Roland

JUPITER-8 PLUG-OUT Software Synthesizer

Owner's Manual

Introduction

When using the JUPITER-8 for the first time, you must specify the MIDI Input/Output setting in the Setting window (p. 9).

For details on the settings for the DAW software that you're using, refer to the DAW's help or manuals.

Screen Structure

Main window

This area shows various knobs and sliders that you can use to edit the sound.

p. 4

[PLUG-OUT] button

Installs the JUPITER-8 into the SYSTEM-8.

p. 8

Level meter

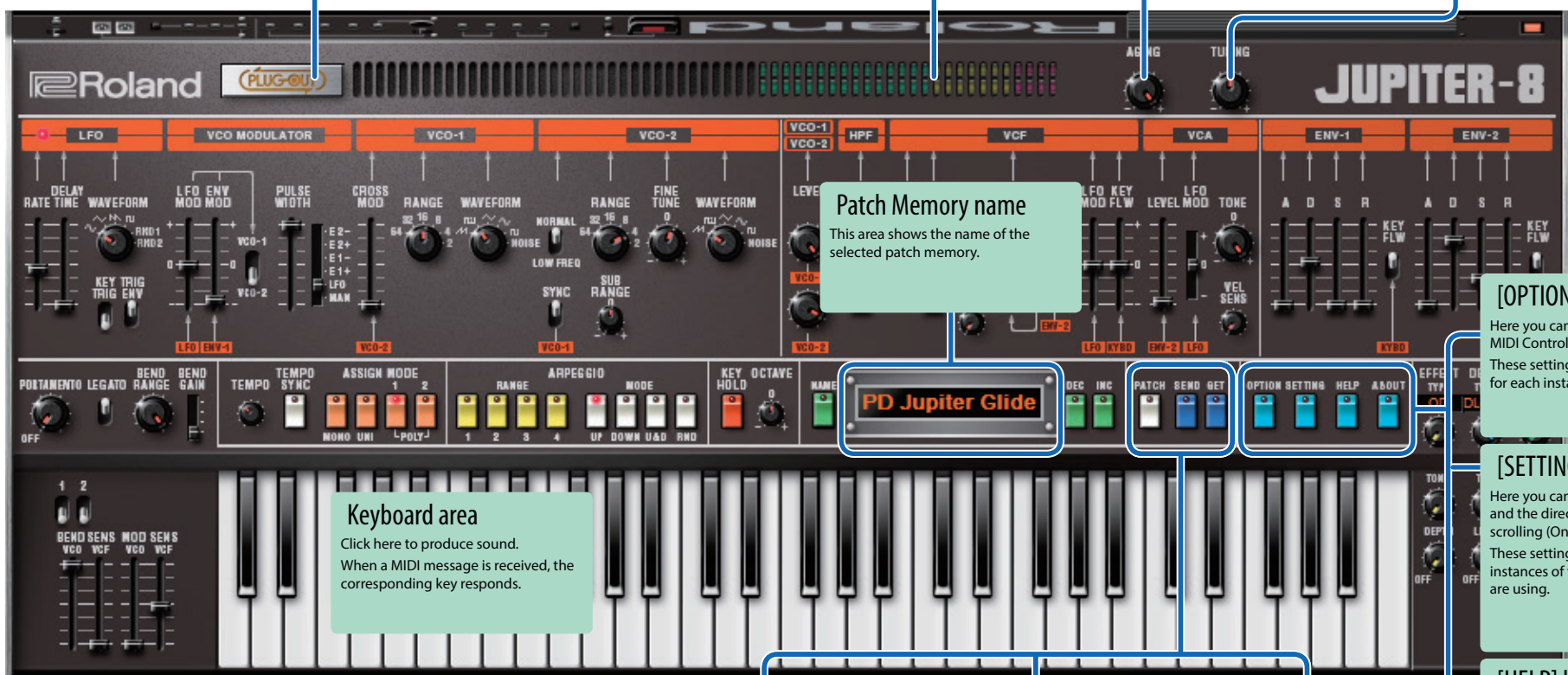
Displays output levels of the JUPITER-8.

[AGING] knob

Adjusts a simulation of the way in which the sound of an actual JUPITER-8 synthesizer is affected by its age.

[TUNE] knob

Adjusts the overall pitch of the JUPITER-8.



Patch Memory name

This area shows the name of the selected patch memory.

Keyboard area

Click here to produce sound.

When a MIDI message is received, the corresponding key responds.

[OPTION] button

Here you can choose skins and use MIDI Control Mapping.

