tr>
<td>Saving the System Settings (System Write)</td>
<td>19</td>
</tr>
<tr>
<td>Main Specifications</td>
<td>22</td>
</tr>
<tr>
<td>USING THE UNIT SAFELY</td>
<td>23</td>
</tr>
<tr>
<td>IMPORTANT NOTES</td>
<td>23</td>
</tr>
</tbody>
</table>

Before using this unit, carefully read "USING THE UNIT SAFELY" and "IMPORTANT NOTES" (the leaflet "USING THE UNIT SAFELY" and the Owner’s Manual (p. 23)). After reading, keep the document(s) where it will be available for immediate reference.

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**Introduction**

**An Overview of the JUPITER-Xm**

**Model**

A “model” is a sound engine that reproduces a specific vintage unit or a sound engine that is optimized for specific functionality.

For example, there is a model that reproduces the vintage JUPITER-8 synthesizer.

Each model is equipped with different unique parameters and effects, and the effect of operating the knobs and other controllers will also differ. This means that you can use a single JUPITER-Xm unit as if you owned a variety of units.

There is a model that reproduces the vintage JUPITER-8 and JUNO-106 synthesizer.

You can create tones for each model.

**Tone**

The sound assigned to a part is called a “tone.”

For each tone you can make settings such as oscillator, filter, and effects (MFX). The structure and effects of a tone differ depending on the sound engine (model).

**Part**

To each of the five parts, you can assign a sound (tone), and specify pan and EQ settings.

You can assign a tone to each part and play it.

There are five parts. You can assign a synthesizer tone to each part 1–4, and a rhythm tone to part 5.

Certain sound engines (models) can be assigned only to part 1.

Drum kits can be selected only for part 5.

**I-ARPEGGIO**

Based on an analysis of your keyboard performance, this plays an optimal arpeggio pattern using multiple parts.

Simply by selecting a TYPE and RHYTHM, you can use I-ARPEGGIO with a wide variety of settings.

For example, when thinking of ideas for a song, you can change the settings while trying out various keyboard performances; when you find a good phrase use the STEP EDIT function to capture and edit it, then import it as MIDI data into the DAW on your computer.

**Scene**

Settings for all parts, the I-ARPEGGIO settings, and the scene effect settings are all saved together as a “scene.”

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

It is convenient to save your settings beforehand as scenes, and then switch between these scenes while you perform.

You can save a total of 256 scenes, which are organized as 16 scenes × 16 banks.

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

Top Panel

1 VOLUME

[VOLUME] knob
Adjusts the overall volume.

[SL1] [SL2] sliders
Control the parameters that are assigned to the sliders.

[S1] [S2] [S3] buttons
Control the parameters that are assigned to the buttons.

2 I-ARPEGGIO

(TYPE) knob
Selects the arpeggio type.

[RHYTHM] knob
Selects the type of rhythm.

[TEMPO] knob
Sets the tempo of the arpeggio.

[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.

PLAY DETECTOR [KEYS] button
When this is on, the arpeggio pitches change according to the keys that you press.

PLAY DETECTOR [BEAT] button
When this is on, the arpeggio pattern changes according to the timing at which you play the keys.

3 OSC

(TYPE) knob
Selects the oscillator waveform.

[PITCH] knob
Adjusts the pitch of the oscillator.

[LEVEL] knob
Adjusts the volume of the oscillator.

[MOD] knob
Adjusts the depth of modulation.

[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.

4 LFO

(TYPE) knob
Selects the LFO waveform.

[RATE] knob
Specifies the LFO's modulation speed.

[FADE TIME] knob
Specifies the time from when the tone sounds until the LFO reaches its maximum amplitude.

* The parameters adjusted by each controller vary depending on the mode. Some controllers might not be operable. For details, refer to “Reference Manual” (PDF).
Panel Descriptions

**[DEPTH] knob**
This specifies the depth of the LFO.

**[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.

**DEPTH [PITCH] button**
If you press this button to make it light, the [DEPTH] knob adjusts the vibrato depth.

**DEPTH [FILTER] button**
If you press this button to make it light, the [DEPTH] knob adjusts the wah depth.

**DEPTH [AMP] button**
If you press this button to make it light, the [DEPTH] knob adjusts the tremolo depth.

**Display**
Shows various information for the operation.

**[1] [2] knobs**
Use these knobs to move the cursor or change a value.

**PAGE [<] [>] [A] [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.

**FILTER**

- **[TYPE] knob**
  Specifies the type of filter.

- **[CUTOFF] knob**
  Adjusts the cutoff frequency of the filter.

- **[RESONANCE] knob**
  Resonance emphasizes the sound in the region of the filter cutoff frequency.

- **[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.

**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.

**AMP**

- **[LEVEL] knob**
  Adjusts the volume.

**ENVELOPE**

- **[A] [D] [S] [R] knobs**
  These control the attack, decay, sustain, and release times of each envelope.

- **[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 [A] [D] [S] [R] [DEPTH] knobs edit the PITCH envelope.

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

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

**EFFECTS**

- **[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).

- **[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).

**Common section**

- **[TRANSPOSE] button**
  By holding down this button and using the OCTAVE [DOWN] [UP] buttons you can transpose the pitch of the keyboard in semitone units.

- **OCTAVE [DOWN] [UP] buttons**
  Shift the pitch of the keyboard in units of one octave.

- **[STEP EDIT] button**
  Chooses step edit mode (p. 14).
Panel Descriptions

**[PART] button**
Chooses part select mode.

**[MODEL BANK] button**
Chooses sound select mode, allowing you to select sounds of the various models.

**MODEL buttons**

**[1]–[16] buttons**
These buttons have various functions depending on the mode.

- **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 one of [1]–[16] buttons, you can specify the model or the Category that is assigned.

- **Part select mode**
The buttons switch the current part ([1]–[5]) or turn parts on/off ([6]–[10]).
Various performance functions are assigned to buttons [11]–[16].
For details, refer to “Reference Manual” (PDF).

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

- **Function mode**
The buttons select the oscillator to edit ([1]–[4]) or turn oscillators on/off ([6]–[9]).
Buttons [11]–[16] are assigned the same performance functions as in Part Select mode.

