

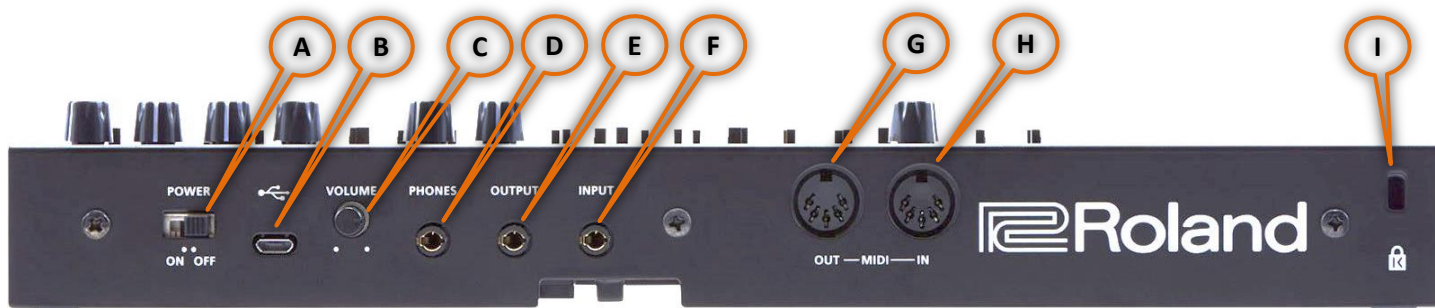
Roland JP-08

Unofficial User Guide



Ian Wilson

1. Connecting Your Equipment



A POWER Switch

Turns on the unit's power.

- After you've made connections correctly, turn on the **JP-08** first and then the connected system. Powering on in any other order could cause a malfunction or damage. When turning the power off, turn off the connected system first and then the **JP-08**.
- The unit has a protection circuit that causes a short delay between powering the unit on, and normal operation of the unit.
- Lower the volume before turning the unit on or off. Even with the volume turned down, you may hear sound when switching the unit on/off. This is normal and does not indicate a malfunction.

B Micro-USB Port

Allows you to connect the unit to an external power source or computer via a USB 2.0 (A-microB) cable.

Use a commercially available USB 2.0 cable (A-microB) to connect this port to your computer. It can be used to transfer MIDI and audio data over USB. The USB driver needs to be installed when connecting the **JP-08** to your computer, and can be downloaded from the Roland website. For details, refer to the *Readme.htm* file included in the download from <http://www.roland.com/support/>.

C VOLUME Knob

Adjusts the output volume of the unit.

D PHONES Jack

Connect headphones or equivalent monitoring equipment.

E OUTPUT Jack

Connect an external amplifier, monitors, or mixer.

F INPUT Jack

*Connect an external audio device. Sound will be routed through the headphone and output jacks of the **JP-08**.*

G MIDI Out Jack

*Connect a 2nd **JP-08** unit to increase polyphony using Chain Mode.*



MIDI In Jack

Plug in your external MIDI device (controller or keyboard) using a standard MIDI cable to control the **JP-08**.



Kensington Lock

Standard Kensington lock to secure the unit from theft.

2. Panel Descriptions



Common Section

Allows selection of patches and presets, along with programming the step sequencer and selecting other general effects.

Default Mode

The Default mode is when the unit is not in step sequencer mode.

PATCH NUMBER [1] – [8]

PATCH SELECTION

Loading a Stored patch

You can recall up to 64 stored patches using the patch numbers as a number pad. For example pressing [1] followed by [3] will recall patch number 13 into the unit's memory. Likewise selecting [7] followed by [6] will recall patch number 76. There are a total of 64 patches comprising numbers 11 thru 88.

