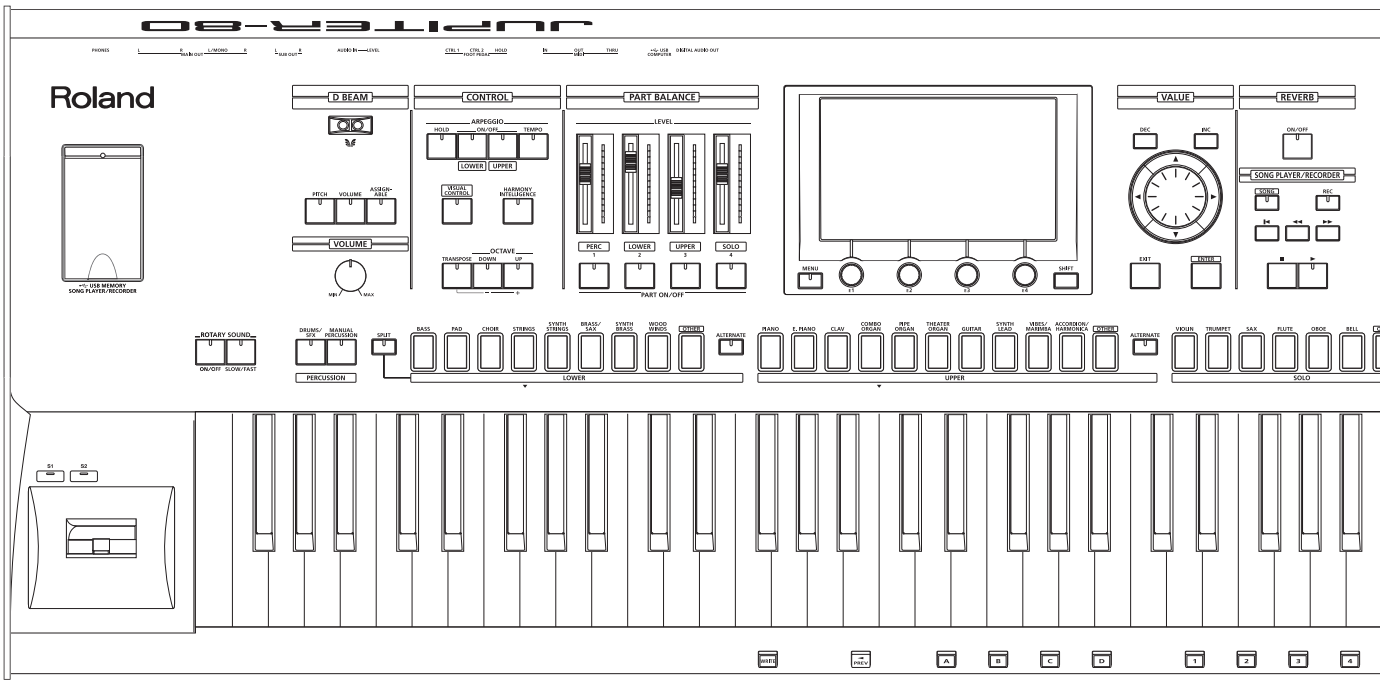


JUPITER-80

Owner's Manual

Roland

WARNING: To reduce the risk of fire or electric shock, do not expose this apparatus to rain or moisture.

CAUTION
RISK OF ELECTRIC SHOCK
DO NOT OPEN

ATTENTION: RISQUE DE CHOC ELECTRIQUE NE PAS OUVRIR

CAUTION: TO REDUCE THE RISK OF ELECTRIC SHOCK,
DO NOT REMOVE COVER (OR BACK).
NO USER-SERVICEABLE PARTS INSIDE.
REFER SERVICING TO QUALIFIED SERVICE PERSONNEL.

The lightning flash with arrowhead symbol, within an equilateral triangle, is intended to alert the user to the presence of uninsulated “dangerous voltage” within the product’s enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons.

The exclamation point within an equilateral triangle is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the product.

INSTRUCTIONS PERTAINING TO A RISK OF FIRE, ELECTRIC SHOCK, OR INJURY TO PERSONS.

IMPORTANT SAFETY INSTRUCTIONS
SAVE THESE INSTRUCTIONS

WARNING - When using electric products, basic precautions should always be followed, including the following:

1. Read these instructions.
2. Keep these instructions.
3. Heed all warnings.
4. Follow all instructions.
5. Do not use this apparatus near water.
6. Clean only with a dry cloth.
7. Do not block any of the ventilation openings. Install in accordance with the manufacturers instructions.
8. Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.
9. Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade or the third prong are provided for your safety. If the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.
10. Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.
11. Only use attachments/accessories specified by the manufacturer.
12. Use only with the cart, stand, tripod, bracket, or table specified by the manufacturer, or sold with the apparatus. When a cart is used, use caution when moving the cart/apparatus combination to avoid injury from tip-over.

13. Unplug this apparatus during lightning storms or when unused for long periods of time.
14. Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.

For the U.K.

WARNING: THIS APPARATUS MUST BE EARTHED
IMPORTANT: THE WIRES IN THIS MAINS LEAD ARE COLOURED IN ACCORDANCE WITH THE FOLLOWING CODE.
GREEN-AND-YELLOW: EARTH, BLUE: NEUTRAL, BROWN: LIVE

As the colours of the wires in the mains lead of this apparatus may not correspond with the coloured markings identifying the terminals in your plug, proceed as follows:

The wire which is coloured GREEN-AND-YELLOW must be connected to the terminal in the plug which is marked by the letter E or by the safety earth symbol ⏚ or coloured GREEN or GREEN-AND-YELLOW.

The wire which is coloured BLUE must be connected to the terminal which is marked with the letter N or coloured BLACK.

The wire which is coloured BROWN must be connected to the terminal which is marked with the letter L or coloured RED.

JUPITER-80

Owner's Manual

How to obtain a PDF of the owner's manual

PDF files of the owner's manual and supplementary material for this product can be obtained from the Roland website.

- JUPITER-80 Owner's Manual (this document)
- Parameter List *
- MIDI Implementation *

* These are not included with the product; you may download them as necessary.

Visit the following URL, choose "owner's manuals," and search for the model name "JUPITER-80."

http://www.roland.com/support/en/

Before using this unit, carefully read the sections entitled: "IMPORTANT SAFETY INSTRUCTIONS" (Owner's Manual p. 2), "USING THE UNIT SAFELY" (Owner's Manual p. 4), and "IMPORTANT NOTES" (Owner's Manual p. 5). These sections provide important information concerning the proper operation of the unit. Additionally, in order to feel assured that you have gained a good grasp of every feature provided by your new unit, Owner's Manual should be read in its entirety. The manual should be saved and kept on hand as a convenient reference.

USING THE UNIT SAFELY

INSTRUCTIONS FOR THE PREVENTION OF FIRE, ELECTRIC SHOCK, OR INJURY TO PERSONS

About ⚠WARNING and ⚠CAUTION Notices

⚠WARNING	Used for instructions intended to alert the user to the risk of death or severe injury should the unit be used improperly.
⚠ CAUTION	Used for instructions intended to alert the user to the risk of injury or material damage should the unit be used improperly. * Material damage refers to damage or other adverse effects caused with respect to the home and all its furnishings, as well to domestic animals or pets.

About the Symbols

⚠	The △symbol alerts the user to important instructions or warnings.The specific meaning of the symbol is determined by the design contained within the triangle. In the case of the symbol at left, it is used for general cautions, warnings, or alerts to danger.
	The ⃠symbol alerts the user to items that must never be carried out (are forbidden). The specific thing that must not be done is indicated by the design contained within the circle. In the case of the symbol at left, it means that the unit must never be disassembled.
	The ●symbol alerts the user to things that must be carried out. The specific thing that must be done is indicated by the design contained within the circle. In the case of the symbol at left, it means that the power-cord plug must be unplugged from the outlet.

ALWAYS OBSERVE THE FOLLOWING

⚠WARNING

Connect mains plug of this model to a mains socket outlet with a protective earthing connection.

Do not open or perform any internal modifications on the unit.

Do not attempt to repair the unit, or replace parts within it (except when this manual provides specific instructions directing you to do so). Refer all servicing to your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page.

Never install the unit in any of the following locations.

- Subject to temperature extremes (e.g., direct sunlight in an enclosed vehicle, near a heating duct, on top of heat-generating equipment); or are
- Damp (e.g., baths, washrooms, on wet floors); or are
- Exposed to steam or smoke; or are
- Subject to salt exposure; or are
- Humid; or are
- Exposed to rain; or are
- Dusty or sandy; or are
- Subject to high levels of vibration and shakiness.

This unit should be used only with a stand that is recommended by Roland.

When using the unit with a stand recommended by Roland, the stand must be carefully placed so it is level and sure to remain stable. If not using a stand, you still need to make sure that any location you choose for placing the unit provides a level surface that will properly support the unit, and keep it from wobbling.

⚠WARNING

The unit should be connected to a power supply only of the type described as marked on the rear side of unit.

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

Do not excessively twist or bend the power cord, nor place heavy objects on it. Doing so can damage the cord, producing severed elements and short circuits. Damaged cords are fire and shock hazards!

This unit, either alone or in combination with an amplifier and headphones or speakers, may be capable of producing sound levels that could cause permanent hearing loss. Do not operate for a long period of time at a high volume level, or at a level that is uncomfortable. If you experience any hearing loss or ringing in the ears, you should immediately stop using the unit, and consult an audiologist.

Never allow foreign objects (e.g., flammable objects, coins, wires) or liquids (e.g., water or juice) to enter this product. Doing so may cause short circuits, faulty operation, or other malfunctions.

⚠WARNING

Immediately turn the power off, remove the power cord from the outlet, and request servicing by your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page when:

- The power-supply cord or the plug has been damaged; or
- If smoke or unusual odor occurs
- Objects have fallen into, or liquid has been spilled onto the unit; or
- The unit has been exposed to rain (or otherwise has become wet); or
- The unit does not appear to operate normally or exhibits a marked change in performance.

In households with small children, an adult should provide supervision until the child is capable of following all the rules essential for the safe operation of the unit.

Protect the unit from strong impact.

(Do not drop it!)

Do not force the unit's power-supply cord to share an outlet with an unreasonable number of other devices. Be especially careful when using extension cords—the total power used by all devices you have connected to the extension cord's outlet must never exceed the power rating (watts/amperes) for the extension cord. Excessive loads can cause the insulation on the cord to heat up and eventually melt through.

Before using the unit in a foreign country, consult with your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page.

⚠ WARNING

DO NOT play a CD-ROM disc on a conventional audio CD player. The resulting sound may be of a level that could cause permanent hearing loss. Damage to speakers or other system components may result.

⚠ CAUTION

The unit should be located so that its location or position does not interfere with its proper ventilation.

This JUPITER-80 for use only with Roland stand KS-J8, KS-G8, and KS-18Z. Use with other stands is capable of resulting in instability causing possible injury.

Even if you observe the cautions given in the owner's manual, certain types of handling may allow this product to fall from the stand, or cause the stand to overturn. Please be mindful of any safety issues before using this product.

Always grasp only the plug on the power-supply cord when plugging into, or unplugging from, an outlet or this unit.

At regular intervals, you should unplug the power plug and clean it by using a dry cloth to wipe all dust and other accumulations away from its prongs. Also, disconnect the power plug from the power outlet whenever the unit is to remain unused for an extended period of time. Any accumulation of dust between the power plug and the power outlet can result in poor insulation and lead to fire.

Try to prevent cords and cables from becoming entangled. Also, all cords and cables should be placed so they are out of the reach of children.

⚠ CAUTION

Never climb on top of, nor place heavy objects on the unit.

Never handle the power cord or its plugs with wet hands when plugging into, or unplugging from, an outlet or this unit.

Before moving the unit, disconnect the power plug from the outlet, and pull out all cords from external devices.

Before cleaning the unit, turn off the power and unplug the power cord from the outlet (p. 20).

Whenever you suspect the possibility of lightning in your area, pull the plug on the power cord out of the outlet.

To prevent accidental ingestion of the parts listed below, always keep them out of the reach of small children.

- Removable Parts
  Screw for USB memory protector (p. 78)

IMPORTANT NOTES

Power Supply

- Do not connect this unit to same electrical outlet that is being used by an electrical appliance that is controlled by an inverter (such as a refrigerator, washing machine, microwave oven, or air conditioner), or that contains a motor. Depending on the way in which the electrical appliance is used, power supply noise may cause this unit to malfunction or may produce audible noise. If it is not practical to use a separate electrical outlet, connect a power supply noise filter between this unit and the electrical outlet.
- Before connecting this unit to other devices, turn off the power to all units. This will help prevent malfunctions and/or damage to speakers or other devices.
- Although the LCD and LEDs are switched off when the POWER switch is switched off, this does not mean that the unit has been completely disconnected from the source of power. If you need to turn off the power completely, first turn off the POWER switch, then unplug the power cord from the power outlet. For this reason, the outlet into which you choose to connect the power cord's plug should be one that is within easy reach and readily accessible.

Placement

- Using the unit near power amplifiers (or other equipment containing large power transformers) may induce hum. To alleviate the problem, change the orientation of this unit; or move it farther away from the source of interference.
- This device may interfere with radio and television reception. Do not use this device in the vicinity of such receivers.
- Noise may be produced if wireless communications devices, such as cell phones, are operated in the vicinity of this unit. Such noise could occur when receiving or initiating a call, or while conversing. Should you experience such problems, you should relocate such wireless devices so they are at a greater distance from this unit, or switch them off.
- Do not expose the unit to direct sunlight, place it near devices that radiate heat, leave it inside an enclosed vehicle, or otherwise subject it to temperature extremes. Excessive heat can deform or discolor the unit.
- When moved from one location to another where the temperature and/or humidity is very different, water droplets (condensation) may form inside the unit. Damage or malfunction may result if you attempt to use the unit in this condition. Therefore, before using the unit, you must allow it to stand for several hours, until the condensation has completely evaporated.
- 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.
  You can place a piece of felt or cloth under the rubber feet to prevent this from happening. If you do so, please make sure that the unit will not slip or move accidentally.
- Do not put anything that contains water on this unit. Also, avoid the use of insecticides, perfumes, alcohol, nail polish, spray cans, etc., near the unit. Swiftly wipe away any liquid that spills on the unit using a dry, soft cloth.

Maintenance

- For everyday cleaning wipe the unit with a soft, dry cloth or one that has been slightly dampened with water. To remove stubborn dirt, use a cloth impregnated with a mild, non-abrasive detergent. Afterwards, be sure to wipe the unit thoroughly with a soft, dry cloth.
- Never use benzine, thinners, alcohol or solvents of any kind, to avoid the possibility of discoloration and/or deformation.

Repairs and Data

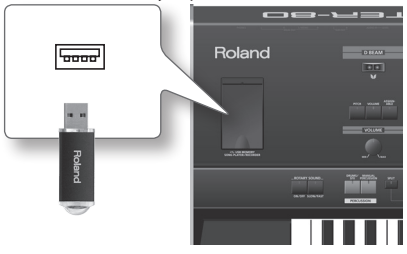
- Please be aware that all data contained in the unit's memory may be lost when the unit is sent for repairs. Important data should always be backed up USB flash drives, or written down on paper (when possible). During repairs, due care is taken to avoid the loss of data. However, in certain cases (such as when circuitry related to memory itself is out of order), we regret that it may not be possible to restore the data, and Roland assumes no liability concerning such loss of data.

Additional Precautions

- Please be aware that the contents of memory can be irretrievably lost as a result of a malfunction, or the improper operation of the unit. To protect yourself against the risk of loosing important data, we recommend that you periodically save a backup copy of important data you have stored in the unit's memory on USB flash drives.
- Unfortunately, it may be impossible to restore the contents of data that was stored in the unit's memory and USB flash drives once it has been lost. Roland Corporation assumes no liability concerning such loss of data.
- Use a reasonable amount of care when using the unit's buttons, sliders, or other controls; and when using its jacks and connectors. Rough handling can lead to malfunctions.
- Never strike or apply strong pressure to the display.
- When connecting / disconnecting all cables, grasp the connector itself—never pull on the cable. This way you will avoid causing shorts, or damage to the cable's internal elements.
- A small amount of heat will radiate from the unit during normal operation.
- To avoid disturbing your neighbors, try to keep the unit's volume at reasonable levels. You may prefer to use headphones, so you do not need to be concerned about those around you.
- When you need to transport the unit, package it in the box (including padding) that it came in, if possible. Otherwise, you will need to use equivalent packaging materials.
- Use only the specified expression pedal (EV-5; sold separately). By connecting any other expression pedals, you risk causing malfunction and/or damage to the unit.
- Some connection cables contain resistors. Do not use cables that incorporate resistors for connecting to this unit. The use of such cables can cause the sound level to be extremely low, or impossible to hear. For information on cable specifications, contact the manufacturer of the cable.
- The usable range of D Beam controller will become extremely small when used under strong direct sunlight. Please be aware of this when using the D Beam controller outside.
- The sensitivity of the D Beam controller will change depending on the amount of light in the vicinity of the unit. If it does not function as you expect, adjust the sensitivity as appropriate for the brightness of your location (p. 84).

Handling External Memories

- Carefully insert the USB flash drives all the way in—until it is firmly in place.



- Never touch the terminals of the USB flash drives. Also, avoid getting the terminals dirty.
- USB flash drives are constructed using precision components; handle the cards carefully, paying particular note to the following.
  - To prevent damage to the cards from static electricity, be sure to discharge any static electricity from your own body before handling the cards.
  - Do not touch or allow metal to come into contact with the contact portion of the cards.
  - Do not bend, drop, or subject cards to strong shock or vibration.
  - Do not keep cards in direct sunlight, in closed vehicles, or other such locations.
  - Do not allow cards to become wet.
  - Do not disassemble or modify the cards.

Handling CDs / DVDs

- Avoid touching or scratching the shiny underside (encoded surface) of the disc. Damaged or dirty DVD discs may not be read properly. Keep your discs clean using a commercially available DVD cleaner.

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- Recording, duplication, distribution, sale, lease, performance, or broadcast of copyrighted material (musical works, visual works, broadcasts, live performances, etc.) belonging to a third party in part or in whole without the permission of the copyright owner is forbidden by law.
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- 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 and/or Atelier Vision 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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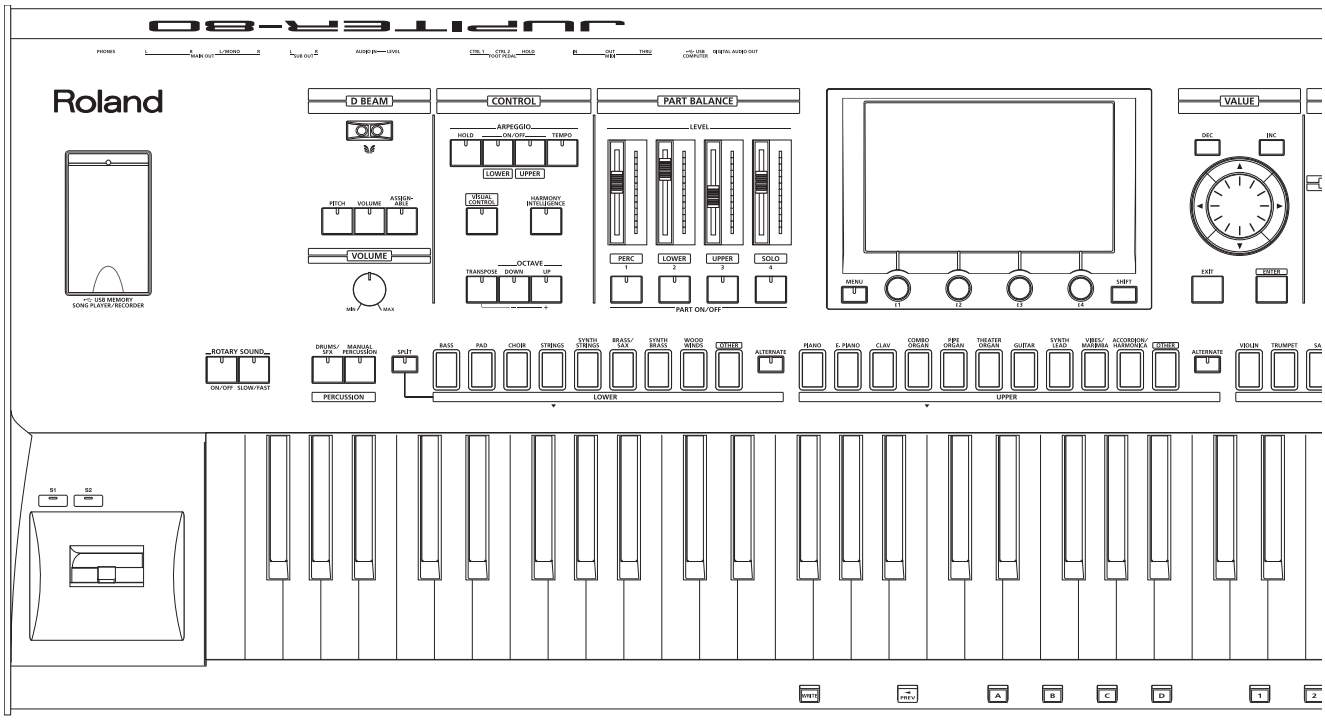
Introduction



Main Features

The JUPITER-80 is Roland's flagship synthesizer, delivering powerful, SuperNATURAL sounds and stunning realtime performance. It includes numerous cutting-edge SuperNATURAL sounds generated by Behavior Modeling Technology, bringing you unprecedentedly natural and rich expressive possibilities.

What are SuperNATURAL Tones?

Taking advantage of Behavior Modeling Technology, SuperNATURAL is Roland's exclusive sound set that achieves a new level of realism and expression that were difficult to realize with previous sound generators.

SuperNATURAL

Behavior Modeling Technology

Not only physical modeling of the instruments, Roland takes it a step further by modeling the instrument's distinctive behavior that responds to how the performer plays, resulting in true-to-life, expressive sounds in realtime.

A world of new sounds possible only with SuperNATURAL
Numerous peerless and powerful SuperNATURAL sounds are built in

SuperNATURAL Acoustic Tones

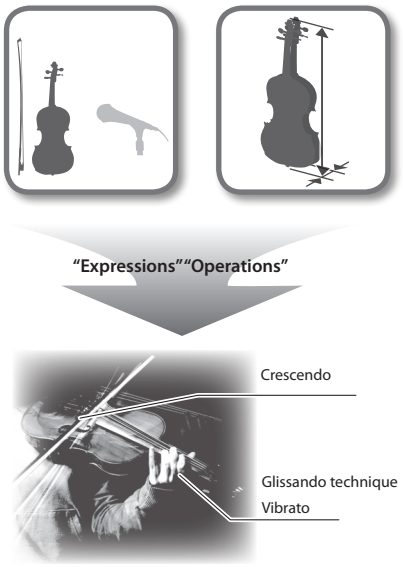
The JUPITER-80 provides SuperNATURAL Acoustic Tones, which reproduce not merely the sound of acoustic instruments, but also their performance expression.

A dedicated sound generator suitable for each tone automatically analyzes differences in the phrases, chords, and melodies played by the musician.

SuperNATURAL Acoustic Tones represent a completely new sound-generating technology, one which not only reproduces the sounds of acoustic instruments, but also uses Behavior Modeling Technology to model the way in which each instrument uniquely responds to the performance expression of the player.

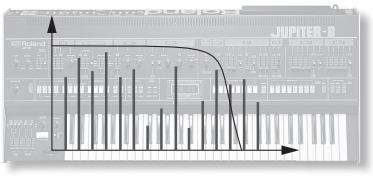
In contrast to the old method of seeking realism merely in the sound's waveform, this is a major advance which models the details of how the sound of each individual instrument responds to the performer's playing.

While previous physical modeling sound generators model the structure of an instrument (such as the shape of its resonator, the length of the tube, and the material of the vibrating parts), Behavior Modeling Technology additionally models the response and movement of each specific instrument as it reacts to performance techniques such as trills, portamento, vibrato, and dynamics.



This goes beyond mere reproduction of the sound—it makes it possible for the expressions and movements distinctive of an instrument to be expressed on a synthesizer.

For example, the SuperNATURAL Acoustic Tone "Violin" lets you obtain—by playing the keyboard—an expressive solo violin sound that's so realistic, you might think a violinist is actually playing it.

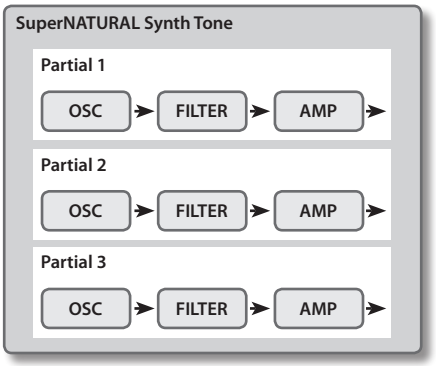


You can also use the pitch bend and modulation lever and the assignable buttons ([S1], [S2]) to freely reproduce the richly expressive performances that are distinctive of acoustic instruments.

SuperNATURAL Synth Tones

The JUPITER-80 features SuperNATURAL Synth Tones, which realistically deliver everything from vintage analog synths to digital synths.

The distinctive behavior of an analog synth's oscillators and filters has been analyzed in order to reproduce their unique sound.

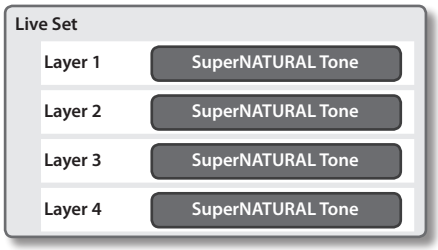


Each Synth Tone provides three sets of OSC, FILTER, AMP, and LFO, allowing powerful synthesis to be accomplished using just a single tone. The oscillators offer not only analog waveforms based on vintage synths, but also give you a choice of PCM waveforms containing distinctive digital synth sounds. Full-screen graphics allow you to intuitively create any type of synth sound, from analog to digital.

Powerful Live Sets with SuperNATURAL x 4

The JUPITER-80 can handle up to four SuperNATURAL tones layered as a "Live Set," letting you perform with awesome and richly expressive sounds.

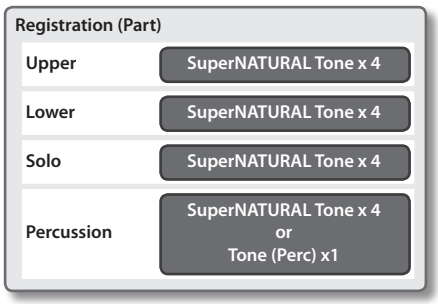
In addition, you can assign Live Sets to the Upper and Lower Parts to create splits and layers, making it easy to construct rich-sounding stacks that were difficult to obtain on a single conventional synthesizer.



Four-part Registrations for Extensive Performance Potential

In addition to the Upper Part and Lower Part that are the core of your performance, the JUPITER-80 provides a Solo Part that lets you play a melody or solo on the top note, and a Percussion Part that spices up your performance.

All of these together can be instantly called up by pressing a Registration button.

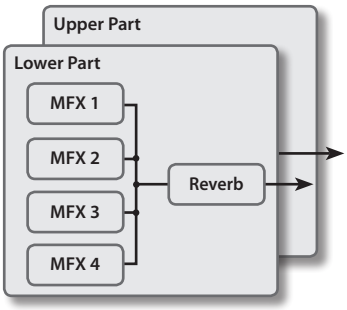


Powerful Sound with a Full Selection of Effects

A Live Set contains four multi-effects (MFX) processors in parallel, each giving you a choice of 76 types of effects that range from standard sounds to effects that powerfully transform your sound. In addition to this, the Live Set also provides a reverb processor.

By using the Upper Part and Lower Part simultaneously, you can create powerful sounds that use up to eight effects and two reverbs simultaneously.

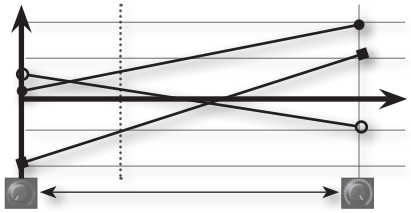
The Solo Part and the Percussion Part also have their own independent compressor, EQ, and delay, and both the Solo Part and Percussion Part also each have their own reverb.



Tone Blender

A Live Set features the new Tone Blender function, which lets you simultaneously control multiple parameters such as the level, pan, cutoff, and MFX send for each of the four tones.

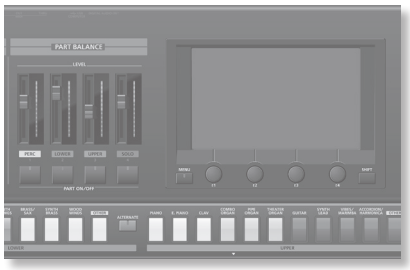
By using a knob or the D Beam to simultaneously control multiple parameters of four tones in the Live Set, you can easily generate powerful sonic transformations that were impossible on previous synthesizers (p. 61).



Controllers Optimized for Live Performance

A color-coded panel layout and full-color TFT touch screen (pressure sensitive) ensure that the status of the sound is instantly comprehensible.

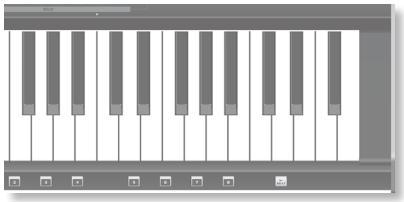
Dedicated buttons are provided for instant access to the functions you need, guaranteeing intuitive operation during your live performances. In addition, the JUPITER-80 provides four sliders with LED meters that allow you to directly adjust each Part's volume at any time, a modulation lever for expressive dynamics, [S1] and [S2] buttons for switching between performance techniques, and a D Beam controller for additional performance possibilities—all focused on realtime playability.



Sturdy Body and a 76-note Weighted Keyboard

The keyboard is the most important factor in your performance, and the JUPITER-80 provides a weighted 76-note keyboard that gives you superb playing feel for confident performances on stage.

Coupled with the sturdy aluminum-paneled body, this is a keyboard that expressively responds to every nuance of your playing.