- **Step edit mode**
The buttons edit each step of the arpeggio that you recorded.
For details, refer to “Editing Individual Steps of the Arpeggio Performance (STEP EDIT)” (p. 14).

**Others**

- **[MENU] button**
The MENU screen appears.

- **[WRITE] button**
Saves sounds and system settings.

- **[SHIFT] button**
If you hold down this button and operate a knob, slider, or button, the display 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.

- **[SCENE] button**
Chooses scene select mode.

- **[FUNCTION] button**
Chooses function mode.

**Pitch bend/modulation**

- **[PITCH] wheel**
This varies the pitch. Moving the wheel toward yourself lowers the pitch. Moving it away from yourself raises the pitch. When you release your hand from the wheel, it returns to the center.

- **[MOD] wheel**
This applies vibrato. When the wheel is all the way toward yourself, no effect is applied. Moving the wheel away from yourself increases the effect. The wheel does not move from its position when you release your hand.

---

**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.

- **[CTRL] jack**
Expression pedal (EV-5) or Pedal switch (DP series)

- **[HOLD] jack**

- **[AUX IN] jack**
Connect an audio device.

- **[OUTPUT (BALANCED)] jacks**
Mixer

- **[PHONES] jack**
Headphones

- **[MIDI ports]**
Connect a MIDI device.

- **[MIC]**
Dynamic microphone
Electret microphone

- **[OUTPUT] jacks**
Monitor speaker
(Amplifier built-in)

- **[USB port]**
USB flash drive
Computer
A [◎] switch
This turns the power on/off (p. 8).

B DC-IN jack
Connect the included AC adaptor here.
* Fasten the AC adaptor cord into the cord guide on the bottom surface as shown in the illustration.

C MIDI (OUT/IN) ports
Used for connecting external MIDI devices and for transmission of MIDI messages.

D 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.

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

F AUX IN jack
Connect an external audio device.
Use a stereo mini plug for this connection.

G MIC

[MIC GAIN] knob
Adjusts the volume of the mic input.

MIC IN jack
Connect a dynamic microphone or electret microphone (mono) here.
* Pin assignment of MIC IN jack

H OUTPUT L/R jacks
These are output jacks for audio signals.

I OUTPUT (BALANCED) L/R jacks
These are output jacks for audio signals.
* Pin assignment of OUTPUT (BALANCED) L/R jacks

J PHONES jack
You can connect a set of headphones here.

K USB port

USB MEMORY port
You can connect a USB flash drive here.
Connect or disconnect the USB flash drive while the JUPITER-Xm 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-Xm to operate as a USB MIDI device.
**Installing the Batteries**

Eight Ni-MH batteries (AA, HR6) are required to run the JUPITER-Xm on battery power. With these batteries you can expect about 3.5 hours of continuous operation, although this depends on how the JUPITER-Xm is being used.

* When turning the unit over, be careful so as to protect the buttons and knobs from damage. Also, handle the unit carefully; do not drop it.
* If you handle batteries improperly, you risk explosion and fluid leakage. Make sure that you carefully observe all of the items related to batteries that are listed in “USING THE UNIT SAFELY” and “IMPORTANT NOTES” (leaflet “USING THE UNIT SAFELY” and Owner’s manual (p. 23).

1. Turn off the power of the JUPITER-Xm.
2. While pressing inward on the tabs of the bottom panel battery compartment cover, remove the cover.
3. Insert the batteries into the battery compartment, taking care to observe the “+” and “−” polarity. Be sure that the “+” and “−” markings on the batteries are oriented correctly.
4. Close the battery compartment cover.

---

**Turning the JUPITER-Xm On**

1. Power-on the equipment in the order of JUPITER-Xm → connected devices.
   * In order to protect its circuitry, the JUPITER-Xm 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).

   - “Making the Power Automatically Turn Off After a Time (Auto Off)” (p. 19)

   - 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 power on again.

---

**Turning Off the Power**

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

---

**Adjusting the Overall Volume (Master 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 [A] [V] buttons instead of the [1] knob.

3. Use the [1] knob to select “Speaker Sw,” and use the [2] knob to specify “ON” or “AUTO.”

   ![Parameter Table](image)

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Value</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Speaker Sw</td>
<td>OFF</td>
<td>Sound is not output from the speakers.</td>
</tr>
<tr>
<td></td>
<td>ON</td>
<td>Sound is output from the speakers.</td>
</tr>
<tr>
<td></td>
<td>AUTO</td>
<td>“OFF” if headphones are connected, “ON” if headphones are not connected.</td>
</tr>
</tbody>
</table>
Using the Scene Function (SCENE)

Performing on the keyboard
You can use the wheel to modify the pitch, or apply vibrato.

Using the controllers to modify the sound that you’re playing
You can use controllers such as the [S1]–[S3] buttons and the [SL1] [SL2] sliders to modify the sound that you’re playing.

Playing arpeggios
You can use l-Arpeggio to perform by combining various arpeggio phrases.

Recalling/Saving a Scene

Recalling a scene

1. Press the [SCENE] button.
   The SCENE SELECT screen appears.

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

Recalling a scene bank

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

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. 12).

1. Press the [WRITE] button.
   The WRITE MENU screen appears.


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.

5. To execute, press the [ENTER] button.
   If you decide to cancel, press the [EXIT] button.

Scene Edit

Here’s how to edit the scene parameters.

1. In the model bank screen, press the PAGE [>] button to move the right page.

2. Use the [1] knob to select a parameter.

3. Use the [2] knob to edit the value.

4. When you’re finished editing, press the [EXIT] button to return to the scene screen.
   ➔ “Reference Manual” (PDF)

Using Performance Functions

Splitting the Keyboard to Play Different Sounds (Split)

1. Press the [FUNCTION] button to make it light.
   Chooses function mode.

   Split turns on.
   The part 1 tone sounds in the right-hand region of the keyboard, and the part 2 tone sounds in the left-hand region.
   To return to the original state, press the [15] button once again in function mode.
   To change the split point, use SCENE ZONE EDIT to specify the KEY RANGE. For details, refer to “Reference Manual” (PDF).

