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.

About Trademarks

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Screen Structure

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

[PLUG-OUT] button
Installs the JUPITER-8 into the SYSTEM-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.

[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.

[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.

[HELP] button
Displays help.

[ABOUT] button
Here you can view information about the JUPITER-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)
- (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
Selects the VCO (1, 2, 1+2) that is modulated by LFO MOD/ENV MOD.

VCO-1/ VCO-2
- 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.

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
- (Saw wave), (Asymmetrical pulse wave), (Triangle wave), (Sine wave), (Square wave), (Random wave)

NORMAL/LOW FREQ switch
If LOW FREQ is on, VCO-2 operates as an LFO. If FLOW 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
Tunes 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 switch
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.
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.

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.
1. Click the [PATCH] button.
The Patch Select window opens.

- **[NEW] button**: Creates a new empty bank.
- **[DELETE] button**: Deletes the selected bank.
- **[LOAD] button**: Imports a bank.
- **[SAVE] button**: Exports a bank as a file.
- **[WRITE] button**: Saves an edited sound as a memory in the bank.
- **[READ] button**: Loads a memory from a bank.
- **[RENAME] button**: Renames the selected memory.
- **[SEND ALL] button**: Sends all (64) memories in the bank to the SYSTEM-8.
- **[GET ALL] button**: Receives all (64) memories stored on the SYSTEM-8.

**NOTE**
When you place the mouse cursor (mouse pointer) over this, a list of shortcuts appears.

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

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.

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)
Option

1. Click the [OPTION] button.

2. Select items.
   - A ✓ is shown for the selected item.

<table>
<thead>
<tr>
<th>Item</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>JUPITER-8 Layout</td>
<td>Changes the layout of the controllers in the main window.</td>
</tr>
<tr>
<td>SYSTEM-8 Layout</td>
<td><strong>JUPITER-8 Layout</strong>: The controllers are laid out as they are on the JUPITER-8 (original). <strong>SYSTEM-8 Layout</strong>: The controllers are laid out as they are on the SYSTEM-8.</td>
</tr>
<tr>
<td>Zoom</td>
<td>Changes the size of the main window.</td>
</tr>
<tr>
<td>Set MIDI Control Mapping for SYSTEM-8</td>
<td>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.</td>
</tr>
<tr>
<td>Clear MIDI Control Mapping</td>
<td>Clears all MIDI control change mapping.</td>
</tr>
<tr>
<td>2–8 Voices</td>
<td>Specifies the maximum simultaneous polyphony. You can reduce the load on the CPU by lowering the polyphony.</td>
</tr>
<tr>
<td>Optimize for Lower CPU Usage</td>
<td>Turn this ON if CPU usage is high, and clicks or pops occur.</td>
</tr>
<tr>
<td>Roland Cloud...</td>
<td>Displays the Roland Cloud site.</td>
</tr>
<tr>
<td>Authentication...</td>
<td>Performs user authentication for the JUPITER-8.</td>
</tr>
</tbody>
</table>

Setting

1. Click the [SETTING] button.
   - The Setting window opens.
     - * Flip Scroll Direction is only on Mac.

2. Edit the parameters.

<table>
<thead>
<tr>
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<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>MIDI CTRL Input</td>
<td>Choose “SYSTEM-8 CTRL”.</td>
</tr>
<tr>
<td>MIDI CTRL Output</td>
<td></td>
</tr>
<tr>
<td>Flip Scroll Direction</td>
<td>Inverts the direction of rotation when using the mouse wheel to edit a value.</td>
</tr>
<tr>
<td>(Only on Mac)</td>
<td></td>
</tr>
</tbody>
</table>

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