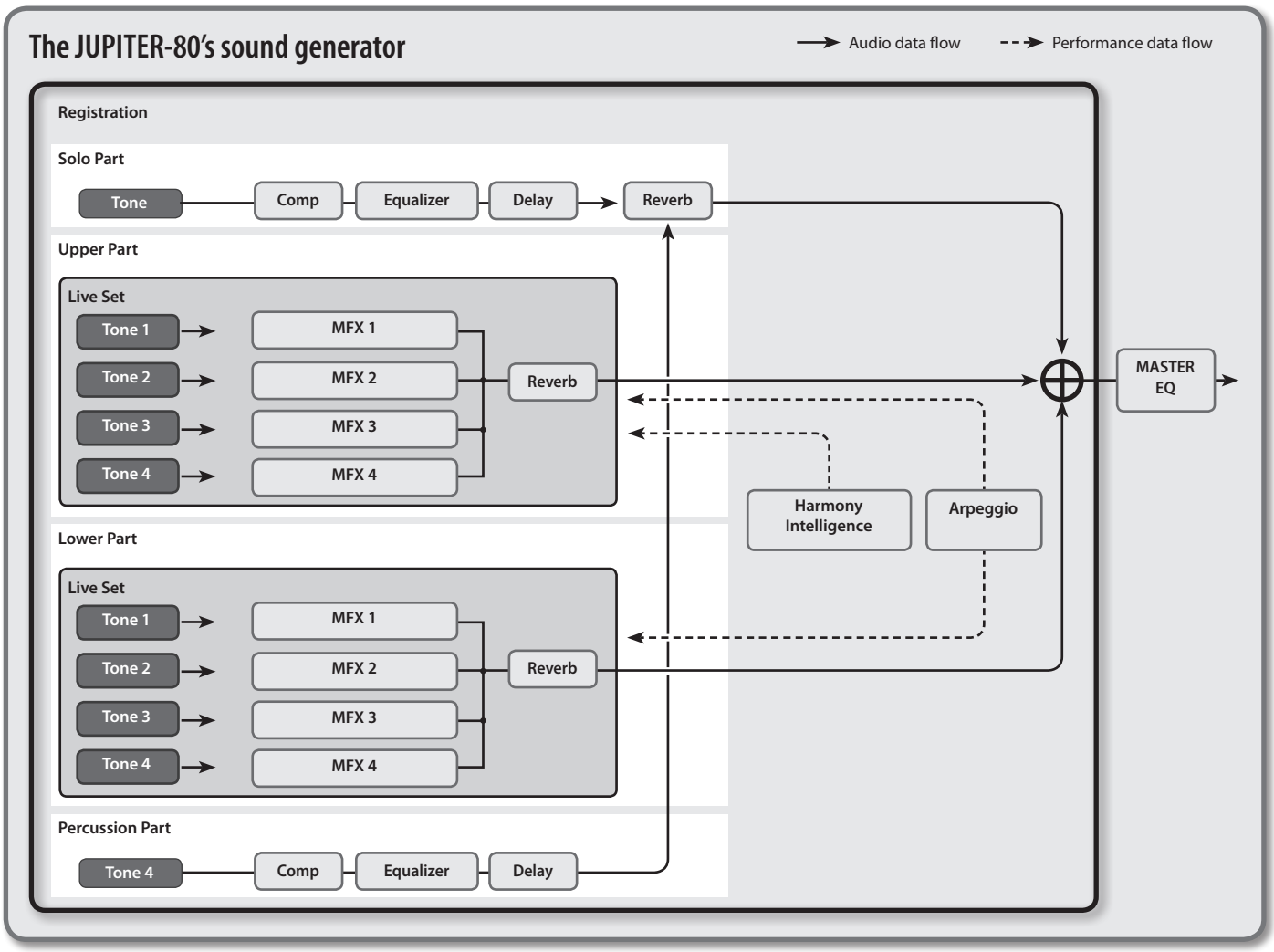
USB Audio Player/Recorder
USB MIDI/AUDIO Support

The built-in Audio Recorder provides a great way to capture your phrases and inspirations on a USB flash drive as audio files (WAV). Of course, audio files (WAV, AIFF, MP3) can also be played back from your USB flash drive, allowing you to use them as backing tracks for your performance.

The JUPITER-80 also provides a USB MIDI/AUDIO connection to your computer. Even when you're in your production studio, you'll enjoy the same familiar setup as when performing live.

How the Sound Generator is Organized

The sound generator is organized into units of sounds called "Registrations," "Live Sets," and "tones."



What is a Tone?

Although a Tone is the smallest unit of sound handled by the JUPITER-80, it boasts an extravagantly powerful structure based on SuperNATURAL sounds. "SuperNATURAL Acoustic Tones" not only reproduce the sounds of an acoustic instrument, but also automatically analyze—in a way that's appropriate for each different tone—the differences between the phrases, chords, and melodies played by the performer, and deliver the responsiveness that is characteristic of that specific acoustic instrument. Starting with the SuperNATURAL piano, each of these sounds brings you the highest possible level of expressive power that has been developed for the sound engines of earlier Roland products.

"SuperNATURAL Synth Tones" can be combined as elements in a Live Set, and can also be edited in detail for each tone and saved. Since a single Synth Tone contains three sets of oscillator, filter, amp, and LFO, it packs a formidable amount of synthesis power. The oscillator contains not only analog waveforms but also PCM waveforms, and you can use the graphic screen to edit them intuitively, creating a nearly infinite range of synth sounds.

What is a Live Set?

In the JUPITER-80's sound engine, the smallest unit of sound is the "tone"; each tone consists of a SuperNATURAL sound.

Up to four tones can be layered to create impressive and richly expressive sounds.

Such a combination can be saved as a "Live Set," and a different Live Set can be used for the Upper Part and the Lower Part.

By layering two Live Sets, you can easily create thick, stacked sounds that would have been difficult to create on any previous PCM synthesizer.

The basic method of creating sound on the JUPITER-80 is to edit a Live Set by combining these powerful tones.

What is a Registration?

The combination of sounds assigned to the Upper Part, Lower Part, Solo Part, and Percussion Part, together with settings for the JUPITER-80 itself, can be saved as a single "Registration."

A Registration can be called up instantly, allowing you to switch sounds as appropriate for the song you're playing, or to instantly get the settings you need for live performance or studio recording.

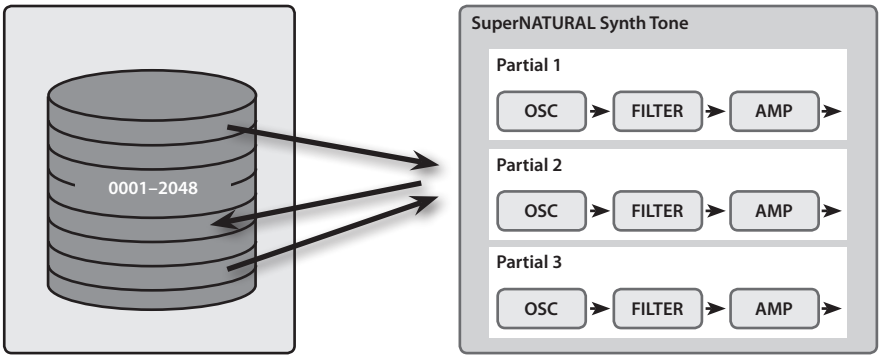
Tones

The "tone" is the smallest unit of sound that is managed on the JUPITER-80.

There are four types of tones, as shown in the table below. These tones are the elements that make up Registrations (p. 15) and Live Sets (p. 14).

Type	Explanation
SuperNATURAL Acoustic Tone 	These are acoustic-type SuperNATURAL sounds. Many realistic sounds using Behavior Modeling Technology are provided. You can also use the Live Set Tone Modify screen (p. 32, p. 78) to adjust certain parameters that have been selected as most appropriate for each sound. These tones can be assigned to a Live Set (Upper Part, Lower Part), to the Solo Part, or to the Percussion Part.
SuperNATURAL Synth Tone Partial 1: OSC → FILTER → AMP Partial 2: OSC → FILTER → AMP Partial 3: OSC → FILTER → AMP	These are synthesizer-type SuperNATURAL sounds. These tones allow you to freely create original sounds, as on an analog synthesizer (p. 66). One tone can produce the sound of three synthesizers, each with an oscillator (OSC), filter (FILTER), and amplifier (AMP). The oscillator (OSC) provides not only the waveforms of a standard analog synthesizer, but also PCM waveforms. You can save 2,048 tones you've edited (p. 68). These tones can be assigned to the Live Set (Upper Part, Lower Part), Solo Part, and Percussion Part.
Manual Percussion 	These produce the sounds of percussion instruments or sound effects. A wide variety of percussion instruments and sound effects will be heard depending on the key (note number) you play.
Drums/SFX 	These tones can be assigned only to the Percussion Part.

You can save 2,048 SuperNATURAL Synth Tones you've edited, and call them up when desired.



MEMO

The results of your editing a SuperNATURAL Acoustic Tone, Manual Percussion, and Drums/SFX can be saved as a Registration or as a Live Set.

What are SuperNATURAL Tones?

Taking advantage of Behavior Modeling Technology, SuperNATURAL is Roland's exclusive sound set that achieves a new level of realism and expression that were difficult to realize with previous sound generators.

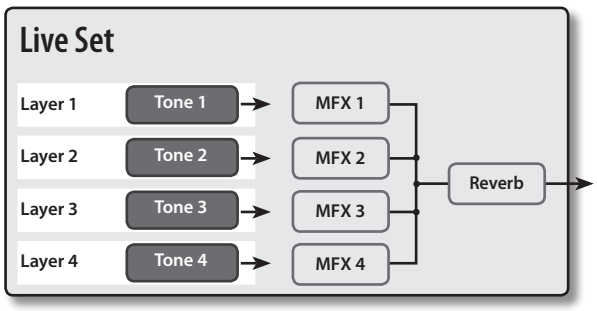
SuperNATURAL

Behavior Modeling Technology

Not only physical modeling of the instruments, Roland takes it a step further by modeling the instrument's distinctive behavior that responds to how the performer plays, resulting in true-to-life, expressive sounds in realtime.

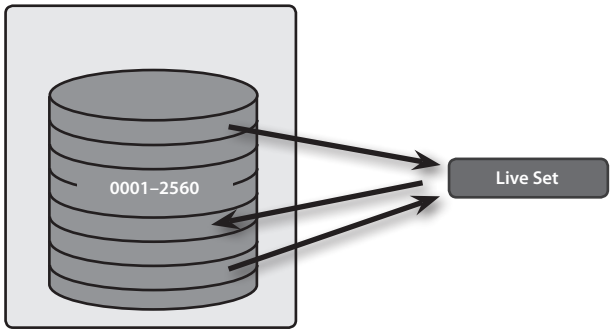
Live Sets

A Live Set consists of the Tones assigned to the four layers, settings for four MFX units, and settings for one reverb unit.



You can select a Live Set as the sound for the Upper Part, and another Live Set as the sound for the Lower Part.

You can save 2,560 Live Sets you've edited, then call them up when desired.

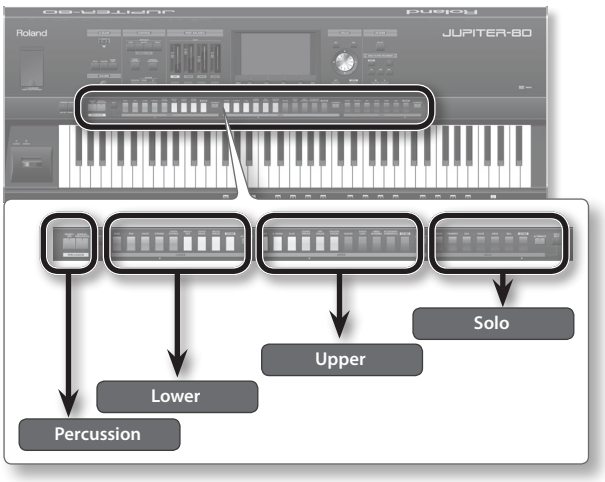


Edits you make to the parameters of a Live Set are relative adjustments that increase or decrease the values of the Tones; they do not directly modify the Tones themselves.

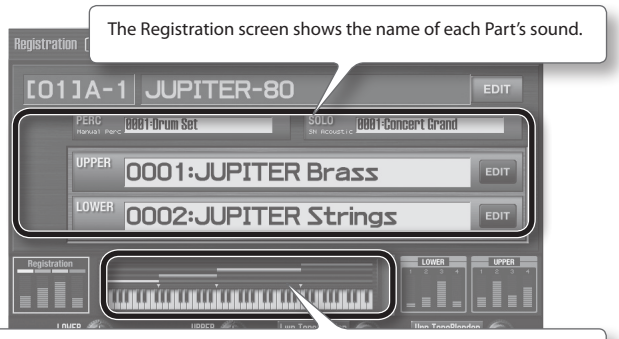
This means that even if the same tone is used in other Live Sets, the other Live Sets will not be affected by your editing.

Parts

The JUPITER-80 has four parts; Solo, Upper, Lower, and Percussion. You can assign a Tone or Live Set to each Part and play it.

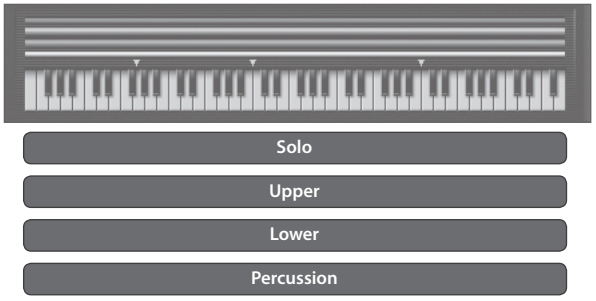


You can play all Parts from the same keys, or use the Split function (p. 39) to divide the keyboard and assign the sounds of different Parts to their own zones.

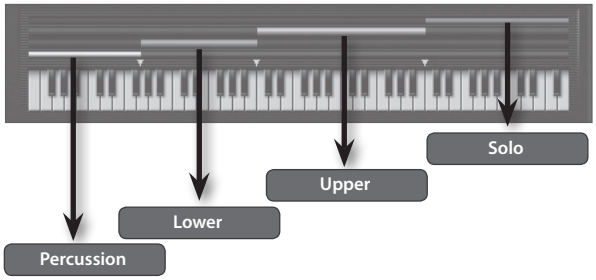


This shows the split status of the Parts.

Not split



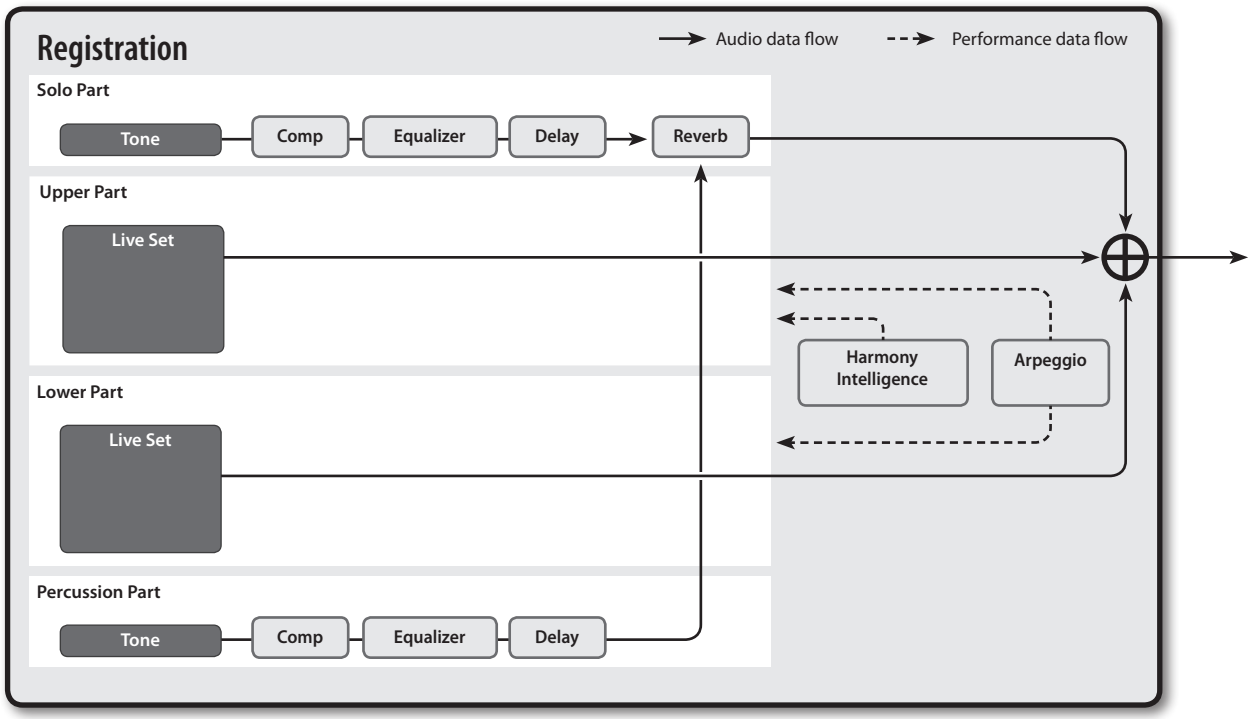
Split



For details on split, refer to "Split Performance" (p. 39).

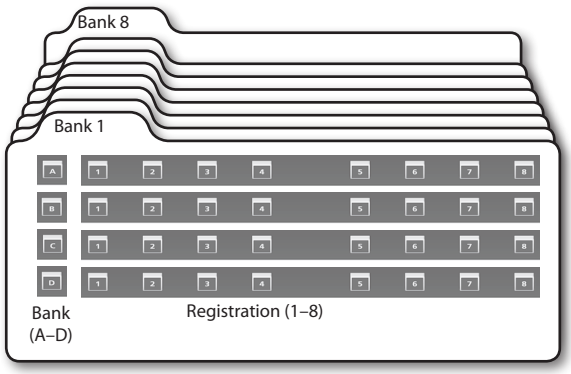
Registrations

A Registration consists of these four Parts: Solo, Upper, Lower, and Percussion.
Stored within a Registration are the settings for the sound selected for each Part, as well as settings for the Solo Part and Percussion Part.
By switching Registrations, you can change all of these settings at once (except for the system parameters).



How Registrations are Organized

Registrations are managed in "banks" of eight. In turn, these banks are managed as "sets" of four banks.
Since there are eight sets, 8 Registrations x 4 banks x 8 sets makes a total of 256 Registrations.

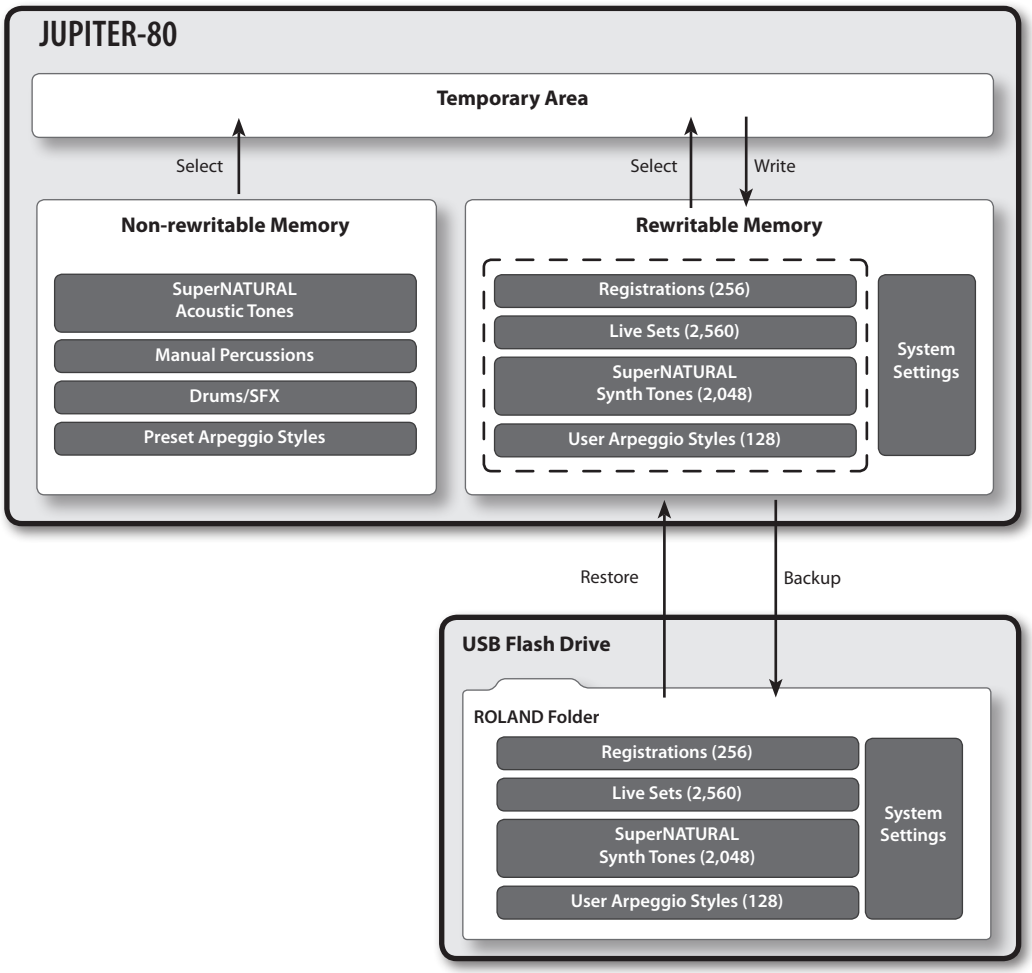


The sounds and settings saved in a Registration can be called up at the touch of a button (p. 41).

About Memory

The area in which sounds and other settings are stored is called "memory."

Memory is divided into three areas: temporary memory (the temporary area), rewritable memory, and non-rewritable memory.



Temporary Memory (the Temporary Area)

The data for a sound you select is called into this area.

When you play the keyboard, the sounds you hear are produced according to the settings in the temporary area.

When you edit sounds, you're editing the data that's in the temporary area.

Settings in the temporary area are temporary; they will be lost when you turn off the power or select other settings.

If you want to keep the settings of the temporary area, you must save them to rewritable memory.

MEMO

When you import an SMF (Standard MIDI File) as a user arpeggio style (p. 45), the data is imported directly into rewritable memory; it does not pass through the temporary area.

Rewritable Memory

This is where you can save Registrations, Live Sets, SuperNATURAL Synth Tones, user arpeggio styles, and system settings (system parameters).

Non-rewritable Memory

This contains SuperNATURAL Acoustic Tones, Manual Percussion, Drums/SFX, and preset arpeggio style data.

This data cannot be directly rewritten; however, you are free to save the edited results in a Registration or Live Set.

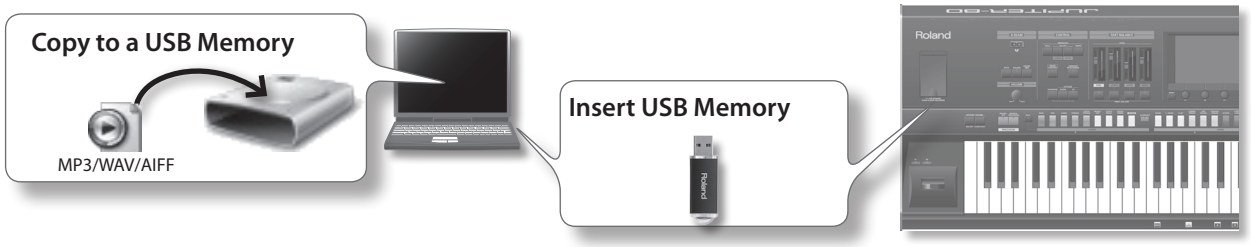
USB Flash Drive

The data saved in rewritable memory can be backed up to a USB flash drive (p. 79).

A USB flash drive can contain one set of backup data.

USB Memory Song Player/Recorder

The USB Memory Song Player/Recorder plays back audio files (WAV, MP3, AIFF) that you've copied from your computer to a USB flash drive.



You can also record the JUPITER-80's performance and save it on a USB flash drive as a WAV file.

NOTE

Use USB Flash Memory sold by Roland. We cannot guarantee operation if other products are used.

Audio files that can be played

MP3	
Format	MPEG-1 audio layer 3
Sampling Frequency	44.1 kHz
Bit Rate	32k, 40k, 48k, 56k, 64k, 80k, 96k, 112k, 128k, 160k, 192k, 224k, 256k, 320 kbps / VBR (Variable Bit Rate)
WAV/AIFF	
Sampling Frequency	44.1 kHz, 48 kHz, 96 kHz
Bit	8, 16, 24-bit

MEMO

Use only single-byte alphanumeric characters in file names and folder names.

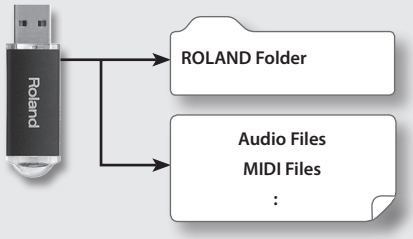
Audio files that will be saved

WAV	
Sampling Frequency	44.1kHz
Bit Rate	16-bit

Data Saved in USB Flash Drive

A USB flash drive can hold audio files, MIDI files that you want to import as user arpeggio styles, and the JUPITER-80's internal memory data that you've backed up.

USB Flash Drive



This folder is created when you make a backup (p. 79).
This contains the backup file for the JUPITER-80's internal memory.

WAVE files created by the USB memory song player/recorder and audio files or MIDI files copied from your computer are saved here.

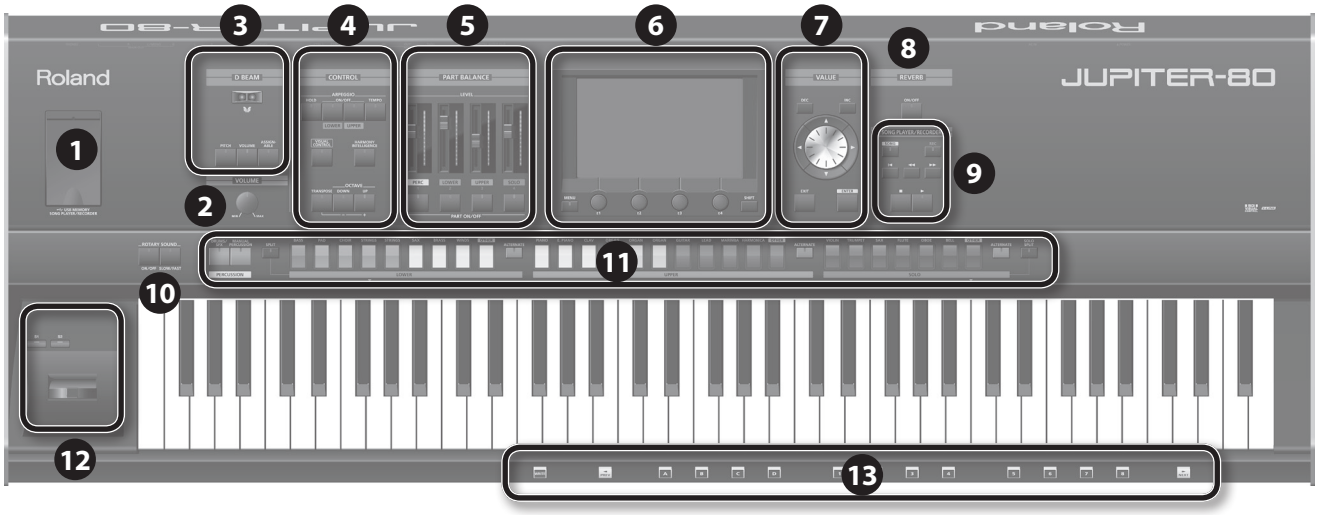
Copy your audio files (WAV, MP3, AIFF) to the root folder (the top level) of your USB flash drive, or create a folder on your USB flash drive and copy the files into it.

MEMO

- Use only single-byte alphanumeric characters in file names and folder names.
- A maximum of 200 files can be recognized in a folder.