Saving the Current patch

You can save up to 64 patches using the patch numbers as a selection pad. An edited patch is indicated by a dot in the PATCH NUMBER display. To permanently save an edited patch, press and release one of the patch preset buttons [1] to [8], and then hold down (long-press) a 2nd patch preset button [1] to [8]. For example to save the current patch to slot 27, press and release [2] and then hold down [7] until the dot in the patch number display disappears - this confirms that saving is complete. There are 64 slots available to save custom patches 11 thru 88. *Note that saving a patch will overwrite the contents of the original.*

PATCH PRESET [1] – [8]

PRESET SELECTION

The patch preset buttons [1] thru [8] allow you to store 8 of your favorite patches. For example instead of recalling patch number 37 by pressing patch number [3] followed by [7], you can simply save this to one of the 8 patch preset buttons, and recall it later by selecting the same button. Additionally, the status of the DUAL¹ mode will also be saved so the patch preset button will recall a “patch preset” that is setup to play two patches simultaneously.

Loading a Stored preset

Press one of the patch preset buttons [1] thru [8] to recall a favorite patch.

Saving the Current preset

Press-and-hold one of the patch preset buttons [1] thru [8] to save the current patch. Completion of the save will be confirmed when the button flashes. *Note that this will not save adjustments to the patches made while in a preset. For example if you select patch preset [1], which consists of patch numbers 34 and 72 in Dual Mode, and then change the filter or ADSR settings, these changes will not be included in the save. It saves the combination of patches and the Dual Mode rather than the settings of each patch.*

¹DUAL, UPPER/LOWER

DUAL MODE

The **JP-08** has the ability to play two patches simultaneously by using the DUAL button to select Dual Mode. This causes both an “upper” and “lower” patch to play back in parallel – one to the left stereo channel, and a second to the right stereo channel.

In Dual Mode, pressing the UPPER/LOWER button will toggle between selection of upper and lower parts. If the UPPER/LOWER button is lit while in Dual Mode, selecting a patch using the patch number buttons will place it into the lower part. If the UPPER/LOWER button is unlit while in Dual Mode, selecting a patch using the patch number buttons will place it into the upper part.

MANUAL

SYNC PHYSICAL TO VIRTUAL

Pressing the MANUAL button will copy the physical settings of the buttons, knobs, sliders, and switches, to the current patch. This allows the physical settings to be copied to the virtual memory so they are in sync and the sound of the patch represents the physical settings of the buttons.

DUAL + [14]

MONOPHONIC MODE

Enters solo mode where playback is monophonic. I.e. Only a single note can sound at any given time.

DUAL + [15]

UNISON MODE

Enters unison mode where all sounds are played in unison. I.e. All 4 notes of polyphony are played with one key press.

DUAL + [16]

POLYPHONIC MODE

Enters Polyphonic mode where up to 4 notes of polyphony can be played. Playing more than 4 notes results in “note stealing”, where each successive note above 4-note polyphony cuts off prior notes to maintain the 4-note maximum.

DUAL + [4] thru [13]

KEYBOARD RANGE

Shifts the keyboard range in steps of one octave from button [4] (-4) thru button [13] (+5). The default of ± 0 is [8].

DUAL + C1**PORTAMENTO ON/OFF**

Switches portamento on and off to create a smooth change in pitch between notes played.

DUAL + C2**PORTAMENTO TIME**

Adjusts the portamento time for the pitch change from 1 (slow) to 100 (fast). This affects how quickly the pitch changes between note plays.

MANUAL + [1] → [1] thru [16]**MASTER TUNING**

Specifies the master tuning from [1] (433Hz) to [16] (448Hz). The default of 440Hz is [8].

MANUAL + [2] → [1] thru [16]**MIDI CHANNEL**

Specifies the MIDI receive/transmit channel 1 thru 16.

MANUAL + [3] → [1], [2]**MIDI CLOCK**

Specifies the MIDI Clock source.

[1] → **AUTO (default)**. This will synchronize the **JP-08**'s tempo to the external MIDI clock signal coming from the MIDI IN connector.