Layering Two Sounds (Dual)

1. Press the [FUNCTION] button to make it light.
   Chooses function mode.

2. Press the [16] button.
   Dual is turned on.
   This layers the part 1 tone with the part 2 tone, so that they are heard together.
   To return to the original state, press the [16] button once again in function mode.

Performing with a Connected Pedal

Sustaining the notes (Hold)

If a pedal switch (sold separately: DP series) is connected to the HOLD jack, the sound is sustained as long as you continue pressing the pedal even after you remove your hand from the keyboard.

Adding expression to your performance (Expression)

If an expression pedal (sold separately: EV-5) is connected to the CTRL jack, you can use the pedal to modify the volume, making your performance more expressive.
Selecting and Playing Tones (MODEL BANK)

Selecting a Tone

In MODEL BANK mode, you can use the [1]–[16] buttons to select the models that are assigned to that button (BANK) and play them.

Assigning the Desired Model or Category to the [1]–[16] Buttons

1. Hold down the [MODEL BANK] button and press the button ([1]–[16]) that you want to assign.
2. Press the PAGE [\] button.
3. Choose whether you want to assign a model or a category.
4. Select a model name or a category name to assign it.
   * Up to eight models or categories can be assigned to a button.
   * You can’t assign both models and categories to a button simultaneously.
5. If you want to save the setting, execute the System Write operation.
   ➤ “Saving the System Settings (System Write)” (p. 19)

Using the Performance Functions

Transposing the keyboard in octave units (Octave)

1. Press the OCTAVE [DOWN] [UP] button.
   To return to the original state, press the OCTAVE [DOWN] and [UP] buttons.

Transposing the keyboard in semitone steps (Transpose)

1. Hold down the [TRANSPOSE] button and press the OCTAVE [DOWN] [UP] button.
   To return to the original state, hold down the [TRANSPOSE] button and press the OCTAVE [DOWN] button and (UP) button.

Playing single notes (Monophonic)

1. Press the [FUNCTION] button to make it light.
   Chooses function mode.
   Mono turns on.
   To return to the original state, press the [11] button once again in function mode.

Layering the same tone to thicken the sound (Unison)

1. Press the [FUNCTION] button to make it light.
   Chooses function mode.
   Unison turns on.
   To return to the original state, press the [12] button once again in function mode.

Preventing dynamics changes in your performance (Velocity Off)

1. Press the [FUNCTION] button to make it light.
   Chooses function mode.
   The velocity off setting is enabled. Your keyboard dynamics will not affect the sound.
   To return to the original state, press the [13] button once again in function mode.

Smoothly changing the pitch (Portamento)

1. Press the [FUNCTION] button to make it light.
   Chooses function mode.
   Portamento turns on.
   To set the portamento time, edit the parameter in the screen.
   ➤ “Reference Manual” (PDF)
   To return to the original state, press the [14] button once again in function mode.

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.

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

   **NOTE**
   The JUPITER-Xm supports dynamic microphones and electret microphones. 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. While holding down the [MODEL BANK] button, press the [1]–[16] buttons to which you want to assign the vocoder.

4. From the models, select “VOCODER.”

   ![MODEL ASSIGN BANK01]

5. Press the assigned button to recall “VOCODER.”

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 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 a parameter, and use the [2] knob to edit the value.
   For details on mic settings, refer to “MIC IN” (p. 20).
4. If you want to save the setting, execute the System Write operation.
   ➔ “Saving the System Settings (System Write)” (p. 19)

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.
Basic Editing Operations

Selecting the oscillator to edit
When the [FUNCTION] button is lit, press a [1]–[4] button. (The [1]–[4] buttons correspond to OSC (oscillator) 1–4 respectively.)
The oscillators that can be selected differ depending on the model.

Selecting the oscillators that produce sound
When the [FUNCTION] button is lit, press a [6]–[9] button. (The [6]–[9] buttons correspond to OSC (oscillator) 1–4 respectively.)
Some oscillators cannot be selected for some models.

Switching pages
Press a PAGE [<] button.

Selecting parameters
Turn the [1] knob.

Editing a value
Turn the [2] knob.

OSC (Oscillator)
The pitch is determined by the speed at which the waveform repeats. A waveform that takes one second to repeat is said to have a frequency of 1 Hertz (1 Hz). The higher the frequency, the higher the pitch. Conversely, the lower the frequency, the lower the pitch.

FILTER
The brightness of a sound can be modified by boosting or cutting specific frequency ranges. Boosting the high-frequency range produces a brighter sound, while boosting the low-frequency range produces a darker sound.

LFO (Low frequency oscillator)
The OSC, FILTER, and AMP can be modulated at a rate specified by the LFO (p. 4) to create vibrato (by modulating the pitch) or tremolo (by modulating the volume).

ENVELOPE
The OSC, FILTER, and AMP each have an envelope that operates each time you play a key, applying time-varying change to the pitch, tonal character, and volume.
Each aspect of the sound is controlled by its own envelope.

EFFECTS
“Effects” allow you to modify or enhance the sound in various ways, such as by adding reverberation or delaying the sound.

Saving a Sound You’ve Created (WRITE)
The sound you create will change if you move a knob or select a different tone, and will be lost when you switch off the JUPITER-Xm’s power.

When you’ve created a sound you like, you should save it as a user tone.

1. Press the [WRITE] button.
The WRITE MENU screen appears.

2. Use the [1] knob or [2] 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 to 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 [<] button to move the cursor and use the [2] knob to specify characters.

5. Press the [ENTER] button.
A confirmation screen appears.

6. To execute, press the [ENTER] button.
If you decide to cancel, press the [EXIT] button.
Using I-ARPEGGIO

I-ARPEGGIO is a completely new type of arpeggiator that uses AI to transform your keyboard playing into the ideal arpeggiated phrases. You can use it to generate ideas for songs, or use it in your live performances.

