



# JUPITER-Xm

Owner's Manual Ver. 3.0 and later



## Owner's Manual (this document)

Read this first. This Owner's Manual explains the basic operations of the JUPITER-Xm (Ver. 3.0 and later).

\* You can check the instrument's current version by accessing [MENU] → [INFORMATION].

## PDF Manual (download from the Web)

- **Reference Manual**  
This explains all functions of the unit.
- **Parameter Guide**  
This explains parameters of the unit.
- **Sound List**  
This lists the sounds that are built into the unit.
- **MIDI Implementation**  
This is detailed reference material regarding MIDI messages.

## To obtain the PDF manual

1. Enter the following URL in your computer.  
<https://www.roland.com/manuals/>



2. Choose "JUPITER-Xm" as the product name.



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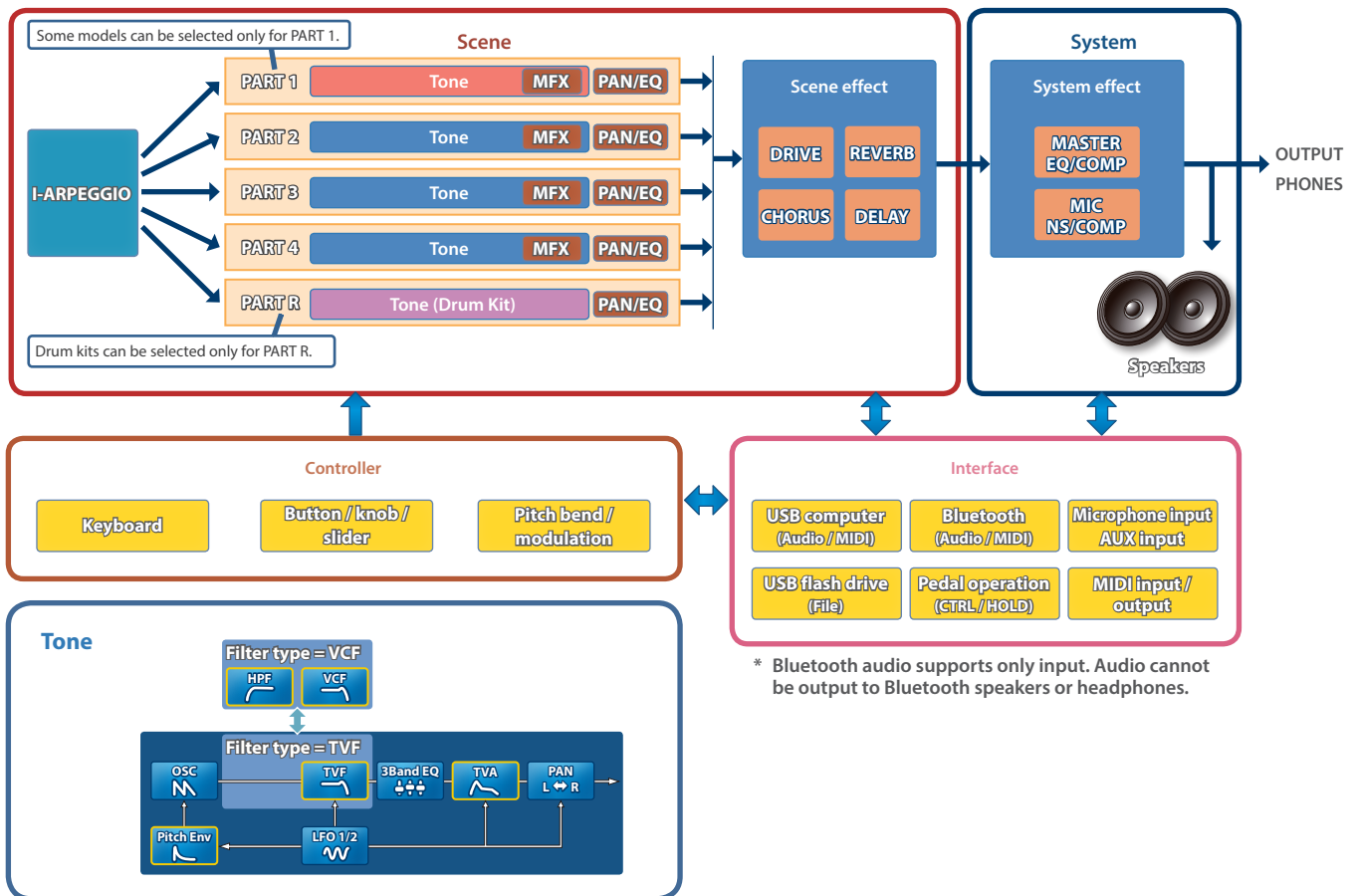
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Before using this unit, carefully read "USING THE UNIT SAFELY" and "IMPORTANT NOTES" (the leaflet "USING THE UNIT SAFELY" and the Owner's Manual (p. 28)). After reading, keep the document(s) where it will be available for immediate reference.

# Introduction

## An Overview of the JUPITER-Xm



### Scene

**Settings for all parts, the I-ARPEGGIO settings, and the scene effect settings are all saved together as a “scene”.**

A scene stores the entire state of your favorite performance settings, including settings for each part (such as tone number, pan, and volume), settings common to all parts (such as reverb, delay, and chorus), and sequence data for each part.

It is convenient to save your settings beforehand as scenes, and then switch between these scenes while you perform.

You can save a total of 512 scenes, which are organized as 16 scenes × 32 banks.

### Model

**A “model” is a sound engine that reproduces a specific vintage unit or a sound engine that is optimized for specific functionality.**

For example, there is a model that reproduces the vintage JUPITER-8 synthesizer.

Each model is equipped with different unique parameters and effects, and the effect of operating the knobs and other controllers will also differ. This means that you can use a single JUPITER-Xm unit as if you owned a variety of units.

There is a model that reproduces the vintage JUPITER-8 and JUNO-106 synthesizer.

You can create tones for each model.

### Part

**To each of the five parts, you can assign a sound (tone), and specify pan and EQ settings.**

You can assign a tone to each part and play it.

There are five parts. You can assign a synthesizer tone to each part 1–4, and a rhythm tone to PART R.

Certain sound engines (models) can be assigned only to part 1.

### I-ARPEGGIO

**Based on an analysis of your keyboard performance, this plays an optimal arpeggio pattern using multiple parts.**

Simply by selecting a TYPE and RHYTHM, you can use I-ARPEGGIO with a wide variety of settings.

For example, when thinking of ideas for a song, you can change the settings while trying out various keyboard performances; when you find a good phrase use the STEP EDIT function to capture and edit it, then import it as MIDI data into the DAW on your computer.

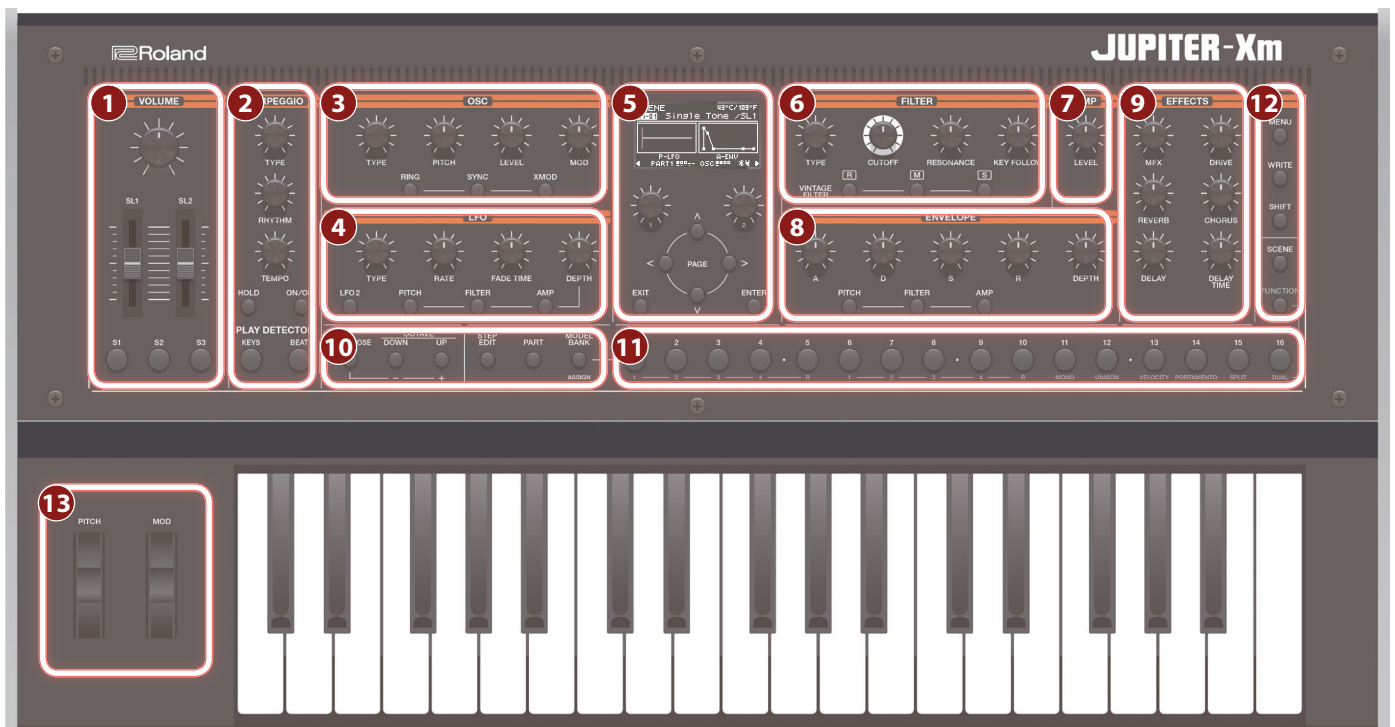
### Tone

**The sound assigned to a part is called a “tone”.**

For each tone you can make settings such as oscillator, filter, and effects (MFX). The structure and effects of a tone differ depending on the sound engine (model).

# Panel Descriptions

## Top Panel



A

\* Some controllers might not be operable vary depending on the mode. For details, refer to "Reference Manual" (PDF).

### 1 VOLUME

#### [VOLUME] knob

Adjusts the overall volume.

#### [SL1] [SL2] sliders

Control the parameters that are assigned to the sliders.

#### [S1] [S2] [S3] buttons

Control the parameters that are assigned to the buttons.

### 2 I-ARPEGGIO

#### [TYPE] knob

Selects the arpeggio type.

#### [RHYTHM] knob

Selects the type of rhythm.

#### [TEMPO] knob

Sets the tempo of the arpeggio.

#### [HOLD] button

Turns the hold function on/off.

When hold is on, the pitch of the last-played key is held.

#### [ON/OFF] button

Turns the arpeggio function on/off.

#### PLAY DETECTOR [KEYS] button

When this is on, the arpeggio pitches change according to the keys that you press.

#### PLAY DETECTOR [BEAT] button

When this is on, the arpeggio pattern changes according to the timing at which you play the keys.

### 3 OSC

#### [TYPE] knob

Selects the oscillator waveform.

#### [PITCH] knob

Adjusts the pitch of the oscillator.

#### [LEVEL] knob

Adjusts the volume of the oscillator.

#### [MOD] knob

Adjusts the depth of modulation.

#### [RING] button

Produces a metallic tonal character by multiplying OSC1 and OSC2. Use the [MOD] knob to adjust the amount of change.

#### [SYNC] button

Creates a complex waveform by forcibly restarting OSC1 in synchronization with the cycle of OSC2.

#### [XMOD] button

Specifies the amount by which the OSC2 waveform varies the frequency of OSC1. Use the [MOD] knob to adjust the amount of change.

### 4 LFO

#### [TYPE] knob

Selects the LFO waveform.

#### [RATE] knob

Specifies the LFO's modulation speed.

#### [FADE TIME] knob

Specifies the time from when the tone sounds until the LFO reaches its maximum amplitude.

**[DEPTH] knob**

This specifies the depth of the LFO.

**[LFO 2] button**

There are two LFOs. If you press this button to make it light, the controls of the LFO section make settings for LFO2.

When the button is unlit, this section makes settings for LFO1.

**DEPTH [PITCH] button**

When this button is on (lit), you can use the **[DEPTH] knob** to adjust how much the LFO is applied to PITCH.

**DEPTH [FILTER] button**

When this button is on (lit), you can use the **[DEPTH] knob** to adjust how much the LFO is applied to FILTER.

**DEPTH [AMP] button**

When this button is on (lit), you can use the **[DEPTH] knob** to adjust how much the LFO is applied to AMP.

**5 Common section 1****Display**

Shows various information for the operation.

**[1] [2] knobs**

Use these knobs to move the cursor or change a value.

**PAGE [<] [>] [^] [v] buttons**

Move the cursor position up/down/left/right.

These buttons also switch between screens.

**[EXIT] button**

Returns you to the previous screen.

In some screens, this cancels the operation currently being executed.

\* By holding down the **[EXIT] button** and operating a knob or other controller, you can check its current value. This lets you check a value without modifying the sound.

**[ENTER] button**

Press this to confirm a value or execute an operation.

**6 FILTER****[TYPE] knob**

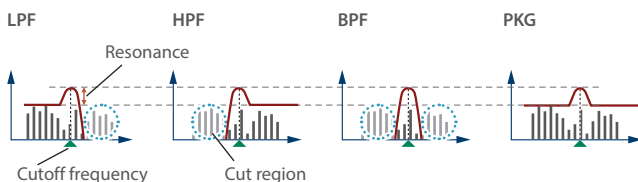
Specifies the type of filter.

**[CUTOFF] knob**

Adjusts the cutoff frequency of the filter.