[2] → **INTERNAL**. This will cause the **JP-08** to operate at the tempo of the unit itself.

MANUAL + [4] → [2] thru [13]**TRANPOSE**

Transpose the keyboard range up or down in semitones, where the default of ± 0 is [8].

MANUAL + [5] → [1] thru [3]**STATIC VELOCITY VALUE**

Adjusts the key velocity value that will be transmitted when playing the keyboard.

[1] → **TOUCH**. Transmits the actual keyboard velocity.

[2] → **(64)**. Transmits a fixed velocity of 64 (half) regardless of the actual velocity.

[3] → **(127)**. Transmits a fixed velocity of 127 (max) regardless of the actual velocity.

MANUAL + [6] → [1] thru [3]**VELOCITY CURVE**

Sets the velocity curve of the keyboard

[1] → **LIGHT**. Sets the keyboard to a light touch.

[2] → **MEDIUM**. Sets the keyboard to the standard touch.

[3] → **HEAVY**. Sets the keyboard to a heavy touch.

MANUAL + [7] → [1], [2]**AUTO OFF**

Sets Auto Off.

[1] → **OFF**. Prevents the unit from powering down automatically.

[2] → **30 min**. Causes the unit to turn off automatically after 30 minutes of inactivity. *Auto Off will not occur while the unit is plugged in via USB.*

MANUAL + [8] → [1] thru [4]**LED DEMO**

Specifies the length of inactivity before the LED demo turns on.

[1] → **OFF**. Prevents the unit from entering the LED demo.

[2] → **1 min**. Causes the LED demo to engage after 1 minute.

[3] → **3 min**. Causes the LED demo to engage after 3 minutes.

[4] → **10 min**. Causes the LED demo to engage after 10 minutes.

MANUAL + [9] → [1], [2]**CHAIN MODE**

Sets Chain Mode on or off. Chain Mode can be used to increase polyphony by connecting more **JP-08** units via MIDI cable.

[1] → **OFF**. Prevents communication with additional **JP-08** units.

[2] → **ON**. Allows additional polyphony with more **JP-08** units attached via MIDI cable. In this mode, the 5th and subsequent notes are passed through to additional **JP-08** units via MIDI out.

MANUAL + [10] → [1] thru [16]**RIBBON CONTROLLER NOTE SCALE**

Sets the ribbon controller note scale. The default is [1].

MANUAL + [11] → [1], [2]**MODULATION HOLD**

Sets the modulation hold of the C2 ribbon controller.

[1] → **HOLD OFF (default)**

This is like having a spring on the mod-wheel – the second you take your finger off it, the modulation effect jumps back down to zero.

[2] → **HOLD ON**

This forces the mod wheel to remain at the point you take your finger off it, which is like a standard mod-wheel without a spring.

MANUAL + [13] → [1] thru [13], [16]**PITCH BEND RANGE**

Specifies the Pitch Bend range in semitones.

[1] thru [12] → **1 thru 12 semitones, with a default of [2]**

[13] → **2 Octaves**

[16] → **OFF**

MANUAL + [14] → [1] thru [16]**DELAY VOLUME**

Adjusts the delay level applied to the patch. [1] is no delay, and [2] thru [16] adjust it incrementally for a more pronounced effect.

MANUAL + [15] → [1] thru [16]**DELAY TIME**

Adjusts the delay time applied to the patch in incremental adjustments of [1] thru [16]. Note that this delay time refers to the length of time before the delay takes effect, not how long the delay effect is.

MANUAL + [16] → [1] thru [16]**DELAY FEEDBACK**

Adjusts the delay feedback applied to the patch. [1] is no feedback, and [2] thru [16] adjust it incrementally for a longer delay.

Step Sequencer Mode

The step sequencer lets you input notes in up to 16 steps, and then play the notes back in a repeating loop. The number of steps can be adjusted from 1 to 16, and a maximum of 16 individual patterns can be stored.