Turning the Arpeggio On/Off

If this is "ON," the arpeggiator waits for you to play the keyboard; the moment you play the keyboard, the arpeggio starts. You can use PART settings to specify the parts for which the arpeggiator will or will not turn on. To stop the arpeggio, press this once again to turn the arpeggiator off.

Selecting the Type of Rhythm

Here's how to change the phrase that's played by the rhythm part (part 5). Select a rhythm that's closest to what you have in mind, and then edit the tempo, drum kit, and other parameters to customize your performance.

1. Turn the [RHYTHM] knob to change the setting.
   * With the factory settings, changing the rhythm will also set a suitable tempo (TEMPO), sound (DRUM KIT), and volume (PART LEVEL). If you want to change only the phrase while keeping the current tempo and sound settings, change the SYSTEM parameters Arpeggio Set Tempo and Arpeggio Set DrumKit each to the OFF setting.

Changing the Arpeggio Tempo

Here's how to set the tempo of the arpeggio. For some sounds, the tempo of the LFO or DELAY is also synchronized.

1. Turn the [TEMPO] knob to change the setting.

Automatically Changing the Arpeggio

(PLAY DETECTOR)

PLAY DETECTOR lets you change in real time whether your keyboard performance is detected.

* If both KEYS and BEAT are "OFF," the current loop performance is repeated. This is convenient when you want to continue performing for a while with the same accompaniment.

Changing the arpeggio according to the harmony you play (KEYS)

You can specify whether the pitch of the arpeggiated notes changes according to the pitches that you play on the keyboard.

* If you want to layer the sound of your keyboard performance without changing the chord, turn KEYS "OFF."

Changing the arpeggio at the timing of your playing (BEAT)

You can specify whether the pattern will change according to the rhythm inferred from the timing interval between the notes you play.

* The pitch of the notes you play on the keyboard is detected even if BEAT is "OFF." If you want to maintain the sense of beat while you play a chord progression, turn BEAT "OFF."

Continuing the Arpeggio Even After Releasing Your Hand (I-ARPEGGIO HOLD)

If the [HOLD] button is lit, the arpeggio continues playing even if you take your hand off the keyboard after playing notes. If the [HOLD] button is unlit, the arpeggio stops when you take your hand off the keyboard.

* You can use PART settings to specify the parts for which HOLD will or will not be on.

Selecting the Arpeggio Type

Here's how to change the arpeggio settings for parts 1–4. Some arpeggio types are heard only for one part, and other arpeggio types play multiple parts as an ensemble. Select the type that's closest to the performance that you have in mind, and edit the tones and parameters to customize the arpeggio.

1. Turn the [TYPE] knob to change the setting.
   * With the factory settings, changing the type will specify a suitable sound (TONE) and volume (PART LEVEL). If you want to keep the current tone settings and change only the phrase, set the SYSTEM parameter Arpeggio Set Tone to the OFF setting.
Editing Individual Steps 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 performance stops, and the STEP EDIT - COPY I-ARPEGGIO screen appears.

2. Press the [ENTER] button to enter the STEP EDIT screen shown below.

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

3. To audition the performance, use the [S3] button to play back or stop.

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

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

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

* The arpeggio function cannot be used in the STEP EDIT screen. If you want to combine edited step data with the arpeggio function for separate parts, exit the STEP screen, then use ARP PART EDIT => turn SEQ MODE on for separate parts.

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

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

=> “Export” (p. 18)

Using Step Edit Data for Arpeggio Performance

For each part, you can specify whether that part plays the arpeggio performance or plays data created by Step Edit.

1. After editing in STEP EDIT, press the [EXIT] button several times to return to the SCENE TOP screen.

2. Press the PAGE [<] button twice to access the ARP PART EDIT screen.

3. Use the [1] knob to select "Step Mode."

4. Make sure that the PART button is lit, and then use the [1]–[5] buttons to select the part that you want to use STEP data.

5. Use the [2] knob to turn Step Mode "ON."

6. Repeat steps 4–5 to turn Step Mode "ON" for each part that you want.

7. Use the [1] knob to select ARPEGGIO SW, and then use the [2] knob to turn it "ON."

The data created in STEP EDIT is played during arpeggio performance.

* The following ARP PART EDIT parameters are ignored for parts whose Step Mode is “ON.”

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Oct Range</td>
<td>Octave range</td>
</tr>
<tr>
<td>Transpose</td>
<td>Transpose</td>
</tr>
<tr>
<td>Motif</td>
<td>Motif settings</td>
</tr>
<tr>
<td>Duration</td>
<td>Duration settings</td>
</tr>
<tr>
<td>Velocity</td>
<td>Velocity settings</td>
</tr>
<tr>
<td>Grid Offset</td>
<td>Grid offset</td>
</tr>
<tr>
<td>Grid Sync</td>
<td>Grid sync settings</td>
</tr>
<tr>
<td>Timing</td>
<td>Timing settings</td>
</tr>
<tr>
<td>Note Off</td>
<td>Note off setting</td>
</tr>
<tr>
<td>Poly Remain</td>
<td>Poly remain setting</td>
</tr>
<tr>
<td>Reset Oct</td>
<td>Reset octave setting</td>
</tr>
<tr>
<td>Receive SW</td>
<td>Receive switch</td>
</tr>
</tbody>
</table>

* The velocity is input as the value that was most recently specified.
Using the JUPITER-Xms 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. 15).
- Pairing is required again if you execute a Factory Reset (p. 19).
- 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 [A] [V] buttons instead of the [1] knob.
4. Press the [ENTER] button.
   The SYSTEM screen appears.
5. Use the [1] knob to select “Bluetooth Sw,” and then use the [2] knob to turn it “On.”
6. 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.
7. 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.
8. Tap “JUPITER-Xm 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-Xm Audio” is added to the list of “Paired Devices” on your mobile device.
9. Press the [MENU] button when you’re finished making settings.

Connecting an Already-Paired Mobile Device

1. Turn on the Bluetooth function of the mobile device.
   **MEMO**
   - If you were unable to establish a connection using the procedure above, tap “JUPITER-Xm Audio” that is displayed in the Bluetooth device screen of the mobile device.
   - To disconnect, either turn this unit’s Bluetooth Audio function “Off” (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-Xm.
   * To adjust the playback volume, adjust the volume on your mobile device or adjust the System setting “AuxIn/BT InLev.”