Panel Descriptions

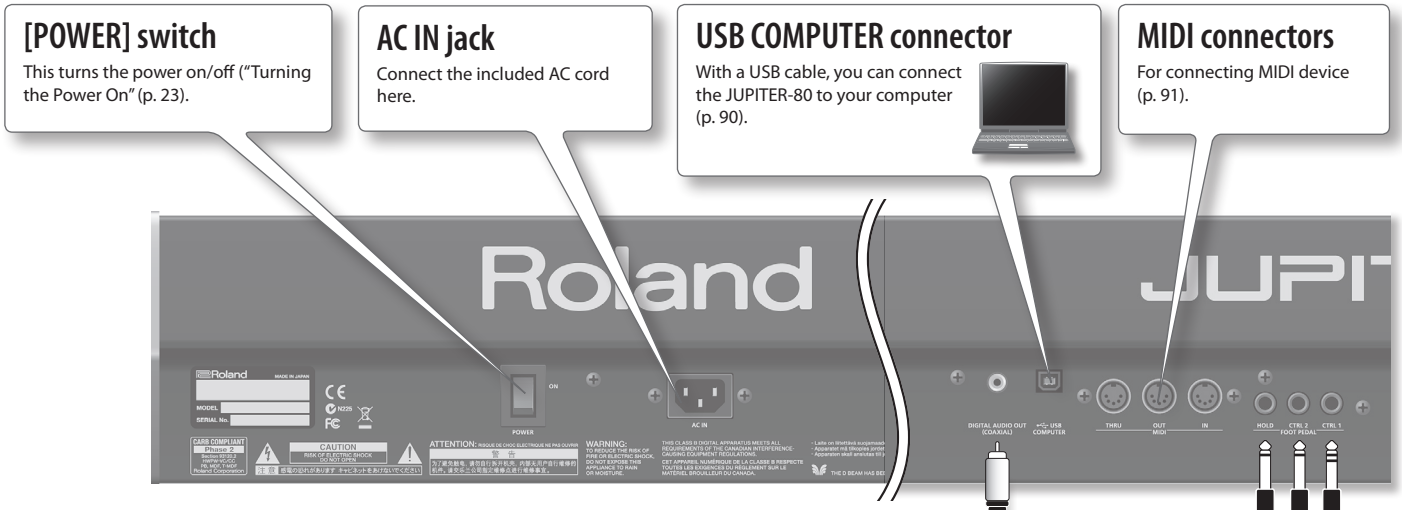
Top Panel



Number	Area	Name	Explanation	Page
1	USB MEMORY	USB MEMORY connector	Connect USB flash memory (available separately) here.	p. 17
2	VOLUME	[VOLUME] knob	Adjusts the volume of the output from the MAIN OUT jacks and PHONES jack.	p. 23
3	D BEAM	D Beam controller	By moving your hand above the D Beam you can apply various effects to the sound.	p. 47
		[PITCH] button	If this is on, the D Beam controller will control the pitch.	
		[VOLUME] button	If this is on, the D Beam controller will control the volume.	
		[ASSIGNABLE] button	If this is on, the D Beam controller will control the function you've assigned.	
4	CONTROL	[HOLD] button	Turns the arpeggiator Hold function on/off.	p. 43
		ARPEGGIO [LOWER ON/OFF] button	If this is on, the arpeggiator will apply to the Lower Part.	
		ARPEGGIO [UPPER ON/OFF] button	If this is on, the arpeggiator will apply to the Upper Part.	
		[TEMPO] button	Accesses the tempo screen.	
		[VISUAL CONTROL] button	Turns MIDI Visual Control on/off. When you press this button to turn it on, the setting screen will appear.	p. 95
		[HARMONY INTELLIGENCE] button	Turns the Harmony Intelligence function on/off.	p. 46
		[TRANSPOSE] button	By holding down the [TRANSPOSE] button and using the [-] [+] buttons, you can transpose the keyboard in semitone steps.	p. 50
		OCTAVE [DOWN] button	Lowers the key range in steps of one octave.	p. 50
		OCTAVE [UP] button	Raises the key range in steps of one octave.	
5	PART BALANCE	[LEVEL] slider	Adjust the volume of each Part, or the volume of each layer in the Live Set. For a SuperNATURAL Synth Tone, these adjust the AMP level of each Partial.	p. 37, p. 58, p. 67
		PART [PERC] button	Turns the Percussion Part, the Live Set layer 1, or a SuperNATURAL Synth Tone's Partial 1 on/off.	p. 37, p. 58, p. 67
		PART [LOWER] button	Turns the Lower Part, the Live Set layer 2, or a SuperNATURAL Synth Tone's Partial 2 on/off.	
		PART [UPPER] button	Turns the Upper Part, the Live Set layer 3, or a SuperNATURAL Synth Tone's Partial 3 on/off.	
		PART [SOLO] button	Turns the Solo Part or Live Set layer 4 on/off.	
6	Display	Touch screen	Shows various information for the operation you're performing, and allows you to control parameters by directly touching the screen.	p. 27, p. 30–
		[MENU] button	Accesses the MENU screen.	p. 29
		[E1]–[E4] knobs	Edit the values of the parameters shown in the display.	p. 26
		[SHIFT] button	This is used in conjunction with other buttons to access setting screens related to those buttons.	p. 28

Number	Area	Name	Explanation	Page
7	VALUE	[DEC]/[INC] buttons	Use these buttons to edit values. To make the change occur more rapidly, hold down one button and press the opposite button. You can also make the value change rapidly by holding down the [SHIFT] button and pressing one of these buttons.	p. 25
		[▲][▼][◄][►] (Cursor) buttons	Move the cursor up/down/left/right.	p. 24
		Value dial	Use this to edit values. To make the value change rapidly, operate the value dial while holding down the [SHIFT] button.	p. 25
		[EXIT] button	Returns you to the previous screen, or closes the currently open window. In some screens, this button cancels the function you were executing.	–
		[ENTER] button	Confirms a value or executes an operation. This button also displays a list of Live Sets or tones.	–
8	REVERB	REVERB [ON/OFF] button	Simultaneously turns on/off the output of the Live Set's reverb and the reverb shared by the Solo Part and Percussion Part.	p. 49
9	SONG PLAYER/RECORDER	[SONG] button	Accesses the Song screen.	p. 72
		[REC] button	Selects recording-standby mode. Next, press the [►] button to start recording.	p. 77
		[⏮] button	Returns to the beginning of the audio file.	p. 72
		[◄◄] button	Rewinds the audio file while you hold down the button.	
		[►►] button	Fast-forwards the audio file while you hold down the button.	
		[■] button	Stops audio file playback or recording.	
		[►] button	Plays back the audio file.	
10	ROTARY SOUND	ROTARY SOUND [ON/OFF] button	Turns on/off the rotary effect assigned to the MFX of the Live Set.	p. 49
		ROTARY SOUND [SLOW/FAST] button	Switches the speaker rotation speed between Slow and Fast.	
11	Selecting tones for Parts	PERCUSSION Tone button	Select the Tone for the Percussion Part.	p. 36
		Live Set LOWER button	Select the Live Set for the Lower Part.	
		Live Set UPPER button	Select the Live Set for the Upper Part.	
		SOLO Tone button	Select the Tone for the Solo Part.	
		LOWER [ALTERNATE] button	These buttons call up different sounds that are similar to the sounds of the Part sound buttons.	
		UPPER [ALTERNATE] button		
		SOLO [ALTERNATE] button		
		[SPLIT] button	Splits the keyboard. Keys to the left of the Lower Split Point will play only the sounds of the Lower Part and the Percussion Part.	p. 39
		[SOLO SPLIT] button	Splits the keyboard. Keys to the right of the Solo Split Point will play only the sound of the Solo Part.	
12	Controller	[S1], [S2] buttons	Convenient performance functions can be assigned to these buttons.	p. 47
		Pitch Bend/Modulation Lever	Modifies the pitch, applies vibrato, etc.	p. 47
13	Registration	[WRITE] button	Accesses the Registration Write screen.	p. 53
		[PREV] button	Calls up the previous Registration or Registration Set.	p. 41
		Registration Bank buttons ([A]–[D])	Select the Registration Bank.	
		Registration buttons ([1]–[8])	Select a Registration.	
		[NEXT] button	Calls up the next Registration or Registration Set.	

Rear Panel Connections



NOTE

To prevent malfunction and/or damage to speakers or other devices, always turn down the volume, and turn off the power on all devices before making any connections.

SUB OUT jacks

You can connect speakers here for use as monitors, or for outputting only the reverb sound. The system setting "Output Assign" (p. 86) specifies which sounds will be output from the SUB OUT jacks.

* The [VOLUME] knob on the top panel does not adjust the volume of these jacks.

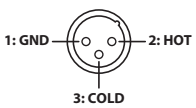
MAIN OUT (TRS) jacks

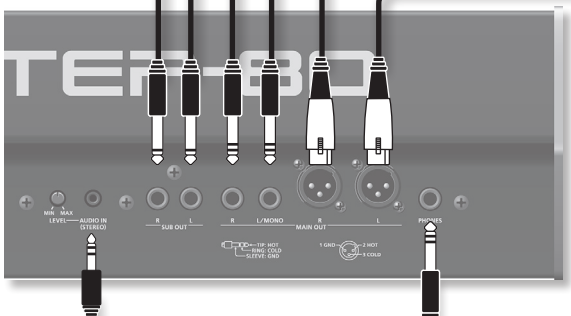
Connect your speakers here. To employ monaural output, connect to the L/MONO jack.

MAIN OUT (XLR) jacks

These are balanced output jacks for audio signals. Connect them to your mixer.

This instrument is equipped with balanced (XLR/TRS) type jacks. Wiring diagrams for these jacks are shown below. Make connections after first checking the wiring diagrams of other equipment you intend to connect.





AUDIO IN (STEREO) jack

Connect your digital audio player or audio playback device here. Use a stereo mini-plug cable (commercially available) to make the connection.

The input level is adjusted by the [LEVEL] knob located at the left of the jack.

PHONES jack

You can connect a set of headphones (sold separately) here.

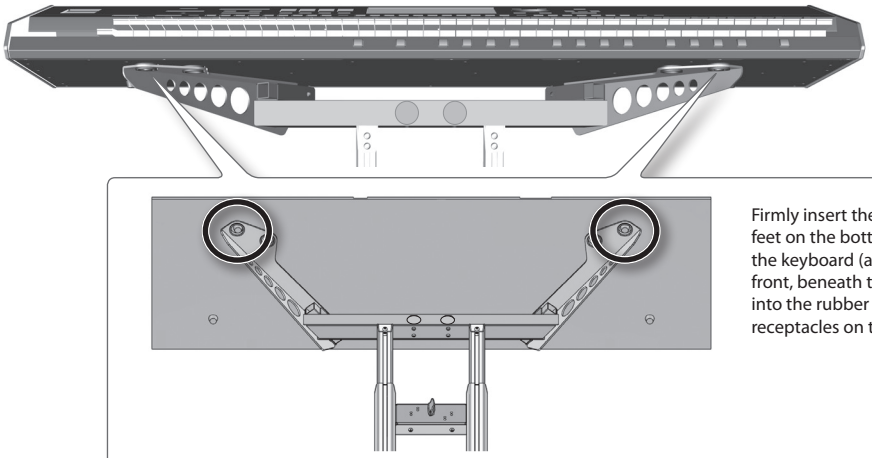
Placing the JUPITER-80 on a Stand

Be careful not to pinch your fingers when setting up the stand.

If you want to place the JUPITER-80 on a stand, use the Roland KS-J8, KS-G8, or KS-18Z.

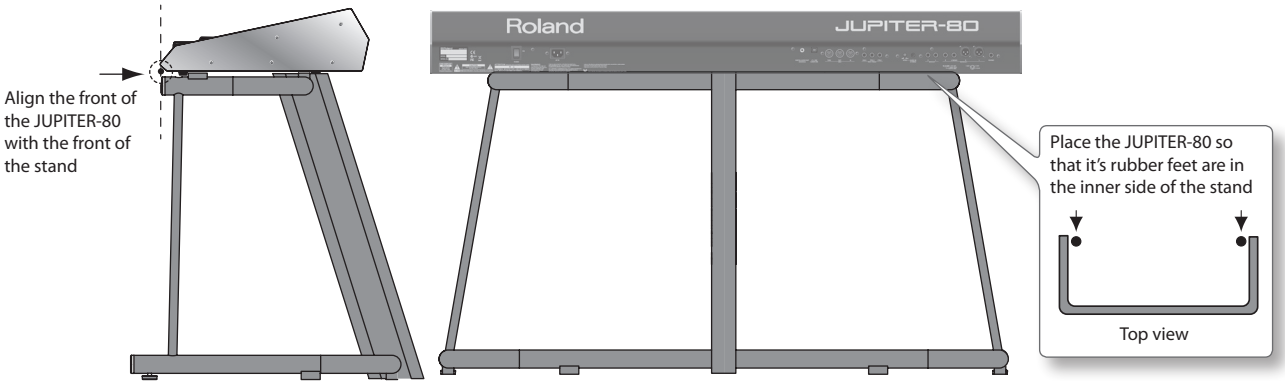
Place the instrument on the stand as follows.

KS-J8

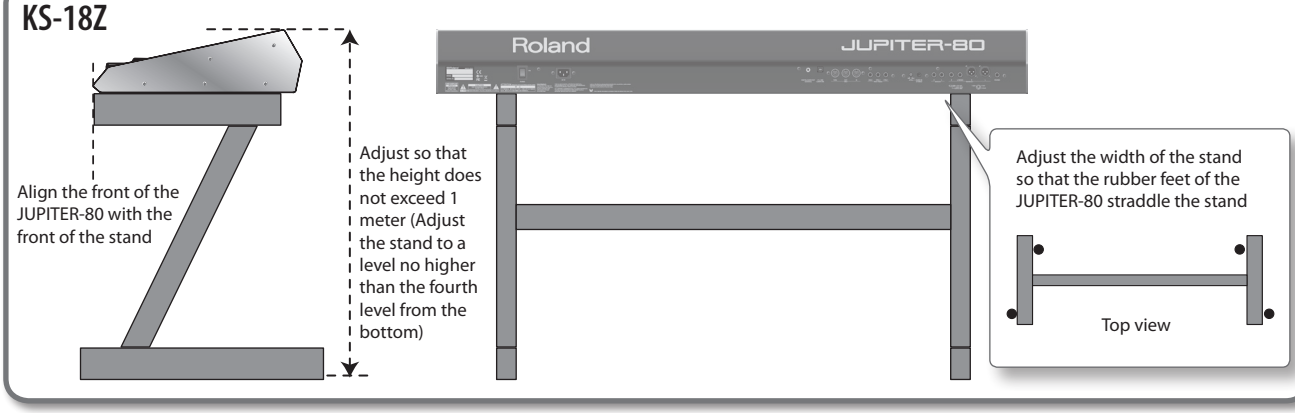


Firmly insert the rubber feet on the bottom of the keyboard (at its front, beneath the keys) into the rubber feet receptacles on the arms.

KS-G8



KS-18Z



Turning the Power On

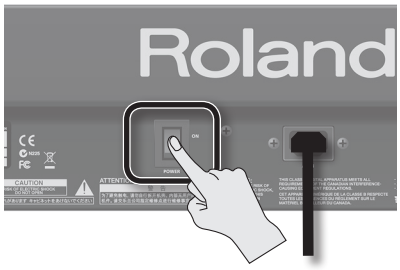
Once the connections have been completed (p. 20), turn on power to your various devices in the order specified. By turning on devices in the wrong order, you risk causing malfunction and/or damage to speakers and other devices.

Turning the Power On

* Before switching the power on/off, always be sure to turn the volume down. Even with the volume turned down, you might hear some sound when switching the power on/off (p. 5). However, this is normal and does not indicate a malfunction.

1. Minimize the volume of the JUPITER-80 and your speakers.

2. On the JUPITER-80's rear panel, turn the [POWER] switch ON.



* This unit is equipped with a protection circuit. A brief interval (a few seconds) after power up is required before the unit will operate normally.

3. Turn on the power of your speakers.

4. Use the [VOLUME] knob to adjust the volume appropriately.

Turning the Power Off

1. Minimize the volume of the JUPITER-80 and your speakers.

2. Turn off the power of your speakers.

3. Turn the JUPITER-80's [POWER] switch OFF.

If you need to turn off the power completely, first turn off the POWER switch, then unplug the power cord from the "Power Supply" (p. 5).

Basic Operation

This section explains the basic button and knob operations used to operate the JUPITER-80.

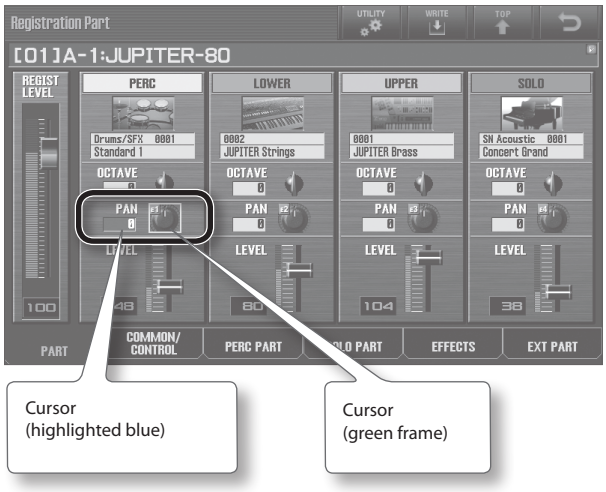
Moving the Cursor

A single screen or window will contain multiple items (parameters) to edit or select. To edit a parameter's setting, you must first move the cursor to that parameter's value.

The value of the selected parameter is highlighted in blue, and the knob or slider is indicated by a green frame.

Touch panel

To move the cursor, simply touch a parameter value, knob, or slider.



Cursor buttons

You can move the cursor by pressing the [▲] [▼] [◀] [▶] (cursor) buttons.

If you hold down a cursor button, the cursor will continue moving.

If you hold down the cursor button for the desired direction, and then press the opposite cursor button, the cursor will move more quickly.

Editing a Value

To edit the value highlighted by the cursor, use either of the following controllers.

- Value dial
- [DEC] [INC] buttons
- Touch panel

Value dial

Turning the value dial toward the right will increase the value, and turning it toward the left will decrease the value.

If you hold down the [SHIFT] button while turning the value dial, the value will change in larger steps.

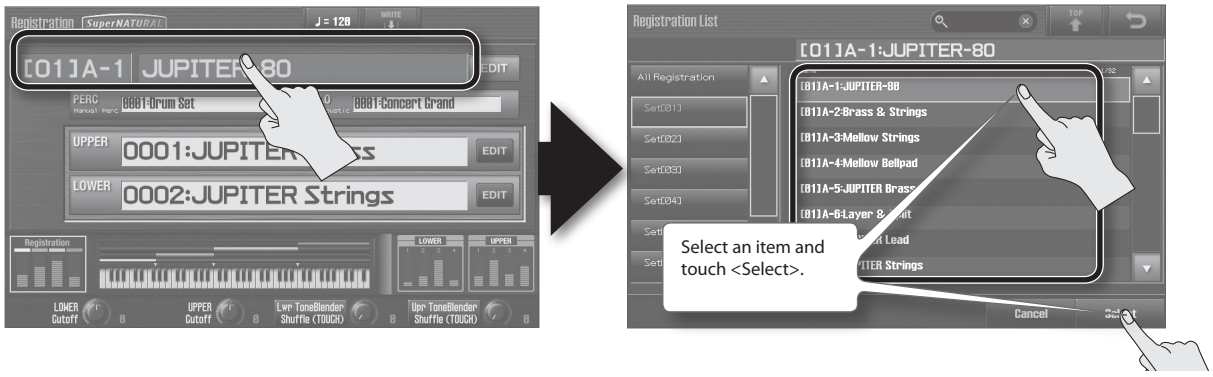
[DEC] [INC] buttons

Press the [INC] button to increase the value, or press the [DEC] button to decrease the value.

- If you hold down a button, the value will increase (or decrease) continuously.
- To rapidly increase the value, hold down the [INC] button and press the [DEC] button. Conversely, to rapidly decrease the value, hold down the [DEC] button and press the [INC] button.
- If you hold down the [SHIFT] button and press the [INC] button or [DEC] button, the value will change in larger steps.

Touch panel

When you touch the field highlighted by the cursor, a list of the available selections for that item will appear.

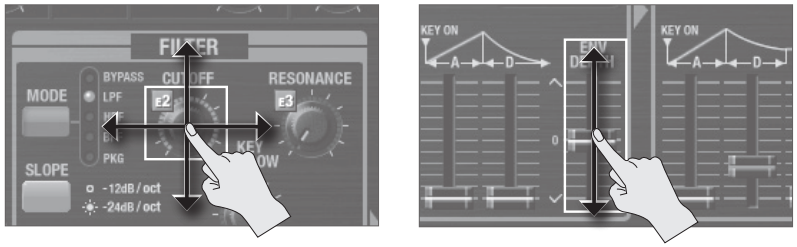


MEMO

Instead of touching the field highlighted by the cursor, you can press the [ENTER] button to view a list.

If an on-screen knob or slider is enclosed in a green frame (i.e., is selected), you can drag your finger up/down/left/right to edit its value.

Upward or to the right will increase the value, and downward or to the left will decrease the value.



[E1]–[E4] knobs

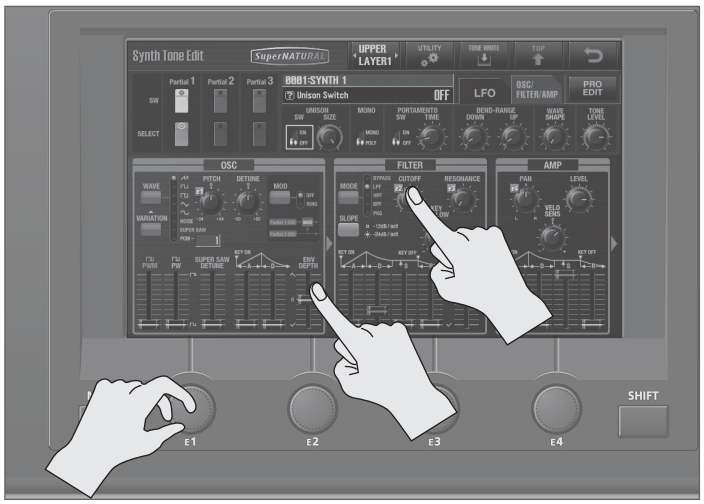
When knob icons are shown in the Lower Part of the screen, the [E1]–[E4] knobs will change the parameter values of those knob icons.

MEMO

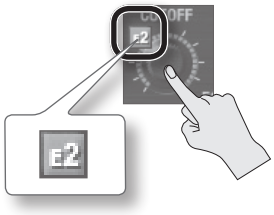
You can assign performance-related functions to knobs [E1]–[E4]. The functions assigned to knobs [E1]–[E4] can be specified in the Registration Common/Control screen (p. 52).

If you turn an [E1]–[E4] knob while touching the selected knob or slider (i.e., the one enclosed by the green frame) in the screen, the parameter you touched will be assigned to the knob you turned.

Now you can edit the value by turning the [E1]–[E4] knob.



The parameters assigned to the [E1]–[E4] knobs are indicated by icons E1–E4.

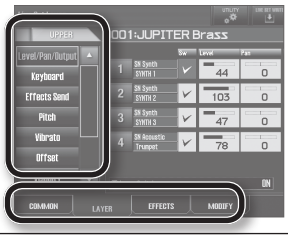
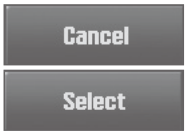


This operation is available in the following screens.

- Registration Part screen (p. 30)
- Registration Effects Routing screen (p. 31)
- Live Set Effects Routing screen (p. 32)
- Synth Tone Edit screen (p. 33)

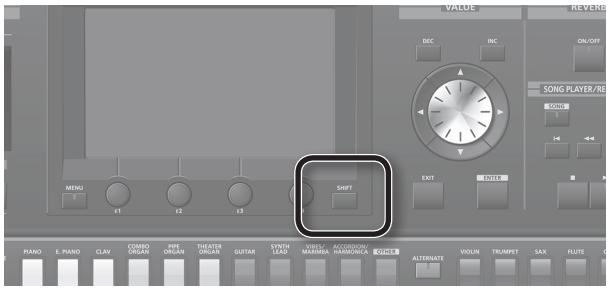
Basic Touch Panel Operation

The JUPITER-80's display is a touch panel; you can perform a variety of operations by directly touching the display.
Here are the basic rules.

Screen indication		Explanation
Edit		Displays an edit screen for Registrations or Live Sets.
Return		Returns you to the previous screen. Pressing the [EXIT] button has the same result.
Top		Accesses the Registration screen.
Save		Saves the Registration (p. 53).
		Saves the Live Set (p. 62).
		Saves the Tone (p. 68).
		Saves the system settings (p. 83).
Tempo		Accesses the tempo setting screen (p. 43).
Utility		Displays a context-sensitive menu for each screen.
Tab		Switch between edit screens.
Scroll bar/Scroll buttons		Drag this up or down to scroll the list. By pressing the scroll buttons located at the top and bottom of the scroll bar, you can scroll by one item at a time.
Cancel/Select		<Cancel> discards the selected content and returns you to the previous screen. <Select> confirms the selected content. (Pressing the panel [ENTER] button has the same result.)
Search		If you touch this icon when a sound list or the like is displayed, a keyboard will appear. By using the keyboard to enter a key word, you can narrow down the items shown in the list.

[SHIFT] Button Operations

By holding down the [SHIFT] button and pressing another button, you can edit the settings of the button you pressed, or access a specific screen (shortcut).

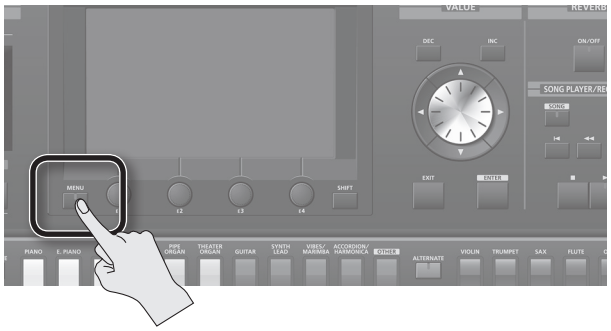


Shortcut	Description	Page
[SHIFT] + [ASSIGNABLE]	Accesses the D Beam Assign setting screen.	p. 52
[SHIFT] + [S1] (or [S2])	Accesses the Switch S1 Assign (or Switch S2 Assign) setting screen.	p. 52
[SHIFT] + [HOLD] **[SHIFT] + ARPEGGIO LOWER [ON/OFF]** **[SHIFT] + ARPEGGIO UPPER [ON/OFF]**	Accesses the arpeggiator setting screen.	p. 52
[SHIFT] + [HARMONY INTELLIGENCE]	Accesses the Harmony Type setting screen.	p. 46
[SHIFT] + [SPLIT]	Accesses the Lower Split Point setting screen.	p. 52
[SHIFT] + [SOLO SPLIT]	Accesses the Solo Split Point setting screen.	p. 52
[SHIFT] + LOWER [BASS]	Accesses the Synth Tone Edit screen for layer 1 of the Live Set assigned to the Lower Part.	p. 60
[SHIFT] + LOWER [PAD]	Accesses the Synth Tone Edit screen for layer 2 of the Live Set assigned to the Lower Part.	
[SHIFT] + LOWER [CHOIR]	Accesses the Synth Tone Edit screen for layer 3 of the Live Set assigned to the Lower Part.	
[SHIFT] + LOWER [STRINGS]	Accesses the Synth Tone Edit screen for layer 4 of the Live Set assigned to the Lower Part.	
[SHIFT] + LOWER [SYNTH BRASS]	Accesses the Live Set Common screen of the Lower Part.	p. 56
[SHIFT] + LOWER [WOOD WINDS]	Accesses the Live Set Layer screen of the Lower Part.	p. 56
[SHIFT] + LOWER [OTHER]	Accesses the Live Set Effects Routing screen of the Lower Part.	p. 56
[SHIFT] + UPPER [PIANO]	Accesses the Synth Tone Edit screen for layer 1 of the Live Set assigned to the Upper Part.	p. 60
[SHIFT] + UPPER [E. PIANO]	Accesses the Synth Tone Edit screen for layer 2 of the Live Set assigned to the Upper Part.	
[SHIFT] + UPPER [CLAV]	Accesses the Synth Tone Edit screen for layer 3 of the Live Set assigned to the Upper Part.	
[SHIFT] + UPPER [COMBO ORGAN]	Accesses the Synth Tone Edit screen for layer 4 of the Live Set assigned to the Upper Part.	
[SHIFT] + UPPER [VIBES/MARIMBA]	Accesses the Live Set Common screen of the Upper Part.	p. 56
[SHIFT] + UPPER [ACCORDION/HARMONICA]	Accesses the Live Set Layer screen of the Upper Part.	p. 56
[SHIFT] + UPPER [OTHER]	Accesses the Live Set Effects Routing screen of the Upper Part.	p. 56
[SHIFT] + [PREV]	Selects the previous Registration Set.	p. 42
[SHIFT] + [NEXT]	Selects the next Registration Set.	
[SHIFT] + rotate the [E1]–[E4] knobs	Accesses the Tone Blender screen. * This function is available in Registration screens and Live Set screens, and requires that Tone Blender (CC79) be assigned as one of the Knob E1 Assign–Knob E4 Assign settings (Registration Common/Control screen, p. 52).	p. 61

If you hold down the [SHIFT] button while editing a parameter's value, the value will change in larger steps.

[MENU] Button Operations

When you press the [MENU] button, the Menu screen will appear in the display.



Touch an icon in the screen to select the corresponding menu.

Menu	Explanation	Page
System	Make overall settings for the entire JUPITER-80.	p. 83
Regist Button Lock	Lock the Registration buttons.	p. 81
Regist Set Exchange	Exchanges Registration Sets.	p. 82
Backup	Backs up the JUPITER-80's settings to a USB flash drive.	p. 79
Restore	Restores the JUPITER-80's settings from a USB flash drive.	p. 80
Format USB Memory	Format the USB flash drive that's connected to the USB MEMORY connector.	p. 81
Touch Screen Calibration	Calibrates the touch panel.	p. 82
Factory Reset	Resets the JUPITER-80 to its factory settings.	p. 87

MEMO

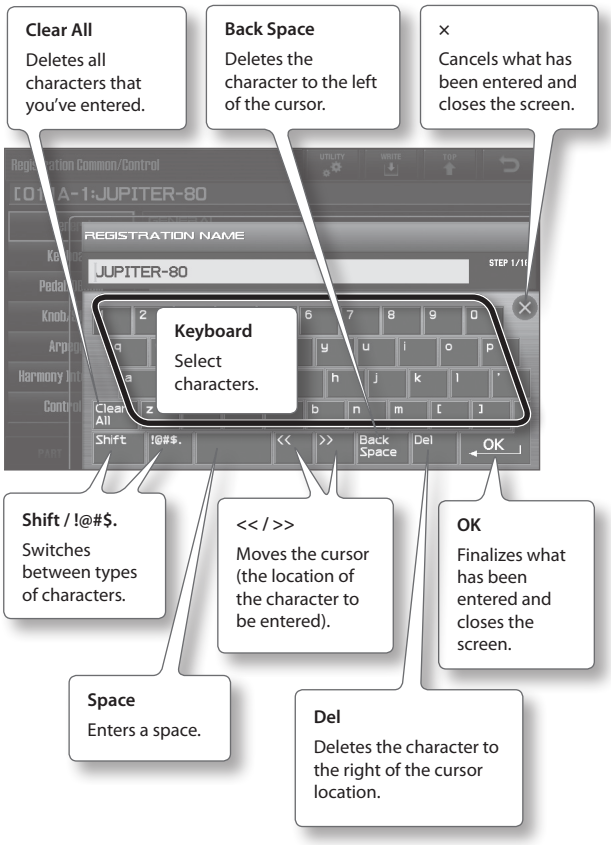
You can also use the value dial or cursor buttons to select an icon in the menu screen, and press the [ENTER] button to select it.

Assigning a Name

The JUPITER-80 lets you assign names to the following items.

- Registration
- Live set
- SuperNATURAL Synth Tone
- User arpeggio style
- Song

Regardless of what you're naming, the procedure is the same.



MEMO

You can also use the cursor [◀] [▶] buttons to move the cursor, and use the value dial or [DEC] [INC] to select the character that you want to enter.