Entering/Exiting Step Sequencer Mode

Press both the DUAL and MANUAL buttons (SEQ) simultaneously to enter or exit step sequencer mode.

Step Buttons [1] thru [16]

In Step Sequencer mode, the PATCH NUMBER and PATCH PRESET buttons represent the 16 steps of the



sequencer. While in this mode, the following button press options are available:

MANUAL

Starts and stops playback of the sequence.

DUAL + C1

Sets the tempo of the playback sequence. Up on the C1 ribbon controller is faster and down is slower.

[1] thru [16]

These represent the 16 steps of the sequencer. Press one of the 16 buttons to toggle the step on (lit) or off (unlit). Lit steps will sound during sequence playback, while unlit steps will not.

[1] thru [16] + C1 (or a note on the keyboard)

Assigns the note in the selected step. Hold down the step button and press a note on the keyboard, or use the C1 ribbon controller to select a note.

Step Button + Next Step Button (eg. [1] + [2])

Enters a tie between the two step buttons.

[1] thru [16] + C2

Adjusts the gate time of the selected step/note. This is the length of the note, where UP on the C2 ribbon controller is longer, and DOWN is shorter.

DUAL + C2

Adjusts the gate time of all steps in the sequence. This is the length of all notes in the sequence, where UP on the C2 ribbon controller is longer, and DOWN is shorter.

DUAL + [1] thru [16]

Selects a stored sequencer pattern.

DUAL + [1] thru [16] (long press)

Saves the current pattern to the button selected.

MANUAL + [1] → [1] thru [16]

Assigns the number of steps in the sequence (min 1, max 16).

MANUAL + [2] → [4] thru [12]

Sets the shuffle (default is 8). This plays the notes “out-of-time” or a little offbeat, the higher the number.

MANUAL + [3] → [1] thru [4]

Sets the scale (default is 2).

MANUAL + [15] → [1] thru [7]

Sets the step order, much like an arpeggiator. Choices are:

- 1 → Normal (default)
- 2 → Even/Odd reverse
- 3 → Odd Only
- 4 → Even Only
- 5 → Odd Only → Even Only
- 6 → Even Only → Odd Only

7 → **Random**

MANUAL + [16] → [1] thru [2]

Sets Off Step mode as follows:

- 1 → **Rest (Default)**
- 2 → **Skip**

2a

Ribbon Controller C1 – Pitch Bend

*This is a touch-type ribbon controller that emulates a pitch bend wheel. It will also play a preview sound when the **JP-08** is not connected to a controller, and is also used to adjust settings in various modes.*

2b

Ribbon Controller C2 – Modulation

This is a touch-type ribbon controller that emulates a modulation wheel. It is also used to adjust settings in various modes.

3

LFO

The LFO section can be used to create cyclic changes (modulation) in the sound over time, by applying a Low Frequency Oscillator (LFO).

RATE Slider

This determines the speed of the LFO, or how fast the cyclic changes take place.

DELAY TIME Slider

This determines how long it takes before the LFO kicks in after playing the sound.

WAVEFORM Knob

This selects the waveform used for the cyclic changes. The options for this are:

- **SINE**
- **TRIANGLE**
- **SAWTOOTH**
- **SQUARE**
- **RANDOM (RND)**
- **NOISE**

4

VCO MOD

The VCO MOD section can be used to vary the sound by modulating the VCO (Voltage Controlled Oscillator).

LFO MOD Slider

Adjusts the depth by which ③LFO modulates the VCO

ENV MOD Slider

Adjusts the depth by which ⑨ENV-1 modulates the VCO

FREQ MOD Switch

This selects the VCO that is modulated by the LFO MOD or ENV MOD sliders. The options are:

- 1 → VCO-1
- 2 → VCO-2
- 1+2 → Both VCO-1 and VCO-2

PULSE WIDTH MOD Slider + Switch

The slider has different effects depending on the 3 choices for the switch:

LFO → The slider adjusts the depth of the modulation from the ③LFO

M (manual) → The slider adjusts the size of the pulse-width

ENV-1 → The slider adjusts the depth of the modulation from ⑨ENV-1

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VCO-1 / VCO-2

Here you can select the pitch of the sound, as well as the waveform that determines the timbre or “character” of the sound.