### Using the JUPITER-Xm to Control a Mobile Device

Here’s how to make settings for transmitting and receiving MIDI data between this unit and the mobile device.

### Using the JUPITER-Xm as a MIDI Keyboard for a Music App

You can use the keyboard of this instrument to play a music app that supports Bluetooth MIDI.

**Transferring MIDI Data**

Here’s how to make settings for transmitting and receiving MIDI data between this unit and the mobile device.

1. Place the mobile device that you want to connect nearby this unit.
   **MEMO**
   If you have more than one unit of this model, power-on only the unit that you want to pair (power-off the other units).
2. 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.
3. In the mobile device’s app (e.g., GarageBand), establish a connection with this unit
   **NOTE**
   Do not tap the “JUPITER-Xm MIDI” that is shown in the Bluetooth settings of the mobile device.
Differentiating Multiple JUPITER-Xm 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 [v] [v] buttons instead of the [1] knob.
3. Use the [1] knob to select “Bluetooth ID.”
4. Use the [2] knob to change the setting.

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Value</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bluetooth ID</td>
<td>Off, 1–9</td>
<td>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-Xm Audio,” “JUPITER-Xm MIDI” (default) Set to “1”: “JUPITER-Xm Audio 1,” “JUPITER-Xm MIDI 1”</td>
</tr>
</tbody>
</table>

Disabling the Bluetooth Functionality

Disable the Bluetooth functionality if you don’t want this unit to be connected via Bluetooth with your mobile 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 [v] [v] buttons instead of the [1] knob.
3. Use the [1] knob to select “Bluetooth Sw.”
4. Use the [2] knob to turn the setting “Off.”
5. Press the [MENU] button when you’re finished making settings.
Connecting External Equipment

Connecting a Computer (USB COMPUTER Port)

MIDI messages can be exchanged with a computer via the JUPITER-Xm's USB 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-Xm, 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-Xm to your computer via the USB COMPUTER port.

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 [A] [V] buttons instead of the [1] knob.
3. Use the [1] knob to select “USB Driver.”
4. Use the [2] knob to specify “VENDOR.”

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Value</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>USB Driver</td>
<td>GENERIC</td>
<td>Choose this when using the USB driver that was provided with your computer.</td>
</tr>
<tr>
<td></td>
<td>VENDOR</td>
<td>Choose this when using the USB driver that you downloaded from the Roland website.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>* Only MIDI can be used.</td>
</tr>
</tbody>
</table>

5. Save the setting.
   ⇒ “Saving the System Settings (System Write)” (p. 19)
6. Turn the JUPITER-Xm’s power off and on again.

Port Names When Using the VENDOR Driver

Audio input device

<table>
<thead>
<tr>
<th>Device Name</th>
<th>Port Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>JUPITER-X</td>
<td>IN 1 (output of the JUPITER-Xm’s part 1)</td>
</tr>
<tr>
<td></td>
<td>IN 2 (output of the JUPITER-Xm’s part 2)</td>
</tr>
<tr>
<td></td>
<td>IN 3 (output of the JUPITER-Xm’s part 3)</td>
</tr>
<tr>
<td></td>
<td>IN 4 (output of the JUPITER-Xm’s part 4)</td>
</tr>
<tr>
<td></td>
<td>IN 5 (output of the JUPITER-Xm’s part 5)</td>
</tr>
<tr>
<td></td>
<td>IN MIC (output of the signal that is input from the JUPITER-Xm’s MIC IN jack)</td>
</tr>
<tr>
<td></td>
<td>IN MIX (mixed output of the JUPITER-Xm)</td>
</tr>
</tbody>
</table>

Audio output device

<table>
<thead>
<tr>
<th>Device Name</th>
<th>Port Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>JUPITER-X</td>
<td>OUT (USB audio input to the JUPITER-Xm)</td>
</tr>
<tr>
<td></td>
<td>OUT MIC (treated as mic input to the JUPITER-Xm)</td>
</tr>
</tbody>
</table>

MIDI input/output device

<table>
<thead>
<tr>
<th>Device Name</th>
<th>Port Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>MIDI IN</td>
<td>JUPITER-X</td>
</tr>
<tr>
<td></td>
<td>JUPITER-X DAW CTRL</td>
</tr>
<tr>
<td>MIDI OUT</td>
<td>JUPITER-X</td>
</tr>
<tr>
<td></td>
<td>JUPITER-X DAW CTRL</td>
</tr>
</tbody>
</table>
Connecting External Equipment

Connecting a USB Flash Drive (USB MEMORY Port)

You can connect a USB flash drive here.

Formatting a USB Flash Drive (FORMAT USB MEMORY)

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 [a] [v] buttons instead of the [1] knob.
3. 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.
4. 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.

Backup/Restore

Backing Up Data to 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. 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 [a] [v] buttons instead of the [1] knob.
3. Use the [1] knob to select “BACKUP,” and then press the [ENTER] button.
   The BACKUP screen appears.
4. Use the PAGE [<] [>] buttons to move the cursor, and use the [2] knob to change characters.
5. When you’ve specified the file name, press the [ENTER] 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.
   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.

Exporting a step edit pattern

Here’s how the step edit pattern of the scene can be exported to a USB flash drive.

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 [a] [v] buttons instead of the [1] knob.
3. Use the [1] knob to select “USER PATTERN EXPORT,” and then press the [ENTER] button.
4. Use the PAGE [<] [>] buttons to move the cursor, and use the [2] knob to change the character.
5. When you’ve specified the file name, press the [ENTER] 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 scene is exported to the USB flash drive.
   * Never turn off the power or disconnect the USB flash drive during a process, such as while the “Executing…” display is shown.
Making the Power Automatically Turn Off After a Time (Auto Off)

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 [\uparrow] [\downarrow] buttons instead of the [1] knob.
   If you don't want the unit to turn off automatically, choose "OFF" setting.

