Introduction

When using the JX-3P for the first time, you must specify the MIDI Input/Output setting in the Setting window (p. 10).

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

About Trademarks

- VST is a trademark and software of Steinberg Media Technologies GmbH.
- Roland, PLUG-OUT, AIRA are either registered trademarks or trademarks of Roland Corporation in the United States and/or other countries.
- Company names and product names appearing in this document are registered trademarks or trademarks of their respective owners.
Screen Structure

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

**Patch Memory name**
This area shows the name of the selected patch memory.

**Level meter**
Displays output levels of the JX-3P.

**Patch block**
Here you can directly recall all 64 patches (16 x 4). To select a patch, you can either directly click a block of the 16 x 4 matrix, or use the buttons.
- If the patch name includes characters enclosed in `[(text string)]`, that text string is shown (e.g., Acoustic Piano 1 [PF 1] → PF 1). If you append an easily recognized abbreviation enclosed in `[]` at the end of the patch name, it will be easier to search for patches.
- If there is no text string enclosed in `[(text string)]`, the patch number is shown (e.g., A-1).

**[OPTION] button**
Here you can choose skins and use MIDI Control Mapping. These settings can be made separately for each instance of the JX-3P.

**[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 JX-3P that you are using.

**[HELP] button**
Displays help.

**[ABOUT] button**
Here you can view information about the JX-3P.

**[SEND] button**
Sends the memory to the SYSTEM-8.

**[PATCH] button**
Selects a patch memory. The Patch Select window opens.

**[GET] button**
Loads the memory currently being edited in the SYSTEM-8’s PLUG-OUT mode (temporary) into the JX-3P.

**[PLUG-OUT] button**
Installs the JX-3P into the SYSTEM-8. Before you plug-out, make MIDI Input/Output settings in settings (p. 10).

**Keyboard area**
Click here to produce sound. When a MIDI message is received, the corresponding key responds.

* These operate only when the SYSTEM-8’s MODEL is JX-3P.
Main Window

Common

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level</td>
<td>Adjusts the overall volume of the JX-3P.</td>
</tr>
<tr>
<td>Brilliance</td>
<td>Adjusts the brightness (tonal character) of the sound.</td>
</tr>
<tr>
<td>Chorus</td>
<td>Turns the chorus on/off.</td>
</tr>
<tr>
<td>Edit</td>
<td>Accesses the edit screen (PG-200 screen). “Edit Screen (PG-200 screen)” (p. 6)</td>
</tr>
</tbody>
</table>

LFO

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

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rate</td>
<td>Determines the speed of the LFO.</td>
</tr>
<tr>
<td>Key Trig</td>
<td>Specifies whether the LFO cycle starts at the moment you press the key (ON) or is not synchronized with the key-press (OFF).</td>
</tr>
<tr>
<td>Trig ENV</td>
<td>If this is ON, the envelope starts repeatedly at intervals of the LFO cycle.</td>
</tr>
</tbody>
</table>

MODULATION

Here you can use LFO and ENV-1 to modulate the DCO and VCF.

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>LFO Mod (DCO-1/DCO-2)</td>
<td>Turns on/off the pitch modulation applied by the LFO to the DCO.</td>
</tr>
<tr>
<td>VCF</td>
<td>Adjusts the depth by which ENV-1 controls the VCF cutoff frequency.</td>
</tr>
<tr>
<td>ENV Mod (DCO-1/DCO-2)</td>
<td>Turns on/off the pitch modulation applied by ENV-1 to the DCO.</td>
</tr>
</tbody>
</table>

VCF

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

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cutoff</td>
<td>Specifies the cutoff frequency of the low-pass filter. Frequency components above the cutoff frequency are cut.</td>
</tr>
<tr>
<td>Resonance</td>
<td>Resonance boosts the sound in the region of the filter’s cutoff frequency. Higher settings produce stronger emphasis, creating a distinctively “synthesizer-like” sound.</td>
</tr>
</tbody>
</table>
**PORTAMENTO/PITCH BEND/KEY ASSIGN**

- **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. 1x–4x
- **Octave**: Specifies the octave shift. -3–+3 octaves
- **Key Hold**: Turns the key hold function on/off.
- **Key Assign**: UNISON: Plays all sounds in unison. MONO: Plays monophonically. POLY: Plays polyphonically.

**TEMPO/TUNE/ARPEGGIO**

- **Tempo Sync**: The modulation speed (RATE) of the LFO section and the delay time (TIME) of the EFFECTS section are synchronized to the tempo.
- **Condition**: Specifies the state (condition) of the analog sound engine circuit that is being modeled.
- **Tune**: Adjusts the overall pitch of the JX-3P.
- **Arpeggio**: Turns the arpeggio function on/off.
- **ARP Type**: Selects the arpeggio type.
- **ARP Step**: Selects the note value for each step of the arpeggio.

**PITCH BEND/MODULATION SENS**

- **Bend Sens DCO**: 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 DCO**: 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.

**EFFECT**

- **Effect Type**: Selects the effect type.
- **Tone**: Specifies the tone character of the effect.
- **Depth**: This adjusts the amount of effect applied.
- **Delay/Chorus Type**: Switches the delay/chorus 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.
**Edit Screen (PG-200 screen)**

**DCO-1**
Here you can select the waveform that determines the character of the sound, and specify its pitch.

- **Waveform**
  - Selects the waveform that is the basis of the sound.
  - (Sawtooth wave), (Square wave), (Pulse wave), (White noise)

- **Range**
  - Specifies the octave of the oscillator.
  - 64, 32, 16, 8, 4, 2

- **Freq Mod LFO**
  - Turns on/off the pitch modulation applied by the LFO to DCO-1.