**[RESONANCE] knob**

Resonance emphasizes the sound in the region of the filter cutoff frequency.

**[KEY FOLLOW] knob**

Allows the filter cutoff frequency to vary according to the key that you play.

If this knob is turned toward the right, the cutoff rises for higher notes. If it is turned toward the left, the cutoff falls for higher notes.

**VINTAGE FILTER [R] [M] [S] buttons**

If a vintage type model is selected, these buttons change the type of filter.

**[R]** models a Roland filter, and **[M]** and **[S]** model the filters of vintage synthesizers made by other manufacturers.

**7 AMP****[LEVEL] knob**

Adjusts the volume.

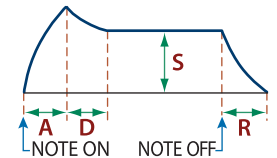
**8 ENVELOPE****[A] [D] [S] [R] knobs**

**A:** Attack time

**D:** Decay time

**S:** Sustain level

**R:** Release time

**[DEPTH] knob**

Used in conjunction with the **[PITCH] button** and **[FILTER] button**, this knob specifies the depth of each envelope. If the knob is in the center, no effect is applied.

**[PITCH] button**

If this button is on (lit), the **[A] [D] [S] [R] [DEPTH] knobs** edit the PITCH envelope.

**[FILTER] button**

If this button is on (lit), the **[A] [D] [S] [R] [DEPTH] knobs** edit the FILTER envelope.

**[AMP] button**

If this button is on (lit), the **[A] [D] [S] [R] knobs** edit the AMP envelope.

**9 EFFECTS****[MFX] knob**

Adjusts the MFX depth (individually for each part).

**[DRIVE] knob**

Adjusts the amount of distortion (for all parts together/valid only for parts whose Part: Output is "DRIVE").

**[REVERB] knob**

Adjusts the depth of reverb (individually for each part).

**[CHORUS] knob**

Adjusts the amount of chorus (individually for each part).

**[DELAY] knob**

Adjusts the amount of delay (individually for each part).

**[DELAY TIME] knob**

Adjusts the delay time (for all parts together).

**10 Common section 2****[TRANPOSE] button**

By holding down this button and using the **OCTAVE [DOWN] [UP] buttons** you can transpose the pitch of the keyboard in semitone units.

**OCTAVE [DOWN] [UP] buttons**

Shift the pitch of the keyboard in units of one octave.

**[STEP EDIT] button**

Chooses step edit mode (p. 13).

**[PART] button**

Chooses part select mode.

**[MODEL BANK] button**

Chooses sound select mode.

**11 MODEL buttons****[1]–[16] buttons**

Various functions are assigned to these buttons, depending on the mode.

See the explanations of each mode for details.

**12 Others****[MENU] button**

Switches to the MENU screen.

**[WRITE] button**

Saves sounds and system settings.

**[SHIFT] button**

If you hold down this button and operate a knob, slider, or button, the **display** shows the corresponding edit screen.

\* By holding down the **[SHIFT] button** and operating a knob or other controller, you can jump to the edit screen for that parameter.

**[SCENE] button**

Chooses scene select mode.

**[FUNCTION] button**

Chooses function mode.

**13 Pitch bend/modulation****[PITCH] wheel**

This varies the pitch. Moving the wheel toward yourself lowers the pitch. Moving it away from yourself raises the pitch. When you release your hand from the wheel, it returns to the center.

**[MOD] wheel**

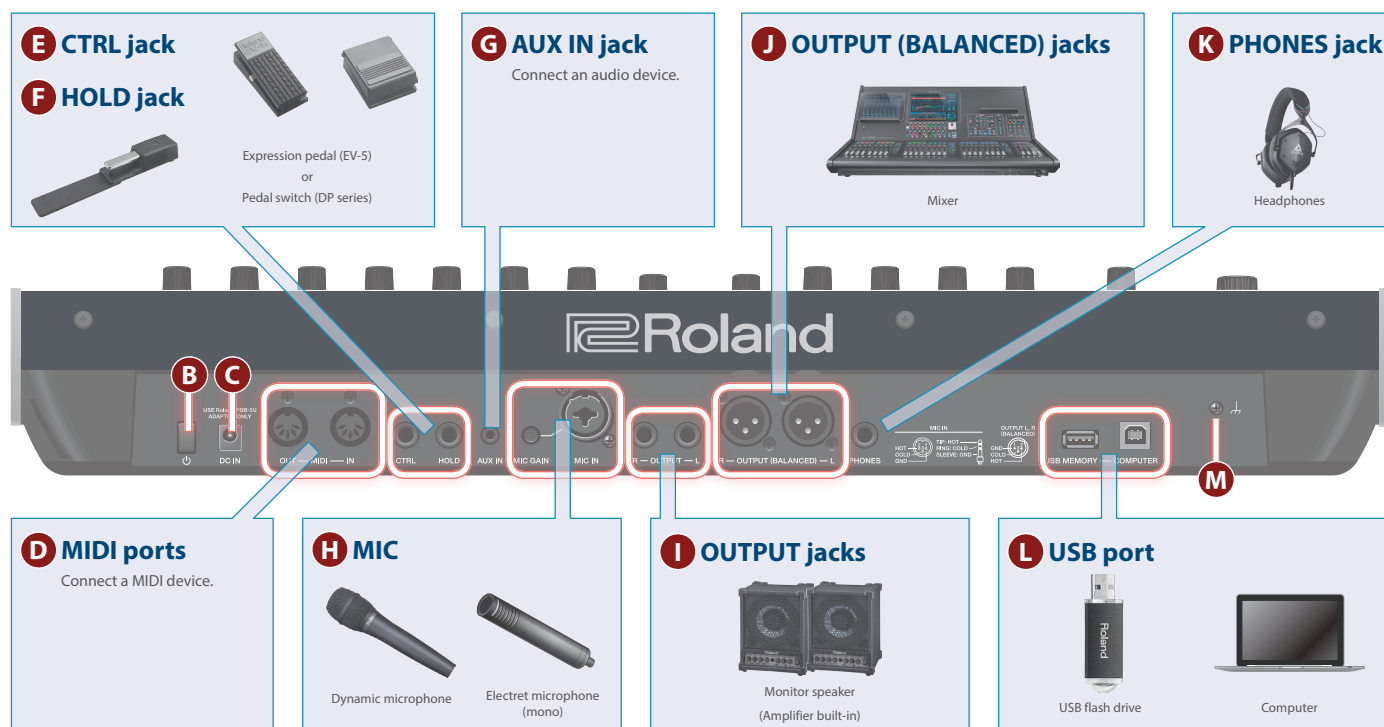
This applies vibrato. When the wheel is all the way toward yourself, no effect is applied. Moving the wheel away from yourself increases the effect. The wheel does not move from its position when you release your hand.

**A PHONES jack**

Connect stereo mini-type headphones here.

**Rear Panel (Connecting Your Equipment)**

\* To prevent malfunction and equipment failure, always turn down the volume, and turn off all the units before making any connections.



**B** [⏻] switch

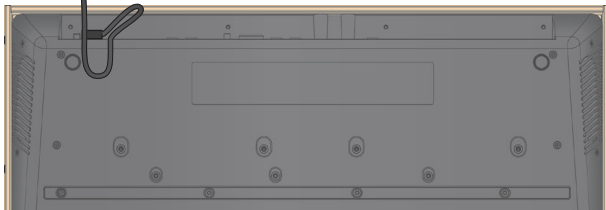
This turns the power on/off (p. 8).

**C** DC-IN jack

Connect the included AC adaptor here.

- \* Fasten the AC adaptor cord into the cord guide on the bottom surface as shown in the illustration.

AC Adaptor

**D** MIDI (OUT/IN) ports

Used for connecting external MIDI devices and for transmission of MIDI messages.

**E** CTRL jack

Connect an expression pedal (EV-5; sold separately).

- \* Use only the specified expression pedal. By connecting any other expression pedals, you risk causing malfunction and/or damage to the unit.

**F** HOLD jack

Connect a pedal switch (DP series; sold separately).

**G** AUX IN jack

Connect an external audio device.

Use a stereo mini plug for this connection.

**H** MIC**[MIC GAIN] knob**

Adjusts the volume of the mic input.

**MIC IN jack**

Connect a dynamic microphone or electret microphone (mono) here.

- \* Pin assignment of MIC IN jack

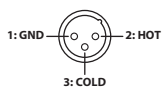
**I** OUTPUT L/R jacks

These are output jacks for audio signals.

**J** OUTPUT (BALANCED) L/R jacks

These are output jacks for audio signals.

- \* Pin assignment of OUTPUT (BALANCED) L/R jacks

**K** PHONES jack

You can connect a set of headphones here.

**L** USB port**USB MEMORY port**

You can connect a USB flash drive here.

Connect or disconnect the USB flash drive while the JUPITER-Xm is powered-off.

- \* Never turn off the power or disconnect the USB flash drive during a process, such as while the "Executing..." display is shown.

**USB COMPUTER port**

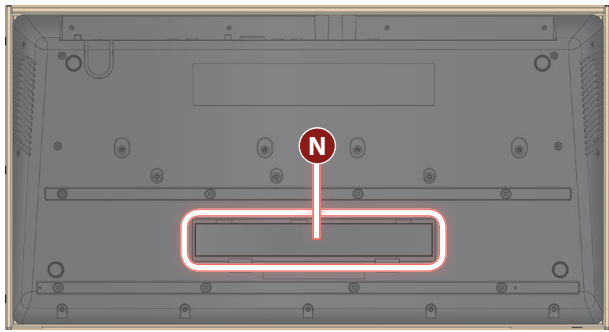
Use a USB cable to connect this port to a USB port of your computer.

This allows the JUPITER-Xm to operate as a USB MIDI device.

**M** Ground terminal

- \* Connect this to an external earth or ground if necessary.

## Bottom Panel



### **N** Battery compartment

Install eight Ni-MH batteries (AA, HR6).

➔ **"Installing the Batteries"** (p. 8)

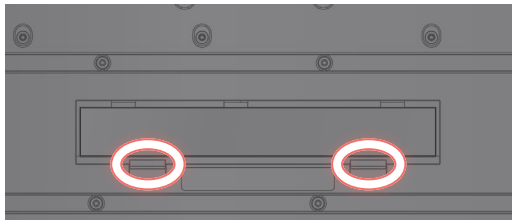
## Installing the Batteries

Eight Ni-MH batteries (AA, HR6) are required to run the JUPITER-Xm on battery power.

With these batteries you can expect about 3.5 hours of continuous operation, although this depends on how the JUPITER-Xm is being used.

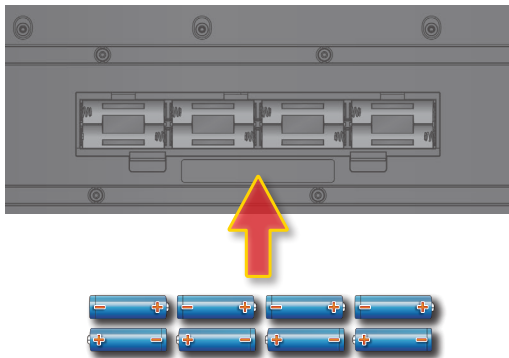
- \* When turning the unit over, be careful so as to protect the buttons and knobs from damage. Also, handle the unit carefully; do not drop it.
- \* If you handle batteries improperly, you risk explosion and fluid leakage. Make sure that you carefully observe all of the items related to batteries that are listed in **"USING THE UNIT SAFELY"** and **"IMPORTANT NOTES"** (leaflet **"USING THE UNIT SAFELY"** and Owner's manual (p. 28).

1. Turn off the power of the JUPITER-Xm.
2. While pressing inward on the tabs of the bottom panel battery compartment cover, remove the cover.



3. Insert the batteries into the battery compartment, taking care to observe the "+" and "-" polarity.

Be sure that the "+" and "-" markings on the batteries are oriented correctly.



4. Close the battery compartment cover.

## Turning the JUPITER-Xm On

1. Power-on the equipment in the order of JUPITER-Xm → connected devices.
  - \* In order to protect its circuitry, the JUPITER-Xm waits for a while after being powered-on before it begins operating.
2. Switch on power to the connected equipment, and raise the volume to an appropriate level.
  - \* The power to this unit will be turned off automatically after a predetermined amount of time has passed since it was last used for playing music, or its buttons or controls were operated (Auto Off function).
    - If you do not want the power to be turned off automatically, disengage the Auto Off function.
      - ➔ **"Making the Power Automatically Turn Off After a Time (Auto Off)"** (p. 23)
    - Unsaved data is lost when the power turns off. Before turning the power off, save the data that you want to keep.
    - To restore power, turn the power on again.

## Turning Off the Power

1. Power-off the equipment in the order of the connected devices → JUPITER-Xm.

## Adjusting the Overall Volume (Master Volume)

Adjusts the overall volume.

1. Adjust the [VOLUME] knob.

## Using the Built-In Speakers

This unit contains built-in stereo speakers. If the built-in speakers are turned on, you can play sound from this unit.