Navigating Between Screens

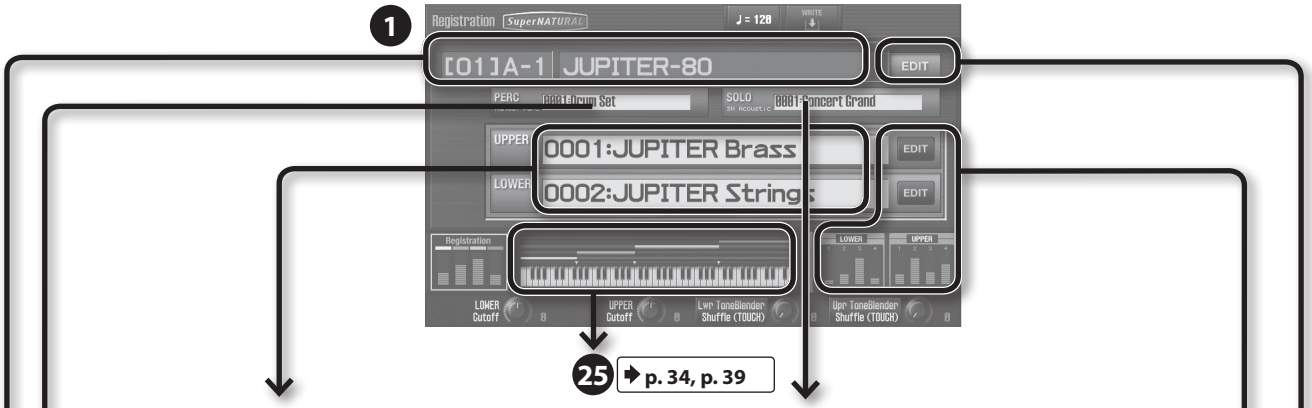
On the JUPITER-80, you navigate between screens by touching the enclosed areas or buttons shown in the illustrations below. Here we explain how to navigate between screens.

For details on each screen, refer to the page indicated by the **p. XX** symbol.

The explanations in this manual include illustrations that depict what should typically be shown by the display. Note, however, that your unit may incorporate a newer, enhanced version of the system (e.g., includes newer sounds), so what you actually see in the display may not always match what appears in the manual.

Registration screen

This is the main screen that appears when you turn on the power. It shows the name of the currently selected Registration, the sound and volume of each Part, and the split status.

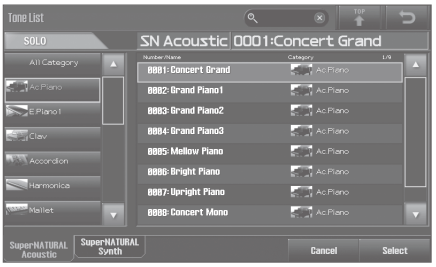


2 Live Set List screen p. 36

Select the Live Sets for the Upper and Lower Parts.

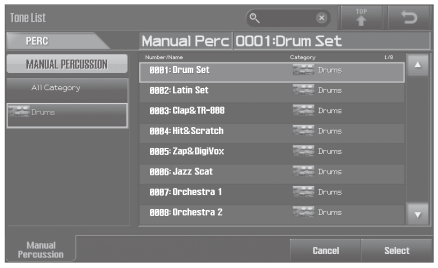
3 Tone List screen p. 36

Select the Tone for the Solo Part.



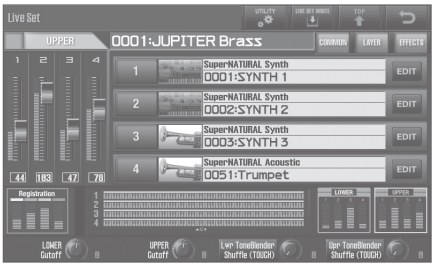
4 Tone List screen p. 38

Select the Tone for the Percussion Part.



5 Live Set screen p. 56

View the name and volume of the Tones assigned to each layer of the Live Set.

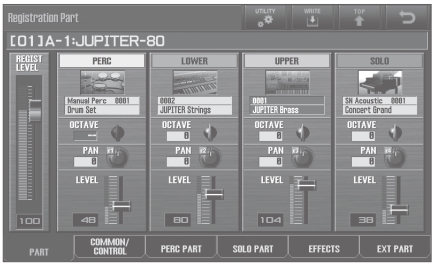


6 Registration List screen p. 41

Select a Registration from a list

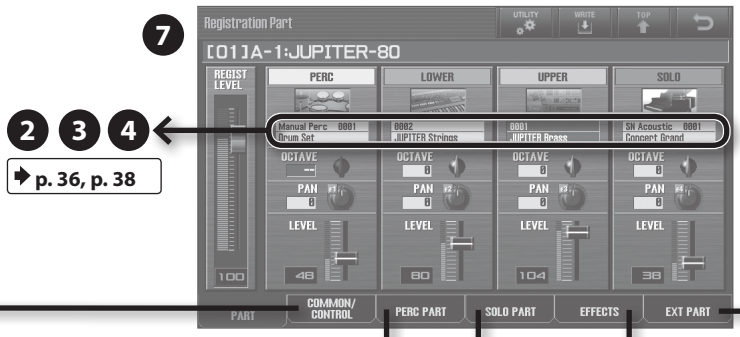
7 Registration Part screen p. 31, p. 52

View the Registration's volume, and settings such as the volume and pan of each Part.



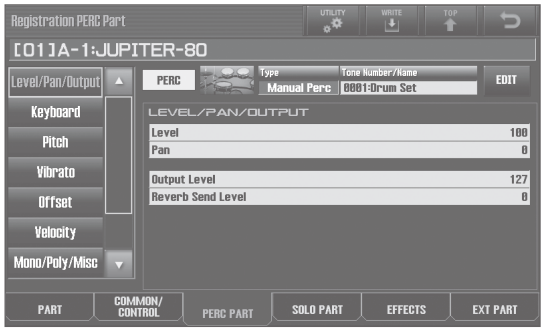
Registration Part screen

Here you can view the volume of the Registration, and the volume and pan settings of each Part.



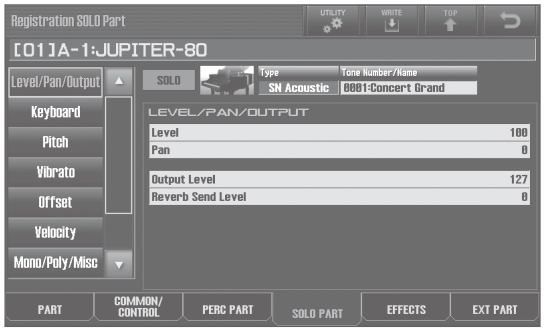
8 Registration PERC Part screen p. 52

Edit the settings of the Percussion Part.



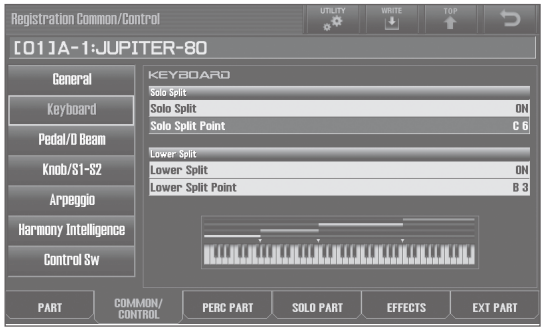
9 Registration SOLO Part screen p. 52

Edit the settings of the Solo Part.



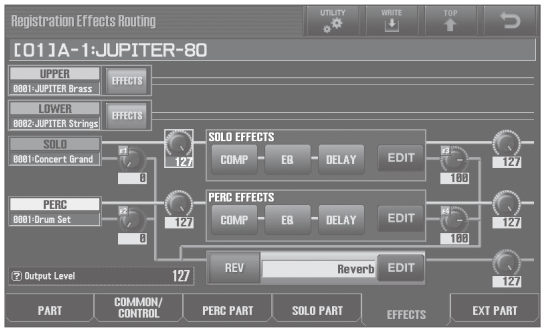
10 Registration Common/Control screen

Make overall settings for the Registration. p. 52



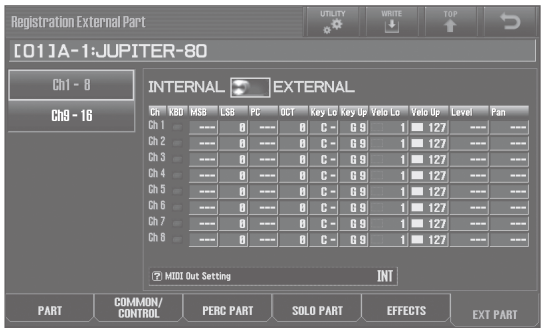
11 Registration Effects Routing screen

Edit the effect settings for the Registration. p. 52



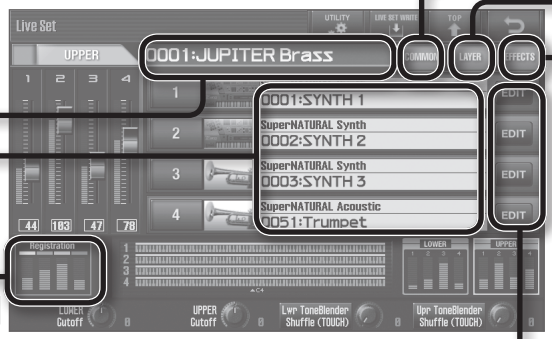
12 Registration External Part screen p. 91

Edit Part settings for an external MIDI device.



Live Set screen

View the name and volume of the Tones assigned to each layer of the Live Set.

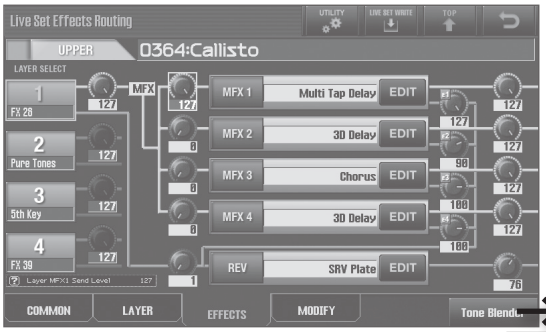


13 Tone List screen p. 57

Select the Tone for each layer.

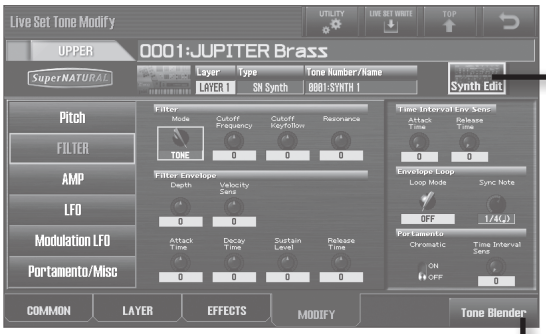
14 Live Set Effects Routing screen p. 59

Edit the effect settings for the Live Set.



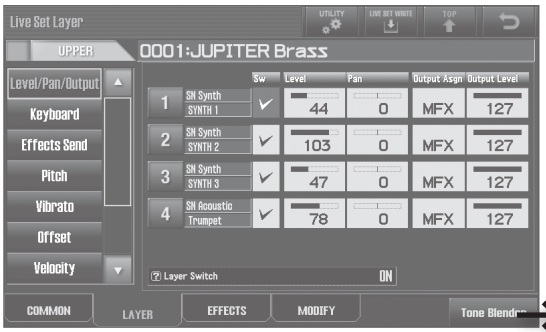
15 Live Set Tone Modify screen p. 56

Edit the sound of each layer.



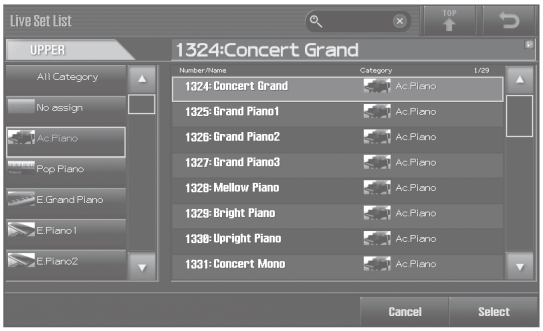
16 Live Set Layer screen p. 56

Edit the settings of each layer.



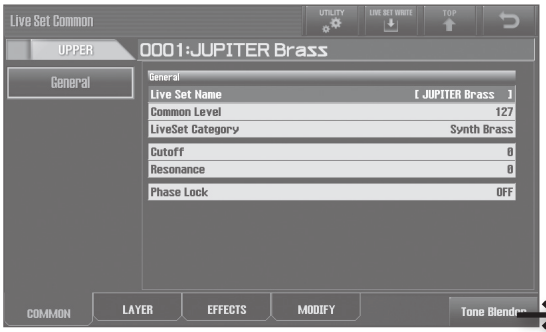
17 Live Set List screen p. 36

Select a Live Set.



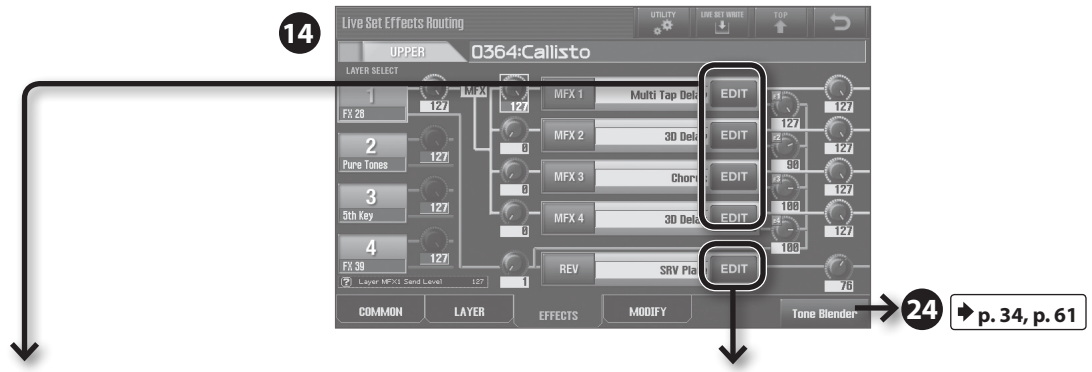
18 Live Set Common screen p. 56

Make overall settings for the Live Set.

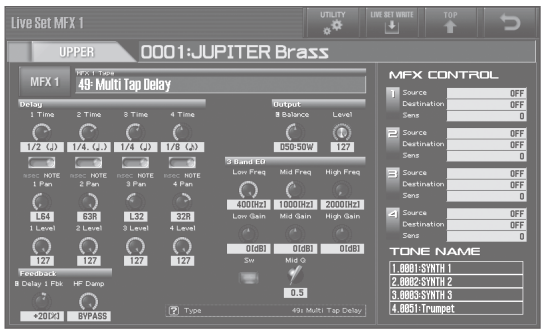


Live Set Effects Routing screen

Edit the effect settings for the Live Set.



19 Live Set MFX screen p. 59

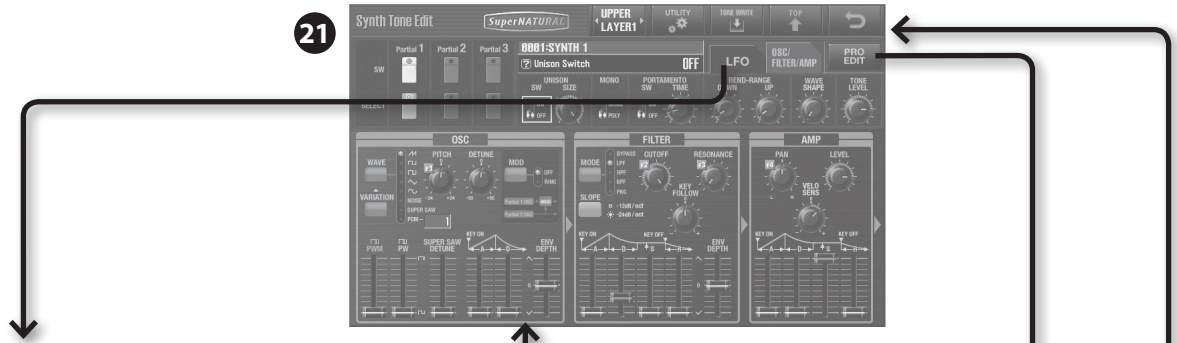


20 Live Set Reverb screen p. 59

Edit the reverb parameters of the Live Set.

Synth Tone Edit (OSC/FILTER/AMP) screen

Edit the oscillator, filter, and amp settings of the SuperNATURAL Synth Tone.



22 LFO screen p. 66

Edit the Tone's LFO settings.

23 Pro Edit screen p. 66

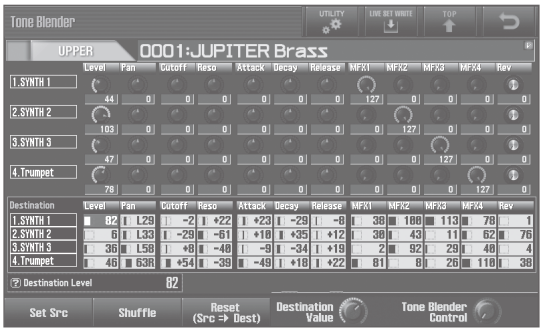
Make detailed settings for the Tone.

Tone Blender screen

Simultaneously edit multiple parameters of the Live Set.

p. 61

24

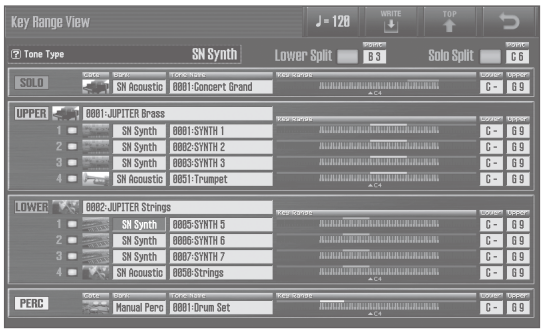


Key Range View screen

View the split and key range status.

p. 39

25

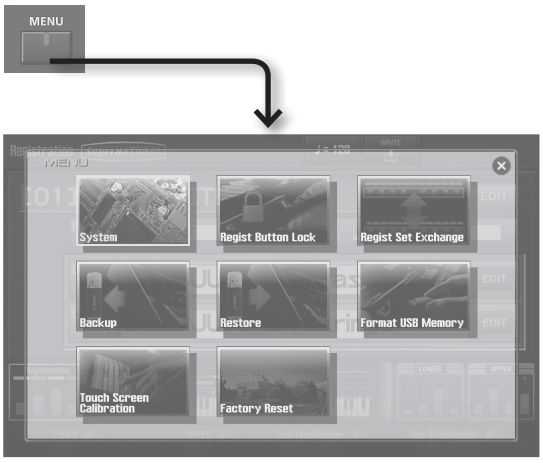


MENU screen

Press the [MENU] button to access the MENU screen.

From here you can access the JUPITER-80's settings and numerous functions.

p. 29



Song screen

Press the [SONG] button to access the Song screen.
Here you can operate the USB song player/recorder.

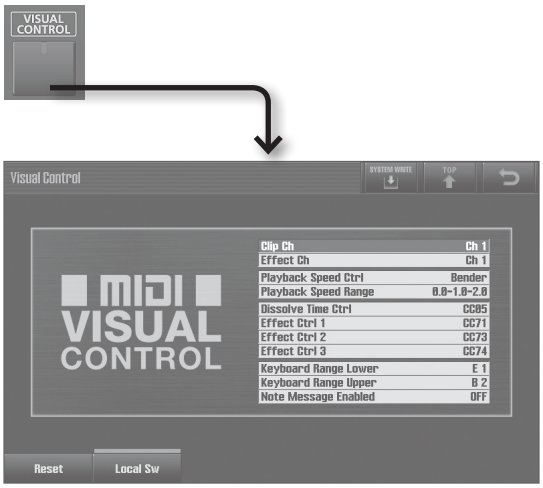
p. 72

Visual Control screen

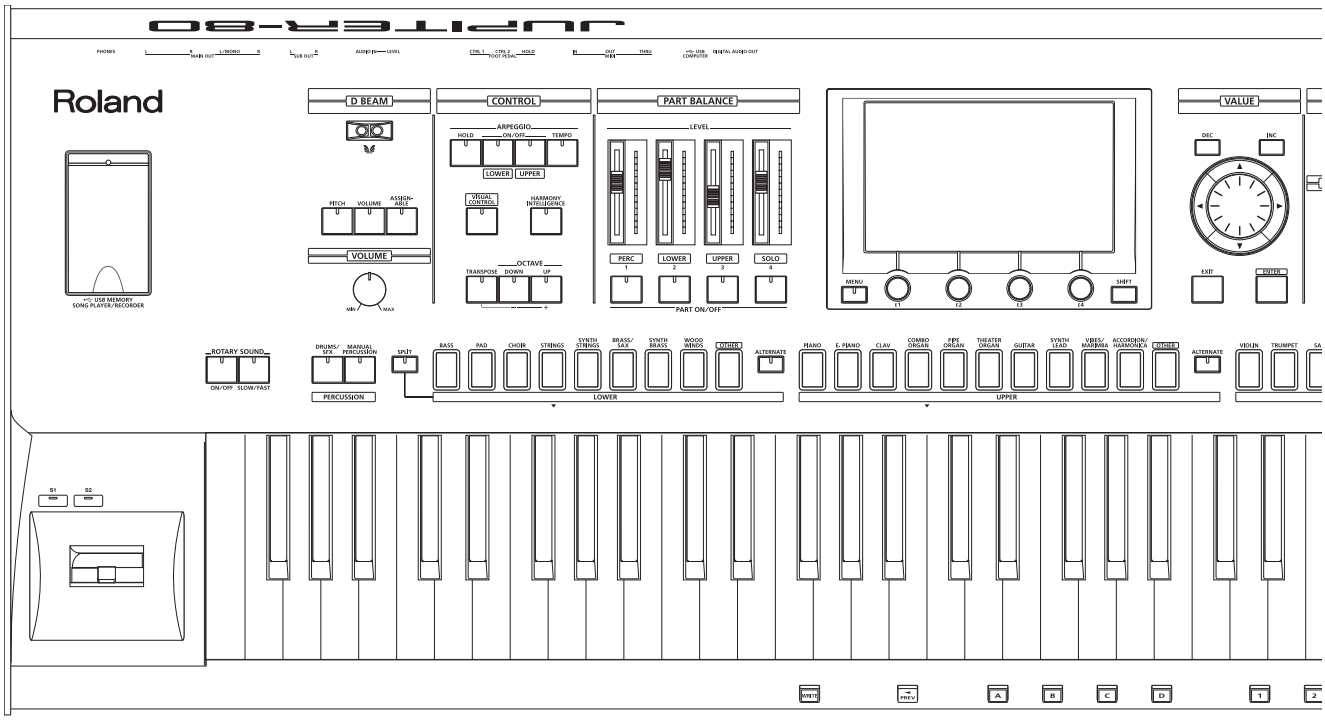
The Visual Control screen will appear when you press the [VISUAL CONTROL] button.

Here you can use the JUPITER-80 to control video equipment that supports Visual Control.

p. 95

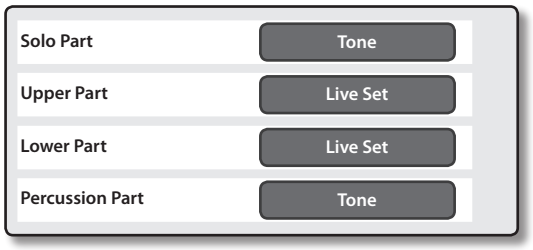


Playing Sounds



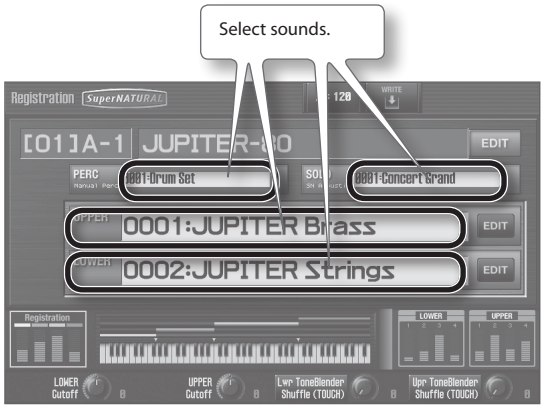
Selecting the Sound for Each Part (Selecting Live Sets / Tones)

The JUPITER-80 has four Parts: Solo, Upper, Lower, and Percussion. You can assign a Tone or Live Set to each Part, and play it.



You can use the value dial or the [DEC] [INC] buttons to switch the sound name at the cursor location in the Registration screen (p. 30).

You can also move the cursor to the sound name of each Part and then touch the sound name again to view a list.



REFERENCE

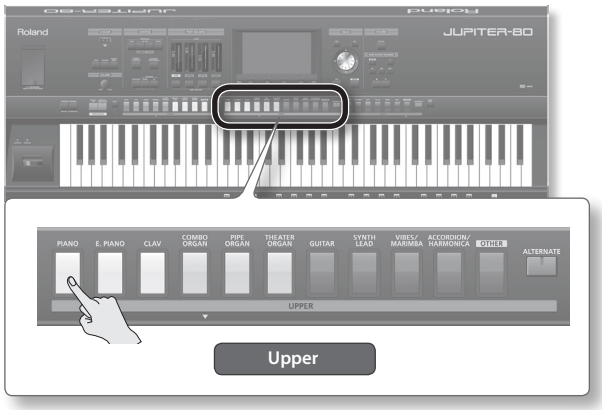
For details on operations in this screen, refer to "Basic Touch Panel Operation" (p. 27).

Using the Part Sound Buttons to Switch Live Sets or the Solo Part's Tone

You can use the Part sound buttons to switch Live Sets for the Upper Part and Lower Part, and to switch the Tone of the Solo Part.

As an example, here's how to switch the Live Set of the Upper Part.

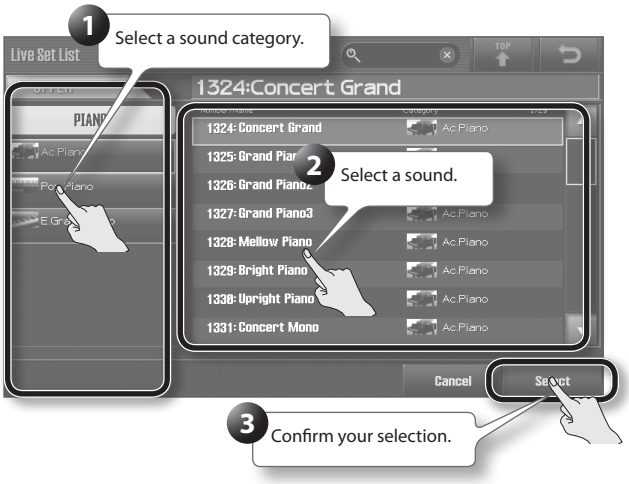
1. Access the Registration screen (p. 30), and press one of the Part sound buttons for the Upper Part.



The sound of the Upper Part will change.

For example, if you press the UPPER [PIANO] button, the Upper Part will switch to a piano sound.

2. If you press the same Part sound button once again, you'll be able to choose sounds from a list.



MEMO

You can use the same procedure to select a Tone for the Solo Part.

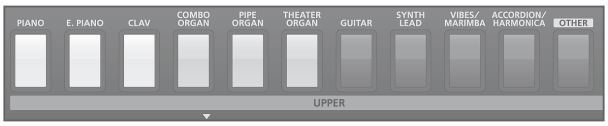
REFERENCE

For details on selecting sounds for the Percussion Part, refer to "Playing Drum Sounds and Sound Effects (Percussion)" (p. 38).

Sound buttons and sound categories

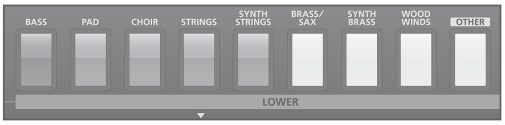
The sound buttons correspond to the following sound categories.

Upper Part



Button	Category	Explanation
PIANO	Ac. Piano	Acoustic piano
	Pop Piano	Piano suitable for pop music
	E. Grand Piano	Electric grand piano
E. PIANO	E. Piano 1	Electric piano
	E. Piano 2	
CLAV	Clav	Clavi
COMBO ORGAN	E. Organ	Electric organ
PIPE ORGAN	Pipe Organ	Pipe organ
THEATER ORGAN	Pipe Organ	Theater organ
GUITAR	Ac. Guitar	Acoustic guitar
	E. Guitar	Electric guitar
	Dist. Guitar	Distortion guitar
SYNTH LEAD	Synth Lead	Synth read
VIBES/ MARIMBA	Mallet	Vibraphone and marimba
ACCORDION/ HARMONICA	Accordion	Accordion
	Harmonica	Harmonica
OTHER	All Categories	All sounds

Lower Part



Button	Category	Explanation
BASS	Ac. Bass	Acoustic bass
	E. Bass	Electric bass
	Synth Bass	Synth bass
PAD	Synth Pad/Strings	Synth pads and synth strings
	Synth Bellpad	Synth bellpad
CHOIR	Vox/Choir	Human voice and choir
STRINGS	Solo Strings	Solo Strings
	Ensemble Strings	String ensembles
	Orchestral	Orchestral strings
SYNTH STRINGS	Synth Pad/Strings	Synth pads and synth strings
BRASS/SAX	Solo Brass	Brass instruments such as trumpet
	Ensemble Brass	Brass instrument ensembles
	Sax	Sax
SYHTH BRASS	Synth Brass	Synth brass
WOOD WINDS	Wind	Woodwinds
	Flute	Flute
	Recorder	Recorder
OTHER	All Categories	All sounds

Solo Part

Button	Category	Explanation
VIOLIN	Solo Strings	Solo strings such as violin
TRUMPET	Solo Brass	Brass instruments such as trumpet
SAX	Sax	Sax
FLUTE	Flute	Flute
OBOE	Wind	Woodwinds such as oboe
BELL	Bell	Bell
OTHER	All Categories	All sounds * The SuperNATURAL Acoustic Tone 0028: TW Organ cannot be selected.

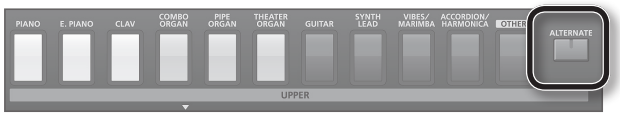
MEMO

The sound that is selected when you press a sound button is determined by the "LIVE SET/TONE BUTTONS" (p. 87).

Instantly Switching the Variation Sounds (Alternate Button)

By pressing the [ALTERNATE] button, you can select a different sound of the same type as that of the Part sound button.

The sound that's selected will be the one that is specified in "LIVE SET/TONE BUTTONS" (p. 87) (with the factory settings).