These settings can be made separately for each instance of the JUPITER-8.

p. 9

[SETTING] button

Here you can edit the MIDI settings and the direction of mouse wheel scrolling (Only on Mac).

These settings are shared by all instances of the JUPITER-8 that you are using.

p. 9

[HELP] button

Displays help.

[ABOUT] button

Here you can view information about the JUPITER-8.

[PATCH] button

Selects a patch memory.

The Patch Select window opens.

p. 6

[SEND] button

Sends the memory to the SYSTEM-8

p. 8

[GET] button

Loads the memory currently being edited in the SYSTEM-8's PLUG-OUT mode (temporary) into the JUPITER-8.

p. 8

* These operate only when the SYSTEM-8's MODEL is JUPITER-8.

Main Window

LFO

Here you can create cyclic change (modulation) in the sound.

RATE	Determines the speed of the LFO.
DELAY TIME	Specifies the time from when the key is pressed until the LFO's amplitude reaches the maximum.
WAVE FORM	(Sine wave) (Triangle wave) (Saw wave) (Square wave) RND (1/2) (Random wave)
KEY TRIG switch	Specifies whether the LFO cycle starts at the moment you press the key (ON) or is not synchronized with the key-press (OFF).
TRIG ENV switch	If this is ON, the envelope starts repeatedly at intervals of the LFO cycle.

VCO MODULATOR

This varies the sound by modulating the VCO.

LFO MOD	Adjusts the depth by which LFO modulate the VCO.
ENV MOD	Adjusts the depth by which ENV-1 modulate the VCO.
VCO-1/ VCO-2	Selects the VCO (1, 2, 1+2) that is modulated by LFO MOD/ENV MOD. If this is in the center position, both VCOs are modulated.
PULSE WIDTH slider/ switch	**When the switch is "MAN" (MANUAL):** Adjusts the value of the pulse width. **When the switch is "LFO", "E1+", "E1-", "E2+", "E2-":** Adjusts the modulation depth.

HPF

This is a high-pass filter that passes the high frequencies and cuts the low frequencies.

CUTOFF FREQ	Specifies the cutoff frequency of the high-pass filter. Frequency components below the cutoff frequency are cut.

VCF

This is a low-pass filter that passes the low frequencies and cuts the high frequencies.

CUTOFF FREQ	Specifies the cutoff frequency of the low-pass filter. Frequency components above the cutoff frequency are cut.
RES	Resonance boosts the sound in the region of the filter's cutoff frequency. Higher settings produce stronger emphasis, creating a distinctively "synthesizer-like" sound.
SLOPE switch	Selects the slope (steepness) of the low-pass filter.
VEL SENS	Adjusts the sensitivity with which the filter envelope is affected by your keyboard dynamics.
ENV MOD	Adjusts the depth to which the cutoff frequency is controlled by the ENV (envelope).
ENV MOD switch	Selects the envelope that is used for control.
LFO MOD	Uses the LFO to vary the cutoff frequency.
KEY FLW	Adjusts the way in which the pitch of the note affects the cutoff frequency (key follow) when using the keyboard to control cutoff frequency. Moving the slider downward causes the cutoff frequency to fall as you play higher on the keyboard.

VCO-1/VCO-2

Here you can select the waveform that determines the character of the sound, and specify its pitch.

CROSS MOD	Modifies the VCO-1 frequency according to the VCO-2 waveform. Moving the slider upward makes OSC 1 become a more complex sound, allowing you to create metallic sounds or sound effects.
RANGE	Specifies the octave of the oscillator.
WAVE FORM	Selects the waveform that is the basis of the sound. (Saw wave), (Asymmetrical pulse wave), (Triangle wave), (Sine wave), (Square wave), NOISE
NORMAL/ LOW FREQ switch	If LOW FREQ is on, VCO-2 operates as an LFO. In this case, SUB RANGE varies the pitch (frequency), so the pitch will be the same regardless of which key you play.
SYNC switch	This is oscillator sync. It generates a complex waveform by forcibly resetting VCO-2 to the beginning of its cycle in synchronization with the VCO-1 frequency.
SUB RANGE	Adjusts the VCO-2 pitch in semitone units.
FINE TUNE	Finely adjusts the VCO-2 pitch.
LEVEL (VCO-1)	Adjusts the VCO-1 volume.
LEVEL (VCO-2)	Adjusts the VCO-2 volume.

VCA

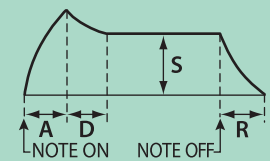
Here you can adjust the amount of time-varying change (envelope) for the volume.