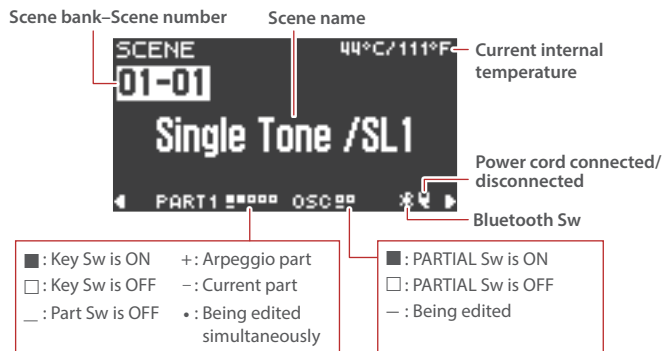
1. Press the [MENU] button.
2. Use the [1] knob to select "SYSTEM", and then press the [ENTER] button.
  - You can also make this selection by using the PAGE [^] [v] buttons instead of the [1] knob.
3. Use the [1] knob to select "GENERAL", and then press the [ENTER] button.
4. Use the [1] knob to select "Speaker Sw", and use the [2] knob to specify "ON" or "AUTO".

| Parameter<br>[1] knob | Value<br>[2] knob | Explanation                                                                 |
|-----------------------|-------------------|-----------------------------------------------------------------------------|
| Speaker Sw            | OFF               | Sound is not output from the speakers.                                      |
|                       | ON                | Sound is output from the speakers.                                          |
|                       | AUTO              | "OFF" if headphones are connected,<br>"ON" if headphones are not connected. |

# Using the Scene Function (SCENE)

When you turn on the power, the first screen that appears is the SCENE TOP screen.

Here you can switch between scenes when playing.



## Recalling a Scene

### 1. Press the [SCENE] button to access the SCENE TOP screen.

- \* The SCENE TOP screen is the first screen that appears when you turn on the power.
- \* When the [PART] button is lit, press the [PART] button to return to the SCENE TOP screen.

### 2. Use the [1]–[16] buttons to select a scene.

- \* If the SYSTEM parameter SCENE LOCK is "ON", a confirmation screen appears when you switch scenes.

Switching between scene banks and recalling scenes

### 1. Hold down the [SHIFT] button and press the [1]–[16] buttons to select a scene bank.

### 2. Use the [1]–[16] buttons to select a scene.

- \* To recall a different scene bank than the one that's currently selected, select the scene bank and then press the [1]–[16] buttons.
- \* You can also use the [1] and [2] knobs to switch scenes. The scene changes at the same time you turn the knob.

## Showing the Part Setting Status List

### 1. On the SCENE TOP screen, press the [PART] button to enter part select mode.



You can make the following settings in part select mode.

#### Current part settings

Use the [1]–[5] buttons to make the settings.

- \* For the part that's set as the current part, you can use the panel knobs to edit the tone.

#### On/off settings for each part

Press the [6]–[10] buttons to switch the parts on/off.

#### Tone switches for each part

Move the cursor to the part to switch, and use the [2] knob to make the setting.

#### Switching between scenes

Move the cursor to the scene, and use the [2] knob to make the setting.

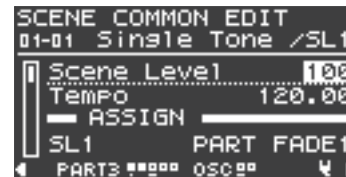
### 2. Press the [PART] button to return to the SCENE TOP screen.

## Scene Edit

Here's how to edit the scene parameters.

### 1. Press the [SCENE] button to access the top screen.

### 2. Press the PAGE [>] button to move to the SCENE COMMON EDIT screen.



### 3. Use the [1] knob to select a parameter, and use the [2] knob to edit the value.

### 4. When you're finished editing, press the [EXIT] button to return to the top screen.

Save the scene after you've finished editing.

⇒ "Saving a Scene" (p. 9)

## Saving a Scene

The edits that you make to a part or tone, or the data that you record, are temporary. They are lost when you turn off the power, or when you select another scene or tone. If you want to keep the result of your editing or recording, you must save it to a scene.

- \* If you want to save a tone individually, use the tone write operation (p. 15).

### 1. Hold down the [SCENE] button and press the [WRITE] button.

The WRITE MENU screen appears.

### 2. Use the [1] knob or [2] knob to select "SCENE", and then press the [ENTER] button.

### 3. Use the [1] knob or [2] knob to select the save-destination, and then press the [ENTER] button.

If you want to rename the scene that's being saved, use the PAGE [<] [>] buttons to move the cursor and use the [2] knob to specify characters.

### 4. Press the [ENTER] button.

A confirmation message appears.

If you decide to cancel, press the [EXIT] button.

### 5. To execute, press the [ENTER] button.

# Selecting and Playing Tones (MODEL BANK)

## Selecting a Tone

In MODEL BANK mode, you can change the model or tone, or select tones from models registered in a model bank ([1]–[16] buttons).

\* You can also select using tone categories.

## Playing the MODEL BANK Tones (SINGLE SETUP)

When SINGLE SETUP is executed, only part 1 is enabled, and you can perform with the tones of only one model.

### 1. Hold down the [SHIFT] button and press the [MODEL BANK] button.

A confirmation message for executing SINGLE SETUP is shown.

### 2. Press the [ENTER] button to execute SINGLE SETUP.

\* You can also execute SINGLE SETUP from the MENU screen ([MENU]–[EDIT]–[SINGLE SETUP]).

### 3. Press the [MODEL BANK] button.

### 4. Use the [1]–[16] buttons to select a model/category, and use the [2] knob to select a tone.

Useful functions for selecting tones on the MODEL BANK screen

- Press the [ENTER] button to select a tone from the tone list screen.
  - Press the [ENTER] button to confirm.
  - Press the [EXIT] button to return to the tone you were using before the tone list screen was displayed.

- Press the PAGE [^] button to move the cursor up.
  - You can use the [2] knob to select a model or category.
  - Press the PAGE [v] button to go back to selecting a tone.

\* When SINGLE SETUP is executed, the scene data you were editing is lost. Save the data if you want to keep it before executing SINGLE SETUP.

➔ “Saving a Scene” (p. 9)

\* The parameters that work with the controllers on this instrument differ with each model. Refer to “Correspondence Between Controllers and Parameters” in the “Reference Manual” for details.

\* The SINGLE SETUP state is canceled when you switch scenes.

\* You can also execute SINGLE SETUP from the MENU screen ([MENU]–[SINGLE SETUP]).

## Selecting Tones from a Model Bank

### 1. Press the [MODEL BANK] button.

You switch to tone select mode.

### 2. Press a [1]–[16] button to select a model bank.

Now you can select tones of the model that is registered in the model bank.

### 3. Use the [2] knob to select a tone.

You can use the [1] knob to move rapidly.

## MEMO

The models registered in the model banks can be assigned freely.

### 1. Hold down the [MODEL BANK] button and press the button ([1]–[16]) that you want to assign.

### 2. Press the PAGE buttons to move the cursor to “Attr”.

### 3. Select whether to assign MODEL, CATEGORY or USER.

### 4. Move the cursor to “Mdl\*\*” and select the model name (category name) to make the assignment.

\* Up to eight models or categories can be assigned to a button.

\* You can’t assign both models and categories to a button simultaneously.

### 5. If you want to save the setting, execute the System Write operation.

➔ “Saving the System Settings (System Write)” (p. 24)

## Changing the Model or Tone from the Top Screen

### 1. Press the [PART] button to switch to part select mode, and then press a [1]–[5] button to select a part that you want to change.

### 2. Press the [MODEL BANK] button.

The MODEL BANK top screen appears.

### 3. Press the PAGE [^] button to move the cursor to the model/category name.

### 4. Use the [2] knob to select a model/category.

### 5. Press the PAGE [v] button to move the cursor to the tone number.

### 6. Use the [2] knob to select a tone.

You can use the [1] knob to move rapidly.

## Using This Instrument as a Specific Model (SINGLE SETUP)

When using SINGLE SETUP, you can easily select and play the models and tones featured on the JUPITER-Xm.

### 1. Press the [MENU] button.

The MENU screen appears.

### 2. Use the [1] knob to select “SINGLE SETUP”, and press the [ENTER] button.

A confirmation message for switching to SINGLE SETUP is shown.

### 3. Press the [ENTER] button.

The instrument switches to SINGLE SETUP.

### 4. Select the model and tone and begin playing.

\* With SINGLE SETUP, only part 1 turns ON. You can use other parts as well.

\* The parameters that work with the controllers on this instrument differ with each model. Refer to “Correspondence Between Controllers and Parameters” in the “Reference Manual” for details.

\* The SINGLE SETUP state is canceled when you switch to a different scene.

# I-ARPEGGIO

## Basic Methods of Operation

The I-Arpeggio function analyzes your keyboard playing and produces an optimal arpeggio pattern. You can select “I-ARP” to perform extemporaneously, or use the step edit function to create user patterns.

1. Select the part to use for playing arpeggios by pressing the [PART] button and then using the [1]–[5] buttons.
2. Press the I-ARPEGGIO [ON/OFF] button to enable arpeggio performance.
3. Press the [SCENE] button, then press the [<] button twice.

The ARP PART EDIT screen is displayed.

4. If the Switch is OFF, turn the [2] knob to turn it ON.
5. Select “Arp Mode” with the [1] knob and set it to “I-ARP” with the [2] knob.

\* You can set the arpeggio mode separately for each part.

| MODE  | How the arpeggio works                                                                                                                     |
|-------|--------------------------------------------------------------------------------------------------------------------------------------------|
| I-ARP | Analyzes your keyboard performance and plays the arpeggio pattern that best matches it.                                                    |
| ARP   | Plays a simple arpeggio pattern.                                                                                                           |
| STEP  | Plays the pattern data you created using the STEP EDIT function (p. 13). Use this setting when you want to play original arpeggio phrases. |

6. Play the keyboard to generate an arpeggio.

The I-ARPEGGIO plays for the currently selected part.

### MEMO

If you press the [HOLD] button to enable it, the arpeggio continues playing even after you take your hand off the keyboard.

7. To change the arpeggio style (pattern variation), use the [1] knob to select the next parameter for “Arp Mode”, and then use the [2] knob to change it.

\* When the MODE is set to “I-ARP”, the change in style is reflected once you play the keyboard again.

The arpeggio performance based on the keys you play changes according to the selected style.

For details, refer to “Parameter Guide” (PDF).

### MEMO

By setting the mode and style for other parts besides the currently selected part, you can make arpeggios play at the same time for multiple parts. Select the part to use by pressing the [PART] button and then use the [1]–[5] buttons.

8. Press the I-ARPEGGIO [ON/OFF] button again to stop the arpeggio and turn it off.

## Other Operation

### Specifying the arpeggio tempo (TEMPO)

You can specify the tempo of the arpeggio. Depending on the sound, LFO or DELAY can also synchronize to the tempo.

### Adjusting the amount of shuffle (ARP COMMON > G-Shuffle)

By varying the timing at which notes are sounded, you can create a shuffle rhythm.

When this setting is in the center position, notes are sounded at equal spacing. Increasing the value adds a shuffle feel like a dotted-note rhythm.

\* The shuffle setting changes for all parts at the same time.

### Changing the duration of the notes (ARP COMMON > G-Duration)

You can specify the length during which each of the arpeggiated notes is heard. Shortening the duration produces a staccato feel, and lengthening the duration produces a tenuto feel.

\* The duration for all parts changes at the same time.

### Varying the arpeggio automatically (PLAY DETECTOR)

Play Detector is a function that detects your keyboard playing and varies the arpeggio in real time.

\* If both PLAY DETECTOR KEYS and BEAT are turned “OFF”, the current loop performance will repeat. This is useful when you want to continue playing for a while with the same accompaniment.

### Varying the arpeggio according to the harmony you play

(ARP COMMON > Keys Sw)

When this is “ON”, the arpeggio chords change according to the chords you play on the keyboard.

\* If you want to layer your keyboard performance without changing the chord, turn Keys Sw off.

### Varying the arpeggio according to the timing of your performance (ARP COMMON > Beat Sw)

When this is “ON”, the pattern switches according to the rhythm, which is detected from the intervals between the notes you play on the keyboard.

\* If you want to maintain the sense of beat while you play a chord progression, turn BEAT Sw off.

### Selecting the arpeggio type (ARP COMMON > Type)

This changes the arpeggio settings for parts 1–4 at the same time. Depending on the type, only one part might sound, or multiple parts might sound as an ensemble.

Select the type that is closest to the arpeggio that you have in mind, and then edit the sounds and parameters to bring it closer to your preferences.

\* With the factory settings, changing the type causes the parts whose Keyboard Sw is "OFF" to be assigned a sound (TONE) and volume (PART LEVEL) at the same time. If you want to change only the phrase while preserving the current sound settings, set the system parameter Arpeggio Set Tone to OFF.

### Selecting the rhythm type (ARP COMMON > Rhythm)

You can change the phrase that is played by part R, which is the rhythm part.

Select a rhythm that is closest to what you have in mind, and then edit the tempo, drum kit, and the various parameters to bring it closer to your preferences.

\* With the factory settings, changing the rhythm causes a suitable tempo (TEMPO), sound (DRUM KIT) and volume (PART LEVEL) to be specified. If you want to change only the phrase while preserving the current tempo and sound settings, set the SYSTEM parameters Arpeggio Set Tempo and Arpeggio Set Drum kit respectively OFF.

### Editing the probability styles (\*1) (ARP PART > Probability > Style)

This determines whether each note to be played in the arpeggio should sound or not (the probability), and changes the arpeggio performance accordingly.

By changing the styles, you can change the note positions to which probability is applied.

When the arpeggiator normally plays, the same phrase is played over and over. However, by setting the probability, you can change the performance over time to create spontaneous phrases.

### Editing the probability strength (\*2) (ARP PART > Probability > Amount)

This sets how much change is caused by the probability effect.

A 100% setting generates the original arpeggio phrase; and the closer the setting gets to 0%, the fewer the notes that play.

## Arpeggio phrases



### Probability style (\*1)

(The notes corresponding to the steps in the positions marked with a dot always play. The notes corresponding to the steps in the positions marked with a dash either play or not, depending on the probability ratio in Amount.)



### Example of arpeggio phrase with probability applied (\*2)

(This example is with the Amount set to 50%. Notes in the positions marked with a dash play only 50% of the time.)