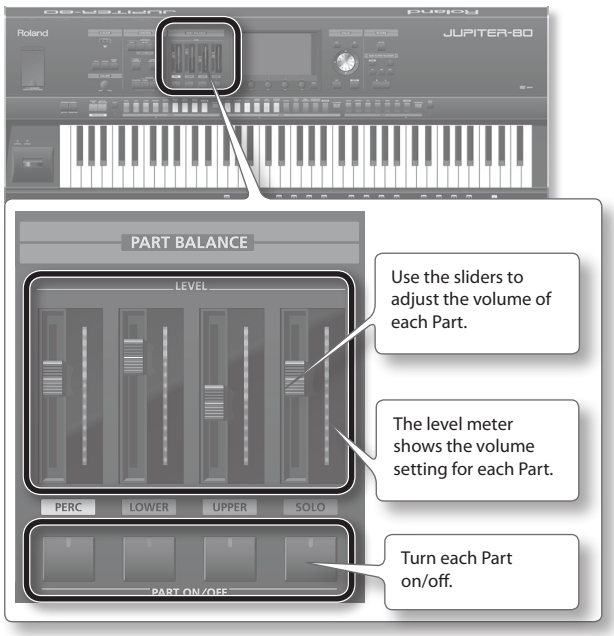
MEMO

If the [ALTERNATE] button is turned on, pressing a Part sound button will display all categories.

For example, you can also assign sounds of other types (such as bass) to the [PIANO] button.

Turning Each Part On/Off and Adjusting its Volume

When the Registration screen is displayed, you can use the panel's PART BALANCE area to turn each of the four Parts on/off and adjust their volume.



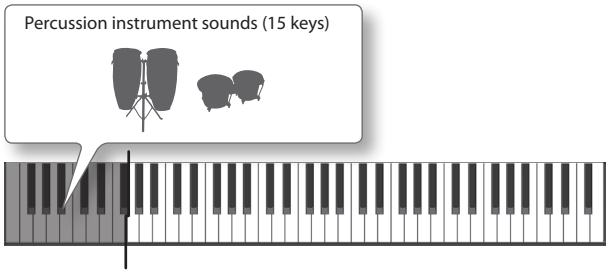
Playing Drum Sounds and Sound Effects (Percussion)

The JUPITER-80 provides a "Percussion" function, which lets you play a variety of drum sounds and sound effects.

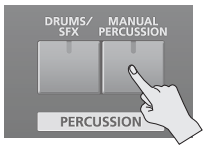
Playing Percussion Sounds and Voice Phrases (Manual Percussion)

You can use the 15 leftmost keys of the keyboard to play a variety of percussion instrument sounds and voice phrases.

This function is called "Manual Percussion."

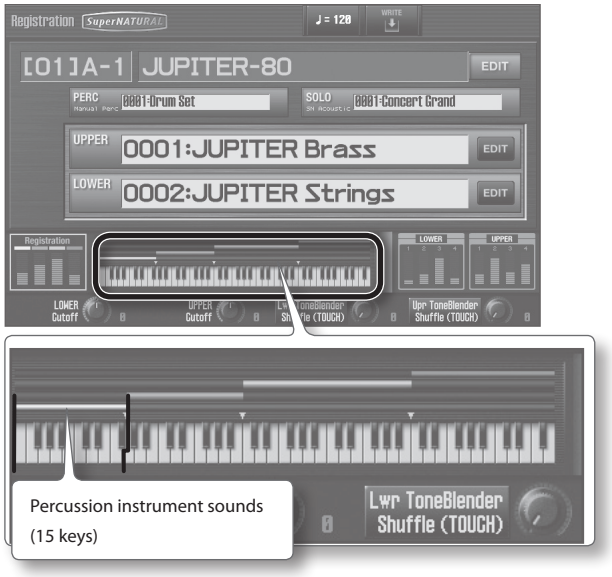


1. Press the [MANUAL PERCUSSION] button.



The Manual Percussion function will turn on (the button will be lit).

Play the 15 leftmost keys of the keyboard, and you'll hear a different percussion instrument sound or voice phrase for each key.



NOTE

- The [MANUAL PERCUSSION] button and [DRUMS/SFX] button can't be used simultaneously.
- If Manual Percussion is turned on, the 15 leftmost keys of the keyboard are used only for the Percussion Part.

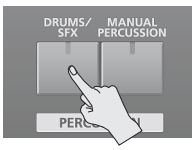
2. To turn this off, press the [MANUAL PERCUSSION] button once again.

The Manual Percussion function will turn off (the button will be unlit).

Playing Drum Sounds on the Entire Keyboard (Drums/SFX)

You can use the entire keyboard to play various drum and sound effects (SFX). This function is called "Drums/SFX."

1. Press the [DRUMS/SFX] button.



The "Drums/SFX" function will turn on (the button will be lit). Play the keyboard; each key will play a different drum sound or sound effect.

MEMO

- Depending on the drums or sound effects, some keys might not produce sound.
- If Split (p. 39) is on, you can play drums/SFX in the same region of keys as the Lower Part.

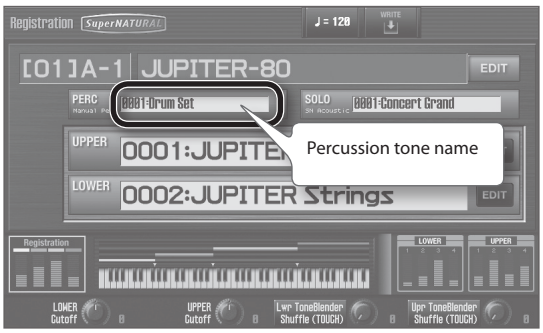
2. To turn this off, press the [DRUMS/SFX] button once again.

The "Drums/SFX" function will turn off (the button will be unlit.)

Switching the Sounds Played by Manual Percussion or Drums/SFX

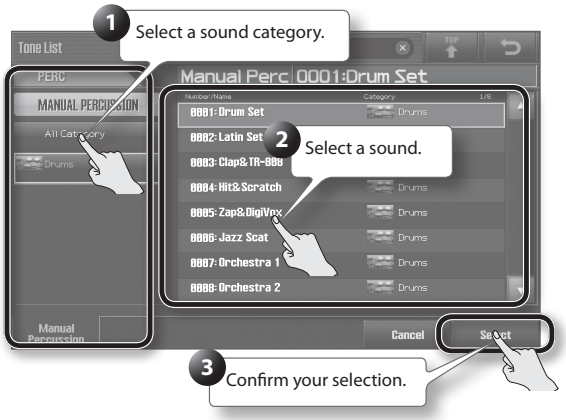
There are 8 types of Manual Percussion, and 16 types of Drums/SFX sound sets. You can switch between these as desired.

1. In the Registration screen (p. 30), touch a sound name to access a list.



The Tone List screen will appear.

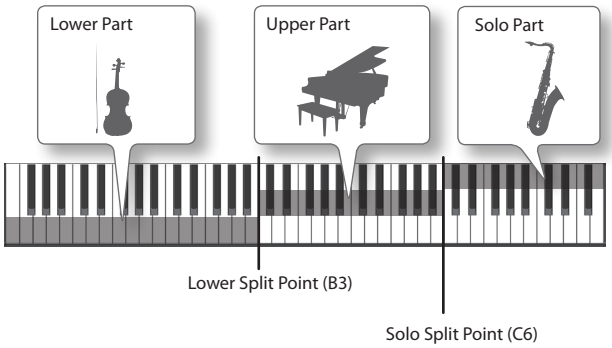
2. Select the desired sound.



* The available sounds will differ for Manual Percussion and drums/SFX.

Split Performance

A "split" is a setup in which the keyboard is divided into zones, each playing a different Part.



Splits can be either "splits," which divide the keyboard into an Upper Part and Lower Part, or "Solo Splits," which divide the keyboard into a Solo Part and Upper Part. The point at which the keyboard is divided is called either the "Lower Split Point" or "Solo Split Point."

If Split is turned on, keys to the right of the Lower Split Point will play the sound of the Upper Part, and keys to the left will play the sound of the Lower Part.
The Lower Split Point key itself (B3) is the highest key of the Lower Part (it is included in the Lower Part).

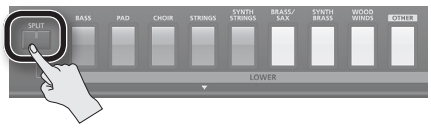
If Solo Split is turned on, keys to the right of the Solo Split Point will play the sound of the Solo Part, and keys to the left will play the sound of the Upper Part.
The Solo Split Point key itself (C6) is the lowest key of the Solo Part (it is included in the Solo Part).

MEMO

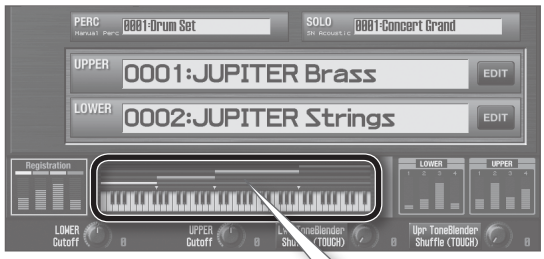
- You can change the Lower Split Point and the Solo Split Point (p. 40).
- The split settings are saved in the Registration.
- For more about split for the Percussion Part, refer to "How Split and Parts are Related" (p. 40).

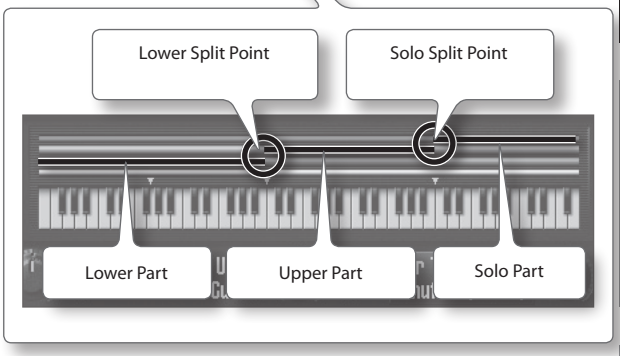
Turning Split On

1. Press the [SPLIT] button or [SOLO SPLIT] button.



Split or Solo Split will turn on (the button will light).
The screen will indicate the split status.



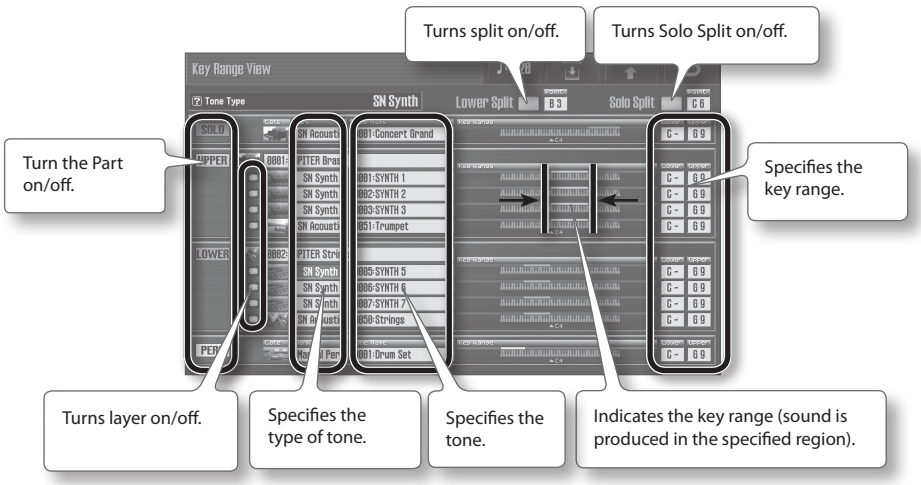


2. To turn it off, press the [SPLIT] button or [SOLO SPLIT] button once again.

Split or Solo Split will turn off (the button will go out).

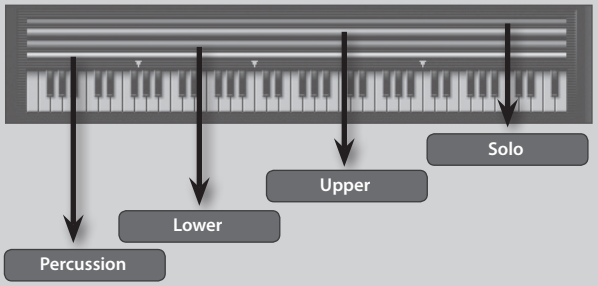
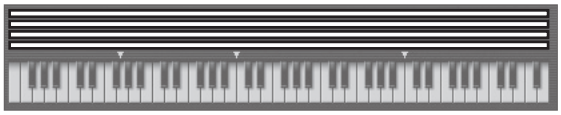
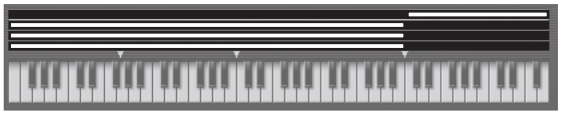
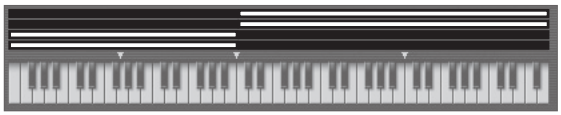
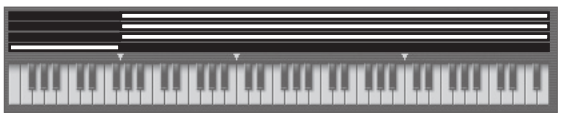
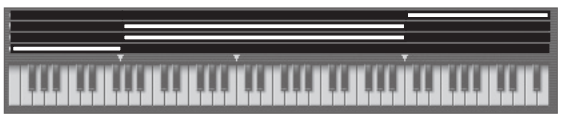
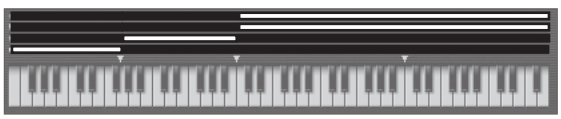
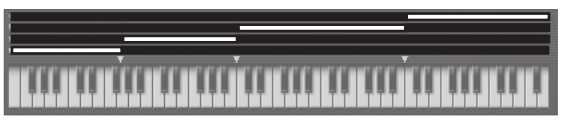
Checking Splits and Key Ranges

Touch the keyboard graphic in the Registration screen to check the split and key range settings (p. 34).



How Split and Parts are Related

The following table shows how the split status determines the Parts that are assigned to the keyboard.

[DRUMS/SFX]	[MANUAL PERCUSSION]	[SPLIT]	[SOLO SPLIT]	
On				
On			On	
On		On		
On		On	On	
	On			
	On		On	
	On	On		
	On	On	On	

Changing the Split Point

You can change the point (Lower Split Point or Solo Split Point) at which the keyboard is divided when Split or Solo Split are on.

The Lower Split Point is the top key of the Lower Part; you can specify it in the range of E1–F#7.

The Solo Split Point is the bottom key of the Solo Part; you can specify it in the range of F1–G7.

1. Hold down the [SPLIT] button or [SOLO SPLIT] button, and press the key that you want to specify as the split point.

Hold down the [SPLIT] button and press a key to specify the Lower Split Point. Hold down the [SOLO SPLIT] button and press a key to specify the Solo Split Point.

Switching Registrations

A Registration is used to store the sounds selected for each Part, as well as various performance-related settings (system parameters are excepted).

By switching Registrations, you can instantly change the song's sounds while you perform, or change numerous settings with a single operation.

Here's how to switch Registrations and verify that the settings have been changed.

1. Press a Registration button ([1]–[8]) to select a Registration.

The Registration will change.

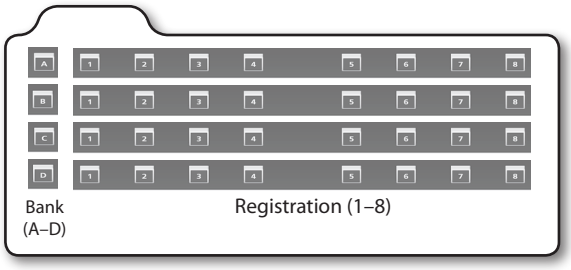
MEMO

- In the Registration screen, you can also switch Registrations by moving the cursor to the Registration name and using the value dial or the [DEC] [INC] buttons.
- You can use the "Registration Lock" function (p. 81) to lock the Registration buttons so that the settings will not be changed inadvertently.

Switching Banks

Each bank contains 8 Registrations. There are 4 banks, A–D, meaning that 8 Registrations x 4 banks = 32 Registrations are available.

Here's how to select other Registrations by switching banks.



You can select other Registrations by switching banks.

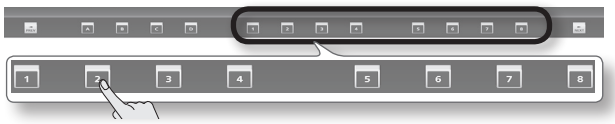
1. Press a bank button ([A]–[D]) to select a bank.

The selected bank button ([A]–[D]) and the Registration buttons ([1]–[8]) will blink.

MEMO

If you decide not to switch banks, press the [EXIT] button or the bank button that's blinking.

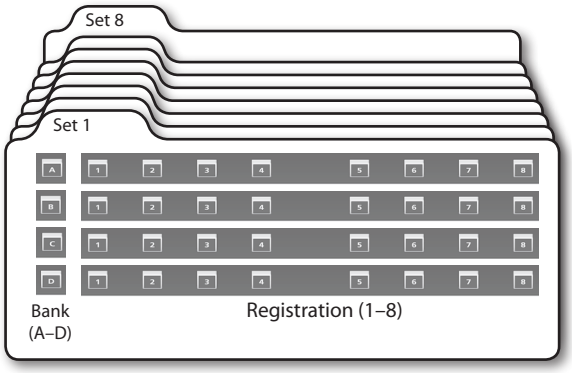
2. Press a Registration button ([1]–[8]) to select a Registration.



The bank and Registration will be changed.

Switching Registration Sets

A Registration Set contains 4 banks (A–D). You can create 8 Registration Sets, meaning that 8 Registrations x 4 banks x 8 sets = 256 Registrations are available.
Here's how to switch the Registration Set so that you can select other banks.



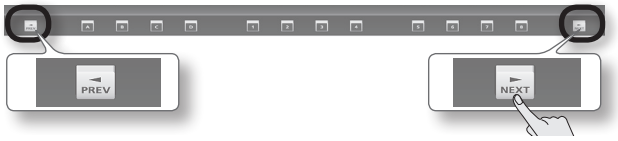
You can use the [NEXT] button and [PREV] button to switch Registration Sets.

1. Set the system parameter "Registration Next/Prev Button" (p. 86) to "REGISTRATION SET."

MEMO

With the factory settings, Registration Next/Prev Button is set to "REGISTRATION SET."

2. Press the [NEXT] button or [PREV] button.



Pressing the [NEXT] button switches to the next Registration Set; pressing the [PREV] button switches to the previous Registration Set.

The display indicates the Registration Set that's selected.

MEMO

- If "Registration Next/Prev Button" (p. 86) is set to "REGISTRATION," you can also switch Registration Sets by holding down the [SHIFT] button and pressing the [PREV] button or [NEXT] button.
- You can use the "Registration Exchange" function (p. 82) to swap entire sets of Registrations.

Switching Registrations Consecutively

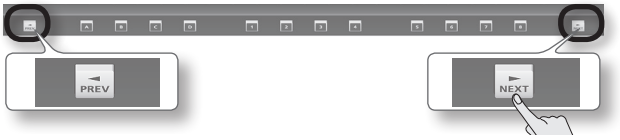
Here's how to switch Registrations consecutively.

1. Set the system parameter "Registration Next/Prev Button" (p. 86) to "REGISTRATION."

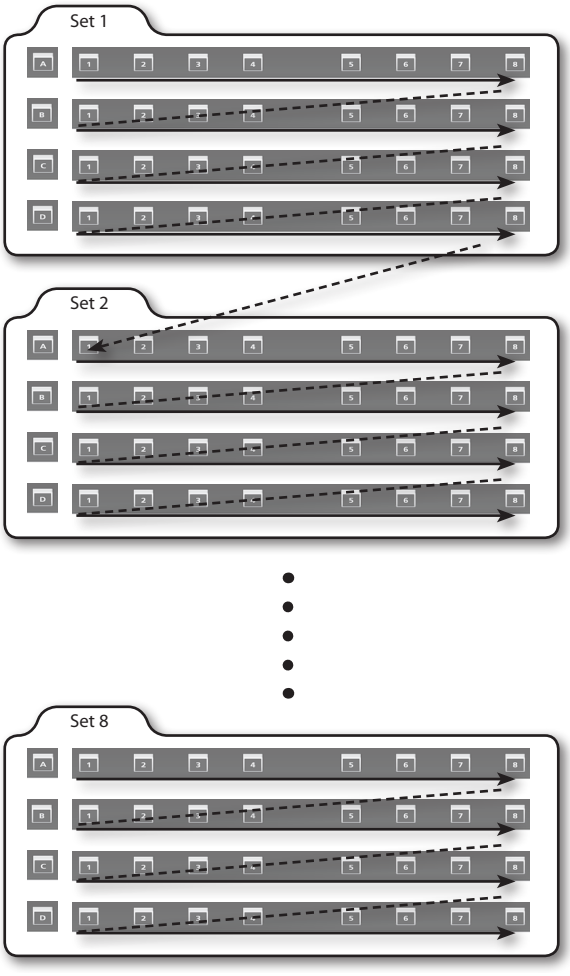
MEMO

If you decide not to switch banks, press the [EXIT] button or the bank button that's blinking.

2. Press the [NEXT] button or [PREV] button.



Pressing the [NEXT] button steps you through the Registrations in the following order.



MEMO

Pressing the [PREV] button steps you through the Registrations in the opposite order.

Using the Arpeggiator

The JUPITER-80 has an arpeggiator that automatically plays arpeggios. When you press notes on the keyboard, those notes will be automatically played as an arpeggio.

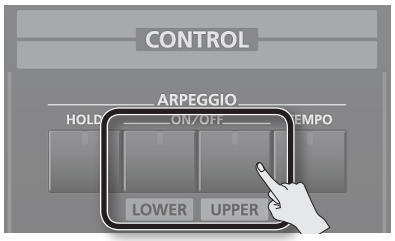
Arpeggios can be played in the Lower Part and Upper Part.

MEMO

Arpeggiator settings are saved in the Registration.

Turning the Arpeggiator On

1. Press the ARPEGGIO [LOWER ON/OFF] button or ARPEGGIO [UPPER ON/OFF] button.



The arpeggiator will turn on (the button will light).

2. Press a chord on the keyboard.

The Part whose arpeggiator you turned on will sound an arpeggio consisting of the notes of the chord you play.

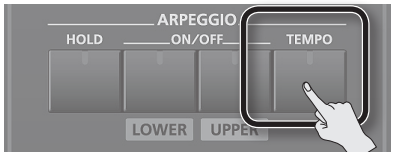
3. To turn off the arpeggiator, press the ARPEGGIO [LOWER ON/OFF] button or the ARPEGGIO [UPPER ON/OFF] button once again.

The arpeggiator will turn off (the button will go out).

Setting the Arpeggiator Tempo

Here's how to set the tempo of the arpeggiator/rhythm function.

1. Press the [TEMPO] button.



The Tempo screen will appear.

2. Set the tempo.

MEMO

You can set the tempo by pressing the [TEMPO] button or touching <Tap Tempo> at the desired timing (Tap Tempo). Press (or touch) three times or more at quarter-note intervals of the desired tempo.

3. Touch <Close>.

Holding the Arpeggio (HOLD)

The Hold function allows you to have the arpeggio continue even after you release your fingers from the keyboard.

1. Press the [HOLD] button.

Hold will turn on (the button will light).

2. Play a chord on the keyboard.

According to the notes of the chord you press, an arpeggio will begin playing on the Part for which you turned the arpeggiator on.

If you play a different chord or other keys while Hold is on, the arpeggio will change accordingly.

3. To turn Hold off, press the [HOLD] button once again.

Hold will turn off (the button will go out).

Using a pedal switch

By playing a chord while holding down a pedal switch (p. 20), you can make the arpeggio continue playing even after you release the keyboard.

1. Connect a pedal switch (such as one from the DP series; sold separately) to the HOLD jack.

2. Press the ARPEGGIO [LOWER ON/OFF] button or the ARPEGGIO [UPPER ON/OFF] button.

3. Hold down the pedal switch, and play a chord.

If you play other chords or keys while the arpeggio is being held, the arpeggio will change accordingly.

Editing the Arpeggiator Settings

Here's how to make detailed arpeggiator settings for the style, timing, and accent.

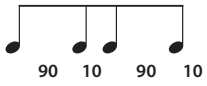
1. Hold down the [SHIFT] button and press the ARPEGGIO [LOWER ON/OFF] button or ARPEGGIO [UPPER ON/OFF] button.

The Registration Common/Control screen (p. 31) will appear.

2. Edit the settings.

3. When you've finished editing, press the [EXIT] button.

Arpeggio Parameters

Parameter	Value	Explanation
Style	P001–P128, U001–U128	Specifies the basic style of the arpeggio. You can create your own original arpeggio style by importing an SMF into an arpeggio style. For details, refer to "Creating an Arpeggio Style from a MIDI File (Import)" (p. 45)..
Hold	OFF, ON	Turns the arpeggio hold function on/off.
Variation	1–	Each arpeggio style provides several variations (patterns). Here you can select the variation number. The number of variations will depend on the arpeggio style.
Motif	Choose one of the following to specify the order in which the notes of the chord you play will be sounded.	
	UP	The notes will be sounded from the lowest to the highest note you play.
	DOWN	The notes will be sounded from the highest to the lowest note you play.
	UP&DOWN	The notes will be sounded from the lowest to the highest note, and then back down to the lowest note.
	RANDOM	The notes you play will be sounded in random order.
	NOTE ORDER	The notes you play will be sounded in the order you played them. You can create a melody line by playing the notes in the appropriate order. The order of up to 128 notes can be remembered.
	GLISSANDO	A chromatic glissando will be sounded upward and then downward repeatedly between the lowest and highest notes you played. Play two notes; the lowest and highest desired notes.
	CHORD	All of the notes you play will sound simultaneously.
	AUTO1	The timing at which each note will sound is assigned automatically, starting at the lowest note you play.
	AUTO2	The timing at which each note will sound is assigned automatically, starting at the highest note you play.
	PHRASE	Play only one key; a phrase based on the pitch of that key will be sounded. If you play more than one key, the last key you play will take priority.
Velocity	REAL, 1–127	Specifies the loudness at which the notes you play will be sounded. If you want the notes to be sounded at the velocity with which you actually struck the key, choose "REAL." If you want the notes to be sounded at a fixed velocity regardless of how strongly you struck the key, specify that value (1–127).
Oct Range	-3–+3	Specifies the range in octaves in which the arpeggio will be sounded. Choose "0" if you want only the notes you play to be sounded. Choose "+1" if you want the notes of the chord you played as well as the same notes one octave higher to be sounded. Choose "-1" if you want the notes of the chord you played as well as the notes one octave lower to be sounded.
Accent	0–100%	Modifies the groove of the performance by adjusting the strength of the accents and the duration of the notes. The "100%" setting produces the strongest sense of groove.
Shuffle Rate	0–100%	Produces a shuffle rhythm by adjusting the timing of the notes. With the "50%" setting, notes will be sounded at equal intervals. As this value is increased, the result will be more like dotted notes. **Shuffle Rate= 50%**  **50 50 50 50** **Shuffle Rate= 90%**  **90 10 90 10**
Shuffle Resolution	♪, ♪	Specifies the timing (as a note value) at which the notes will be heard.

Creating an Arpeggio Style from a MIDI File (Import)

You can create your own original arpeggio style by importing an SMF (Standard MIDI File).

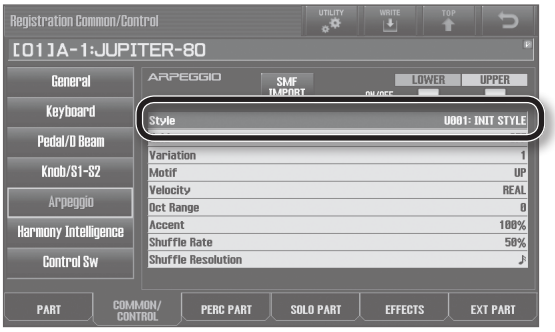
MEMO

- Before you import the SMF, use your computer to copy the SMF to the root folder (top level) of your USB flash drive, or create a folder on your USB flash drive and copy the SMF into that folder.
- Use only single-byte alphanumeric characters in the file name and folder name.
- A maximum of 200 files can be recognized within a folder.

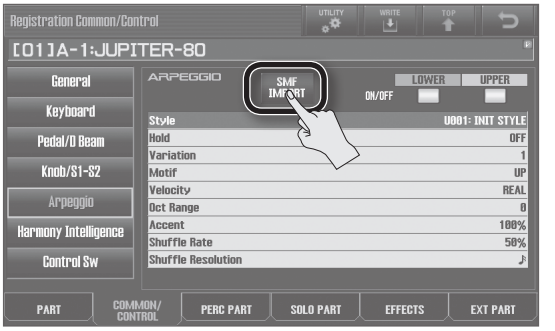
1. Hold down the [SHIFT] button and press the ARPEGGIO [LOWER ON/OFF] or ARPEGGIO [UPPER ON/OFF] button.

The Registration Common/Control screen will appear.

2. Select the import-destination user style (U001–U128).



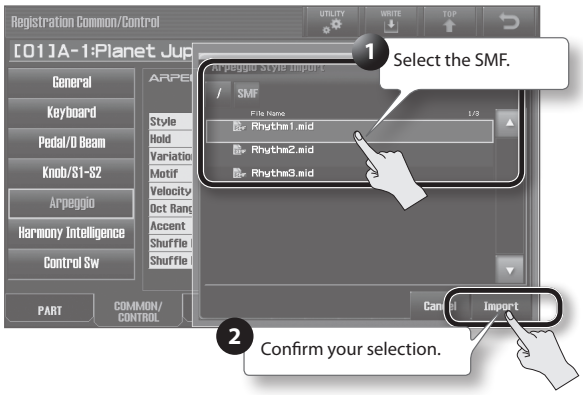
3. Touch <SMF IMPORT>.



MEMO

If you don't select U001–U128 as the Style number, <SMF IMPORT> will not be available to touch.

4. Select the SMF that you want to import, and then touch <IMPORT>.



5. Assign a name to the arpeggio style.

For details on how to assign a name, refer to ""Assigning a Name" (p. 29).

6. Touch <OK>.

The screen will ask "Are you sure?"

7. Touch <OK>.

The SMF will be imported into the style number you specified.

* Please note the following points when importing an arpeggio.

- Only SMF Format 0 data is supported. If the format is incorrect, the screen will indicate "Cannot Import SMF Format 1!" or "Incorrect File!"
- Only the following data will be imported into the arpeggio: note messages, control change messages, channel pressure, and pitch bend.
- A maximum of 500 note events can be imported, with on/off counted as a single event.
  In addition to note events, a total of up to 500 events of control change messages, channel pressure, and pitch bend can be imported. If you try to import more than the allowable number of events, the message "Too Much Data!" will appear.