LEVEL	Adjusts the volume of the patch.
LFO MOD	Allows the LFO to modulate the VCA volume (producing tremolo).
TONE	Adjusts the tonal character.
VEL SENS	Adjusts the sensitivity with which the volume is affected by your keyboard dynamics.

ENV-1/ENV-2

Here you can create time-varying change (envelope).

A	Attack time
D	Decay time
S	Sustain level
R	Release time
KEY FLW swtch	If key follow is on, ADR becomes longer as you play lower notes, and ADR becomes shorter as you play higher notes. This is appropriate when simulating the sound of decay-type instruments.



TEMPO/ASSIGN MODE

TEMPO	Specifies the tempo of the step sequencer and arpeggiator. The indicator blinks at the specified tempo.
TEMPO SYNC	The modulation speed (RATE) of the LFO section and the delay time (TIME) of the EFFECTS section are synchronized to the tempo.
MONO	Plays monophonically.
UNI	Plays all sounds in unison.
POLY-1	Plays polyphonically.
POLY-2	

ARPEGGIO

RANGE 1–4	Selects the pitch range of the arpeggio in octave units.
MODE UP	The keys you press are sounded in the order in which you press them.
MODE DOWN	The keys you press are sounded in the opposite of the order in which you press them.
MODE U&D	UP and DOWN are repeated. The last note of UP is the first note of DOWN.
MODE RND	The keys you press are sounded in random order.

OTHER

KEY HOLD	Turns the key hold function on/off.
OCTAVE	These buttons let you shift the pitch range of the keyboard in one-octave units.
NAME	Specifies the name of the patch.
DISPLAY	Displays the patch name.
DEC/INC	Selects the next (previous) patch.

EFFECT/DELAY/REVERB

EFFECT TYPE	Selects the effect type.
TONE	Specifies the character of the effect.
DEPTH	Specifies the depth of the effect.
DELAY TYPE	Switches the delay type.
TIME	Adjusts the delay time.
LEVEL	Adjusts the volume of delay.
REVERB TYPE	Switches the reverb type.
TIME	Specifies the reverb time.
LEVEL	Specifies the reverb volume.