\* The phrase that plays back changes each time, based on the probability "Amount" setting.

## Editing Each Step of the Arpeggio Performance (STEP EDIT)

The arpeggio performance is always recorded inside this unit. If you like the performance, you can use the STEP EDIT function to extract and edit it.

The edited pattern can be used as a user pattern for the arpeggiator, or used in your computer as MIDI data.

You can also create a user pattern from a blank state without using recorded data.

### 1. Press the [STEP EDIT] button.

The arpeggio stops playing, and the STEP EDIT screen appears.



\* An empty STEP EDIT screen appears right after you press the [STEP EDIT] button.

### 2. Set the part to edit.

Press the [PART] button and then press the [1]–[5] buttons to select the part that you want to edit (the current part).

### 3. Press the [MENU] button.

The MENU screen for arpeggio play appears. Here you can configure the basic settings for creating patterns, or copy existing patterns.

## SETTING

Configures the basic pattern settings.

| Parameter    | Explanation                                                                                                    |
|--------------|----------------------------------------------------------------------------------------------------------------|
| Grid Note    | Specifies the note value represented by one grid of the arpeggio.                                              |
| Grid Length  | Specifies the grid length for the arpeggio pattern.                                                            |
| Duration     | Specifies the duration that the notes of the arpeggio pattern are sounded, as a proportion of the note length. |
| Shuffle Rate | Varies the timing of even-numbered beats, creating a shuffle rhythm.                                           |
| Shuffle Reso | Specifies the note resolution that is the reference for the shuffle setting.                                   |
| Offset Velo  | Shifts the velocity values.                                                                                    |
| K-Range Lo   | Specifies the lower pitch limit that is sounded by the arpeggio.                                               |
| K-Range Oct  | Specifies the number of higher octaves in which the arpeggio is sounded, relative to K-Range Lo.               |

## COPY from I-ARP

Use this to copy the performance data of the arpeggio that was just playing, and to edit this data on the STEP EDIT screen.

\* You can use the [S3] button to preview the data.

| Command        | Explanation                                       |
|----------------|---------------------------------------------------|
| Initialize     | Clears the step data of all parts.                |
| Current        | Loads the current step data.                      |
| Latest         | Loads the most recently recorded data.            |
| 1 time before  | Loads the recorded data from one pass before.     |
| 2 times before | Loads the recorded data from two passes before.   |
| 3 times before | Loads the recorded data from three passes before. |

| Command        | Explanation                                      |
|----------------|--------------------------------------------------|
| 4 times before | Loads the recorded data from four passes before. |

\* A “pass” means the length of the arpeggio pattern, set in “Grid Length”.

## COPY from SCENE

Copies the performance data you like from a scene for editing in the STEP EDIT screen.

## ERASE

Erases the performance data.

### 4. After making the settings, press the [EXIT] button to return to the STEP EDIT screen.

The changes made on the MENU screen are also applied to the STEP EDIT screen.

### 5. Edit using the STEP EDIT screen.

The following shows how to use the operations in the STEP EDIT screen.

## Using the STEP EDIT operations

| Item                                            | Operating the Unit                                                                                                                                      |
|-------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------|
| Move left/right between steps                   | Press the PAGE [<] [>] buttons.                                                                                                                         |
| Move up/down between steps                      | Press the PAGE [^] [v] buttons.                                                                                                                         |
| Move between pages                              | Hold down the [SHIFT] button and press the PAGE [<] [>] buttons.                                                                                        |
| Specify the note                                | Press a key                                                                                                                                             |
| Specify a step and turn the note on             | Press a [1]–[16] button<br>* The velocity value that was set just before is inputted.                                                                   |
| Change the velocity value                       | Turn the [2] knob.                                                                                                                                      |
| Turn the currently selected note on/off         | Press the [ENTER] button.                                                                                                                               |
| Enter a tie                                     | Move the cursor to the beginning of the tie, then hold down the [SHIFT] button and press the [1]–[16] button corresponding to the last step of the tie. |
| Move between parts                              | Press the [PART] button to select the current part                                                                                                      |
| Edit the grid length                            | Hold down the [SHIFT] button and turn the [1] knob.                                                                                                     |
| Record a step                                   | When you play the keyboard while the [S2] button is lit, a note is input for each step.                                                                 |
| Record in real time                             | When you play the keyboard during preview playback while the [S2] button is lit, notes are recorded in real time.                                       |
| Erase all data of the selected note             | Hold down a key and press the [S1] button.                                                                                                              |
| Erase all data of the selected step             | Hold down a [1]–[16] button and press the [S1] button.                                                                                                  |
| Erase all data from the currently selected part | Press the [S1] button.                                                                                                                                  |
| Exit step edit and return to the top screen     | Press the [EXIT] button.                                                                                                                                |

### 6. Use the [S3] button to play/stop, and listen to the result.

\* The values specified for the arpeggio are applied to the number of steps and the settings such as grid and shuffle.

### 7. If you want to edit these, exit the STEP screen and use the ARP PART EDIT screen.

\* You can use the [TEMPO] knob to change the tempo.

**8. When you finish editing, save the result as a scene.**

➔ "Saving a Scene" (p. 9)

If you want to use the data on your computer as MIDI data, use the export function.

➔ "Import/Export" (p. 21)

## Using Step Edit Data for Arpeggio Performance

For each part, you can specify whether that part plays the arpeggio performance or plays data created by Step Edit.

- 1. After editing in STEP EDIT, press the [SCENE] button to return to the SCENE TOP screen.**
- 2. Press the PAGE [<] button twice to access the ARP PART EDIT screen.**
- 3. Use the [1] knob to select "Arp Mode".**
- 4. Make sure that the PART button is lit, and then use the [1]–[5] buttons to select the part that you want to use STEP data.**
- 5. Use the [2] knob to turn Arp Mode "STEP".**
- 6. Repeat steps 4–5 to turn Arp Mode "STEP" for each part that you want.**
- 7. Use the [1] knob to select Switch, and then use the [2] knob to turn it "ON".**

The data created in STEP EDIT is played during arpeggio performance.

\* When you exit STEP EDIT mode, the ARP PART EDIT Switch and Arp Mode automatically turn "ON" for the part that you edited in STEP EDIT.

\* The following ARP PART EDIT parameters are ignored for parts whose Arp Mode is "STEP".

- |             |               |               |
|-------------|---------------|---------------|
| • Oct Range | • Velocity    | • Note Off    |
| • Transpose | • Grid Offset | • Poly Remain |
| • Motif     | • Grid Sync   | • Reset Oct   |
| • Duration  | • Timing      | • Receive SW  |

# Editing the Sound (TONE EDIT)

## Basic Editing Operations

### Selecting the oscillator to edit

When the [FUNCTION] button is lit, press a [1]–[4] button.

(The [1]–[4] buttons correspond to OSC (oscillator) 1–4 respectively.)

The oscillators that can be selected differ depending on the model.

### Selecting the oscillators that produce sound

When the [FUNCTION] button is lit, press a [6]–[9] button.

(The [6]–[9] buttons correspond to OSC (oscillator) 1–4 respectively.)

Some oscillators cannot be selected for some models.

### Switching pages

Press a PAGE [<] [>] button.

### Selecting parameters

Turn the [1] knob.

### Editing a value

Turn the [2] knob.

## OSC (Oscillator)

The pitch is determined by the speed at which the waveform repeats. A waveform that takes one second to repeat is said to have a frequency of 1 Hertz (1 Hz). The higher the frequency, the higher the pitch. Conversely, the lower the frequency, the lower the pitch.

## FILTER

The brightness of a sound can be modified by boosting or cutting specific frequency ranges. Boosting the high-frequency range produces a brighter sound, while boosting the low-frequency range produces a darker sound.

## LFO (Low Frequency Oscillator)

The OSC, FILTER, and AMP can be modulated at a rate specified by the LFO (p. 4) to create vibrato (by modulating the pitch) or tremolo (by modulating the volume).

## ENVELOPE

The OSC, FILTER, and AMP each have an envelope that operates each time you play a key, applying time-varying change to the pitch, tonal character, and volume.

Each aspect of the sound is controlled by its own envelope.

## EFFECTS

“Effects” allow you to modify or enhance the sound in various ways, such as by adding reverberation or delaying the sound.

## Saving a Sound You’ve Created (WRITE)

The sound you create will change if you move a knob or select a different tone, and will be lost when you switch off the JUPITER-Xm’s power.

When you’ve created a sound you like, you should save it as a user tone.

### 1. Hold down the [SCENE] button and press the [WRITE] button.

The WRITE MENU screen appears.

### 2. Use the [1] knob or [2] knob to select “PART\* TONE” (\* is the part to which the tone you’re saving is assigned), and then press the [ENTER] button.

### 3. Use the [1] knob to select the save-destination, and then press the [ENTER] button.

### 4. If you want to rename the tone that’s being saved, use the PAGE [<] [>] buttons to move the cursor and use the [2] knob to specify characters.

### 5. Press the [ENTER] button.

A confirmation screen appears.

If you decide to cancel, press the [EXIT] button.

### 6. To execute, press the [ENTER] button.

# Using Performance Functions

## Splitting the Keyboard to Play Different Sounds (Split)

### 1. Press the [FUNCTION] button to make it light.

Chooses function mode.

### 2. Press the [15] button.

Split turns on. The part 1 tone sounds in the right-hand region of the keyboard, and the part 2 tone sounds in the left-hand region.

To return to the original state, press the [15] button once again in function mode.

\* If you want to change the split point, enter function mode, then hold down the [15] button and press the desired key; alternatively, you can use SCENE ZONE EDIT to set the KEY RANGE. For details, refer to "Reference Manual" (PDF).

## Layering Two Sounds (Dual)

### 1. Press the [FUNCTION] button to make it light.

Chooses function mode.

### 2. Press the [16] button.

Dual is turned on. This layers the part 1 tone with the part 2 tone, so that they are heard together.

To return to the original state, press the [16] button once again in function mode.

\* If you hold down the [SHIFT] button and press the [DUAL] button to turn Dual on, settings are automatically made so that part 1 is output from L and part 2 is output from R.

## Transposing the Keyboard in Octave Units (Octave)

### 1. Press the OCTAVE [DOWN] [UP] button.

To return to the original state, press the OCTAVE [DOWN] and [UP] buttons.

## Transposing the Keyboard in Semitone Steps (Transpose)

### 1. Hold down the [TRANPOSE] button and press the OCTAVE [DOWN] [UP] button.

To return to the original state, hold down the [TRANPOSE] button and press the OCTAVE [DOWN] button and [UP] button.

## Playing Single Notes (Monophonic)

### 1. Press the [FUNCTION] button to make it light.

Chooses function mode.

### 2. Press the [11] button.

Mono turns on.

To return to the original state, press the [11] button once again in function mode.

## Layering the Same Tone to Thicken the Sound (Unison)

### 1. Press the [FUNCTION] button to make it light.

Chooses function mode.

### 2. Press the [12] button.

Unison turns on.

To return to the original state, press the [12] button once again in function mode.

## Preventing Dynamics Changes in Your Performance (Velocity Off)

### 1. Press the [FUNCTION] button to make it light.

Chooses function mode.

### 2. Press the [13] button.

The velocity off setting is enabled. Your keyboard dynamics will not affect the sound.

To return to the original state, press the [13] button once again in function mode.

## Smoothly Changing the Pitch (Portamento)

### 1. Press the [FUNCTION] button to make it light.

Chooses function mode.

### 2. Press the [14] button.

Portamento turns on.

To return to the original state, press the [14] button once again in function mode.

\* In function mode, you can hold down the [SHIFT] button and press the [14] button to access the portamento time setting screen.

# Using the Bluetooth® Functionality

## Using the JUPITER-Xms Speakers to Hear Music from a Mobile Device

### Registering a Mobile Device (Pairing)

“Pairing” is the procedure by which the mobile device that you want to use is registered on this unit (the two devices recognize each other).

Make settings so that music data saved on the mobile device can be played wirelessly via this unit.

#### MEMO

- Once a mobile device has been paired with this unit, there is no need to perform pairing again. If you want to connect this unit with a mobile device that has already been paired, refer to “Connecting an Already-Paired Mobile Device” (p. 17).
- Pairing is required again if you execute a Factory Reset (p. 23).
- The following steps are one possible example. For details, refer to the owner’s manual of your mobile device.

#### 1. Place the mobile device that you want to connect nearby this unit.

#### 2. Press the [MENU] button.

The MENU screen appears.

#### 3. Use the [1] knob to select “SYSTEM”.

You can also make this selection by using the PAGE [^] [v] buttons instead of the [1] knob.

#### 4. Use the [1] knob to select “GENERAL”, and then press the [ENTER] button.

#### 5. Press the [ENTER] button.

The SYSTEM screen appears.

#### 6. Use the [1] knob to select “Bluetooth Sw”, and then use the [2] knob to turn it “ON”.

#### 7. Use the [1] knob to select “Pairing”, and then press the [ENTER] button.

The display indicates “PAIRING...”, and this unit waits for a response from the mobile device.

#### 8. Turn on the Bluetooth function of the mobile device.

#### MEMO

The explanation here uses the iPhone as an example. For details, refer to the owner’s manual of your mobile device.

#### 9. Tap “JUPITER-Xm Audio” that is shown in the Bluetooth device screen of your mobile device.

This unit is paired with the mobile device. When pairing succeeds, “JUPITER-Xm Audio” is added to the list of “Paired Devices” on your mobile device.