CROSS MOD Slider

This modifies the frequency of VCO-1 according to the waveform that is set for VCO-2. Moving the slider up gives OSC-1 a more complex timbre and allows the creation of metallic sounds, noises, or effects.

RANGE (64-2) Knob

This specifies the octave of VCO-1, with 64 being the lowest and 2 being the highest.

WAVEFORM Knob

This selects the waveform used as the basis of the sound. The waveform options are:

- **SINE**
- **TRIANGLE**
- **SAWTOOTH**
- **PULSE-WIDTH**
- **SQUARE**
- **WHITE NOISE**
- **LOW FREQ**

SYNC Switch

This switches ON or OFF the synchronization of VCO-2 and VCO-1, and is referred to oscillator sync. If set to ON, VCO-2 is reset to the start of its waveform cycle each time VCO-1 reaches the start of its waveform cycle. No matter what frequency VCO-2 is set to, it will always retrigger at the same frequency as VCO-1.

TUNE Knob

This adjusts the frequency of VCO-2.

SOURCE MIX Knob

This adjusts the output volume of VCO-1 and VCO-2 in relation to each other, like a “balance” setting. Turning the knob anti-clockwise increases the volume of VCO-1, while turning it clockwise increases the volume of VCO-2.

6

HPF

HPF is a High-Pass Filter that only allows higher frequencies to pass through to the output.

CUTOFF Slider

This sets the cutoff frequency of the high-pass filter. Frequency bands below the cutoff are filtered out while those above are allowed to pass through, removing bass and giving the sound a “thinner” timbre.

VCF

VCF is a Low-Pass Filter that only allows lower frequencies to pass through to the output.

CUTOFF Slider

This sets the cutoff frequency of the low-pass filter. Frequency bands above the cutoff are filtered out while those below are allowed to pass through, removing higher frequencies and giving the sound a mellower, subtle, or rounded timbre.

RES Slider

This controls the resonance, which boosts the sound around the filter's cutoff frequency. Higher resonance provides more emphasis to the frequencies around the filter cutoff frequency, producing more electronic or synthesizer textures. To an extent, it also deemphasizes some of the lower frequencies in the sound.

SLOPE Switch

This selects the steepness or slope of the low-pass filter. The -24dB setting eliminates more of the high frequencies than does the -12dB setting, often leading to a brighter sound at higher settings.

LFO MOD Slider

Adjusts the depth by which ③LFO modulates the cutoff frequency.

ENV MOD Slider

Adjusts the depth by which ⑨ENV controls the cutoff frequency.

ENV-1/ENV-2 Switch

Selects which envelope (1 or 2) controls the cutoff frequency. If ENV-1 is selected then the ADSR (Attach, Decay, Sustain, and Release) settings of ENV-1 will control the cutoff frequency. Likewise if ENV-2 is selected then the ADSR settings of ENV-2 will control the cutoff frequency.

KEY FOLLOW Slider

This allows the cutoff frequency to be adjusted automatically depending on the notes you play. This is needed to counteract some of the negative impacts that a filter can have on frequencies as you play up and down a keyboard. For example with a low-pass filter, the sound becomes more muted and less precise as you play higher notes. To counteract this, moving the KEY FOLLOW slider upward will cause the cutoff frequency to increase as you play progressively higher notes.

VCA

VCA is a Voltage Controlled Amplifier that allows you to adjust the volume of the patch, as well as the magnitude of the effect that the ③LFO has on the volume of the sound.

LEVEL Slider

This adjusts the volume of the patch.