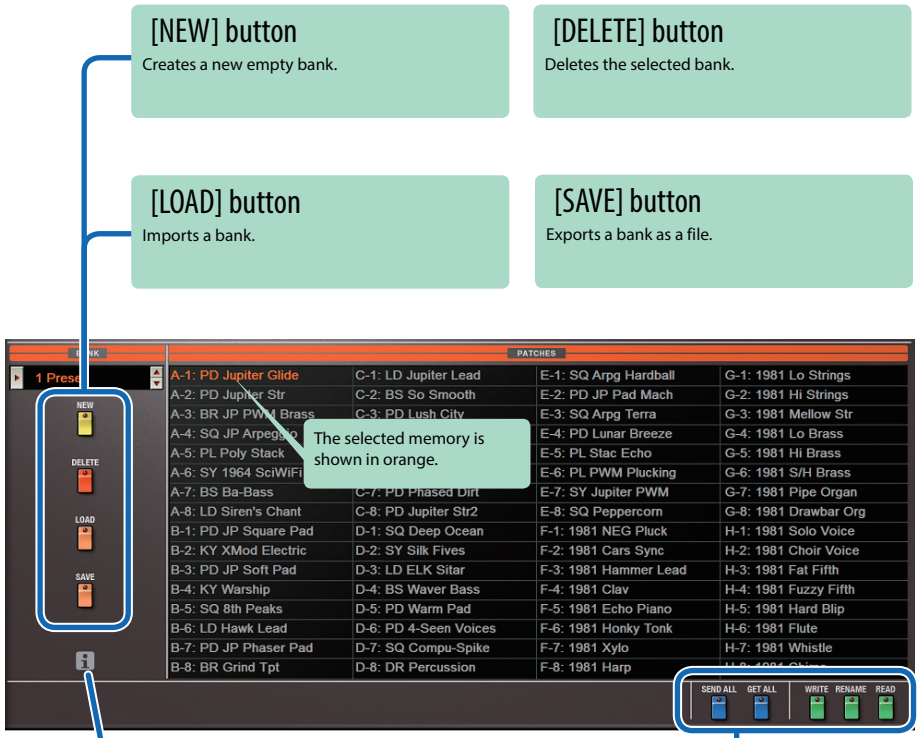
PORTAMENTO/PITCH BEND/MODULATION

PORTAMENTO	Adjusts the time over which pitch change occurs when portamento is applied.
LEGATO	Applies portamento only when you play legato (i.e., when you press the next key before releasing the previous key).
BEND RANGE	Specifies the amount of pitch bend range.
BEND GAIN	Specifies a multiplier for the BEND RANGE, extending the range of change.
1/2 switch	These specify whether pitch bend and modulation are enabled for VCO-1 and VCO-2 respectively.
BEND SENS VCO	Specifies the amount of the pitch change produced by pitch bend operations.
BEND SENS VCF	Specifies the amount of the filter change produced by pitch bend operations.
MOD SENS VCO	Specifies the amount of the pitch change produced by modulation operations.
MOD SENS VCF	Specifies the amount of the filter change produced by modulation operations.

Memory and Bank

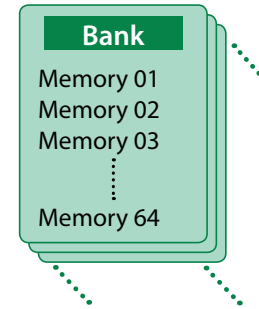
1. Click the [PATCH] button.

The Patch Select window opens.



Bank

A set of 64 memories is called a "bank." By switching banks you can access a large number of memories.
A bank of memories can be saved as a file.



Changing to Other Bank

1. Click the Bank field.

The bank list window opens.

2. Click the bank that you want to recall.

By pressing the [▲] [▼] buttons located at the right of the bank field, you can switch to the next or previous bank.

Exporting the Bank

Here's how to export a bank as a file.

1. Click the [SAVE] button.

The file name input window opens.

2. Enter a file name and save.

The file is exported.

Importing a Bank

1. Click the [LOAD] button.

The file selection window opens.

2. Select a file and load it.

The bank is loaded.

Creating/Deleting a Bank

Creating a bank

Click the [NEW] button to create a new empty bank.

Deleting a bank

Here's how to delete the selected bank.

1. **Select a bank as described in "Changing to Other Bank" (p. 6).**
2. **Click the [DELETE] button.**
   A confirmation screen appears.
3. **Click [OK] to delete the bank.**

Renaming a Bank

1. **Select a bank as described in "Changing to Other Bank" (p. 6).**
2. **Click ► located at the left of the bank field.**
3. **Edit the name and press the [Return (Enter)] key.**

Memory

The JUPITER-8 manages 64 memories as one bank.

Loading a Memory

Here's how to load a memory from a bank. When you load a memory, its settings appear in the edit area and can be edited.

1. **Click the number of the memory that you want to load.**
2. **Click the [READ] button. Or press the [Return (Enter)] key.**
   The memory is loaded.
   * You can also load a memory by double-clicking a memory number.

Saving the Memory

Here's how to save an edited sound as a memory in the bank.

1. **Click the number of the memory in which you want to save the sound.**
2. **Click the [WRITE] button.**
   The memory is saved in the bank.

Renaming the Memory

1. **Click the number of the memory that you want to rename.**
2. **Click the [RENAME] button.**
3. **Change the memory name. (Up to 16 letters)**

Changing the Order of the Memories

Drag the memory number to change the order of memories.

Playing with the SYSTEM-8

By connecting the SYSTEM-8 to your computer (Mac/Windows), you can use the JUPITER-8 in conjunction with the SYSTEM-8.
The "SYSTEM-8 CTRL" shown as a MIDI port is the port used by the JUPITER-8.
Do not use this port from your DAW.

Plug-Out

What is a "Plug-out"?

"Plug-out" is technology that allows a software synthesizer such as JUPITER-8 to be installed and used in the SYSTEM-8.

- You can play the JUPITER-8 on the SYSTEM-8 by itself, without using a computer.
- You can send the settings of the selected bank to the SYSTEM-8.
- You can use the knobs and sliders of the SYSTEM-8 to edit the sound.

Plug-Out Procedure

1. Click the [PLUG-OUT] button.

2. Select a plug-out destination (PLUG-OUT1–PLUG-OUT3) that corresponds to the desired MODEL button of the SYSTEM-8.

A confirmation message appears.

3. Click the [OK] button.

A progress bar appears, and plug-out processing begins. This takes approximately one minute.

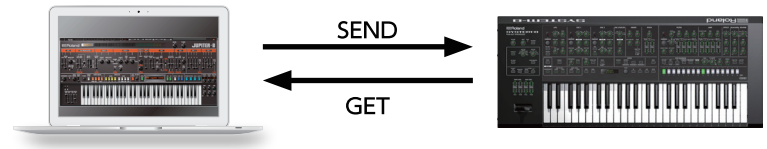
* If the JUPITER-8 is already plugged-out to one of the plug-out destinations (PLUG-OUT1–PLUG-OUT3), you can't plug-out a new instance.