- **Freq Mod ENV-1**
  - Turns on/off the pitch modulation applied by ENV-1 to DCO-1.

**DCO-2**
Selects the waveform that is the basis of the sound.

- **Waveform**
  - (Sawtooth wave), (Square wave), (Pulse wave), (White noise)

- **Range**
  - Specifies the octave of the oscillator.
  - 64, 32, 16, 8, 4, 2

- **Fine Tune**
  - Finely adjusts the DCO-2 pitch in semitone units.

- **Freq Mod LFO**
  - Turns on/off the pitch modulation applied by the LFO to DCO-2.

- **Freq Mod ENV-1**
  - Turns on/off the pitch modulation applied by ENV-1 to DCO-2.

- **Cross Mod**
  - Metal: Uses DCO-2 to control the output signal of DCO-1, producing a sound reminiscent of ring modulation.
  - Sync: Generates a waveform in which DCO-2 is synchronized to the oscillator frequency of DCO-1.
  - Off: DCO-1/2 operate independently.

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

- **Source Mix DCO-1**
  - Adjusts the DCO-1 volume.

- **Source Mix DCO-2**
  - Adjusts the DCO-2 volume.

- **Cutoff Freq**
  - Specifies the cutoff frequency of the low-pass filter.
  - Frequency components above the cutoff frequency are cut.

- **Resonance**
  - Resonance boosts the sound in the region of the filter's cutoff frequency.
  - Higher settings produce stronger emphasis, creating a distinctively “synthesizer-like” sound.

- **Pitch Follow**
  - 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 knob to the left causes the cutoff frequency to fall as you play higher range on the keyboard.

- **Velocity Sens**
  - Adjusts the sensitivity by which the low-pass filter is affected by keyboard dynamics.

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

- **Waveform**
  - (Sine wave), (Square wave), (Random wave)

- **Delay**
  - Specifies the time from when the key is pressed until the LFO’s amplitude reaches the maximum.

- **Rate**
  - Determines the speed of the LFO.

- **Key Trig**
  - 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**
  - If this is ON, the envelope starts repeatedly at intervals of the LFO cycle.

**Envelope (ENV-1/ENV-2)**
Here you can create time-varying change (envelope).

- **Attack**
  - Attack time

- **Decay**
  - Decay time

- **Sustain**
  - Sustain level

- **Release**
  - Release time

**MODULATION (common to DCO-1/2)**
Here you can adjust the depth of the LFO and ENV-1.

- **LFO Mod**
  - Adjusts the depth at which the LFO pitch-modulates DCO-1/2.

- **ENV-1 Mod**
  - Adjusts the depth at which ENV-1 pitch-modulates DCO-1/2.

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

- **Velocity Sens**
  - Adjusts the sensitivity by which the volume is affected by your keyboard dynamics.

- **GATE/ENV-2/ENV-1 Switch**
  - Selects whether volume change is controlled by ENV-1, ENV-2, or the gate signal.

- **GATE/ENV-2/ENV-1 Switch**
  - Selects whether volume change is controlled by ENV-1, ENV-2, or the gate signal.
1. Click the [PATCH] button. The Patch Select screen appears.

2. Click the Bank field. The bank list window opens.

3. 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.

Switching banks

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 “Switching banks” (p. 7).
2. Click the [DELETE] button.
   A confirmation message appears.
3. Click [OK] to delete the bank.

Renaming a Bank

1. Select a bank as described in “Switching banks” (p. 7).
2. Click ➤ located at the left of the bank field.
3. Edit the name and press the [Return (Enter)] key.

Memory

The JX-3P 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.
By connecting the SYSTEM-8 to your computer (Mac/Windows), you can use the JX-3P in conjunction with the SYSTEM-8. The “SYSTEM-8 CTRL” shown as a MIDI port is the port used by the JX-3P. Do not use this port from your DAW.

### Plug-Out

**What is “plug-out”?**

“Plug-out” is technology that allows a software synthesizer such as JX-3P to be installed and used in the SYSTEM-8.

- You can play the JX-3P 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 JX-3P 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

**Sending the Memory**

You can send the current JX-3P memory to the SYSTEM-8 and play it on the SYSTEM-8. The sound is output from the SYSTEM-8’s OUTPUT jacks.

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 JX-3P.
   - In order to send or get a memory, you must first plug-out (p. 9).
3. **Click the [SEND] button of the JX-3P.**
   - The memory is transmitted.

**Getting the Memory**

If you’ve used the SYSTEM-8 to edit a memory of the plugged-out JX-3P, here’s how to load that memory into the JX-3P.

3. **Click the [GET] button of the JX-3P.**
   - The memory is loaded.

### If an error message appears, check the following items.

- Is the MIDI port specified correctly? (p. 10)
- Is the SYSTEM-8 connected to your computer?

If an error message appears, check the following items.

- Is the MIDI port specified correctly? (p. 10)
- Is the SYSTEM-8 connected to your computer?
- Is the SYSTEM-8’s MODEL [PLUG-OUT 1–3] button turned on?
- Is the JX-3P plugged-out on the SYSTEM-8? (p. 9)
Option

1. Click the [OPTION] button.

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

Setting

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

2. Edit the parameters.

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>MIDI CTRL Input</td>
<td>Choose &quot;SYSTEM-8 CTRL&quot;.</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 JX-3P are running, these settings apply to all instances.
If you want to use the SYSTEM-8 to play the JX-3P (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 JX-3P can produce sound.
For details, refer to SYSTEM-8 Reference Manual.