Performing With Added Harmony

The Harmony Intelligence function adds appropriate harmony to the highest notes of the Upper Part, based on the chords you play in the Lower Part.
When you turn Harmony Intelligence on, Split (p. 39) will also turn on; the right keyboard zone will play the sound of the Upper Part, and the left keyboard zone will play the sound of the Lower Part.

MEMO

Harmony Intelligence settings are saved in the Registration.

1. Press the [HARMONY INTELLIGENCE] button.

Harmony Intelligence will turn on (the button will light).

MEMO

When you turn on Harmony Intelligence, the split (p. 39) will also turn on automatically.

2. Press a chord in the Lower Part, and play the keyboard in the Upper Part.

Harmony based on the chord of the Lower Part will be added to the Upper Part.

MEMO

The harmony is added to the highest note played in the Upper Part.

3. To turn off the function, press the [HARMONY INTELLIGENCE] button once again.

Harmony Intelligence will turn off (the button will go out).

MEMO

Turning off Harmony Intelligence will not automatically turn off the split function (p. 39).

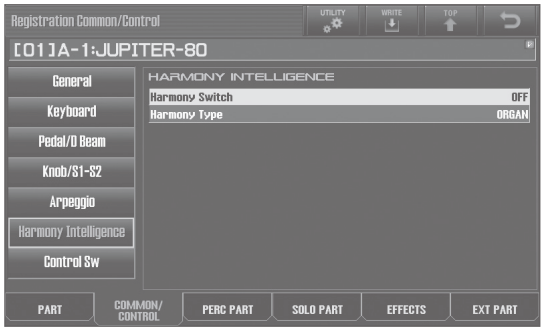
Changing the Harmony Intelligence Type

You can choose from 17 types of Harmony Intelligence.

The Harmony Intelligence type will affect the number of harmony notes and how they are sounded (the number of voices played).

1. Hold down the [SHIFT] button and press the [HARMONY INTELLIGENCE] button.

The Registration Common/Control screen (p. 31) for Harmony Intelligence settings will appear.



2. Choose the desired Harmony Type.

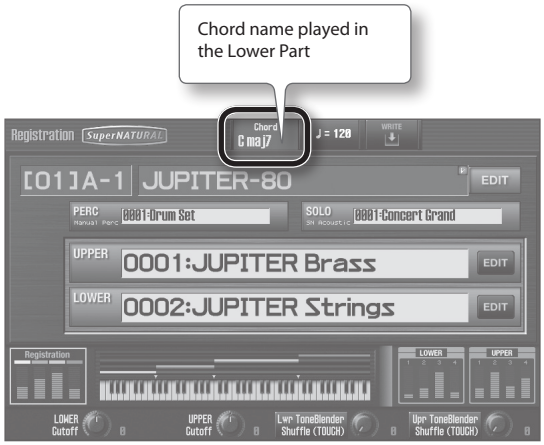
Harmony Type	Explanation
ORGAN	Harmony appropriate for organ sounds will be produced.
BIG BAND	Harmony typical of big band jazz will be produced. This is appropriate for brass sounds.
STRINGS	Harmony typical of a string ensemble will be produced. This is appropriate for string sounds.
BLOCK	Block chord harmony will be produced. This is appropriate for piano or mallet sounds.
HYMN	Harmony appropriate for hymns will be produced. This is appropriate for choir sounds.
TRADITIONAL	Two notes of harmony will be added to the notes you play.
DUET	Simple duet harmony will be produced. This is appropriate for brass sounds.
COMBO	Combination harmony will be produced. This is appropriate for brass or wind sounds.
COUNTRY	Open chord harmony will be produced. This is appropriate for guitar sounds.
BROADWAY	Flamboyant show-type harmony will be produced. This is appropriate for organ sounds.
GOSPEL	Gospel harmony will be produced. This is appropriate for organ or choir sounds.
OCTAVE1	The note you play will be layered with a note one octave lower.
OCTAVE2	The note you play will be layered with a note two octaves lower.
1NOTE	One note of harmony will be added to the note you play.
2NOTES	Two notes of harmony will be added to the note you play.
3NOTES	Three notes of harmony will be added to the note you play.
4NOTES	Four notes of harmony will be added to the note you play.

MEMO

For optimal harmony, select appropriate sounds for the Upper Part and Lower Part as indicated in the explanation for each harmony type.

3. Press the [EXIT] button.

When Harmony Intelligence is on, the name of the chord you play in the Lower Part is shown in the Registration screen.



Moving Your Hand to Modify the Pitch or Volume (D Beam Controller)

You use the D Beam controller simply by moving your hand above it. By assigning different functions to it, you can control the sound in various ways.

MEMO

D Beam controller settings are saved in the Registration.

1. Press the D BEAM [PITCH], [VOLUME], or [ASSIGNABLE] button to turn the D Beam controller on.

Button	Explanation
[PITCH] button	The pitch will change as you move your hand above the D Beam controller.
[VOLUME] button	The volume will change, allowing you to add expression to your performance.
[ASSIGNABLE] button	The function assigned to the D Beam controller will be controlled.

MEMO

You can assign a performance-related function to the [ASSIGNABLE] button. The function assigned to the [ASSIGNABLE] button is specified by the Registration Common/Control parameter D Beam (p. 31).

2. While playing the keyboard to produce sound, position your hand above the D Beam controller and slowly move it up and down.

3. To turn off the D Beam controller, once again press the button you pressed in step 1 (the button will go out).

Effective range of the D Beam controller

This illustration shows the effective range of the D Beam controller. No effect will be obtained if you position your hand outside the effective range.

NOTE

The effective range of the D Beam controller will change depending on the lighting conditions. If the D Beam controller does not work as you expect, readjust the sensitivity.

For details on readjust the sensitivity, refer to "D Beam Sens" (p. 84).

Changing the Pitch/Applying Vibrato (Pitch Bend/Modulation Lever)

While playing the keyboard, move the lever toward the left to lower the pitch, or toward the right to raise the pitch. This is called "pitch bend."

Moving the lever away from yourself will apply vibrato. This is called "modulation."

Moving the lever away from yourself while also moving it to left or right will apply both effects simultaneously.

MEMO

For some sounds, the modulation lever will produce a dynamics effect.

Using the Buttons and Knobs to Modify the Sound ([S1] [S2] buttons / [E1]–[E4] knobs)

Performance-related functions are assigned to the [S1] [S2] buttons and [E1]–[E4] knobs. While you perform, you can operate the [S1] [S2] buttons or [E1]–[E4] knobs to modify the sound in real time.

Turning the [S1] [S2] buttons on/off will turn on/off or switch the assigned function.

MEMO

You can assign performance-related functions to the [S1] [S2] buttons. The [S1] [S2] button assignments are specified by the Registration Common/Control parameters S1-S2 (p. 31).

If the [E1]–[E4] knobs are shown in the Lower Part of the display, operating these knobs will control the functions assigned to them.

MEMO

You can assign performance-related functions to the [E1]–[E4] knobs. The [E1]–[E4] knob assignments are specified by the Registration Common/Control screen (p. 52).

Using Pedals

The JUPITER-80 allows you to connect hold pedals (such as one from the DP series; available separately) and expression pedals (EV-5; available separately).

If a hold pedal (such as one from the DP series; available separately) is connected to the rear panel PEDAL HOLD jack, notes will be sustained (held) while you hold down the pedal even after you take your hands off the keyboard.

If an expression pedal or pedal switch (EV-5, DP series unit; available separately) is connected to the rear panel CTRL 1 or CTRL 2 jack, you can use the pedal to vary the volume or control a variety of functions.

Sustaining the Notes (Hold Pedal)

While playing the keyboard, step on the pedal switch.

You can hold (sustain) the notes by stepping on the pedal switch.

Adding Expression to Your Performance (Control Pedal)

While playing the keyboard, raise or lower the expression pedal. You can make your performance more expressive by varying the volume.

* You must use the specified expression pedal (EV-5; available separately). Connecting a product made by another manufacturer may cause the JUPITER-80 to malfunction.

MEMO

Performance-related functions can be assigned to the pedals connected to the CTRL 1 and CTRL 2 jacks. The CTRL 1 and CTRL 2 assignments are specified by the"Control Pedal" (p. 83) parameters Control Pedal 1 Assign and Control Pedal 2 Assign.

Controlling the Rotary Effect and Reverb

The rotary effect adds modulation similar to what is produced by rotary speakers to the sound. Reverb applies the reverberation that accompanies a sound played in a hall or other acoustic environment.

You can control these effects by using panel buttons.

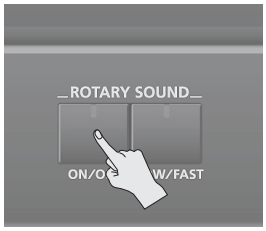
Controlling the Rotary Effect

The ROTARY SOUND [ON/OFF] button and [SLOW/FAST] button allow you to control the effect if a rotary effect is assigned to MFX.

1. **First, assign 21: Rotary or 22: VK-Rotary to the MFX of the Live Set (p. 58).**

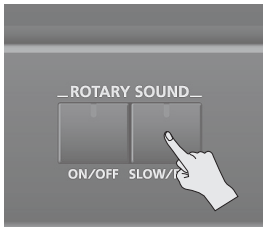
2. **Press the ROTARY SOUND [ON/OFF] button.**

   The rotary effect will turn on (the button will light).



3. **Press the ROTARY SOUND [SLOW/FAST] button.**

   The speed of the rotary effect will change.



The rotary effect can be switched between two settings: "SLOW" and "FAST."

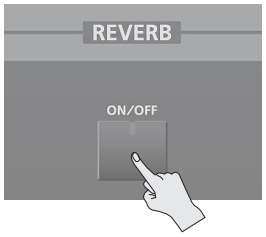
ROTARY SOUND [SLOW/FAST] button	Explanation
Unlit (SLOW)	The effect produced when the rotary speaker is turning slowly.
Lit (FAST)	The effect produced when the rotary speaker is turning rapidly.

When you switch the rotary effect from "SLOW" to "FAST," the modulation speed will increase; when you switch from "FAST" to "SLOW," the modulation speed will decrease.

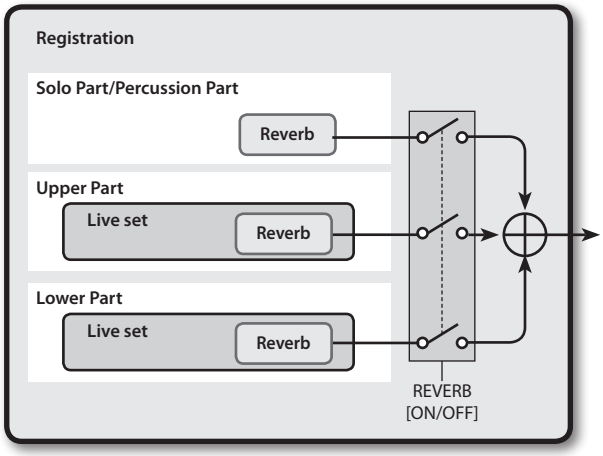
Controlling Reverb

The REVERB [ON/OFF] button simultaneously turns on/off the output of the Live Set's reverb and of the reverb shared by the Solo and Percussion Parts.

If you want reverb to always be off, turn off the REVERB [ON/OFF] button.



The illustration below shows how the REVERB [ON/OFF] button works.



MEMO

The state of the REVERB [ON/OFF] button is not saved. It will automatically turn on when you turn on the power.

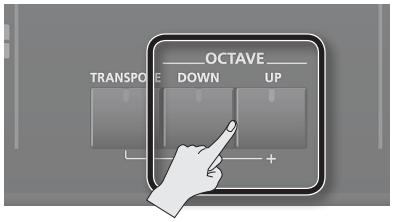
Changing the Keyboard Settings

Changing the Pitch by Octaves

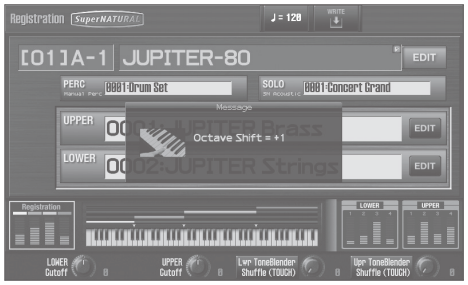
By pressing the OCTAVE [DOWN] button or OCTAVE [UP] button you can shift the keyboard's pitch range in steps of an octave.

When using your right hand to play low sounds such as the bass Part, it will be easier to play if you lower the pitch range by one or two octaves.

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



A message will appear when you press the button.



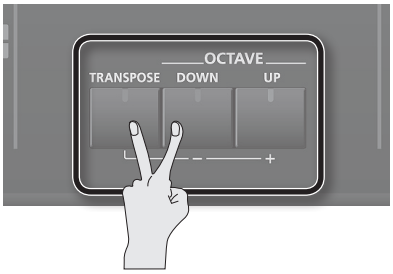
- Pressing the OCTAVE [DOWN] button raises the pitch by one octave; pressing the OCTAVE [UP] button lowers the pitch by one octave.
- The pitch can be changed in a range of three octaves down (-3) to three octaves up (+3).
- If the value is anything other than "0," the OCTAVE [DOWN] button or OCTAVE [UP] button will light.
- If you press the OCTAVE [DOWN] button and OCTAVE [UP] button simultaneously, the value will be reset to "0."
- The octave shift setting is saved in the Registration.
- If you want to change the octave setting of each Part, edit the Octave setting in the "Registration Part screen" (p. 31), and save the Registration.
- If you want to change the octave setting of each layer in the Live Set, edit the Octave setting in <Pitch> of the Live Set Layer screen (p. 32), and save the Live Set.
- The octave shift function does not affect the Manual Percussion.
- The split point and solo split point will not change.

Transposing

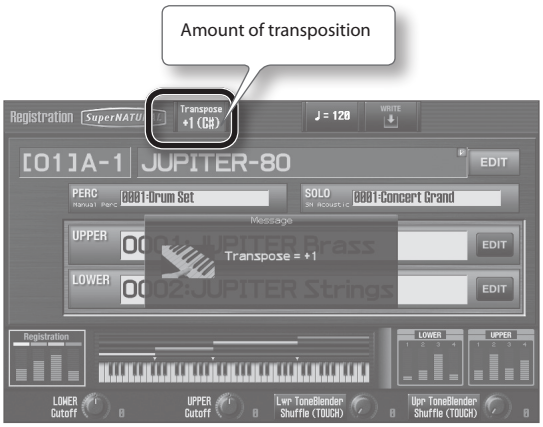
Transpose is a function that shifts the keyboard's pitch range in steps of a semitone.

By using this setting, a transposing instrument such as trumpet or clarinet can be played at the pitches shown in the printed score.

1. Hold down the [TRANSPOSE] button and press the OCTAVE [DOWN] button or OCTAVE [UP] button.

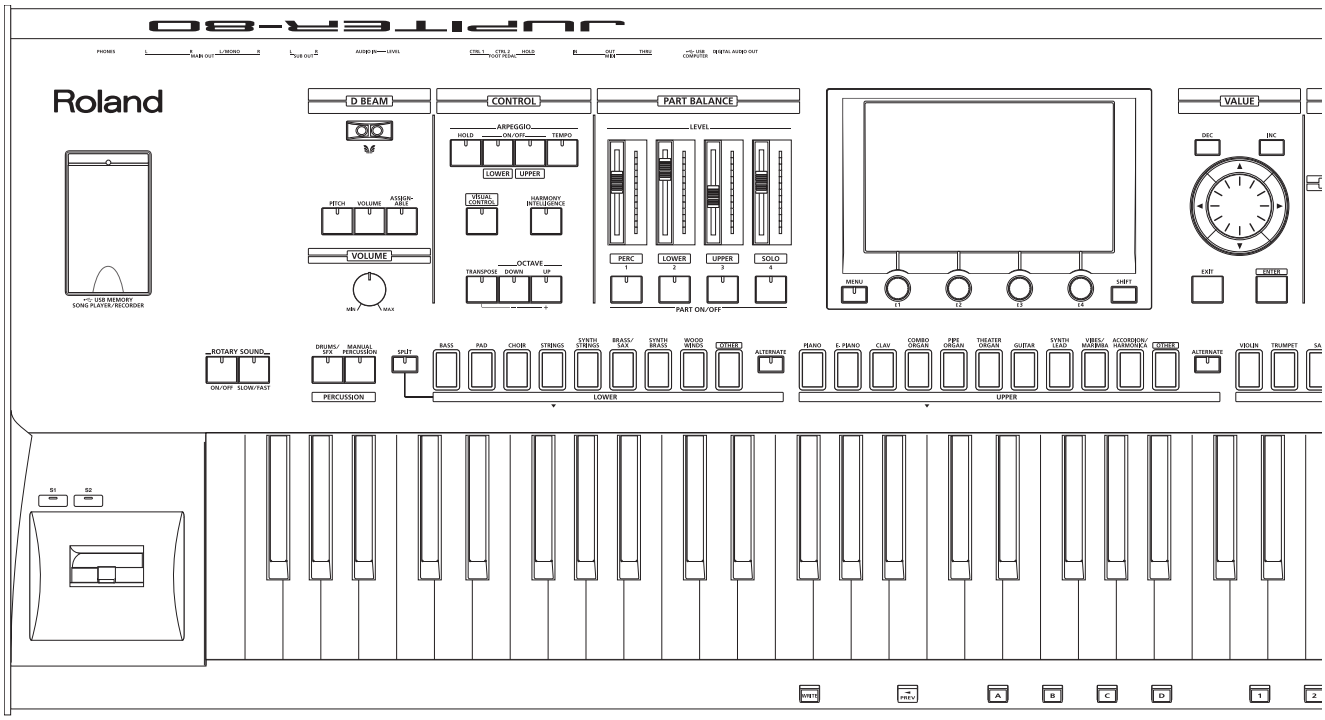


A message will appear when you press the button. The Registration screen will show the amount of transposition.



- Specify the amount of transposition in semitone steps (G–F#: -5 – +6 semitones).
- If the value is anything other than "0," the [TRANSPOSE] button will light.
- You can use the [TRANSPOSE] button to turn Transpose on/off (when the Transpose setting is other than 0).
- If you hold down the [TRANSPOSE] button and press the OCTAVE [DOWN] button and OCTAVE [UP] button simultaneously, the value will be reset to "0."
- The transpose setting is saved in the Registration.
- The Transpose function does not apply to Drums/SFX or Manual Percussion.
- The split point and solo split point will not change.

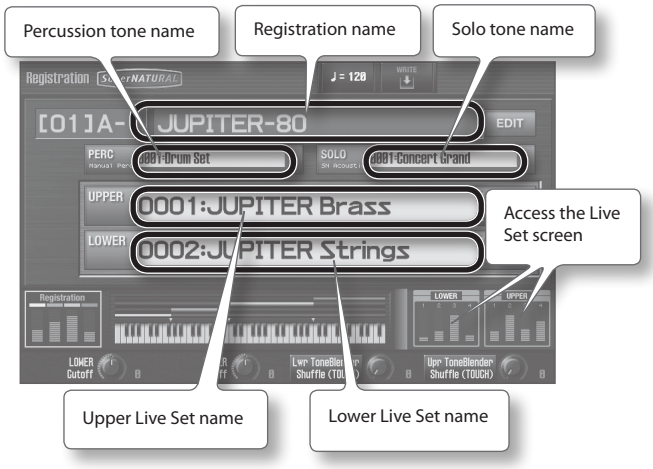
Editing Sounds



Editing a Registration

A Registration stores the sounds selected for each Part, as well as various performance-related settings.

The Registration screen (p. 30) shows basic information about the currently selected Registration.



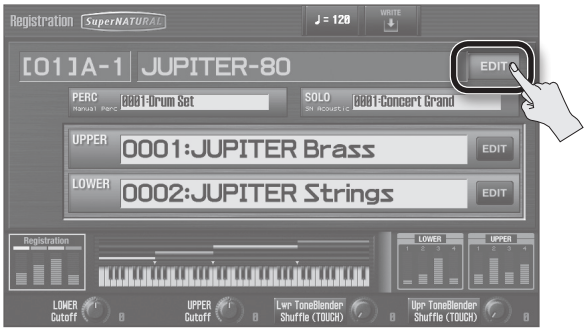
The Registration saves the following parameters.

Tab	Explanation
PART	Part-related settings • Registration Level • The Live Sets assigned to the Upper Part and Lower Part • The Tones assigned to the Solo Part and Percussion Part • Each Part's octave, pan, volume, etc.
COMMON/ CONTROL	Settings common to the entire Registration • Registration name • Registration Level • Tempo • Split • D Beam controller, [S1]/[S2] button, and [E1]–[E4] knob assignments • Arpeggiator • Harmony Intelligence • Control and other data sent to each Part • Octave Shift, Transpose, etc.
PERC PART, SOLO PART	Settings for the Percussion Part or Solo Part • Tone, pan, volume, and reverb send level • Keyboard range • Pitch • Vibrato • Offset values for filter and envelope • Velocity • Mono/poly switch • Legato • Voice reserve (guaranteed polyphony) • Control data received by each Part, etc.
EFFECTS	Effects for the Percussion Part and Solo Part
EXT PART	Settings for messages sent to external MIDI devices

Let's try editing these parameters.

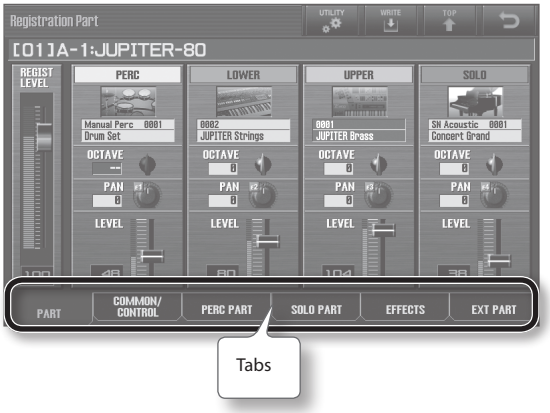
Basic Operation for Registration Editing

1. In the Registration screen (p. 30), touch Registration's <EDIT>.



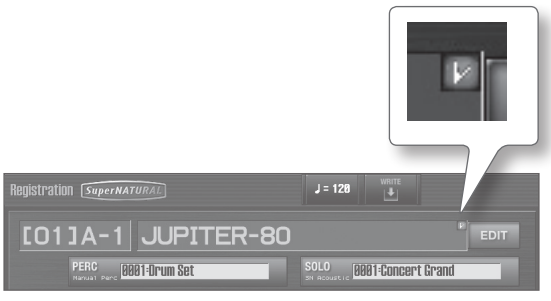
The Registration Part screen will appear.

2. Touch a tab to select the Registration parameters that you want to edit.



MEMO

If a Registration has been edited, a check mark (red) will appear at the right of the Registration name.



Saving a Registration

Edits you make to a Registration are temporary; they will be lost when you turn off the power or select another Registration. If you want to keep an edited Registration, you must save it.

NOTE

When you execute the Write operation, the existing data at the write destination will be overwritten.

REFERENCE

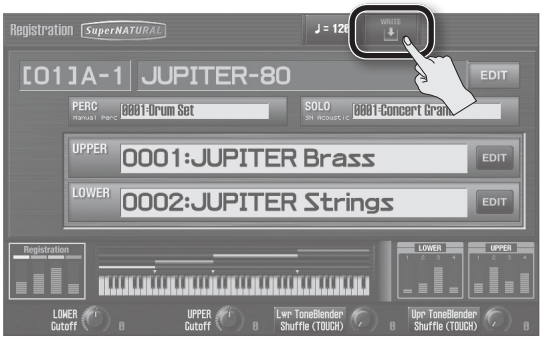
For details on how a Registration is structured, refer to "How Registrations are Organized" (p. 15).

1. In the Registration screen (p. 30), press the [WRITE] button.

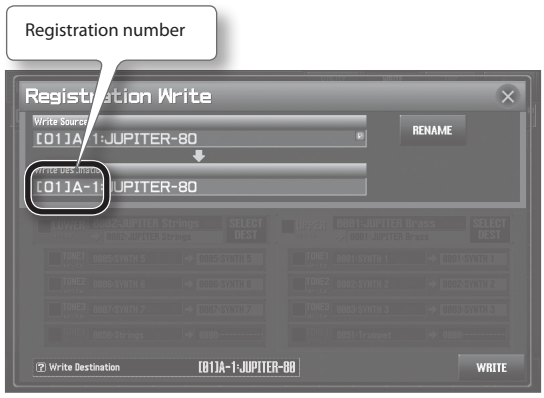
The Registration Write screen will appear. The [WRITE] button will light, and the Registration buttons will blink.

MEMO

You can also perform a save by touching Registration screen's <WRITE>.



2. Move the cursor to Write Destination, and use the value dial or the [DEC] [INC] buttons to select the write destination.



MEMO

You can also use the bank buttons ([A]–[D]) and Registration buttons ([1]–[8]) to directly specify the write destination.

3. Press the blinking Registration button.

A message will ask "Are you sure?"

MEMO

You can also save by touching <WRITE> in the Registration Write screen.

4. To write the data, touch <OK>.

The message "Completed!" will appear.

The Registration has been saved.

NOTE

Never turn off the power while data is being saved.

Cancelling the Save of a Registration

You can cancel the save operation by doing one of the following.

- Press the [EXIT] button
- Press the [WRITE] button
- Touch [x] in the Registration Write screen

Naming a Registration

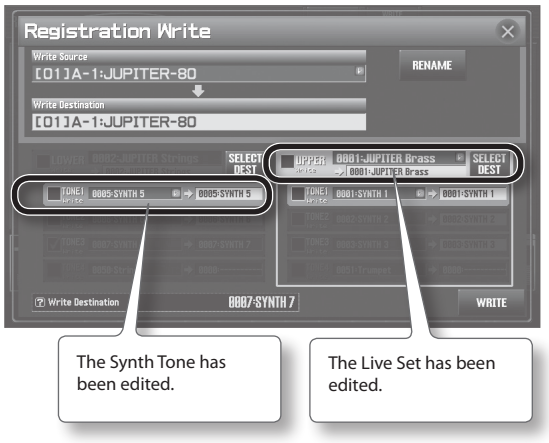
If you want to rename the Registration, touch <RENAME> of step 2.

The REGISTRATION NAME screen will appear.

For details on assigning a name, refer to "Assigning a Name" (p. 29).

If the following display appears when you save

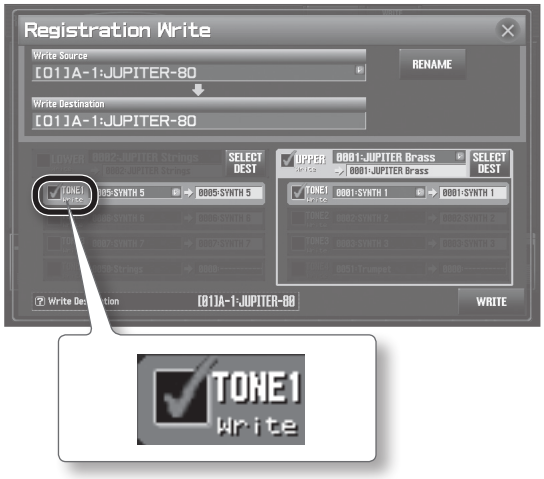
If Live Set parameters or SuperNATURAL Synth Tone parameters have been edited, the corresponding Live Set or SuperNATURAL Synth Tone will be highlighted when you save the Registration.



You have the option of saving the edited Live Sets and SuperNATURAL Synth Tones at the same time that you save the Registration.

If you want to do this, proceed as follows.

1. Select the Write check box for the Live Sets and SuperNATURAL Synth Tones that you want to save.

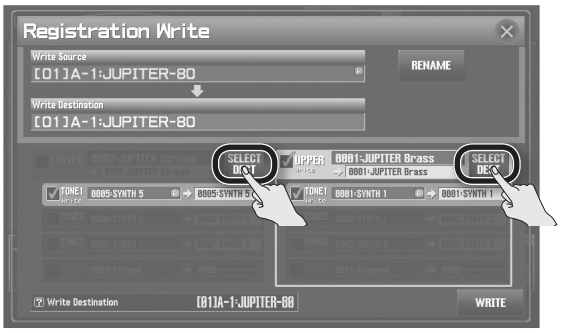


MEMO

If you save without selecting these check boxes, only the Registration will be saved. The Live Sets or SuperNATURAL Synth Tones you've edited will remain in their edited state without being saved.

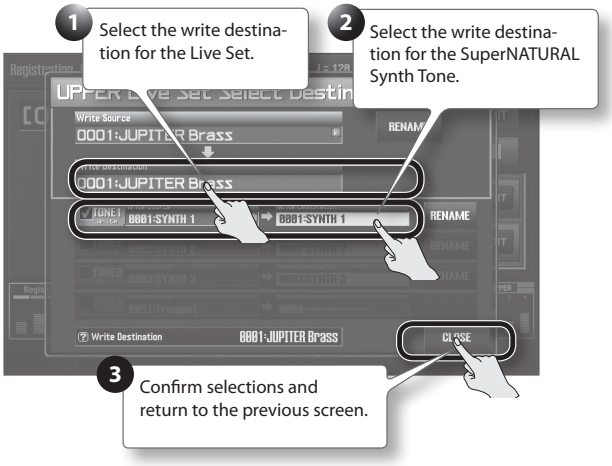
If you want to specify a Live Set number or SuperNATURAL Synth Tone number at which to save the data, proceed to step 2. If you want to save the data by overwriting the current Live Set number and SuperNATURAL Synth Tone number, proceed to step 4.

2. If you want to specify the Live Set number or SuperNATURAL Synth Tone number for saving, touch <SELECT DEST>.



Live Set Select Destination screen will appear.

3. Select the write destination.



4. Touch <WRITE>.

MEMO

- If you specify the same write destination for the Live Sets of the Upper Part and Lower Part, the message "Cannot Write!" will appear. Select different write destinations in step 3.
- If you specify the same write destination for the SuperNATURAL Synth Tones of layers 1–4, the message "Cannot Write!" will appear. Select different write destinations in step 3.
- If the same Live Set is assigned to the Upper Part and the Lower Part, and you edit only one Part and then execute this operation, the edited Live Set will be assigned to the other Part as well.
- If the same SuperNATURAL Synth Tone is assigned to layers 1–4, and you edit only the SuperNATURAL Synth Tone of a specific layer and then execute this operation, the edited SuperNATURAL Synth Tone will also be assigned to the other layers.