#### 10. If you want to save the setting, execute the System Write operation.

→ “Saving the System Settings (System Write)” (p. 24)

#### 11. Press the [MENU] button when you’re finished making settings.

## Connecting an Already-Paired Mobile Device

1. Turn on the Bluetooth function of the mobile device.
2. Turn on the Bluetooth function of this unit (turn the system parameter Bluetooth Sw “ON”).

#### MEMO

- If you were unable to establish a connection using the procedure above, tap “JUPITER-Xm Audio” that is displayed in the Bluetooth device screen of the mobile device.
- To disconnect, either turn this unit’s Bluetooth Audio function “off” (turn the system parameter Bluetooth Sw “OFF”) or turn the mobile device’s Bluetooth function off.

## Playing Music from the Mobile Device

1. Connect the mobile device via Bluetooth.
2. On the mobile device, use a music app to play back music.

The sound is heard from the JUPITER-Xm.

- \* To adjust the playback volume, adjust the volume on your mobile device or adjust the System setting “AuxIn/BT InLev”.

## Using the JUPITER-Xm to Control a Mobile Device

Here’s how to make settings for transmitting and receiving MIDI data between this unit and the mobile device.

## Using the JUPITER-Xm as a MIDI Keyboard for a Music App

You can use the keyboard of this instrument to play a music app that supports Bluetooth MIDI.

### Transferring MIDI Data

Here’s how to make settings for transmitting and receiving MIDI data between this unit and the mobile device.

#### 1. Place the mobile device that you want to connect nearby this unit.

#### MEMO

If you have more than one unit of this model, power-on only the unit that you want to pair (power-off the other units).

#### 2. Turn on the Bluetooth function of the mobile device.

#### MEMO

The explanation here uses the iPhone as an example. For details, refer to the owner’s manual of your mobile device.

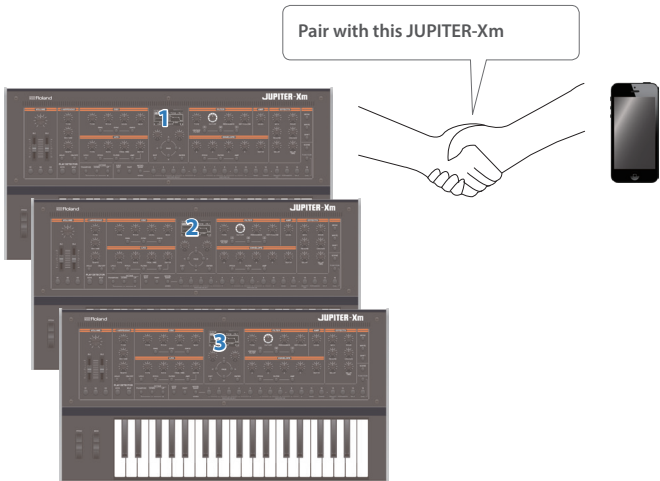
#### 3. In the mobile device’s app (e.g., GarageBand), establish a connection with this unit

#### NOTE

Do not tap the “JUPITER-Xm MIDI” that is shown in the Bluetooth settings of the mobile device.

## Differentiating Multiple JUPITER-Xm Units (Bluetooth ID)

You can specify a number that is added following the device name of this unit when it is **displayed** by a Bluetooth connected application. If you own multiple units of the same instrument, this is a convenient way to distinguish them.



**1. Press the [MENU] button.**

The MENU screen appears.

**2. Use the [1] knob to select “SYSTEM”, and then press the [ENTER] button.**

You can also make this selection by using the PAGE [^] [v] buttons instead of the [1] knob.

**3. Use the [1] knob to select “GENERAL”, and then press the [ENTER] button.**

**4. Use the [1] knob to select “Bluetooth ID”.**

**5. Use the [2] knob to change the setting.**

| Parameter<br>[1] knob | Value<br>[2] knob | Explanation                                                                                                                                                                                                                                              |
|-----------------------|-------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Bluetooth ID          | OFF,<br>1–9       | Specify the digit added to the end of this unit’s device name that will be shown in the Bluetooth-connected app.<br><b>Set to “OFF”:</b> “JUPITER-Xm Audio”, “JUPITER-Xm MIDI” (default)<br><b>Set to “1”:</b> “JUPITER-Xm Audio 1”, “JUPITER-Xm MIDI 1” |

**6. If you want to save the setting, execute the System Write operation.**

➔ “Saving the System Settings (System Write)” (p. 24)

**7. Press the [MENU] button when you’re finished making settings.**

## Disabling the Bluetooth Functionality

Disable the Bluetooth functionality if you don’t want this unit to be connected via Bluetooth with your mobile device.

**1. Press the [MENU] button.**

The setting screen appears.

**2. Use the [1] knob to select “SYSTEM”, and then press the [ENTER] button.**

You can also make this selection by using the PAGE [^] [v] buttons instead of the [1] knob.

**3. Use the [1] knob to select “GENERAL”, and then press the [ENTER] button.**

**4. Use the [1] knob to select “Bluetooth Sw”.**

**5. Use the [2] knob to turn the setting “OFF”.**

**6. If you want to save the setting, execute the System Write operation.**

➔ “Saving the System Settings (System Write)” (p. 24)

**7. Press the [MENU] button when you’re finished making settings.**

# Connecting External Equipment

## Performing with a Connected Pedal

### Sustaining the Notes (Hold)

If a pedal switch (sold separately: DP series) is connected to the HOLD jack, the sound is sustained as long as you continue pressing the pedal even after you remove your hand from the keyboard.

### Adding Expression to Your Performance (Expression)

If an expression pedal (sold separately: EV-5) is connected to the CTRL jack, you can use the pedal to modify the volume, making your performance more expressive.

By assigning the desired function, you can also use the pedal to perform other operations such as switching scenes.

➔ “List of functions that can be assigned to the controllers” (p. 26)

## Performing with a Connected Mic (Vocoder)

The “Vocoder” adds effects to a human voice. If you run your voice through the vocoder, you can give it a toneless, robotic tone. Control the pitch by playing the keyboard.

\* For all other model banks besides VOCODER, the mic sound is output from the JUPITER-Xm. When not using the mic for all other model banks besides VOCODER, set “Mic Thru” to “OFF”.

### 1. Connect a microphone to the rear panel MIC IN jack.

#### NOTE

The JUPITER-Xm supports dynamic microphones and electret microphones. It does not support condenser microphones.

### 2. Use the rear panel [MIC GAIN] knob to adjust the volume.

Make detailed adjustments to the MIC IN volume after you select the sound.

Initially, set the knob to approximately the center position.

### 3. Press the [MODEL BANK] button.

You switch to tone select mode.

### 4. Press the [15] button.

\* With the factory settings, “VOCODER” is assigned to the model bank of the [15] button. You can change the model bank that is assigned. For details, refer to “Reference Manual” (PDF).

### 5. Use the [2] knob to select a tone.

### 6. While playing the keyboard, vocalize into the microphone.

Use the [MIC GAIN] knob to make fine adjustments to the volume.

## Adjusting the Mic Settings

Depending on the environment in which you’re performing, noise from the surroundings might be picked up by the mic, causing the vocoder to not work as you intend.

In this case, adjust the microphone sensitivity so that it is less likely to pickup noise.

### 1. Press the [MENU] button.

### 2. Use the [1] knob to select “SYSTEM”, and then press the [ENTER] button.

You can also make this selection by using the PAGE [Λ] [V] buttons instead of the [1] knob.

### 3. Use the [1] knob to select “MIC IN”, and then press the [ENTER] button.

### 4. Use the [1] knob to select a parameter, and use the [2] knob to edit the value.

For details on mic settings, refer to “MIC IN” (p. 25).

### 5. If you want to save the setting, execute the System Write operation.

➔ “Saving the System Settings (System Write)” (p. 24)

### Preventing acoustic feedback

Acoustic feedback could be produced depending on the location of microphones relative to built-in speakers (or the external speakers). This can be remedied by:

- Changing the orientation of the microphone(s).
- Relocating microphone(s) at a greater distance from speakers.
- Lowering volume levels.

## Connecting a Computer (USB COMPUTER Port)

MIDI messages can be exchanged with a computer via the JUPITER-Xm’s USB port.

#### MEMO

- For details on operating requirements and supported operating systems, refer to the Roland website.



## Installing the Dedicated Driver

In order to use the JUPITER-Xm, you’ll need to download the driver from the following URL and install it on your computer.

For details on installation, refer to the Roland website.

➔ <https://www.roland.com/support/>

### USB driver settings

Here’s how to specify the USB driver that’s used when connecting the JUPITER-Xm to your computer via the USB COMPUTER port.

### 1. Press the [MENU] button.

The setting screen appears.

### 2. Use the [1] knob to select “SYSTEM”, and then press the [ENTER] button.

You can also make this selection by using the PAGE [Λ] [V] buttons instead of the [1] knob.

### 3. Use the [1] knob to select “MIDI”, and then press the [ENTER] button.

### 4. Use the [1] knob to select “USB Driver”.

### 5. Use the [2] knob to specify “VENDOR”.

| Parameter<br>[1] knob | Value<br>[2] knob | Explanation                                                                                             |
|-----------------------|-------------------|---------------------------------------------------------------------------------------------------------|
| USB Driver            | GENERIC           | Choose this when using the USB driver that was provided with your computer.<br>* Only MIDI can be used. |
|                       | VENDOR            | Choose this when using the USB driver that you downloaded from the Roland website.                      |

### 6. Save the setting.

➔ “Saving the System Settings (System Write)” (p. 24)

### 7. Turn the JUPITER-Xm’s power off and on again.

## Port Names When Using the VENDOR Driver

### Audio input device

| Device Name | Port Name                                                                     |
|-------------|-------------------------------------------------------------------------------|
| JUPITER-X   | IN 1 (output of the JUPITER-Xm's part 1)                                      |
|             | IN 2 (output of the JUPITER-Xm's part 2)                                      |
|             | IN 3 (output of the JUPITER-Xm's part 3)                                      |
|             | IN 4 (output of the JUPITER-Xm's part 4)                                      |
|             | IN 5 (output of the JUPITER-Xm's PART 3)                                      |
|             | IN MIC (output of the signal that is input from the JUPITER-Xm's MIC IN jack) |
|             | IN MIX (mixed output of the JUPITER-Xm)                                       |

### Audio output device

| Device Name | Port Name                                        |
|-------------|--------------------------------------------------|
| JUPITER-X   | OUT (USB audio input to the JUPITER-Xm)          |
|             | OUT MIC (treated as mic input to the JUPITER-Xm) |

### MIDI input/output device

|          |                    |
|----------|--------------------|
| MIDI IN  | JUPITER-X          |
|          | JUPITER-X DAW CTRL |
| MIDI OUT | JUPITER-X          |
|          | JUPITER-X DAW CTRL |

## Connecting a USB Flash Drive (USB MEMORY Port)

You can connect a USB flash drive here.



## Formatting a USB Flash Drive (FORMAT USB MEMORY)

### NOTE

- If the USB flash drive contains important data, be aware that this operation erases all data from the drive.

#### 1. Press the [MENU] button.

#### 2. Use the [1] knob to select "UTILITY", and then press the [ENTER] button.

You can also make this selection by using the PAGE [^] [v] buttons instead of the [1] knob.

#### 3. Use the [1] knob to select "FORMAT USB MEMORY", and then press the [ENTER] button.

A confirmation message appears.

If you decide to cancel, press the [EXIT] button.

#### 4. To execute, use the [2] knob to select "OK", and then press the [ENTER] button.

When formatting is complete, the screen indicates "Completed!"

- \* Never turn off the power or disconnect the USB flash drive during a process, such as while the "Executing..." display is shown.

## Backup/Restore

### Backing Up Data to USB Flash Drive (BACKUP)

Here's how to back up user data to a USB flash drive.

#### Data that is backed up

- All scene data (including vocoder and arpeggio settings)
- User tone data
- System settings (including system effects)

#### 1. Press the [MENU] button.

#### 2. Use the [1] knob to select "UTILITY", and then press the [ENTER] button.

You can also make this selection by using the PAGE [^] [v] buttons instead of the [1] knob.

#### 3. Use the [1] knob to select "BACKUP", and then press the [ENTER] button.

The BACKUP screen appears.

#### 4. Use the PAGE [<] [>] buttons to move the cursor, and use the [2] knob to change characters.

#### 5. When you've specified the file name, press the [ENTER] button.

A confirmation message appears.

If you decide to cancel, press the [EXIT] button.

#### 6. To execute, use the [2] knob to select "OK", and then press the [ENTER] button.

When the backup is finished, the screen indicates "Completed!"

If a file of the same name exists, a confirmation screen (Overwrite?) asks whether you want to overwrite the existing file.

- \* Never turn off the power or disconnect the USB flash drive during a process, such as while the "Executing..." display is shown.

### Restoring backup data (RESTORE)

Here's how user data that you backed-up on a USB flash drive can be returned to the JUPITER-Xm. This operation is called "restore".

### NOTE

- All user data are rewritten when you execute the restore operation. If your JUPITER-Xm contains important data, assign it a different name and back it up to an USB flash drive before you restore.

#### 1. Press the [MENU] button.

#### 2. Use the [1] knob to select "UTILITY", and then press the [ENTER] button.

You can also make this selection by using the PAGE [^] [v] buttons instead of the [1] knob.

#### 3. Use the [1] knob to select "RESTORE", and then press the [ENTER] button.

#### 4. Use the [1] knob to select the file that you want to restore.

#### 5. Press the [ENTER] button.

A confirmation message appears.

If you decide to cancel, press the [EXIT] button.

#### 6. To execute, use the [2] knob to select "OK", and then press the [ENTER] button.

When the restore operation is finished, the screen indicates "Completed. Turn off power".

#### 7. Turn the power of the JUPITER-Xm off and then on again.

- \* Never turn off the power or disconnect the USB flash drive during a process, such as while the "Executing..." display is shown.