LFO MOD Switch

Allows the for tremolo effects by having ③LFO to modulate the VCA volume, depending on the level selected – higher settings produce more pronounced tremolo effects.

ENV-1/ENV-2

This allows you to adjust how the sound changes over time using an ADSR (Attack, Decay, Sustain, and Release) envelope. It is important to note that this applies to both Amplitude (volume) and Filter Cutoff Frequency.

A-Slider

Attack Time. How quickly the envelope reaches the maximum value.

D-Slider

Decay Time. How quickly the envelope reaches the Sustain Level while a note is held down.

S-Slider

Sustain Level. The level at which the sound will remain while a note is held down.

R-Slider

Release Time. How quickly the envelope reaches minimum values after the note is released.

ENVELOPE Switch

This selects the polarity (direction) of the envelope.

KEY FOLLOW Switch

This selects the envelopes for which Key Follow is turned on, with options being:

- OFF
- ENV-1
- ENV-2
- ENV-1 + ENV-2

If Key Follow is turned on, the Attack, Decay, and Release of the envelope(s) become longer as you play lower notes on the keyboard, and shorter as you play higher notes.

3. Factory Reset

Perform the following steps to return your **JP-08** back to the default factory settings:

1. Turn the POWER button [A] to ON while holding down the PATCH NUMBER [1] button.
The MANUAL button should blink, indicating that the unit is ready to be reset. Simply turn the POWER button to the OFF position if you choose to cancel the reset at this point, otherwise continue with step 3.
2. Press the MANUAL button to perform the factory reset.
3. When all buttons blink, switch the **JP-08**'s power button to OFF, and then back to ON again.
The unit is now reset back to the default factory settings.

4. Backing Up/Restoring Data

Backing Up

To make a backup copy of your **JP-08** data, perform the following steps:

1. Turn the POWER button [A] to ON while holding down the PATCH NUMBER [2] button.
2. Connect the **JP-08** USB port to your computer via USB cable.
3. Once recognized, open the “**JP-08**” driver on your computer.
4. Navigate to the “BACKUP” folder under the “**JP-08**” drive.
5. Copy the backup files from this folder to your computer.
6. When the copy has completed, safely eject the USB drive and disconnect the USB cable from the computer.
Windows Right-Click on the “**JP-08**” icon in “My Computer” and execute “Eject”.
Mac OS Drag the “**JP-08**” icon to the trash icon in the Dock.
7. Turn the POWER button [A] to OFF.

Restoring

To restore a previous backup copy of your **JP-08** data, perform the following steps:

1. Turn the POWER button [A] to ON while holding down the PATCH NUMBER [2] button.
2. Connect the **JP-08** USB port to your computer via USB cable.
3. Once recognized, open the “**JP-08**” driver on your computer.
4. Navigate to the computer folder containing your backed-up **JP-08** data.
5. Copy the **JP-08** backup files from this folder to the “RESTORE” folder on the “**JP-08**” drive.
6. When the copy has completed, safely eject the USB drive and disconnect the USB cable from the computer.
Windows Right-Click on the “**JP-08**” icon in “My Computer” and execute “Eject”.
Mac OS Drag the “**JP-08**” icon to the trash icon in the Dock.
7. Press the MANUAL button.
8. After the LED’s have completely stopped blinking, turn the POWER button [A] to OFF.
9. When you turn on the unit, the sounds will be restored.

5. Specifications

Maximum Polyphony	4 Voices
Power Supply	USB Power; 4xAA batteries
Current Draw	500mA (USB Power)
Dimensions	300 (W) x 128 (D) x 46 (H) mm / 11-13/16 (W) x 5-1/16 (D) x 1-13/16 (H) inches
Weight (incl batteries)	970g / 2lbs 3oz
Accessories	Owner’s Manual, “Using the Unit Safely” leaflet, 4xAA batteries
Options	Keyboard Unit K-25m