JUNO-106 PLUG-OUT Software Synthesizer
Introduction

When using the JUNO-106 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 JUNO-106 into the SYSTEM-8. (p. 8)

- **Level meter**
  Displays output levels of the JUNO-106.

- **[CONDITION] knob**
  Specifies the state (condition) of the analog sound engine circuit that is being modeled.

- **[TUNE] knob**
  Adjusts the overall pitch of the JUNO-106.

- **[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 JUNO-106. (p. 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 JUNO-106.

- **[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 JUNO-106 that you are using.

- **[HELP] button**
  Displays help.

- **[ABOUT] button**
  Here you can view information about the JUNO-106.

* These operate only when the SYSTEM-8's MODEL is JUNO-106.
LFO
Here you can create cyclic change (modulation) in the sound.
- **RATE**
  - Determines the speed of the LFO.
  - Specifies the time from when the key is pressed until the LFO's amplitude reaches the maximum.
- **DELAY TIME**
  - Specifies whether the LFO cycle starts at the moment you press the key (ON) or is not synchronized with the key-press (OFF).
- **KEY TRIG switch**
  - If this is ON, the envelope starts repeatedly at intervals of the LFO cycle.
- **TRIG ENV switch**
  - Enables the LFO to modulate the pitch, producing a vibrato effect.
- **PULSE WIDTH**
  - Adjusts the value of the pulse width.
  - When the switch is “MAN” (MANUAL): Adjusts the modulation depth.
  - When the switch is “LFO”, “E1+”, “E1-”, “E2+”, “E2-”: Adjusts the volume of the Square wave/Asymmetrical pulse wave.
- **LEVEL**: Adjusts the volume of the Sine wave.
- **SUB**: Adjusts the volume of the sub oscillator.
- **NOISE**: Adjusts the volume of the noise.

DCO
Here you can select the waveform that determines the character of the sound, and specify its pitch.
- **RANGE**
  - Specifies the octave of the oscillator.
- **LFO**
  - Allows the LFO to modulate the pitch, producing a vibrato effect.
  - When the switch is “MAN” (MANUAL): Adjusts the modulation depth.
  - When the switch is “LFO”, “E1+”, “E1-”, “E2+”, “E2-”: Adjusts the volume of the Square wave/Asymmetrical pulse wave.
- **LEVEL**: Adjusts the volume of the Square wave/Asymmetrical pulse wave.

HPF
This is a high-pass filter that passes the high frequencies and cuts the low frequencies.
- **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.
- **VELOCITY SENS**
  - Adjusts the sensitivity with which the low pass filter is affected by your keyboard dynamics.
- **FREQ**
  - Specifies the cutoff frequency of the low-pass filter.
  - Frequency components above the cutoff frequency are cut, making the sound mellow.

VCA
Here you can adjust the amount of time-varying change (envelope) for the volume.
- **VELOCITY SENS**
  - Adjusts the sensitivity with which the volume is affected by your keyboard dynamics.
- **TONE**
  - Adjusts the tonal character.
- **GATE/ENV-1/ENV-2 switch**
  - Selects whether the volume is controlled by ENV (envelope) or by the gate signal.
- **LEVEL**: Adjusts the volume.

ENV-1/2
This switches the type of chorus.
- **OFF**: Chorus is not applied.
- **I**: Chorus 1
- **II**: Chorus 2

CHORUS
This switches the type of chorus.
- **A**: Attack time
- **D**: Decay time
- **S**: Sustain level
- **R**: Release time
**Screen Structure**

**TEMPO/KEY ASSIGN**
- **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.
- **UNISON** Plays all sounds in unison.
- **POLY-1** Plays polyphonically.
- **POLY-2**

**ARPEGGIO**
- **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.

**OTHER**
- **KEY HOLD** Turns the key hold function on/off.
- **OCTAVE** 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 previous (next) patch.

**EFFECT/Delay/Reverb**
- **EFFECT TYPE** Selects the effect type.
- **TONE** Specifies the tone 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.
- **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.
Memory and Bank

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.

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 [H] [I] 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.

NOTE

All 64 memories are received into the currently selected bank, overwriting the previous contents of that bank. If you want to keep the state of the bank, create a new bank and receive the memories into the newly created bank (p. 7).
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 JUNO-106 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 JUNO-106 in conjunction with the SYSTEM-8.
The “SYSTEM-8 CTRL” shown as a MIDI port is the port used by the JUNO-106.
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 JUNO-106 to be installed and used in the SYSTEM-8.
• You can play the JUNO-106 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 JUNO-106 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 JUNO-106.
   * In order to send or get a memory, you must first plug-out (p. 8).

Sending the Memory

You can send the current JUNO-106 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 JUNO-106.
The memory is transmitted.

Getting the Memory

If you’ve used the SYSTEM-8 to edit a memory of the plugged-out JUNO-106, here’s how to load that memory into the JUNO-106.

4. Click the [GET] button of the JUNO-106.
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 JUNO-106 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.

### 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 “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>
</tbody>
</table>

* If multiple instances of the JUNO-106 are running, these settings apply to all instances.
If you want to use the SYSTEM-8 to play the JUNO-106 (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 JUNO-106 can produce sound.

For details, refer to SYSTEM-8 Reference Manual.