## Import/Export

### Importing Tones

Tones that you download or tones that you exported from another unit can be imported into the JUPITER-Xm as added tones.

Here we explain how to import an SVZ file that you prepared using the export function of another device.

\* You can also import tones from models. When you import a tone that does not belong to a model, the model name is saved as "NO ASSIGN".

1. Save the SVZ file containing the tones to be imported in the ROLAND/SOUND folder of your USB flash drive, and connect it to the JUPITER-Xm.
2. Press the [MENU] button.
3. Use the [1] knob to select "UTILITY", and then press the [ENTER] button.  
You can also make this selection by using the PAGE [^] [V] buttons instead of the [1] knobs.
4. Use the [1] knob to select "IMPORT/EXPORT", and then press the [ENTER] button.
5. Use the [1] knob to select "IMPORT TONE", and then press the [ENTER] button.
6. Use the [1] knob to select the file that contains the tone(s) that you want to import, and then press the PAGE [>] button.
7. Use the [1] knob to select the tone that you want to import, and then use the [2] knob to add a check mark.
8. Press the PAGE [>] button.
9. Use the [1] knob to select the import-destination tone, and then press the [ENTER] button to add a check mark.  
\* Be aware that the import-destination tone you select will be overwritten.  
\* If there is a tone named "INIT TONE", it is automatically selected as the import-destination tone (a check mark is added automatically). If you want to keep that tone, clear the check mark.
10. Press the PAGE [>] button.
11. To execute, use the [2] knob to select "OK", and then press the [ENTER] button.  
When import is completed, the message "Import Tone Completed!" appears.  
\* Never turn off the power or disconnect the USB flash drive during a process, such as while the "Executing..." display is shown.

### Importing scenes

You can import scenes into the JUPITER-Xm as additional scenes that were exported from the JUPITER-X/Xm.

\* You can also import scenes from a backup file.

1. Save the SVD file for the scene you wish to import to the "ROLAND/SOUND" folder of a USB flash drive, and connect the USB flash drive to the JUPITER-Xm.
2. Press the [MENU] button.
3. Use the [1] knob to select "UTILITY", and then press the [ENTER] button.  
You can also make this selection by using the PAGE [^] [V] buttons instead of the [1] knobs.
4. Use the [1] knob to select "IMPORT/EXPORT", and then press the [ENTER] button.
5. Use the [1] knob to select "IMPORT SCENE", and then press the [ENTER] button.

6. Use the [1] knob to select the file containing the scene you wish to import, and press the PAGE [>] button.
7. Use the [1] knob to select the scene you wish to import, and use the [2] knob to select it with a check mark.
8. Press the PAGE [>] button.
9. Use the [1] knob to select where to import the scene, and press the [ENTER] button to select it with a check mark.  
\* Use caution, as this overwrites the scene that's already in the import destination.  
\* If a scene named "INIT SCENE" already exists, this is automatically selected as the import destination scene with a check mark. To leave the scene as-is, clear the check mark.
10. Press the PAGE [>] button.
11. To execute, use the [2] knob to select "OK", and then press the [ENTER] button.  
When importing, the scene is saved with the name "INIT SCENE".  
The display shows "Import Scene Completed!" when importing is done.  
\* If a user tone is being used by the scene of the import destination, you can select whether to import that user tone as well.  
\* Never turn off the power or disconnect the USB flash drive during a process, such as while the "Executing..." display is shown.

### Exporting tones

You can export the user tone data to an SVZ file.

\* You can also export tones from models.

1. Press the [MENU] button.
2. Use the [1] knob to select "UTILITY", and then press the [ENTER] button.  
You can also make this selection by using the PAGE [^] [V] buttons instead of the [1] knobs.
3. Use the [1] knob to select "IMPORT/EXPORT", and then press the [ENTER] button.
4. Use the [1] knob to select "EXPORT TONE", and then press the [ENTER] button.
5. Use the [1] knob to select where to export the tones from, and press the [ENTER] button to select them with a check mark.
6. Press the PAGE [>] button.
7. Move the cursor using the PAGE [<] [>] buttons, and use the [2] knob to edit the characters.
8. Once you've entered the filename, press the [ENTER] button.  
A confirmation message appears.  
If you decide to cancel, press the [EXIT] button.
9. To execute, use the [2] knob to select "OK", and then press the [ENTER] button.  
The tones are exported to the "ROLAND/SOUND" folder on your USB flash drive.  
\* Never turn off the power or disconnect the USB flash drive during a process, such as while the "Executing..." display is shown.

## Exporting scenes

You can export the scene data to an SVD file.

1. Press the **[MENU]** button.
2. Use the **[1]** knob to select **"UTILITY"**, and then press the **[ENTER]** button.  
You can also make this selection by using the **PAGE [^] [v]** buttons instead of the **[1]** knobs.
3. Use the **[1]** knob to select **"IMPORT/EXPORT"**, and then press the **[ENTER]** button.
4. Use the **[1]** knob to select **"EXPORT SCENE"**, and then press the **[ENTER]** button.
5. Use the **[1]** knob to select where to export the scene from, and press the **[ENTER]** button to select it with a check mark.
6. Press the **PAGE [>]** button.
7. Move the cursor using the **PAGE [<] [>]** buttons, and use the **[2]** knob to edit the characters.
8. Once you've entered the filename, press the **[ENTER]** button.  
A confirmation message appears.  
If you decide to cancel, press the **[EXIT]** button.
9. To execute, use the **[2]** knob to select **"OK"**, and then press the **[ENTER]** button.  
The scenes will be exported to the **"ROLAND/SOUND"** folder on your USB flash drive.  
\* Never turn off the power or disconnect the USB flash drive during a process, such as while the **"Executing..."** display is shown.

## Exporting a step edit pattern

Here's how a step edit pattern in the scene can be exported to a USB flash drive as MIDI data (SMF).

1. Press the **[MENU]** button.
2. Use the **[1]** knob to select **"UTILITY"**, and then press the **[ENTER]** button.  
You can also make this selection by using the **PAGE [^] [v]** buttons instead of the **[1]** knobs.
3. Use the **[1]** knob to select **"IMPORT/EXPORT"**, and then press the **[ENTER]** button.
4. Use the **[1]** knob to select **"EXPORT USER PATTERN"**, and then press the **[ENTER]** button.
5. Use the **PAGE [<] [>]** buttons to move the cursor, and use the **[2]** knob to change the character.
6. When you've specified the file name, press the **[ENTER]** button.  
A confirmation message appears.  
If you decide to cancel, press the **[EXIT]** button.
7. To execute, use the **[2]** knob to select **"OK"**, and then press the **[ENTER]** button.  
The data is exported to the **EXPORT** folder of the USB flash drive.  
\* Never turn off the power or disconnect the USB flash drive during a process, such as while the **"Executing..."** display is shown.

# Settings for the Entire Unit

## Making the Power Automatically Turn Off After a Time (Auto Off)

1. Press the **[MENU]** button.
2. Use the **[1]** knob to select **"SYSTEM"**, and then press the **[ENTER]** button.  
You can also make this selection by using the **PAGE** **[^]** **[v]** buttons instead of the **[1]** knob.
3. Use the **[1]** knob to select **"GENERAL"**, and then press the **[ENTER]** button.
4. Use the **[1]** knob to select **"Auto Off"** and use the **[2]** knob to change the setting.

If you don't want the unit to turn off automatically, choose **"OFF"** setting.

| Parameter<br>[1] knob | Value<br>[2] knob        |
|-----------------------|--------------------------|
| Auto Off              | OFF, 30 [min], 240 [min] |

5. To save the setting, press the **[WRITE]** button.

The save page appears.

If you decide to cancel, press the **[EXIT]** button.

6. To execute, press the **[ENTER]** button.

## Returning to the Factory Settings (Factory Reset)

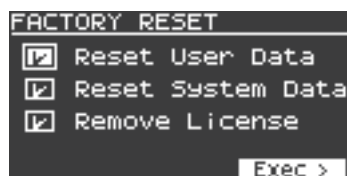
Here's how the settings that you edited and saved on the JUPITER-Xm can be returned to their factory-set condition.

- \* When you execute this operation, all saved settings including the sound parameters will be lost.
- \* If you will later need the current settings, be sure to use the backup function (p. 20) to save the current settings before you restore the factory settings.

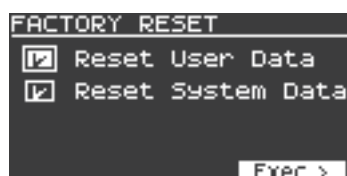
1. Press the **[MENU]** button.
2. Use the **[1]** knob to select **"UTILITY"**, and then press the **[ENTER]** button.  
You can also make this selection by using the **PAGE** **[^]** **[v]** buttons instead of the **[1]** knob.
3. Use the **[1]** knob to select **"FACTORY RESET"**, and then press the **[ENTER]** button.

The FACTORY RESET screen appears.

### If a sound pack or wave expansion is installed or imported



### If a sound pack or wave expansion is not installed or imported



4. Use the **PAGE** **[^]** **[v]** buttons to select the item to execute, and press the **[ENTER]** button to select its check box.

Press **[ENTER]** again to clear the check box.

| Item                | Explanation                                                                                                                                                                                                                                        |
|---------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Reset User Data     | Initializes the scenes and user tones (* 1).                                                                                                                                                                                                       |
| Reset System Data   | Initializes the system settings (* 1).                                                                                                                                                                                                             |
| Remove License (*2) | Initializes the user license and wave expansion. Initializing the user license lets you import/install a sound pack or wave expansion that was downloaded with a different user license.<br>* This deletes the currently installed wave expansion. |

- \* 1 Performing these operations erases any of the relevant data you have edited after purchase.  
To save the current settings, be sure to use the backup function (p. 20) before you restore the unit to its factory settings.
- \* 2 This is displayed if a sound pack or wave expansion is installed.  
For more details on user licenses, see the **"Sound Pack/Wave Expansion Installation Manual"** (PDF).

5. Press the **cursor** **[>]** button.

A confirmation message appears.

If you decide to cancel, press the **[EXIT]** button.

6. To execute, use the **[2]** knob to select **"OK"**, and then press the **[ENTER]** button.

The display indicates **"Completed. Turn off power"**.

7. Turn the power of the JUPITER-Xm off and then on again.

- \* Never turn off the power or disconnect the USB flash drive during a process, such as while the **"Executing..."** display is shown.

## Saving the System Settings (SYSTEM)

1. Press the **[MENU]** button.
2. Use the **[1]** knob to select **"SYSTEM"**, and then press the **[ENTER]** button.  
You can also make this selection by using the **PAGE** [**⏮**] [**⏭**] buttons instead of the **[1]** knob.
3. Use the **[1]** knob to select the parameter and use the **[2]** knob to change the setting.

## Saving the System Settings (System Write)

1. In the system setting screen, press the **[WRITE]** button.  
A confirmation message appears.  
If you decide to cancel, press the **[EXIT]** button.
2. To execute, press the **[ENTER]** button.

### System parameter list

| Parameter<br>[1] knob | Value<br>[2] knob     | Explanation                                                                                                                                                                                                                                                                                                                                                                                                                                   |
|-----------------------|-----------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| SYSTEM - GENERAL      |                       |                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| AGING                 |                       |                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| Warm-up               | OFF, ON, FAST, FIXED  | Specifies whether the character of the sound (pitch variance) changes according to the varying internal temperature of this unit.<br><br>This has an effect only on analog synthesizer models.<br><br>The internal temperature value is shown in the upper right of the top screen of the scene.<br><br><b>OFF:</b> The character of the sound is not affected by the temperature. Nor is there a temperature indication in the SCENE screen. |
|                       |                       | <b>ON:</b> The internal temperature starts at the value specified by Aging Init Temp, and changes to the actual temperature (REAL).                                                                                                                                                                                                                                                                                                           |
|                       |                       | Although it depends on the temperature difference, the REAL temperature is reached in approximately ten minutes. After reaching the REAL temperature, the setting follows the actual temperature change.                                                                                                                                                                                                                                      |
|                       |                       | <b>FAST:</b> The internal temperature starts at the value specified by Aging Init Temp, and then quickly (in approximately ten seconds) changes to the actual temperature (REAL) when you play the keyboard. After reaching the REAL temperature, the setting follows the actual temperature change.                                                                                                                                          |
|                       |                       | <b>FIXED:</b> The internal temperature is fixed at the value specified by Aging Init Temp, and the character of the sound is maintained at that point.                                                                                                                                                                                                                                                                                        |
| Init Temp             | REAL, 0–60°C/32–140°F | Specifies the initial internal temperature for Warm-up.<br><br><b>REAL:</b> The internal temperature that is actually measured will be the initial temperature.<br><br><b>0–60°C/32–140°F:</b> Virtually specifies an initial internal temperature (Celsius).                                                                                                                                                                                 |
| Age                   | OFF, 1–100years       | Simulates the effect of aging on the internal components of an analog synthesizer.<br><br>Higher values affect the sound similarly to the equivalent number of years of aging.<br><br>This is valid only for sounds of an analog synthesizer model.                                                                                                                                                                                           |
| GENERAL               |                       |                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| MasterTune            | 415.3–466.2 [Hz]      | Adjusts the overall tuning.<br><br>The displayed value is the frequency of the A4 key (middle A).                                                                                                                                                                                                                                                                                                                                             |
| MasKeyShift           | -24–24                | Shifts the JUPITER-Xm's overall pitch range in semitone steps.                                                                                                                                                                                                                                                                                                                                                                                |