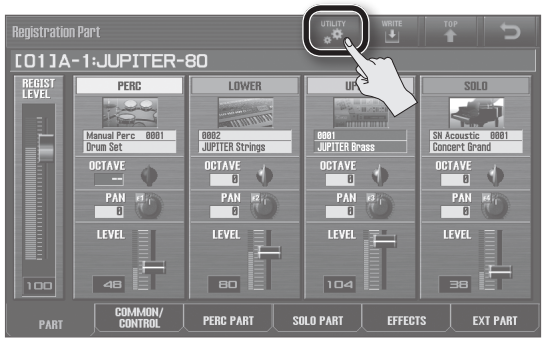
Initializing a Registration

Here's how to initialize the currently selected Registration.

MEMO

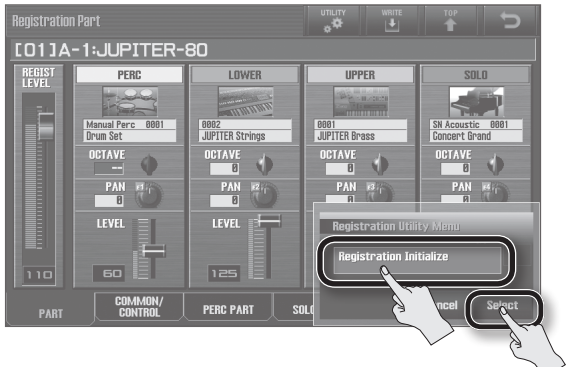
- Initializing the Registration will affect the data in the temporary area (p. 16).
  When you initialize the Registration, the Live Sets and tones in the temporary area will also be initialized.
- If you want to return the parameters of all sounds to their factory-set state, use Factory Reset (p. 87).

1. In the Registration Part screen (p. 31), touch <UTILITY>.



Registration Utility Menu screen will appear.

2. Touch <Registration Initialize>, and then touch <Select>.



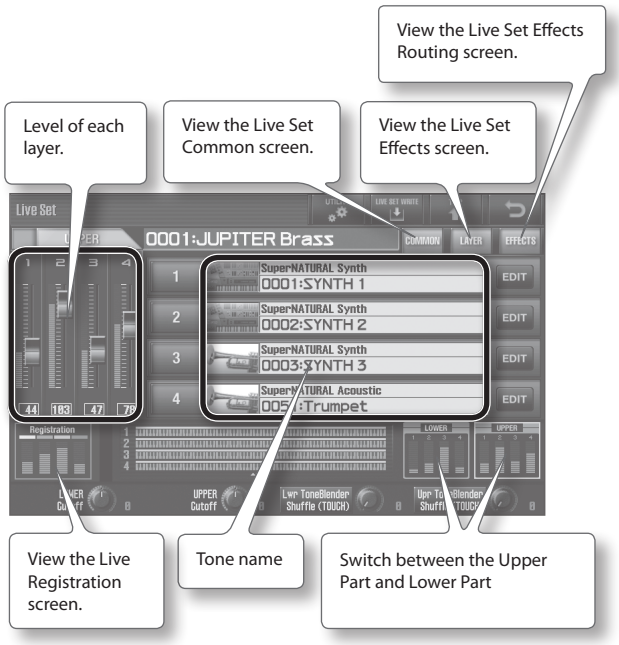
A message will ask "Are you sure?"

3. Touch <OK>.

Editing a Live Set

You can edit a Live Set by switching the Tones in the Live Set, and by adjusting offset values relative to the value of each tone.

The Live Set screen (p. 32) shows basic information about the currently selected Live Set.



The following parameters are stored in a Live Set.

Tab	Explanation	
COMMON	Settings common to the entire Live Set • Live set name, Live Set category • Volume • Filter • Phase lock, etc.	
LAYER	Settings for each layer • Layer on/off • Volume • Pan • Layer audio output destination and send level • Keyboard range, etc.	
EFFECTS	MFX settings • Layer audio output destination and send level • Send level to MFX • MFX on/off • MFX type selection • MFX volume • MFX settings, reverb settings • Send levels from the Tone to reverb, and from MFX to reverb, etc.	
MODIFY	Offset settings for each layer	
	For a SuperNATURAL Synth Tone	For a SuperNATURAL Acoustic Tone
	• Pitch • Filter • Amp • LFO • Modulation • Portamento, etc.	• Noise level • Variation, etc.

Tips for editing a Live Set

Choose which Parts will be heard

A Registration consists of up to four Parts. Editing will be easier if you're listening only to the Parts that are selected for the Live Set you want to edit (p. 37).

MEMO

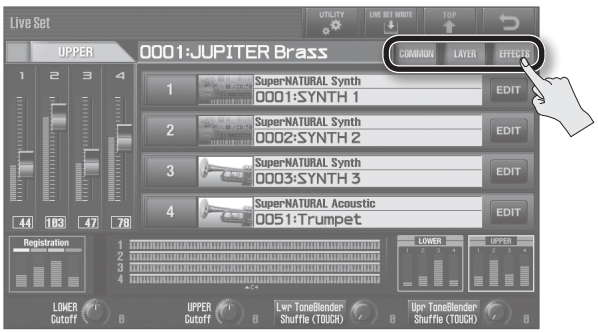
When you edit the parameters of a Live Set, you are specifying a relative increase or decrease applied to the value of the Tone; the actual tone itself is not affected.

This means that even if the same tone is used by another Live Set, you'll be able to edit without affecting the other Live Set.

Basic Editing Operations for Live Sets

To edit a Live Set, you'll start from the Live Set screen.

1. In the Live Set screen (p. 32), touch the button (<COMMON>, <LAYER>, <EFFECTS>) of the parameter that you want to edit.

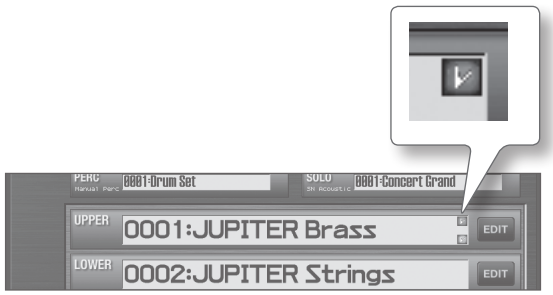


2. Touch a tab to select the Live Set parameters that you want to edit.

In this example, the Upper Part's Live Set is edited.

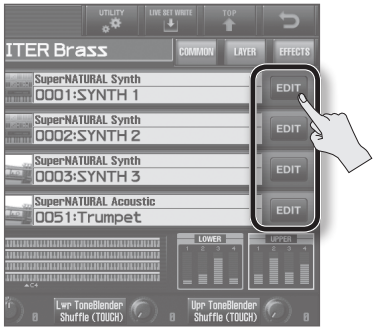
MEMO

If a Live Set has been edited, a check mark (red) will appear at the right of the Live Set name.



Adjusting the Tones

By touching <EDIT> of each layer in the Live Set screen (p. 32), you can adjust the Tones assigned to each layer (the Live Set Modify screen will appear).



For details, refer to "Editing the Tones Assigned to a Layer" (p. 60).

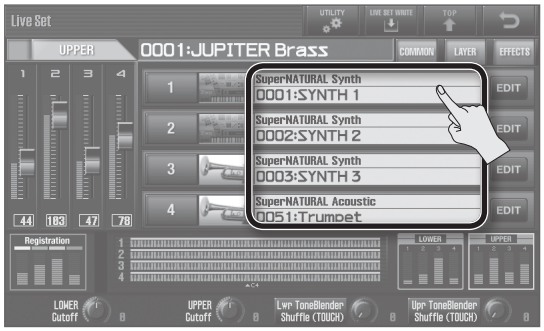
Changing a Live Set's Tones

Here's how to change the Tones in a Live Set.

1. In the Live Set screen (p. 32), touch a tone name to view a list.

MEMO

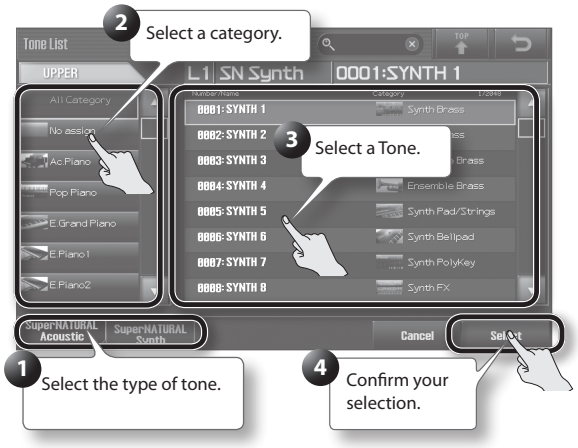
You can also switch tones by moving the cursor to the tone name in the Live Set screen, and using the value dial or the [DEC] [INC] buttons to select a Tone.



The Tone List screen will appear. In this example, the Tone for layer 1 of the Live Sets assigned to the Upper Part is changed.

2. Touch the new tone, and then touch <Select>.

The left column lists the tone categories, and the right column lists the Tones in the selected category.



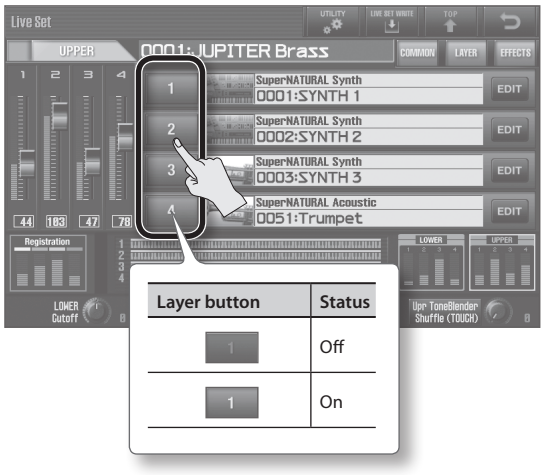
The Tone will change.

MEMO

The SuperNATURAL Acoustic Tone 0028: TW Organ can be assigned only to layer 1.

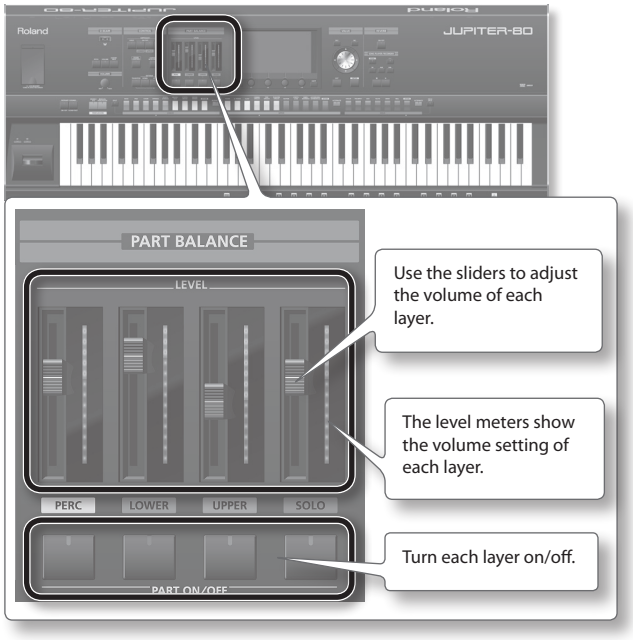
Layer On/Off and Volume Adjustment

To turn a layer on/off, touch its layer number in the Live Set screen (p. 32).



MEMO

In the panel's PART BALANCE area you can turn the four layers on/off and adjust their volume.



MEMO

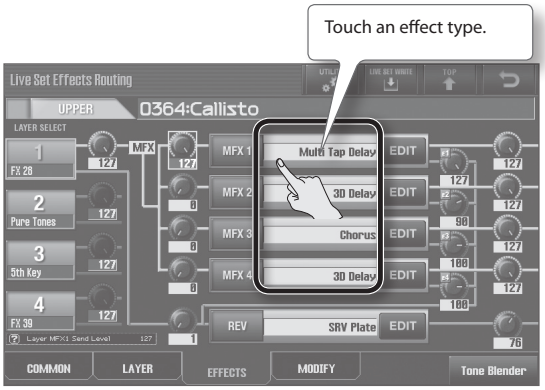
By holding down the [SHIFT] button and operating the panel's PART BALANCE area, you can turn the Parts (Solo, Upper, Lower, Percussion) on/off and adjust their volume.

Switching the MFX (Multi-effects)

Each Live Set contains four MFX (multi-effects) processors.

To switch the MFX, access the "Live Set Effects Routing" screen.

1. In the Live Set Effects Routing screen (p. 33), touch the MFX effect type to access a list.

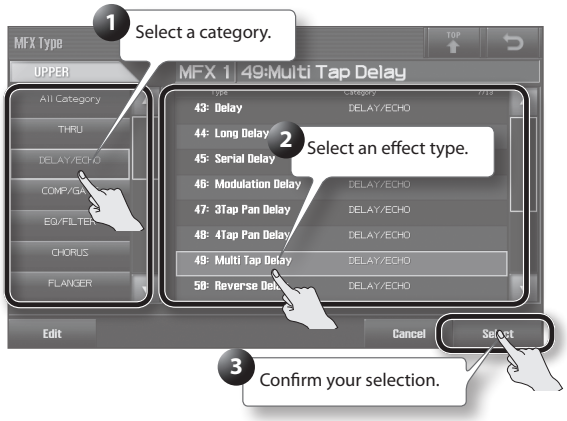


The MFX Type screen will appear. In this example, the effect type for MFX1 of the Live Set selected for the Upper Part is changed.

MEMO

If you move the cursor to the effect type, you'll also be able to use the value dial or the [DEC] [INC] buttons to switch the effect type.

2. Touch the new effect type, and then touch <Select>.

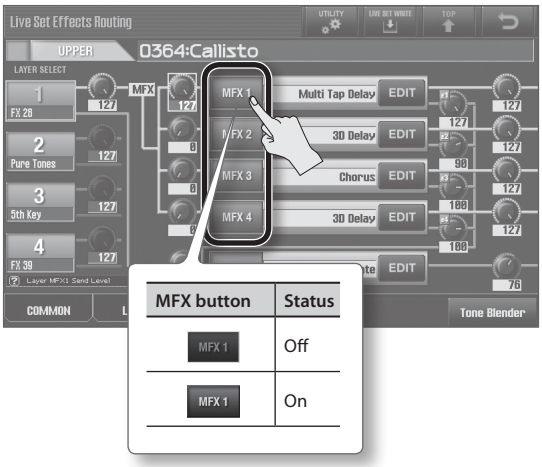


The left column lists the effect type categories, and the right column lists the effect types in the selected category.

The effect type will change.

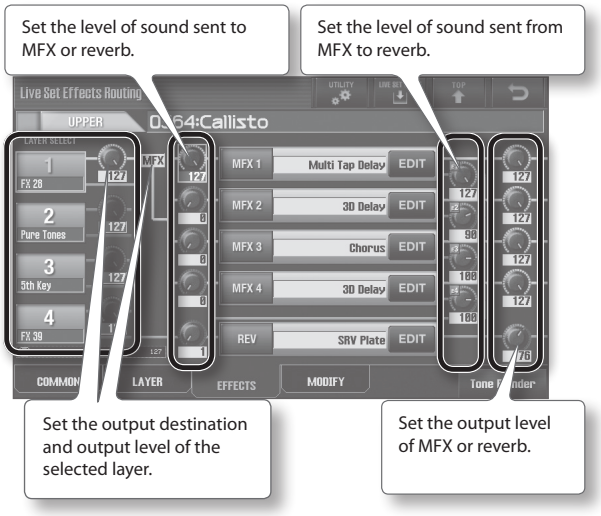
Turning MFX On/Off

To switch an MFX on/off, touch its MFX button.



Adjusting the Effect Send Levels and Effect Output Levels

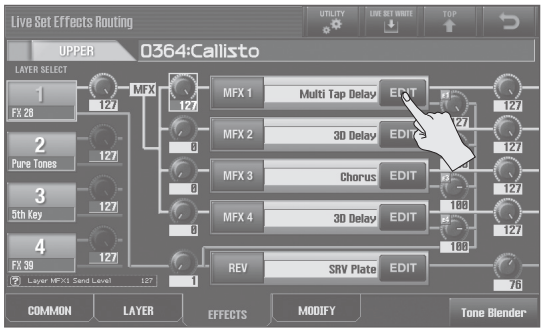
You can adjust the level at which the sound of each layer is sent to MFX, and the output level of the sound that has passed through the effect.



Editing the MFX

To edit MFX settings, access the "Live Set Effects Routing" screen (p. 33).

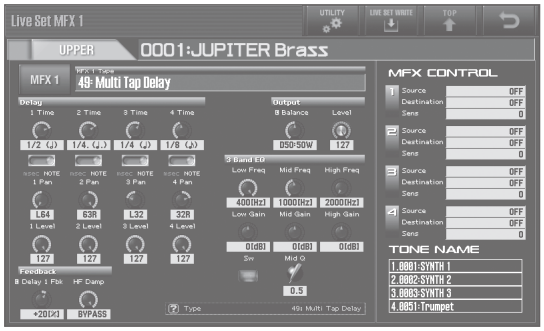
1. In the Live Set Effects Routing screen (p. 33), touch MFX's <EDIT>.



In this example, we'll edit the Multi Tap Delay effect for MFX1 of the Live Set selected for the Upper Part.

The Live Set MFX screen will appear.

2. Edit the MFX settings.



The parameters that can be edited will depend on the effect type you've selected. For details on MFX parameters, refer to the parameter list in the PDF manual.

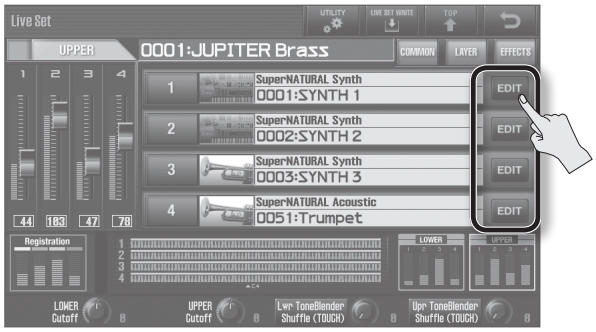
Editing the Tones Assigned to a Layer

Here's how to edit the sound of each layer.

You'll be able to edit selected parameters for each sound (Modify parameters and Offset parameters).

Since the parameters you edit are stored in the Live Set, you can edit the sound without rewriting the original tones.

1. In the Live set screen (p. 32), touch layer's <EDIT>.

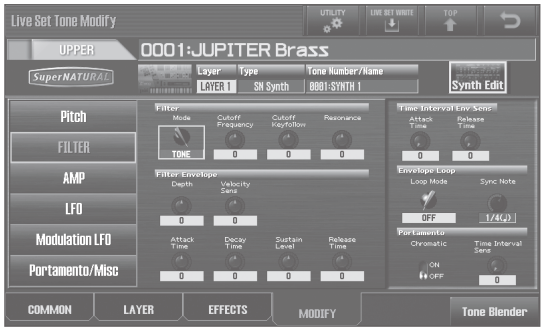


The Live Set Tone Modify screen will appear. In this example, layer 1 of the Live Set selected for the Upper Part is edited.

2. Edit the Tone.

Example screen for a SuperNATURAL Acoustic Tone

Example screen for a SuperNATURAL Synth Tone

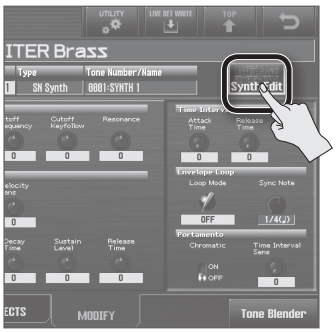


For details on the parameters, refer to the parameter list in the PDF manual.

Editing a Tone

For SuperNATURAL Synth Tones, you can go deeper to create and save your own original tones.

Touch <Synth Edit> to access the Synth Tone Edit screen.



For details, refer to "Editing a Synth Tone" (p. 66).

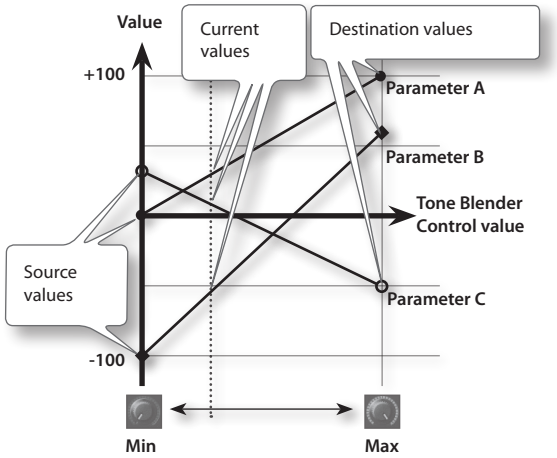
Simultaneously Adjusting Multiple Live Set Parameters (Tone Blender)

The Tone Blender function lets you shift between the initial values (the currently specified Live Set parameter values) and the destination values (which you may set freely) by turning just a single [E4] (Tone Blender Control) knob.

You can use the Tone Blender function to create enormously varied modifications in the sound simply by turning a knob, and save the resulting sound as a new Live Set.

Example

Tone Blender Control value	Parameter A	Parameter B	Parameter C
Min	0	-100	30
Max	100	60	-50

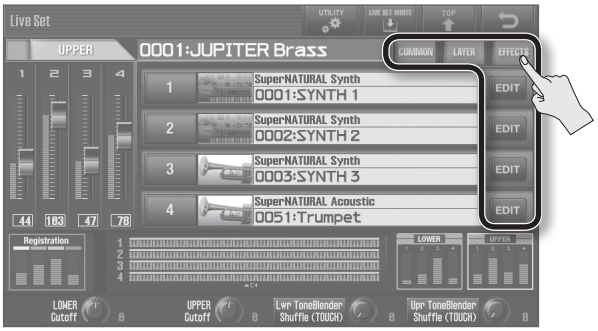


The destination values can also be assigned randomly by the JUPITER-80, allowing you to obtain a different sound every time.

MEMO

The following Live Set parameters can be adjusted by the Tone Blender: level, pan, cutoff, resonance, attack, delay, release, MFX 1–4 send level, and reverb send level.

1. In the Live Set screen (p. 32), touch either <COMMON>, <LAYER>, <EFFECTS>, or <EDIT>.

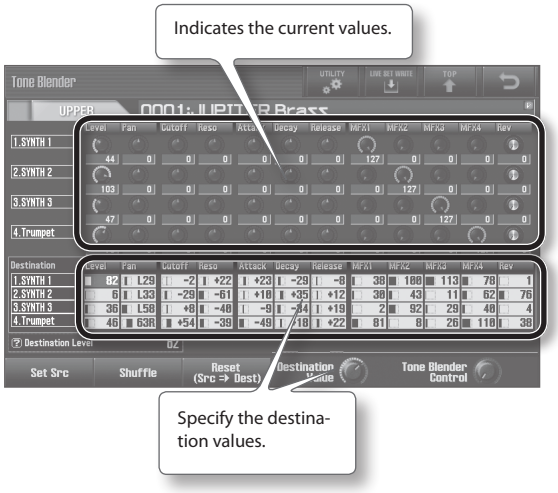


In this example, the Upper Part's Live Set parameters are adjusted.

2. Touch <Tone Blender>.

The Tone Blender screen will appear.

3. Set the values in the lower half of the screen (the destination values).



Button	Explanation
<Set Src>	Specifies the current values as the new initial values (the parameters of the Live Set will be updated).
<Shuffle>	Randomly sets all destination values.
<Reset>	Sets the destination values to match the initial values.

MEMO

- For details on using <Set Src>, refer to "Saving the sound created by the Tone Blender" (p. 62).
- If after touching <Shuffle> you then press the [SHIFT] button, <Shuffle> will change to <Undo Shuffle>. If you touch <Undo Shuffle>, you will return to the destination value prior to touching <Shuffle>.

4. Turn the [E4] (Tone Blender Control) knob.

All Live Set parameters will move between the source values and destination values.

MEMO

By saving the Live Set in this state, you can save the initial values and the destination values.

However, the current values (the sound you're currently hearing) will not be saved.

If you want to save the sound you're currently hearing, refer to "Saving the sound created by the Tone Blender" (p. 62).

Convenient Ways to Use the Tone Blender

Saving the sound created by the Tone Blender

After using the [E4] (Tone Blender Control) knob to get a sound you like, you can save that state as a Live Set.

1. Use the [E4] (Tone Blender Control) knob to get the sound you like, and then touch <Set Src>.

The parameters for the sound produced by the Tone Blender function will be set as the new initial values of the current Live Set.

2. Save the Live Set (p. 62).

The current sound will be saved as a Live Set.

When you call up the saved Live Set, the sound produced by the Tone Blender will be called up.

Using the D Beam controller to control the Tone Blender

1. In the Registration Common/Control screen (p. 31), touch <Pedal/D Beam>.

2. Set the D Beam Assign parameter to "CC79 (Tone Blender)."

Now you can control the Tone Blender by operating the D Beam controller.

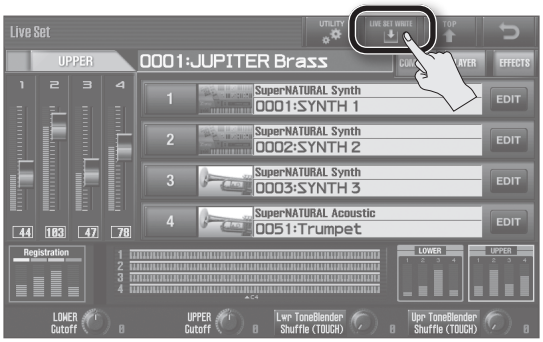
Saving a Live Set

Edits you make to the Live Set are temporary; they will be lost if you turn off the power or select another Live Set. If you want to keep the edited Live Set, you must save it to user memory.

NOTE

When you save, the data previously existing in the save destination will be overwritten.

1. In the Live set screen (p. 32), touch <LIVE SET WRITE>.



The Live Set Write screen will appear.

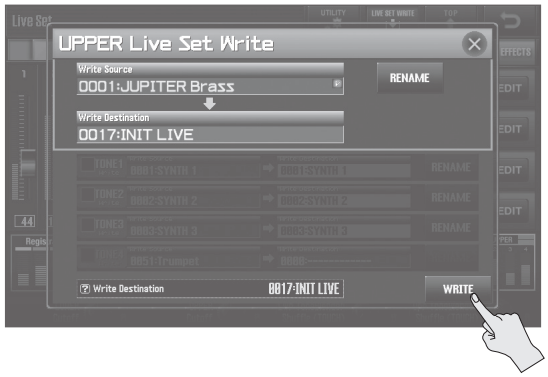
2. To select the save-destination user Live Set number, touch <Write Destination>.

MEMO

You can also move the cursor to Write Destination and use the value dial or the [DEC] [INC] buttons to change the write destination.

3. Touch the save-destination Live Set number, and then touch <Select>.

4. **Touch <WRITE>.**



A message will ask "Are you sure?"

5. **To save the Live Set, touch <OK>.**

The screen will indicate "Completed!"

The Live Set has been saved to the save-destination Live Set number you specified.

NOTE

Never turn off the power while data is being saved.

Cancelling the Save of a Live Set

You can cancel the save operation by doing one of the following.

- Press the [EXIT] button
- Touch [x] in the UPPER (or LOWER) Live Set Write screen

Naming a Live Set

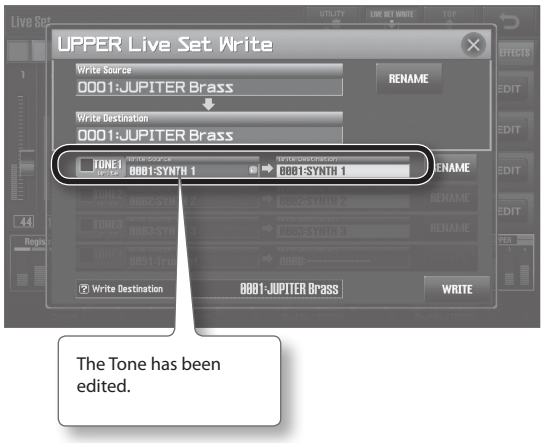
If you want to rename the Live Set, touch <RENAME> of step 2.

The LIVE SET NAME screen will appear.

For details on assigning a name, refer to "Assigning a Name" (p. 29).

If the following display appears when you save

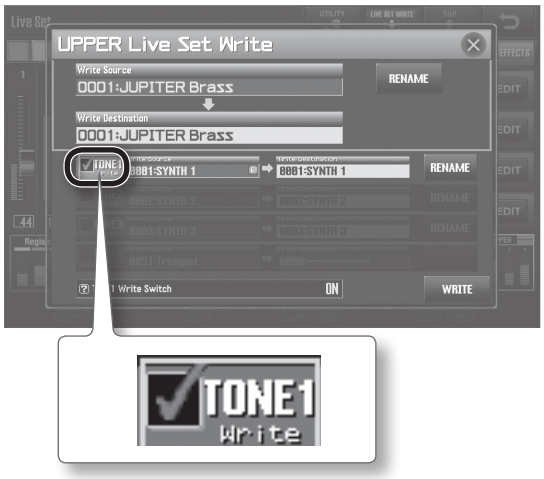
If SuperNATURAL Synth Tone parameters have been edited, the corresponding Synth Tone(s) will be highlighted when you save the Live Set.



You have the option of saving the edited SuperNATURAL Synth Tones at the same time that you save the Live Set.

If you want to do this, proceed as follows.

1. **Select the Write check box for the SuperNATURAL Synth Tones that you want to save.**

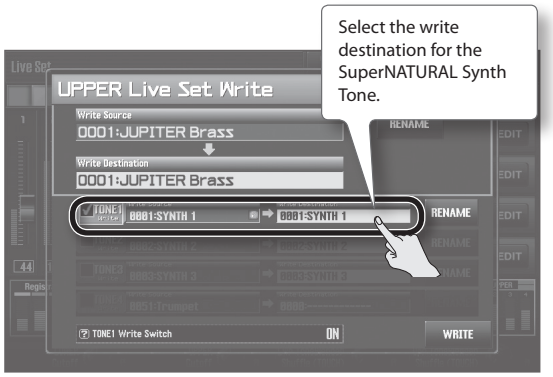


MEMO

If you save without selecting the check box, only the Live Set will be saved. SuperNATURAL Synth Tones you edited will remain in their edited state, and will not be saved.