* If another software synthesizer is already plugged-out on the SYSTEM-8, a confirmation message appears. Click the [OK] button to continue.

If an error message appears, check the following items.

- Is the MIDI port specified correctly? (p. 9)
- Is the SYSTEM-8 connected to your computer?

Send/Get Memories



1. Connect the SYSTEM-8 to your computer.

2. Turn on the SYSTEM-8's MODEL [PLUGOUT 1–3] button to which you plugged-out the JUPITER-8.

* In order to send or get a memory, you must first plug-out (p. 8).

Sending the Memory

You can send the current JUPITER-8 memory to the SYSTEM-8 and play it on the SYSTEM-8.
The sound is output from the SYSTEM-8's OUTPUT jacks.

3. Click the [SEND] button of the JUPITER-8.

The memory is transmitted.

Getting the Memory

If you've used the SYSTEM-8 to edit a memory of the plugged-out JUPITER-8, here's how to load that memory into the JUPITER-8.

4. Click the [GET] button of the JUPITER-8.

The memory is loaded.

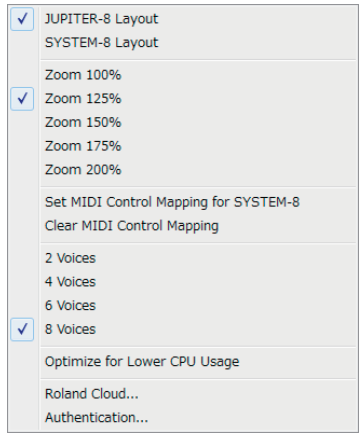
If an error message appears, check the following items.

- Is the MIDI port specified correctly? (p. 9)
- Is the SYSTEM-8 connected to your computer?
- Is the SYSTEM-8's MODEL [PLUG-OUT 1–3] button turned on?
- Is the JUPITER-8 plugged-out on the SYSTEM-8? (p. 8)

Settings

Option

1. Click the [OPTION] button.



2. Select items.

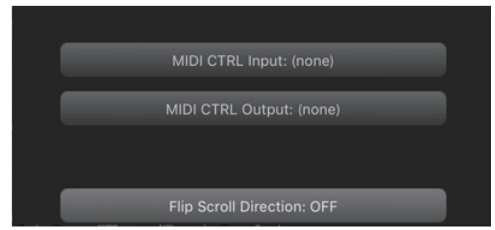
A ✓ is shown for the selected item.

Item	Explanation
JUPITER-8 Layout **SYSTEM-8 Layout**	Changes the layout of the controllers in the main window. **JUPITER-8 Layout:** The controllers are laid out as they are on the JUPITER-8 (original). **SYSTEM-8 Layout:** The controllers are laid out as they are on the SYSTEM-8.
Zoom	Changes the size of the main window.
SetMIDIControlMappingforSYSTEM-8	Check this item if you want to use the SYSTEM-8 as a control surface for the JUPITER-8. Here you can make MIDI mapping settings for the buttons and sliders.
Clear MIDI Control Mapping	Clears all MIDI control change mapping.
2–8 Voices	Specifies the maximum simultaneous polyphony. You can reduce the load on the CPU by lowering the polyphony.
Optimize for Lower CPU Usage	Turn this ON if CPU usage is high, and clicks or pops occur.
Roland Cloud...	Displays the Roland Cloud site.
Authentication...	Performs user authentication for the JUPITER-8.

Setting

1. Click the [SETTING] button.

The Setting window opens.



* Flip Scroll Direction is only on Mac.

2. Edit the parameters.

Parameter	Explanation
MIDI CTRL Input	Choose "SYSTEM-8 CTRL".
MIDI CTRL Output	
Flip Scroll Direction (Only on Mac)	Inverts the direction of rotation when using the mouse wheel to edit a value.

* If multiple instances of the JUPITER-8 are running, these settings apply to all instances.

Others

If you want to use the SYSTEM-8 to play the JUPITER-8 (plug-in) in your DAW, set the SYSTEM-8's menu item "SYSTEM" → "SOUND" → "Local Sw" to "SURFACE."

The internal sound engine of the SYSTEM-8 no longer produces sound; only the JUPITER-8 can produce sound.
For details, refer to SYSTEM-8 Reference Manual.