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Value</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Auto Off</td>
<td>OFF, 30 (min) , 240 (min)</td>
<td></td>
</tr>
</tbody>
</table>

4. To save the setting, press the [WRITE] button.
   The save page appears.
5. To execute, press the [ENTER] button.
   If you decide to cancel, press the [EXIT] button.

Returning to the Factory Settings (Factory Reset)

Here's how the settings that you edited and saved on the JUPITER-Xm 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. 18) 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 [\uparrow] [\downarrow] buttons instead of the [1] knob.
3. Use the [1] knob to select "FACTORY RESET," and then press the [ENTER] button.
   A confirmation message appears.
   If you decide to cancel, press the [EXIT] button.
4. To execute, use the [2] knob to select “OK,” and then press the [ENTER] button.
   The display indicates “Completed. Turn off power.”
5. Turn the power of the JUPITER-Xm 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.

Saving 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 [\uparrow] [\downarrow] buttons instead of the [1] knob.
3. Use the [1] knob to select the parameter and use the [2] knob to change the setting.

Saving the System Settings (System Write)

1. Press the [WRITE] button.
   The SYSTEM WRITE screen appears.
   If the WRITE MENU screen appears, use the [1] knob or [2] knob to select “SYSTEM,” and then press the [ENTER] button.
2. To execute, press the [ENTER] button.
   If you decide to cancel, press the [EXIT] button.

System parameter list

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Value</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>GENERAL</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MasterTune</td>
<td>415.3–466.2 [Hz]</td>
<td>Adjusts the overall tuning. The displayed value is the frequency of the A4 key (middle A).</td>
</tr>
<tr>
<td>MasKeyShift</td>
<td>-24–24</td>
<td>Shifts the JUPITER-Xm's overall pitch range in semitone steps.</td>
</tr>
<tr>
<td>ScaleTuneSw</td>
<td>OFF–ON</td>
<td>Specifies whether the scene's SCALE TUNE setting is enabled (ON) or disabled (OFF).</td>
</tr>
<tr>
<td>USB In Lev</td>
<td>0–127</td>
<td>Adjusts the audio input level of the USB COMPUTER port.</td>
</tr>
<tr>
<td>USB Out Lev</td>
<td>0–127</td>
<td>Adjusts the audio output level to the USB COMPUTER port.</td>
</tr>
<tr>
<td>AuxIn/BT In Lev</td>
<td>0–127</td>
<td>Adjusts the input level of the AUX IN jack.</td>
</tr>
<tr>
<td>LineOut Gain</td>
<td>-12–0 [dB]</td>
<td>Adjusts the output gain of OUTPUT/PHONES.</td>
</tr>
<tr>
<td>Speaker Sw</td>
<td>OFF, ON, AUTO</td>
<td>Specifies whether sound is output from the speakers. The AUTO setting operates as &quot;OFF&quot; when headphones are connected and as &quot;ON&quot; when headphones are not connected.</td>
</tr>
<tr>
<td>SPOut Gain</td>
<td>-12–0 [dB]</td>
<td>Adjusts the output gain of the speakers.</td>
</tr>
<tr>
<td>Auto Off</td>
<td>OFF, 30 (min), 240 (min)</td>
<td>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 &quot;OFF&quot; setting.</td>
</tr>
<tr>
<td>Aging</td>
<td>OFF, ON, FAST</td>
<td>Simulates the pitch instability of an analog synthesizer. For details, refer to “Reference Manual” (PDF).</td>
</tr>
<tr>
<td>Aging Init Temp</td>
<td>REAL, 0–60 [°C]</td>
<td>For details, refer to “Reference Manual” (PDF).</td>
</tr>
<tr>
<td>LED On Bright</td>
<td>0–31</td>
<td>Adjusts the brightness when the LEDs are lit.</td>
</tr>
<tr>
<td>LED OffBright</td>
<td>0–30</td>
<td>When the JUPITER-Xm is operating with the AC adaptor, you can make the LEDs remain dimly lit when off instead of going completely dark. This setting adjusts the LED brightness when off.</td>
</tr>
<tr>
<td>LCD Contrast</td>
<td>1–10</td>
<td>Adjusts the contrast of the display.</td>
</tr>
</tbody>
</table>
## Settings for the Entire Unit