| Parameter<br>[1] knob     | Value<br>[2] knob        | Explanation                                                                                                                                                                                     |
|---------------------------|--------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| ScaleTuneSw               | OFF, ON                  | Specifies whether the scene's SCALE TUNE setting is enabled (ON) or disabled (OFF).                                                                                                             |
| USB In Lev                | 0–127                    | Adjusts the audio input level of the USB COMPUTER port.                                                                                                                                         |
| USB Out Lev               | 0–127                    | Adjusts the audio output level to the USB COMPUTER port.                                                                                                                                        |
| AuxIn/BT InLev            | 0–127                    | Adjusts the input level of the AUX IN jack and BT In.                                                                                                                                           |
| USB Audio Thru            | OFF, ON                  | Specifies whether the audio input of the USB COMPUTER port is mixed into the audio output of the USB COMPUTER port.<br>If you don't want it to be output as audio, turn this "OFF".             |
| AUXIN USB Thru            | OFF, ON                  | Specifies whether the input from the AUX IN jack is mixed into the audio output of the USB COMPUTER port.<br>If you don't want it to be output as audio, turn this "OFF".                       |
| LineOut Gain              | –12–0–+12 [dB]           | Adjusts the output gain of OUTPUT/PHONES.                                                                                                                                                       |
| Speaker Sw                | OFF, ON, AUTO            | Specifies whether sound is output from this unit's speakers.                                                                                                                                    |
|                           |                          | <b>OFF:</b> Sound is not output from the speakers.                                                                                                                                              |
|                           |                          | <b>ON:</b> Sound is output from the speakers.<br><b>AUTO:</b> The "OFF" setting is used if headphones are inserted, and the "ON" setting is used if they are not inserted.                      |
| SPOut Gain                | –12–0 [dB]               | Adjusts the output gain of the speakers.                                                                                                                                                        |
| Auto Off                  | OFF, 30 [min], 240 [min] | Specifies whether the unit will turn off automatically after a certain time has elapsed.<br>If you don't want the unit to turn off automatically, choose "OFF" setting.                         |
| LED On Bright             | 0–31                     | Adjusts the brightness when the LEDs are lit.                                                                                                                                                   |
| LED OffBright             | 0–30                     | You can specify that an LED remains lit at a diminished brightness even when it is "off".<br>If this is set to 0, the LED will be unlit when off.                                               |
| LCD Contrast              | 1–10                     | Adjusts the contrast of the display.                                                                                                                                                            |
| Scene Lock                | OFF, ON                  | Specifies whether a confirmation screen appears when you switch scenes.                                                                                                                         |
|                           |                          | <b>OFF:</b> When you switch scenes, the scene changes immediately, and no confirmation screen appears.                                                                                          |
|                           |                          | <b>ON:</b> When you switch scenes, a confirmation screen appears.<br>To switch scenes, use the PAGE [ <b>&lt;</b> ] [ <b>&gt;</b> ] buttons to select "Yes", and then press the [ENTER] button. |
| Startup Scene             | 01–01–16–16              | Specifies the scene that is selected at start-up.                                                                                                                                               |
| <b>Bluetooth</b>          |                          |                                                                                                                                                                                                 |
| Bluetooth Sw              | OFF, ON                  | Enables (ON) or disables (OFF) Bluetooth communication.                                                                                                                                         |
| Pairing                   | –                        | Executing pairing for Bluetooth audio.                                                                                                                                                          |
| Bluetooth ID              | OFF, 1–9                 | Specifies the number added to the end of this unit's device name shown in a Bluetooth-connected app.                                                                                            |
| <b>SYSTEM - ARP/TEMPO</b> |                          |                                                                                                                                                                                                 |
| <b>ARPEGGIO</b>           |                          |                                                                                                                                                                                                 |
| Set Tone                  | OFF, ON                  | Specifies whether the current sound settings are kept while only the phrase is switched (OFF) or both the phrase and the sound settings are switched (ON).                                      |
| Set DrumKit               | OFF, ON                  | Specifies whether the current sound settings are kept while only the rhythm is switched (OFF) or both the rhythm and the sound settings are switched (ON).                                      |
| Set Tempo                 | OFF, ON                  | Specifies whether the current tempo setting is kept while only the rhythm is switched (OFF) or both the rhythm and the tempo settings are switched (ON).                                        |

| Parameter<br>[1] knob      | Value<br>[2] knob                                                                    | Explanation                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
|----------------------------|--------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Arp Sync                   | OFF, BEAT, MEASURE                                                                   | <p>Specifies how the arpeggio is synchronized when the JUPITER-X is connected to an external device and is playing in synchronization.</p> <p><b>OFF:</b> The arpeggio does not synchronize to the measure or beat. The arpeggio starts the moment that MIDI messages are received.</p> <p><b>BEAT:</b> The arpeggio synchronizes to the beat. The arpeggio starts at the next beat after MIDI is received.</p> <p><b>MEASURE:</b> The arpeggio synchronizes to the measure. The arpeggio starts at the first beat of the next measure after MIDI is received.</p> |
| <b>TEMPO/SYNC</b>          |                                                                                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| Tempo                      | 20.00–300.00                                                                         | Specifies the system tempo.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| Tempo Src                  | SCENE, SYS                                                                           | When you switch scenes, this setting specifies whether to use the system tempo (SYS) or the tempo stored in the scene (SCENE).                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| Sync Mode                  | AUTO, INT, MIDI, USB COM, USB MEM                                                    | Specifies the synchronization signal according to which the JUPITER-Xm operates.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| Sync Out                   | OFF, MIDI, USB COM, MIDI/USBCM, USB MEM, ALL                                         | Specifies the connector from which MIDI clock messages etc. are output.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| <b>SYSTEM - CONTROLLER</b> |                                                                                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| <b>CONTROLLER</b>          |                                                                                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| Velocity                   | REAL, 1–127                                                                          | Specifies the velocity value that is transmitted when you play the keyboard.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| Velo Crv                   | LIGHT, MEDIUM, HEAVY                                                                 | Specifies “Strength” for keyboard touch.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| Velo Offset                | -10–+9                                                                               | Adjusts the keyboard velocity curve.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| Knob Mode                  | DIRECT, CATCH                                                                        | Specifies whether the parameter value corresponding to a controller is immediately updated when you operate that controller (DIRECT) or only after the controller reaches the same position as the parameter’s current value (CATCH).                                                                                                                                                                                                                                                                                                                              |
| <b>BUTTON Func</b>         |                                                                                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| Source                     | SCENE, SYS                                                                           | Specifies whether the functions assigned to these buttons follows the settings of the currently selected scene (SCENE) or the system settings (SYS).                                                                                                                                                                                                                                                                                                                                                                                                               |
| S1 Func                    | For the values, refer to “List of functions that can be assigned to the controllers” | Specifies the function assigned to the [S1] button.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| S1 Mode                    | LATCH, MOMENTARY                                                                     | Specifies how the button operates.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| S2 Func                    | For the values, refer to “List of functions that can be assigned to the controllers” | Specifies the function assigned to the [S2] button.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| S2 Mode                    | LATCH, MOMENTARY                                                                     | Specifies how the button operates.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| S3 Func                    | For the values, refer to “List of functions that can be assigned to the controllers” | Specifies the function assigned to the [S3] button.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| S3 Mode                    | LATCH, MOMENTARY                                                                     | Specifies how the button operates.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| <b>SLIDER Func</b>         |                                                                                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| SL1 Source                 | SCENE, SYS                                                                           | Specifies whether the function assigned to the SL1 slider follows the setting of the currently selected scene (SCENE) or the system setting (SYS).                                                                                                                                                                                                                                                                                                                                                                                                                 |
| SL1                        | For the values, refer to “List of functions that can be assigned to the controllers” | Specifies the function assigned to the [SL1] slider.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| SL2 Source                 | SCENE, SYS                                                                           | Specifies whether the function assigned to the SL2 slider follows the setting of the currently selected scene (SCENE) or the system setting (SYS).                                                                                                                                                                                                                                                                                                                                                                                                                 |

| Parameter<br>[1] knob              | Value<br>[2] knob                                                                    | Explanation                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
|------------------------------------|--------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| SL2                                | For the values, refer to “List of functions that can be assigned to the controllers” | Specifies the function assigned to the [SL2] slider.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| <b>PEDAL Func</b>                  |                                                                                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| Hold Source                        | SCENE, SYS                                                                           | Specifies whether the function assigned to the pedal connected to the HOLD jack follows the setting of the currently selected scene (SCENE) or the system setting (SYS).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| Hold                               | For the values, refer to “List of functions that can be assigned to the controllers” | Specifies the function assigned to the pedal connected to the HOLD jack.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| Hold Pole                          | STANDARD, REVERSE                                                                    | Specifies the polarity of the pedal connected to the HOLD jack.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| Ctrl Source                        | SCENE, SYS                                                                           | Specifies whether the function assigned to the pedal connected to the CTRL jack follows the setting of the currently selected scene (SCENE) or the system setting (SYS).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| Ctrl                               | For the values, refer to “List of functions that can be assigned to the controllers” | Specifies the function assigned to the pedal connected to the CTRL jack.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| <b>PART Btn Asgn</b>               |                                                                                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| 1-5<br>1-5+(S)<br>6-10<br>6-10+(S) | No Assign, PartSel, Part+KeySw, KeySw, PartSw, ArpSw, EfxSw                          | <p>Assign the function of the [1]–[5] ([6]–[10]) buttons and their function when pressed while holding down the [SHIFT] button.</p> <p><b>No Assign:</b> Nothing is assigned.</p> <p><b>PartSel:</b> Specifies the current part that is controlled from the panel or in the screen. The part played by the keyboard does not change.</p> <p><b>Part+KeySw:</b> Simultaneously operates the current part and the Keyboard SW, allowing you to play the selected part from the keyboard. By pressing multiple parts simultaneously, you can turn the Keyboard SW on for multiple parts.</p> <p><b>KeySw:</b> Specifies the keyboard switch, switching the part that is played from the keyboard.</p> <p><b>PartSw:</b> Switches on/off whether the part produces sound. You can use this in a DJ-like manner to add or remove parts while you perform.</p> <p><b>ArpSw:</b> Specifies whether each part is played by the arpeggio.</p> <p><b>EfxSw:</b> From the left side, the buttons switch MFX, DRIVE, REV, DLY, and CHO on/off for all parts simultaneously.</p> |
| <b>SYSTEM - MIC IN</b>             |                                                                                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| <b>MIC IN</b>                      |                                                                                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| Mic In Gain                        | -24.0–+24.0 [dB]                                                                     | Adjusts the input level of the MIC IN jack.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| Mic Power                          | OFF, ON                                                                              | If this is “ON”, plug-in power (5 V) is supplied to the MIC IN jack.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| Rev Send Lev                       | 0–127                                                                                | Specifies the amount of reverb that is applied to the mic input.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| Cho Send Lev                       | 0–127                                                                                | Specifies the amount of chorus that is applied to the mic input.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| Dly Send Lev                       | 0–127                                                                                | Specifies the amount of delay that is applied to the mic input.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| Mic Thru                           | OFF, ON                                                                              | If you want the mic to be cut when the vocoder is off, turn this “OFF”.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| <b>NS</b>                          |                                                                                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| NS Switch                          | OFF, ON                                                                              | Switches the noise suppressor on/off. The noise suppressor is a function that suppresses noise during periods of silence.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| NS Threshold                       | -96–0 [dB]                                                                           | Adjusts the volume at which noise suppression starts to be applied.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| NS Release                         | 0–127                                                                                | Adjusts the time from when noise suppression starts until the volume reaches 0.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| <b>COMP</b>                        |                                                                                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| CompSwitch                         | OFF, ON                                                                              | Specifies whether the mic compressor (a compressor applied to the mic input) is used (ON) or not used (OFF).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |

| Parameter<br>[1] knob | Value<br>[2] knob                                 | Explanation                                                                                                                                                                                                                                             |
|-----------------------|---------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| CompAttack            | 0.1, 1, 2, ..., 100 [ms]                          | Specifies the time from when the input to the mic compressor exceeds the Comp Thres level until the volume is compressed.                                                                                                                               |
| CompRelease           | 10, 20, ..., 1000 [ms]                            | Specifies the time from when the input to the mic compressor falls below the Comp Thres level until compression is no longer applied.                                                                                                                   |
| CompThreshold         | -60-0 [dB]                                        | Specifies the level at which the mic compressor starts applying compression.                                                                                                                                                                            |
| CompRatio             | 1: 1, 2: 1, ..., 4: 1, 8: 1, 16: 1, 32: 1, INF: 1 | Specifies the compression ratio for the mic compressor.                                                                                                                                                                                                 |
| CompKnee              | 0-30 [dB]                                         | Smooths the transition until the mic compressor starts to be applied.<br>Higher values produce a smoother transition.                                                                                                                                   |
| CompOutGain           | -24.0, -23.5, ..., 0, ..., +24.0 [dB]             | Specifies the output volume of the mic compressor.                                                                                                                                                                                                      |
| <b>SYSTEM - MIDI</b>  |                                                   |                                                                                                                                                                                                                                                         |
| <b>MIDI</b>           |                                                   |                                                                                                                                                                                                                                                         |
| Ctrl Ch               | 1-16, OFF                                         | Specifies the MIDI receive channel on which MIDI messages (program change and bank select) from an external MIDI device can be received to switch programs.<br>If you don't want programs to be switched from a connected MIDI device, turn this "OFF". |
| Ctrl Src Sel          | SYS, SCENE                                        | <b>SYS:</b> SysCtrlSrc1-4 are used for tone control.<br><b>SCENE:</b> The scene's CtrlSrc1-4 settings are used for tone control.                                                                                                                        |
| SysCtrlSrc1           | OFF, CC01-CC31, CC33-CC95, BEND, AFT              | Specify the MIDI messages that will be used as system controls.                                                                                                                                                                                         |
| SysCtrlSrc2           |                                                   |                                                                                                                                                                                                                                                         |
| SysCtrlSrc3           |                                                   |                                                                                                                                                                                                                                                         |
| SysCtrlSrc4           |                                                   |                                                                                                                                                                                                                                                         |
| Soft Thru             | OFF, ON                                           | If this is ON, MIDI messages that are input from the MIDI IN connector are re-transmitted without change from the MIDI OUT connector.                                                                                                                   |
| USB-MIDIThru          | OFF, ON                                           | Specifies whether MIDI messages received at the USB COMPUTER port/MIDI IN connector are retransmitted without change from the MIDI OUT connector/USB COMPUTER port (ON) or are not retransmitted (OFF).                                                 |
| USB Driver            | GENERIC, VENDOR                                   | Specifies the USB driver setting.                                                                                                                                                                                                                       |
| Remote Kbd            | OFF, MIDI IN, USB COM, USB MEM                    | Sets which connector is used for input when you use an external MIDI keyboard instead of the keyboard of the JUPITER-X. In this case, the MIDI transmit channel of the external MIDI keyboard does not matter.<br>Normally you will leave this "OFF".   |
| Local Sw              | OFF, ON                                           | Turns on/off the connection between the controller section (keyboard, PITCH, MODE, panel buttons and sliders, pedals, etc.) and the internal sound engine.                                                                                              |
| Device ID             | 17-32                                             | When transmitting and receiving system exclusive messages, the device ID numbers of both devices must match.                                                                                                                                            |
| Tone CC Map           | OFF, ON                                           | Sets whether control change messages (CC) for the tone parameters are transmitted/received (ON) or not (OFF).                                                                                                                                           |
| <b>MIDI Tx</b>        |                                                   |                                                                                                                                                                                                                                                         |
| Tx PC                 | OFF, ON                                           | Specifies whether program change messages will be transmitted (ON) or not be transmitted (OFF).                                                                                                                                                         |
| Tx Bank               | OFF, ON                                           | Specifies whether bank select messages will be transmitted (ON) or not be transmitted (OFF).                                                                                                                                                            |
| Tx Edit               | OFF, ON                                           | Specify whether changes you make in the settings of a program will be transmitted as system exclusive messages (ON), or will not be transmitted (OFF).                                                                                                  |
| <b>MIDI Rx</b>        |                                                   |                                                                                                                                                                                                                                                         |
| Rx PC                 | OFF, ON                                           | Specifies whether program change messages will be received (ON) or not be received (OFF).                                                                                                                                                               |

| Parameter<br>[1] knob | Value<br>[2] knob | Explanation                                                                                 |
|-----------------------|-------------------|---------------------------------------------------------------------------------------------|
| Rx Bank               | OFF, ON           | Specifies whether bank select messages will be received (ON) or not be received (OFF).      |
| Rx Exclusive          | OFF, ON           | Specifies whether system exclusive messages will be received (ON) or not be received (OFF). |

### List of functions that can be assigned to the controllers

| Function                 | S1 Func<br>S2 Func<br>S3 Func | SL1 Func<br>SL2 Func | HOLD Func | CTRL Func |
|--------------------------|-------------------------------|----------------------|-----------|-----------|
| OFF                      | ✓                             | ✓                    | ✓         | ✓         |
| CC01-31, 32 (OFF), 33-95 | ✓                             | ✓                    | ✓         | ✓         |
| AFTERTOUCH               | ✓                             | ✓                    | ✓         | ✓         |
| MONO/POLY                | ✓                             |                      | ✓         |           |
| SCENE DOWN               | ✓                             |                      | ✓         |           |
| SCENE UP                 | ✓                             |                      | ✓         |           |
| TONE DOWN                | ✓                             |                      | ✓         |           |
| TONE UP                  | ✓                             |                      | ✓         |           |
| PANEL DEC                | ✓                             |                      | ✓         |           |
| PANEL INC                | ✓                             |                      | ✓         |           |
| CHO SW                   | ✓                             |                      | ✓         |           |
| REV SW                   | ✓                             |                      | ✓         |           |
| DLY SW                   | ✓                             |                      | ✓         |           |
| ARP SW                   | ✓                             |                      | ✓         |           |
| ARP HOLD                 | ✓                             |                      | ✓         |           |
| DETECT KEYS              | ✓                             |                      | ✓         |           |
| DETECT BEAT              | ✓                             |                      | ✓         |           |
| UNISON SW                | ✓                             |                      | ✓         |           |
| BEND MODE                | ✓                             |                      | ✓         |           |
| AUTO TUNING              | ✓                             |                      | ✓         |           |
| TAP TEMPO                | ✓                             |                      | ✓         |           |
| START/STOP               | ✓                             |                      | ✓         |           |
| DRV SW                   | ✓                             |                      | ✓         |           |
| VOC/MIC                  | ✓                             |                      | ✓         |           |
| BEND DOWN                |                               | ✓                    |           | ✓         |
| BEND UP                  |                               | ✓                    |           | ✓         |
| CHO LEVEL                |                               | ✓                    |           | ✓         |
| REV LEVEL                |                               | ✓                    |           | ✓         |
| DLY LEVEL                |                               | ✓                    |           | ✓         |
| ARP SHUFFLE              |                               | ✓                    |           | ✓         |
| ARP DURATION             |                               | ✓                    |           | ✓         |
| PART FADE1               |                               | ✓                    |           | ✓         |
| PART FADE2               |                               | ✓                    |           | ✓         |
| LEVEL P1                 |                               | ✓                    |           | ✓         |
| LEVEL P2                 |                               | ✓                    |           | ✓         |
| LEVEL P3                 |                               | ✓                    |           | ✓         |
| LEVEL P4                 |                               | ✓                    |           | ✓         |
| AGE                      |                               | ✓                    |           | ✓         |

# Attaching the Ferrite Core

You must attach the included ferrite core before using the JUPITER-Xm.

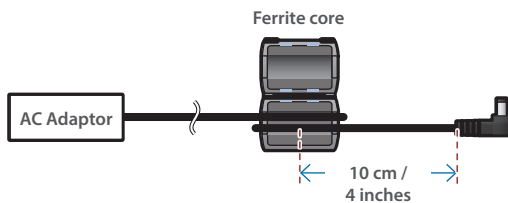
- \* Take care not to get your fingers pinched when attaching the ferrite core.
- \* Make sure you don't apply undue force and damage the cord when clamping on the ferrite core.

## AC Adaptor

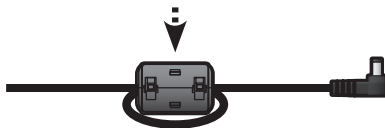
When connecting the AC adaptor, you must attach the included ferrite core (black).

This is for the purpose of preventing electromagnetic interference; do not remove it.

1. Open the ferrite core (black) and position it over the cable.
2. Wrap the cord around the ferrite core (black); one turn is enough.



3. Close it firmly; you should hear a distinct sound as it clicks shut.



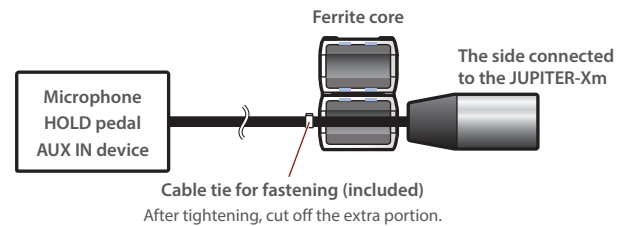
## Microphone / AUX IN Device / HOLD Pedal

When connecting a mic cable, AUX-IN cable, or HOLD pedal cable, you must attach the included ferrite core (gray).

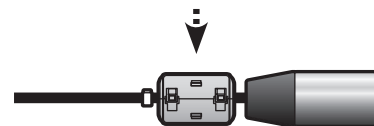
This is for the purpose of preventing electromagnetic interference; do not remove it.

1. Attach the ferrite core (gray) to the cable.

- \* Attach the ferrite core near the plug that is connected to the JUPITER-Xm.



2. Close it firmly; you should hear a distinct sound as it clicks shut.



# Main Specifications

## Roland JUPITER-Xm: Digital keyboard

|              |                                                                                                                                                                                                                                                                                                                        |
|--------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Keyboard     | 37 Keys (compact type with velocity)                                                                                                                                                                                                                                                                                   |
| Power Supply | DC 12 V<br>AC adaptor, AA-type Ni-MH batteries (sold separately) x 8                                                                                                                                                                                                                                                   |
| Current Draw | 1,500 mA<br>* Expected battery life under continuous use:<br>Rechargeable nickel metal hydride batteries:<br>approximately 3.5 hours (When using batteries having a capacity of 1900 mAh.)<br>These figures will vary depending on the actual conditions of use.<br>* Carbon-zinc or alkaline batteries cannot be used |
| Dimensions   | 576 (W) x 308 (D) x 93 (H) mm<br>22-11/16 (W) x 12-1/8 (D) x 3-11/16 (H) inches                                                                                                                                                                                                                                        |

|             |                                                                                                                                                                                                                      |
|-------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Weight      | 4.4 kg/9 lbs 12 oz (excluding AC adaptor, Batteries)                                                                                                                                                                 |
| Accessories | Owner's manual, Leaflet "USING THE UNIT SAFELY", AC adaptor, Power cord                                                                                                                                              |
| Options     | Pedal Switch: DP series<br>Expression Pedal: EV-5<br>USB Flash drive (*)<br>* Use a commercially available USB flash drive. However, we cannot guarantee that all commercially available USB flash drives will work. |

\* This document explains the specifications of the product at the time that the document was issued. For the latest information, refer to the Roland website.

# USING THE UNIT SAFELY

## WARNING

### Concerning the Auto Off function

The power to this unit will be turned off automatically after a predetermined amount of time has passed since it was last used for playing music, or its buttons or controls were operated (Auto Off function). If you do not want the power to be turned off automatically, disengage the Auto Off function (p. 23).



## WARNING

### Use only the supplied AC adaptor and the correct voltage

Be sure to use only the AC adaptor supplied with the unit. Also, make sure the line voltage at the installation matches the input voltage specified on the AC adaptor's body. Other AC adaptors may use a different polarity, or be designed for a different voltage, so their use could result in damage, malfunction, or electric shock.



## WARNING

### Use only the supplied power cord

Use only the attached power cord. Also, the supplied power cord must not be used with any other device.



### Handle the ground terminal carefully

If you remove the screw from the ground terminal, be sure to replace it; don't leave it lying around where it could accidentally be swallowed by small children. When refastening the screw, make that it is firmly fastened, so it won't come loose.



## IMPORTANT NOTES

### Power Supply

- Place the AC adaptor so that the side with text is downward.

### Use of Batteries

- If operating this unit on batteries, please use Ni-MH batteries.

### Placement

- Do not allow objects to remain on top of the keyboard. This can be the cause of malfunction, such as keys ceasing to produce sound.
- Depending on the material and temperature of the surface on which you place the unit, its rubber feet may discolor or mar the surface.

### Maintenance

- To clean the unit, use a dry, soft cloth; or one that is slightly dampened. Rubbing too hard in the same area can damage the finish.

### Repairs and Data

- Before sending the unit away for repairs, be sure to make a backup of the data stored within it; or you may prefer to write down the needed information. Although we will do our utmost to preserve the data stored in your unit when we carry out repairs, in some cases, such as when the memory section is physically damaged, restoration of the stored content may be impossible. Roland assumes no liability concerning the restoration of any stored content that has been lost.

### Additional Precautions

- Any data stored within the unit can be lost as the result of equipment failure, incorrect operation, etc. To protect yourself against the irretrievable loss of data, try to make a habit of creating regular backups of the data you've stored in the unit.
- Roland assumes no liability concerning the restoration of any stored content that has been lost.
- Never strike or apply strong pressure to the display.
- Use only the specified expression pedal. By connecting any other expression pedals, you risk causing malfunction and/or damage to the unit.
- Do not use connection cables that contain a built-in resistor.
- If this unit is used in an environment that is subject to electromagnetic radiation, the display might become dimmer, but this is not a malfunction.

### Using External Memories

- Please observe the following precautions when handling external memory devices. Also, make sure to carefully observe all the precautions that were supplied with the external memory device.
  - Do not remove the device while reading/writing is in progress.
  - To prevent damage from static electricity, discharge all static electricity from your person before handling the device.

### Caution Regarding Radio Frequency Emissions

- The following actions may subject you to penalty of law.
  - Disassembling or modifying this device.
  - Removing the certification label affixed to the back of this device.
  - Using this device in a country other than where it was purchased

### Intellectual Property Right

- It is forbidden by law to make an audio recording, video recording, copy or revision of a third party's copyrighted work (musical work, video work, broadcast, live performance, or other work), whether in whole or in part, and distribute, sell, lease, perform or broadcast it without the permission of the copyright owner.
- Do not use this product for purposes that could infringe on a copyright held by a third party. We assume no responsibility whatsoever with regard to any infringements of third-party copyrights arising through your use of this product.
- The copyright of content in this product (the sound waveform data, style data, accompaniment patterns, phrase data, audio loops and image data) is reserved by Roland Corporation.
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- Purchasers of this product are NOT permitted to extract said content in original or modified form, for the purpose of distributing recorded medium of said content or making them available on a computer network.
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- This Product uses the Source Code of µT-Kernel under T-License 2.0 granted by the T-Engine Forum ([www.tron.org](http://www.tron.org)).
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- Company names and product names appearing in this document are registered trademarks or trademarks of their respective owners.
- In this manual, company names and product names of the respective owners are used because it is the most practical way of describing the sounds that are emulated using DSP technology.