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Value</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>ARPEGGIO</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Set Tone</td>
<td>OFF, ON</td>
<td>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).</td>
</tr>
<tr>
<td>Set DrumKit</td>
<td>OFF, ON</td>
<td>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).</td>
</tr>
<tr>
<td>Set Tempo</td>
<td>OFF, ON</td>
<td>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).</td>
</tr>
<tr>
<td><strong>TEMPO/SYNC</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Tempo</td>
<td>20.00–300.00</td>
<td>Specifies the system tempo.</td>
</tr>
<tr>
<td>Tempo Src</td>
<td>SCENE, SYS</td>
<td>When you switch scenes, this setting specifies whether to use the system tempo (SYS) or the tempo stored in the scene (SCENE).</td>
</tr>
<tr>
<td>Sync Mode</td>
<td>AUTO, INT, MIDI, USB</td>
<td>Specifies the synchronization signal according to which the JUPITER-Xm operates.</td>
</tr>
<tr>
<td>Sync Out</td>
<td>OFF, MIDI, USB/MIDI</td>
<td>Specifies the connector from which MIDI clock messages etc. are output.</td>
</tr>
<tr>
<td><strong>Bluetooth</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Bluetooth Sw</td>
<td>OFF, ON</td>
<td>Enables (ON) or disables (OFF) Bluetooth communication.</td>
</tr>
<tr>
<td>Pairing</td>
<td>-</td>
<td>Executing pairing for Bluetooth audio.</td>
</tr>
<tr>
<td>Bluetooth ID</td>
<td>OFF, 1–9</td>
<td>Specifies the number added to the end of this unit’s device name shown in a Bluetooth-connected app.</td>
</tr>
<tr>
<td><strong>MIDI</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Basic Ch</td>
<td>1–10</td>
<td>Specifies the MIDI channel assigned to each part. MIDI channels are assigned consecutively.</td>
</tr>
<tr>
<td>Ctrl Ch</td>
<td>1–16, OFF</td>
<td>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.”</td>
</tr>
<tr>
<td>Ctrl Src Sel</td>
<td>SYS, SCENE</td>
<td>SYS: SysCtrlSrc1–4 are used for tone control. SCENE: The scene’s CtrlSrc1–4 settings are used for tone control.</td>
</tr>
<tr>
<td>SysCtrlSrc1</td>
<td>OFF, CC01–CC31, CC33–CC95, BEND, AFT</td>
<td>Specify the MIDI messages that will be used as system controls.</td>
</tr>
<tr>
<td>SysCtrlSrc2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>SysCtrlSrc3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>SysCtrlSrc4</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Soft Thru</td>
<td>OFF, ON</td>
<td>If this is ON, MIDI messages that are input from the MIDI IN connector are retransmitted without change from the MIDI OUT connector.</td>
</tr>
<tr>
<td>USB-MIDI Thru</td>
<td>OFF, ON</td>
<td>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).</td>
</tr>
<tr>
<td>USB Driver</td>
<td>GENERIC, VENDOR</td>
<td>Specifies the USB driver setting.</td>
</tr>
<tr>
<td>Remote Kbd</td>
<td>OFF, ON</td>
<td>Turn this “ON” if you want to use an external MIDI keyboard instead of the JUPITER-Xm’s keyboard. In this case, the MIDI transmit channel of the external MIDI keyboard does not matter. Normally you will leave this “OFF.”</td>
</tr>
<tr>
<td><strong>MIDI Rx</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Rx PC</td>
<td>OFF, ON</td>
<td>Specifies whether program change messages will be received (ON) or not received (OFF).</td>
</tr>
<tr>
<td>Rx Bank</td>
<td>OFF, ON</td>
<td>Specifies whether bank select messages will be received (ON) or not received (OFF).</td>
</tr>
<tr>
<td>Rx Excl</td>
<td>OFF, ON</td>
<td>Specifies whether system exclusive messages will be received (ON) or not received (OFF).</td>
</tr>
<tr>
<td><strong>MIC IN</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Mic In Gain</td>
<td>-24.0–+24.0 [dB]</td>
<td>Adjusts the input level of the MIC IN jack.</td>
</tr>
<tr>
<td>Mic Power</td>
<td>OFF, ON</td>
<td>If this is “ON,” plug-in power (5 V) is supplied to the MIC IN jack.</td>
</tr>
<tr>
<td>NS Switch</td>
<td>OFF, ON</td>
<td>Switches the noise suppressor on/off. The noise suppressor is a function that suppresses noise during periods of silence.</td>
</tr>
<tr>
<td>NS Threshold</td>
<td>-96–0 [dB]</td>
<td>Adjusts the volume at which noise suppression starts to be applied.</td>
</tr>
<tr>
<td>NS Release</td>
<td>0–127</td>
<td>Adjusts the time when noise suppression starts until the volume reaches 0.</td>
</tr>
<tr>
<td>Comp Switch</td>
<td>OFF, ON</td>
<td>Specifies whether the mic compressor (a compressor applied to the mic input) is used (ON) or not used (OFF).</td>
</tr>
<tr>
<td>Comp Attack</td>
<td>0.1, 1, 2, … 100 [ms]</td>
<td>Specifies the time from when the input to the mic compressor exceeds the Comp Thres level until the volume is compressed.</td>
</tr>
<tr>
<td>Comp Release</td>
<td>10, 20, … 1000 [ms]</td>
<td>Specifies the time from when the input to the mic compressor falls below the Comp Thres level until compression is no longer applied.</td>
</tr>
<tr>
<td>Comp Threshold</td>
<td>-60–0 [dB]</td>
<td>Specifies the level at which the mic compressor starts applying compression.</td>
</tr>
<tr>
<td>Comp Ratio</td>
<td>1:1, 2:1, … 4:1, 8:1, 16:1, 32:1, INF:1</td>
<td>Specifies the compression ratio for the mic compressor.</td>
</tr>
<tr>
<td>Comp Knee</td>
<td>0–30 [dB]</td>
<td>Smooths the transition until the mic compressor starts to be applied. Higher values produce a smoother transition.</td>
</tr>
<tr>
<td>Comp Out Gain</td>
<td>-24.0, -23.5, … 0, …, +24.0 [dB]</td>
<td>Specifies the output volume of the mic compressor.</td>
</tr>
<tr>
<td>Rev Send Lev</td>
<td>0–127</td>
<td>Specifies the amount of reverb that is applied to the mic input.</td>
</tr>
<tr>
<td>Cho Send Lev</td>
<td>0–127</td>
<td>Specifies the amount of chorus that is applied to the mic input.</td>
</tr>
<tr>
<td>Dly Send Lev</td>
<td>0–127</td>
<td>Specifies the amount of delay that is applied to the mic input.</td>
</tr>
<tr>
<td>Mic Thru</td>
<td>OFF, ON</td>
<td>If you want the mic to be cut when the vocoder is off, turn this “OFF.”</td>
</tr>
</tbody>
</table>
## Settings for the Entire Unit

### CONTROLLER

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Value</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Velocity</td>
<td>REAL, 1–127</td>
<td>Specifies the velocity value that is transmitted when you play the keyboard.</td>
</tr>
<tr>
<td>Velo Crv</td>
<td>LIGHT, MEDIUM, HEAVY</td>
<td>Specifies the keyboard touch.</td>
</tr>
<tr>
<td>Velo Offset</td>
<td>-10 to +9</td>
<td>Adjusts the keyboard velocity curve.</td>
</tr>
<tr>
<td>Knob Mode</td>
<td>DIRECT, CATCH</td>
<td>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).</td>
</tr>
</tbody>
</table>

### 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 Assignable Sheet. | Specifies the function assigned to the S1 button. |
| S1 Mode | LATCH, MOMENTARY | Specifies how the button operates. |
| S2 Func | For the values, refer to Assignable Sheet. | Specifies the function assigned to the S2 button. |
| S2 Mode | LATCH, MOMENTARY | Specifies how the button operates. |
| S3 Func | For the values, refer to Assignable Sheet. | 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 Assignable Sheet. | 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 Assignable Sheet. | 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 Assignable Sheet. | 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 Assignable Sheet. | Specifies the function assigned to the pedal connected to the CTRL jack. |

---

### List of functions that can be assigned to the controllers

<table>
<thead>
<tr>
<th>Function</th>
<th>S1 Func</th>
<th>S2 Func</th>
<th>S3 Func</th>
<th>SL1 Func</th>
<th>SL2 Func</th>
<th>HOLD Func</th>
<th>CTRL Func</th>
</tr>
</thead>
<tbody>
<tr>
<td>OFF</td>
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<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
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<tr>
<td>CC01–31, 32 (OFF), 33–95</td>
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<td>AFTERTOUCH</td>
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<td>PART FADE2</td>
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</table>
## Roland JUPITER-Xm: Digital keyboard

<table>
<thead>
<tr>
<th>Specification</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Keyboard</strong></td>
<td>37 Keys (compact type with velocity)</td>
</tr>
<tr>
<td><strong>Power Supply</strong></td>
<td>DC 12 V</td>
</tr>
<tr>
<td></td>
<td>AC adaptor, AA-type Ni-MH batteries (sold separately) x 8</td>
</tr>
<tr>
<td><strong>Current Draw</strong></td>
<td>1,500 mA</td>
</tr>
<tr>
<td></td>
<td>* Expected battery life under continuous use:</td>
</tr>
<tr>
<td></td>
<td>Rechargeable nickel metal hydride batteries: approximately 3.5 hours</td>
</tr>
<tr>
<td></td>
<td>(When using batteries having a capacity of 1900 mAh.)</td>
</tr>
<tr>
<td></td>
<td>These figures will vary depending on the actual conditions of use.</td>
</tr>
<tr>
<td></td>
<td>* Carbon-zinc or alkaline batteries cannot be used</td>
</tr>
<tr>
<td><strong>Dimensions</strong></td>
<td>576 (W) x 308 (D) x 93 (H) mm</td>
</tr>
<tr>
<td></td>
<td>22-11/16 (W) x 12-1/8 (D) x 3-11/16 (H) inches</td>
</tr>
<tr>
<td><strong>Weight</strong></td>
<td>4.4 kg/9 lbs 12 oz (excluding AC adaptor, Batteries)</td>
</tr>
<tr>
<td><strong>Accessories</strong></td>
<td>Owner’s manual, Leaflet “USING THE UNIT SAFELY,”</td>
</tr>
<tr>
<td></td>
<td>AC adaptor, Power cord</td>
</tr>
<tr>
<td><strong>Options</strong></td>
<td>Pedal Switch: DP series</td>
</tr>
<tr>
<td></td>
<td>Expression Pedal: EV-5</td>
</tr>
<tr>
<td></td>
<td>USB Flash drive (*)</td>
</tr>
<tr>
<td></td>
<td>* Use a commercially available USB flash drive. However, we cannot</td>
</tr>
<tr>
<td></td>
<td>guarantee that all commercially available USB flash drives will work.</td>
</tr>
</tbody>
</table>

* 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.
**USING THE UNIT SAFELY**

**WARNING**

**Concerning the Auto Off function**
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 (p. 17).

**WARNING**

**Use only the supplied AC adaptor and the correct voltage**
Be sure to use only the AC adaptor supplied with the unit. Also, make sure the line voltage at the installation matches the input voltage specified on the AC adaptor’s body. Other AC adaptors may use a different polarity, or be designed for a different voltage, so their use could result in damage, malfunction, or electric shock.

**Use only the supplied power cord**
Use only the attached power cord. Also, the supplied power cord must not be used with any other device.

**IMPORTANT NOTES**

**Power Supply**
- Place the AC adaptor so that the side with text is downward.

**Use of Batteries**
If operating this unit on batteries, please use Ni-MH batteries.

**Placement**
- Do not allow objects to remain on top of the keyboard. This can be the cause of malfunction, such as keys ceasing to produce sound.
- Depending on the material and temperature of the surface on which you place the unit, its rubber feet may discolor or mar the surface.

**Maintenance**
- To clean the unit, use a dry, soft cloth; or one that is slightly dampened. Rubbing too hard in the same area can damage the finish.

**Repairs and Data**
- Before sending the unit away for repairs, be sure to make a backup of the data stored within it; or you may prefer to write down the needed information. Although we will do our utmost to preserve the data stored in your unit when we carry out repairs, in some cases, such as when the memory section is physically damaged, restoration of the stored content may be impossible. Roland assumes no liability concerning the restoration of any stored content that has been lost.

**Additional Precautions**
- Any data stored within the unit can be lost as the result of equipment failure, incorrect operation, etc. To protect yourself against the irretrievable loss of data, try to make a habit of creating regular backups of the data you’ve stored in the unit.
- Roland assumes no liability concerning the restoration of any stored content that has been lost.
- Never strike or apply strong pressure to the display.

- Use only the specified expression pedal. By connecting any other expression pedals, you risk causing malfunction and/or damage to the unit.
- Do not use connection cables that contain a built-in resistor.
- If this unit is used in an environment that is subject to electromagnetic radiation, the display might become dimmer, but this is not a malfunction.

**Using External Memories**
- Please observe the following precautions when handling external memory devices. Also, make sure to carefully observe all the precautions that were supplied with the external memory device.
- Do not remove the device while reading/writing is in progress.
- To prevent damage from static electricity, discharge all static electricity from your person before handling the device.

**Caution Regarding Radio Frequency Emissions**
- The following actions may subject you to penalty of law.
  - Disassembling or modifying this device.
  - Removing the certification label affixed to the back of this device.
  - Using this device in a country other than where it was purchased

**Intellectual Property Right**
- It is forbidden by law to make an audio recording, video recording, copy or revision of a third party’s copyrighted work (musical work, video work, broadcast, live performance, or other work), whether in whole or in part, and distribute, sell, lease, perform or broadcast it without the permission of the copyright owner.
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• In this manual, company names and product names of the respective owners are used because it is the most practical way of describing the sounds that are emulated using DSP technology.