If you want to specify a number at which to save the SuperNATURAL Synth Tone, proceed to step 2. If you want to overwrite the current SuperNATURAL Synth Tone number, proceed to step 3.

2. Specify the write destination.



3. Touch <WRITE>.

MEMO

- If you specify the same write destination for each of the SuperNATURAL Synth Tones of layers 1–4, the message "Cannot Write!" will appear. Specify different write destinations in step 2.
- If the same SuperNATURAL Synth Tone is assigned to layers 1–4, and you edit only the SuperNATURAL Synth Tone of a certain layer and then perform this operation, the edited SuperNATURAL Synth Tone will also be assigned to the other layers as well.

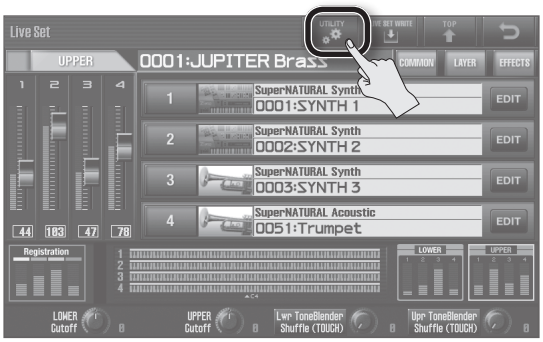
Initializing a Live Set

Here's how to initialize the currently selected Live Set.

MEMO

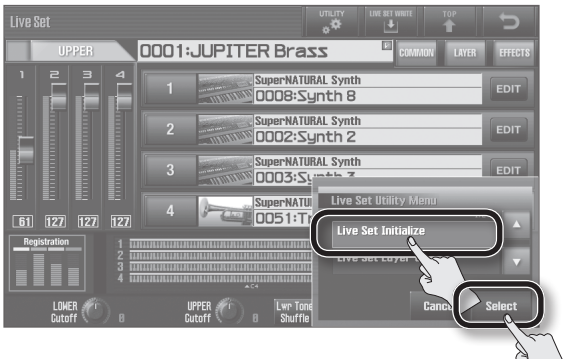
- Initializing the Live Set affects the data in the temporary area (p. 16). When you initialize the Live Set, the temporary area for the Tones will also be initialized.
- If you want to return the parameters of all sounds to their factory-set state, use Factory Reset (p. 87).

1. In the Live set screen (p. 32), touch <UTILITY>.



The Live Set Initialize screen will appear.

2. Touch <Live Set Initialize>, and then touch <Select>.



A message will ask "Are you sure?"

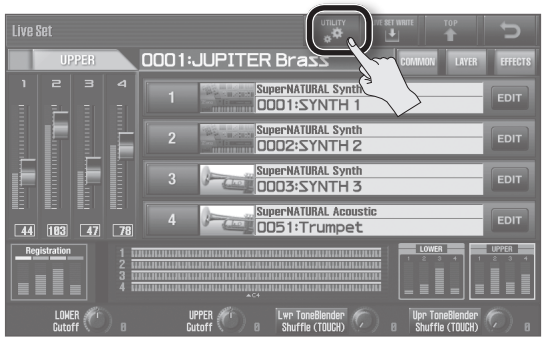
3. Touch <OK>.

Copying a Layer

Here's how to copy a layer to a different layer.

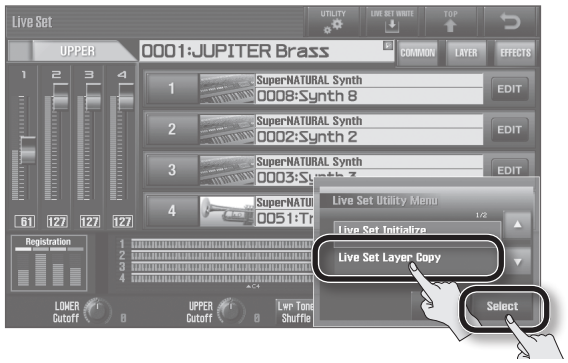
This is a convenient way to create a variation based on an edited layer.

1. In the Live set screen (p. 32), touch <UTILITY>.



The Live Set Utility Menu screen will appear.

2. Touch <Live Set Layer Copy>, and then touch <Select>.



3. As the Source, specify the copy-source layer. As the Destination, specify the copy-destination layer.

NOTE

When you copy a layer, the sound of the specified Destination layer will be lost, and overwritten by the sound of the specified Source layer.

4. Touch <Execute>.

A message will ask "Are you sure?"

5. Touch <OK>.

The sound of the specified Source layer will be copied to the specified Destination layer.

Editing a Synth Tone

You can edit a Synth Tone to create original sounds.

MEMO

It's not possible to edit SuperNATURAL Acoustic Tones, Manual Percussion, or Drums/SFX.
To edit these tones, refer to "Editing the Tones Assigned to a Layer" (p. 60).

Tips for editing Synth Tones

Decide which layers you want to hear

A Live Set consists of up to four tones. Editing will be easier if you're listening to only the layer with the Synth Tone that you want to edit (turn its layer button on) (p. 58).

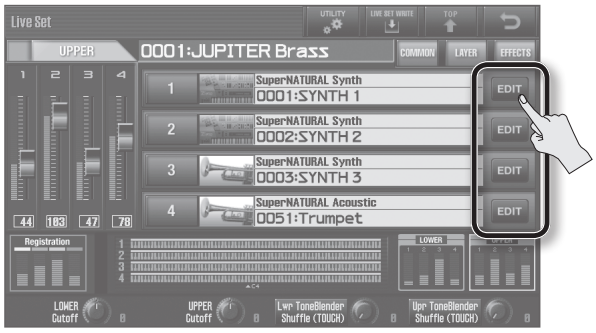
Turn the effect off

The Live Set may apply an effect to the layer, causing the Synth Tone to sound different than it otherwise would.

If you turn off the effect, you'll hear the actual sound of the Synth Tone itself, and it will be easier to discern the results of your editing (p. 59).

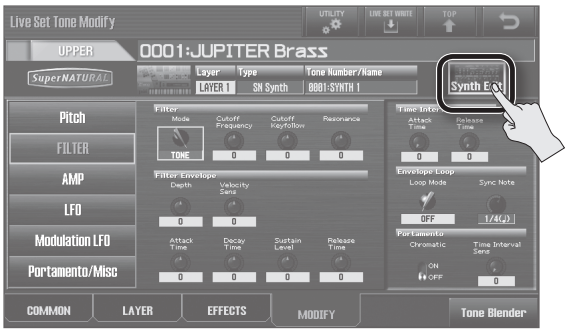
1. As described in "Changing a Live Set's Tones" (p. 57), select the SuperNATURAL Synth Tone that you want to edit.

2. In the Live Set screen (p. 32), touch <EDIT> for the layer to which the selected Synth Tone is assigned.



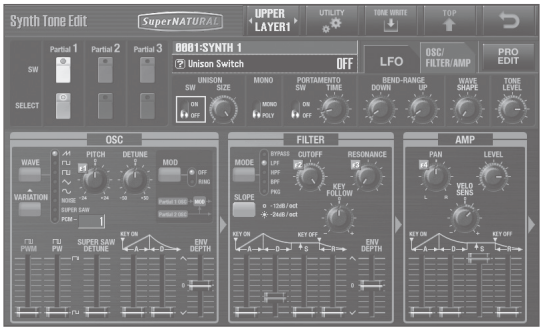
The Live Set Tone Modify screen will appear. In this example, the SuperNATURAL Synth Tone that's selected for layer 1 is edited.

3. In the Live Set Tone Modify screen (p. 32), touch <Synth Edit>.



The Synth Tone Edit screen will appear.

4. Edit the Synth Tone.



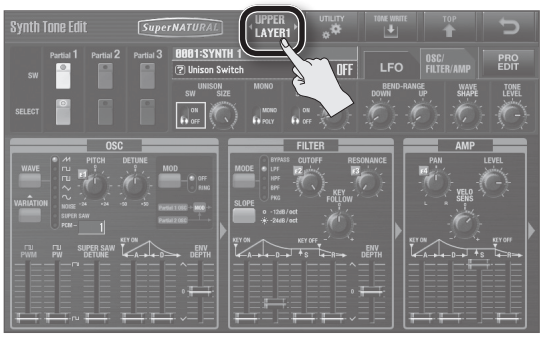
For details on tone parameters, refer to the parameter list in the PDF manual.

MEMO

- If you touch <PRO EDIT>, you'll be able to edit the Synth Tone in the form of a parameter list.

To return to the previous display, touch <ZOOM EDIT>.

- If you touch <LAYER>, the Layer Select screen will appear, allowing you to switch layers for editing.

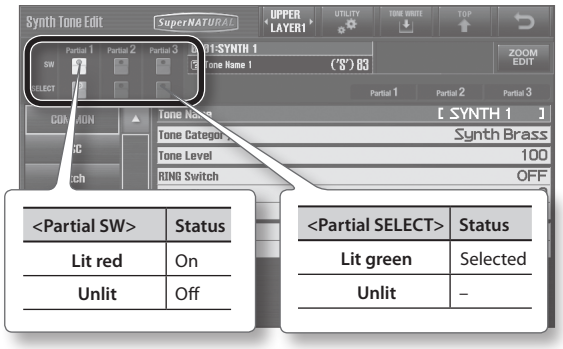


- If a Synth Tone has been edited, a check mark (yellow) is shown at the right of the tone name.

Volume and On/Off Settings for Each Partial

You can turn a Partial on/off by touching the <Partial SW>.

By touching <Partial SELECT> you can select the Partial that you want to edit.

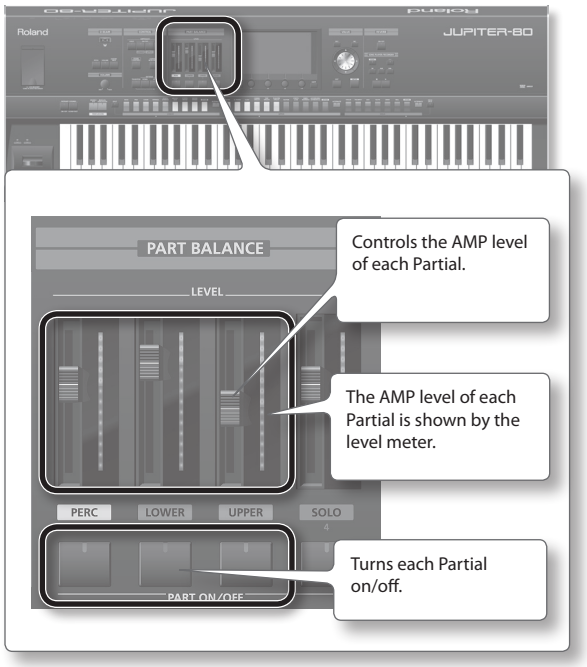


<Partial SW>	Status
Lit red	On
Unlit	Off

<Partial SELECT>	Status
Lit green	Selected
Unlit	–

MEMO

- You can select two or more Partials by holding down the [SHIFT] button and touching <Partial SELECT>.
- When the Synth Tone Edit screen is displayed, you can use the PART BALANCE area of the panel to turn the three Partials on/off and adjust their volume.



- By holding down the [SHIFT] button and pressing the PART [PERC ON/OFF], [LOWER ON/OFF], or [UPPER ON/OFF] buttons, you can select the Partial that you want to edit.

PART button	Selected Partial
PART [PERC ON/OFF]	Partial 1
PART [LOWER ON/OFF]	Partial 2
PART [UPPER ON/OFF]	Partial 3

- To edit two or more Partials, simultaneously hold down the PART buttons of the Partials that you want to edit.

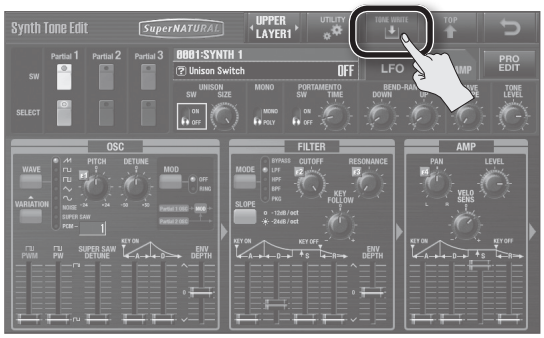
Saving a Synth Tone

A Synth Tone you edit is temporary; it will be lost if you turn off the power or select another tone. If you want to keep a Synth Tone you've edited, you must save it.

NOTE

When you save, the data in the save destination will be overwritten.

1. In the Synth Tone Edit screen (p. 33), touch <TONE WRITE>.



The Tone Write screen will appear.

2. If you want to select the save-destination SuperNATURAL Synth Tone number, touch <Write Destination>.

MEMO

You can also change the write destination by moving the cursor to Write Destination and using the value dial or the [DEC] [INC] buttons.

3. Touch the save-destination SuperNATURAL Synth Tone number, and then touch <Select>.

4. Touch <WRITE>.

A message will ask "Are you sure?"

5. To save the Tone, touch <OK>.

A message will indicate "Completed!"

The Synth Tone has been saved in the save-destination SuperNATURAL Synth Tone number you specified.

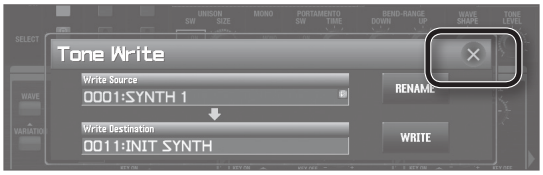
NOTE

Never turn off the power while data is being saved.

Cancelling the Save of a Tone

You can cancel the save operation by doing one of the following.

- Press the [EXIT] button
- Touch [x] in the Tone Write screen



Naming a Tone

If you want to rename the Tone, touch <RENAME> of step 2.

The TONE NAME screen will appear.

For details on assigning a name, refer to "Assigning a Name" (p. 29).

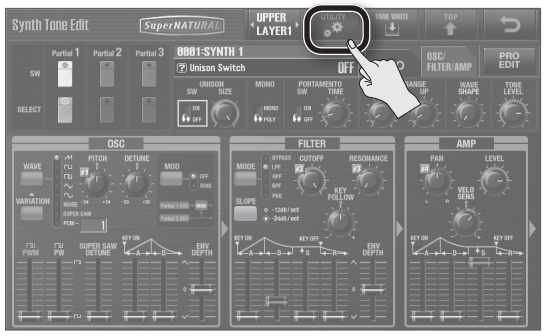
Initializing a SuperNATURAL Synth Tone/Partial

Here's how to initialize the currently selected SuperNATURAL Synth Tone or Partial.

MEMO

- Initializing a SuperNATURAL Synth Tone or Partial will affect the data in the temporary area (p. 16).
- If you want to return the parameters of all sounds to their factory-set values, use Factory Reset (p. 87).

1. In the Synth Tone Edit screen (p. 33), touch <UTILITY>.



The Synth Tone Utility Menu screen will appear.

2. Touch <Tone Initialize> to initialize a SuperNATURAL Synth Tone, or touch <Partial Initialize> to initialize a Partial.

If you're initializing a Partial, first use <Partial SELECT> to turn on the Partial that you want to initialize (p. 67).

3. Touch <Select>.

A message will ask "Are you sure?"

4. To initialize, touch <OK>.

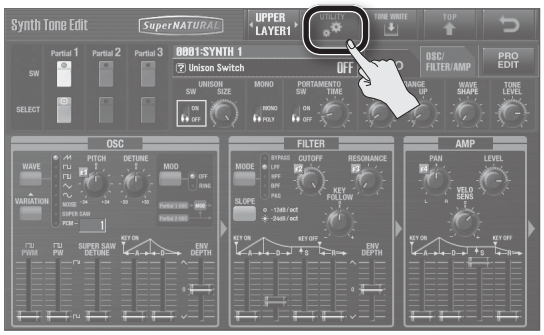
MEMO

By holding down the [SHIFT] button and touching a knob or slider, you can return that parameter to the default value (the message "Reset Value" will appear).

Copying a Partial

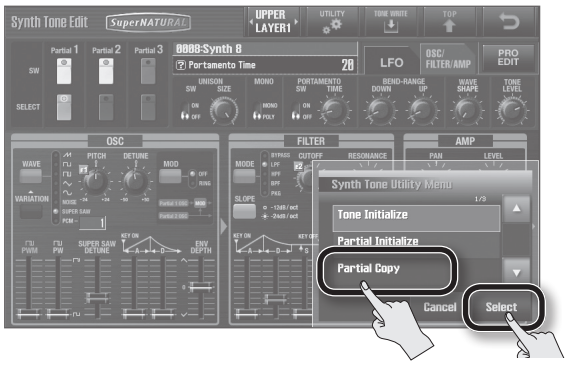
Here's how to copy the Partial settings from a SuperNATURAL Synth Tone to the specified Partial of the currently selected SuperNATURAL Synth Tone.

1. In the Synth Tone Edit screen (p. 33), touch <UTILITY>.



The Synth Tone Utility Menu screen will appear.

2. Touch <Partial Copy>, and then touch <Select>.



The Synth Tone Partial Copy screen will appear.

3. As the Source, specify the copy-source SuperNATURAL Synth Tone and Partial; as the Destination, specify the copy-destination Partial.

NOTE

When you copy a Partial, the sound of the specified Destination Partial will be lost, and overwritten by the sound of the specified Source Partial.

4. Touch <Execute>.

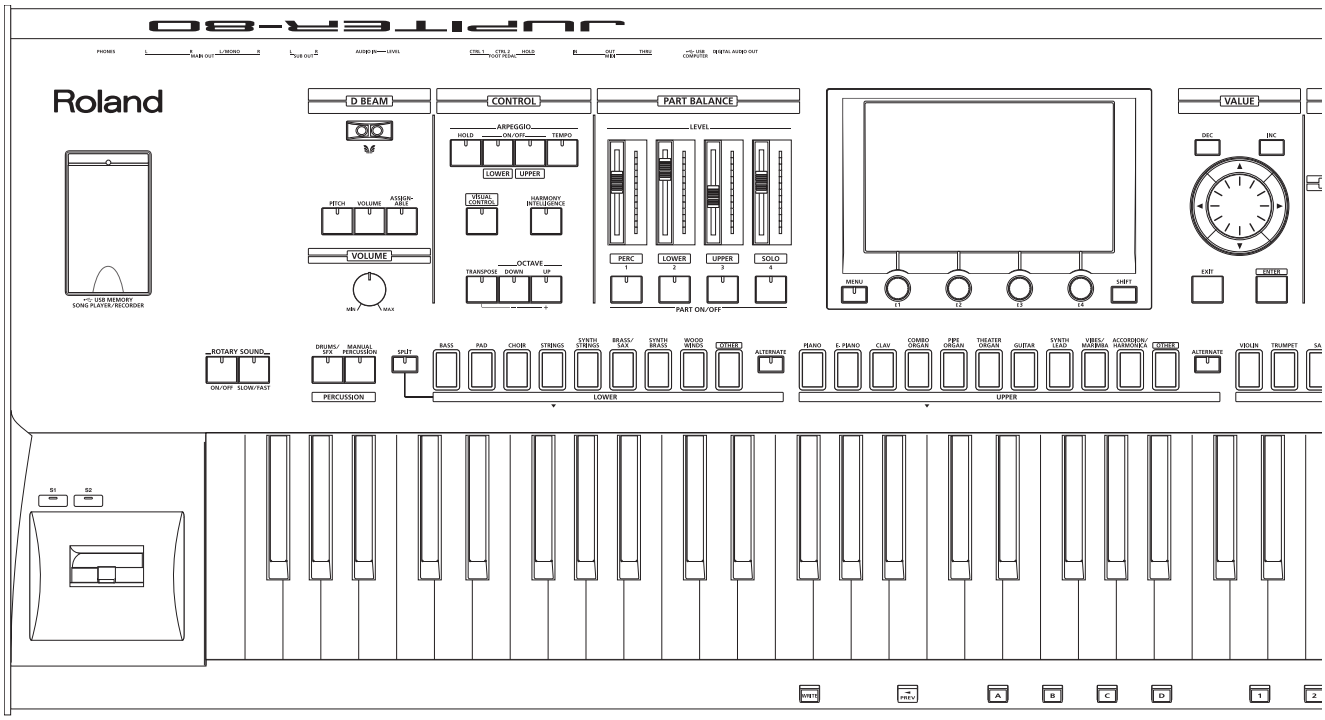
A message will ask "Are you sure?"

5. Touch <OK>.

The sound of the specified Source layer will be copied to the specified Destination layer.

MEMO

Other Convenient Functions



Using the USB Memory Song Player/Recorder

The USB Memory Song Player/Recorder lets you play back audio files (WAV, MP3, AIFF) that you've copied from your computer to a USB flash drive, or to record your keyboard performance to a USB flash drive.

NOTE

- Never insert or remove a USB flash drive while this unit's power is on. Doing so may corrupt the unit's data or the data on the USB flash drive.
- Carefully insert the USB flash drive all the way in-until it is firmly in place.
- Use USB flash drive available from Roland. Proper operation cannot be guaranteed if other USB device is used.
- Don't connect anything other than a USB flash drive to the USB MEMORY connector.

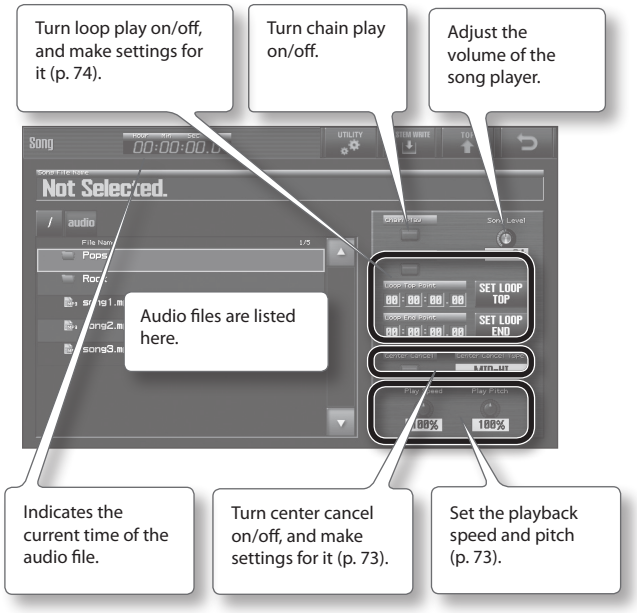
MEMO

If the USB flash drive contains a large number of song files, it may take some time for them to be read.

Basic Operations in the Song Screen

The Song screen (p. 34) will appear when you press the [SONG] button.

In the Song screen you can select the audio file to play back, and make settings for playback.



MEMO

Copy your audio files (WAV, MP3, AIFF) to the root folder (the top level) of your USB flash drive, or create a folder on your USB flash drive and copy the files into it. For more about folders in USB flash drive, refer to "USB Flash Drive" (p. 17).

Playback

Here's how to play back audio files saved on the USB flash drive.

1. Press the [SONG] button.

The Song screen will appear. A list of the audio files on the USB flash drive will appear.

MEMO

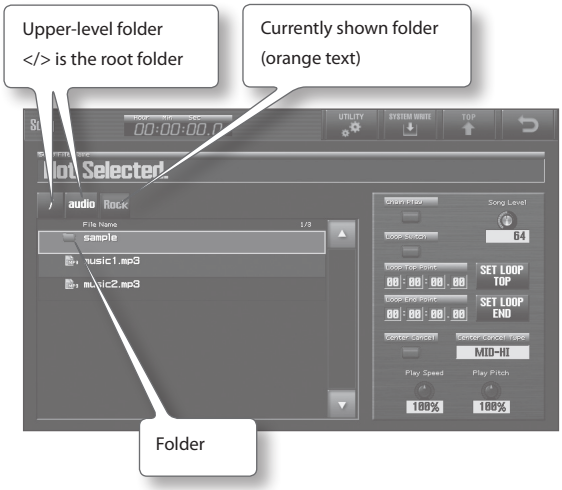
If the file name or folder name contains double-byte characters (e.g., Japanese), they will not be shown correctly in the display.

2. Select an audio file.

Touch the audio file that you want to play.

MEMO

- To view the files within a folder, select that folder and touch it or press the [ENTER] button.
- The currently shown folder is indicated by the orange text at the top of the list. To return to the higher-level folder, touch the folder button located at the left of the current folder. To return to the root folder (the top level), touch </>.



3. Press the [►] (PLAY) button.

The selected audio file will play.

- Press the [■] (STOP) button to stop playback.
  When you press the [►] (PLAY) button once again, playback will resume from where it was stopped.
- Press the [|◄] button to return to the beginning of the audio file.
- Rewinds the audio file while you hold down the [◄◄] button.
- Fast-forwards the audio file while you hold down the [►►] button.

Audio files that can be played

MP3	
Format	MPEG-1 audio layer 3
Sampling Frequency	44.1 kHz
Bit Rate	32k, 40k, 48k, 56k, 64k, 80k, 96k, 112k, 128k, 160k, 192k, 224k, 256k, 320 kbps / VBR (Variable Bit Rate)
WAV, AIFF	
Sampling Frequency	44.1 kHz, 48 kHz, 96 kHz
Bit Rate	8, 16, 24-bit

Minimizing Sounds in the Center (Center Cancel)

You can minimize the sounds heard from the center of the playback (e.g., vocals).

1. In the Song screen (p. 34), touch <Center Cancel>.

The Center Cancel function will turn on (the button will light).

Now you can make center cancel settings.

Parameter	Value	Explanation
Center Cancel Type	MID-HI	Minimizes mid-frequency and high-frequency sounds localized in the center.
	LOW	Minimizes low-frequency sounds localized in the center.
	ALL	Minimizes all sounds localized in the center.

2. To turn off the Center Cancel function, touch <Center Cancel> once again.

The Center Cancel function will turn off (the button will be unlit).

Changing the Playback Speed or Pitch

You can change the speed or pitch at which an audio file plays back.

1. In the Song screen (p. 34), change the Play Speed or the Play Pitch.

Parameter	Value	Explanation
Play Speed	75–125 [%]	Changes the speed of playback.
Play Pitch	30–170 [%]	Changes the pitch of playback.

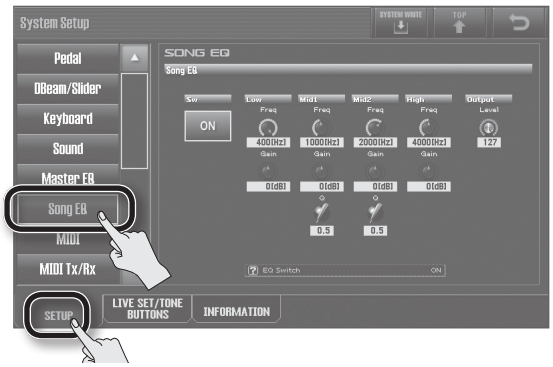
Adjusting the Balance of Frequency Ranges (Equalizer)

The USB memory song player provides a four-band equalizer. You can apply an equalizer to the audio file playback and to the sound being input via the AUDIO IN jack.

1. In the MENU screen (p. 34), touch <System>.

2. Touch <SETUP>, and then touch <Song EQ>.

The Song EQ screen will appear.



Now you can make equalizer settings.

Parameter	Value	Explanation
Sw	OFF, ON	Turns the equalizer on/off.
Low Freq	200, 400 [Hz]	Specifies the fundamental frequency of the low range.
Low Gain	-15–+15 [dB]	Adjusts the amount of low range boost/cut.
Mid1 Freq	200–8000 [Hz]	Specifies the fundamental frequency of the mid range 1.
Mid1 Gain	-15–+15 [dB]	Adjusts the amount of mid range 1 boost/cut.
Mid1 Q	0.5, 1.0, 2.0, 4.0, 8.0	Specifies the width of the mid range 1. Higher values make the width narrower.
Mid2 Freq	200–8000 [Hz]	Specifies the fundamental frequency of the mid range 2.
Mid2 Gain	-15–+15 [dB]	Adjusts the amount of mid range 2 boost/cut.
Mid2 Q	0.5, 1.0, 2.0, 4.0, 8.0	Specifies the width of the mid range 2. Higher values make the width narrower.
High Freq	2000, 4000, 8000 [Hz]	Specifies the fundamental frequency of the high range.
High Gain	-15–+15 [dB]	Adjusts the amount of high range boost/cut.
Level	0–127	Adjusts the output volume.

3. To save the settings, touch <SYSTEM WRITE>.

Looping a Specific Region of Time

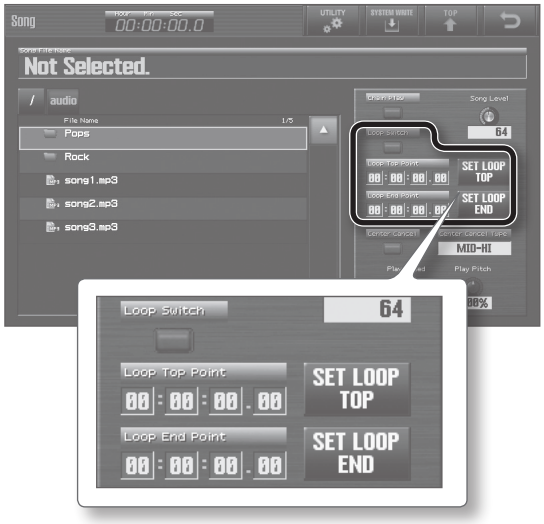
You can specify start and end points within an audio file, and make the playback loop between those points.

1. In the Song screen (p. 34), touch <Loop Switch>.

Loop playback will turn on (the button will light).

2. Use either of the following methods to specify the start and end points for loop playback.

- Use Loop Top Point to specify the start, and Loop End Point to specify the end.
  The value is specified in terms of (hours) : (minutes) : (seconds) . (1/100th second).
- Carry out playback until you reach the desired loop start or end point, and then touch <SET LOOP TOP> (start) or <SET LOOP END> (end).



MEMO

When using loop playback with an MP3 file, the time you specified might shift somewhat forward or backward (loop playback will occur near the time you specified).

3. Press the [►] (PLAY) button.

Playback will loop between the Loop Top Point (start) and Loop End Point (end).

4. To turn off loop playback, touch <Loop Switch> once again.

Loop playback will turn off (the button will go out).

MEMO

You can't play back a loop of a specified time if chain play is on.

Playing Audio Files Consecutively (Chain Play)

Here's how the audio files in the same folder can be played consecutively.

1. In the Song screen (p. 34), touch <Chain Play>.

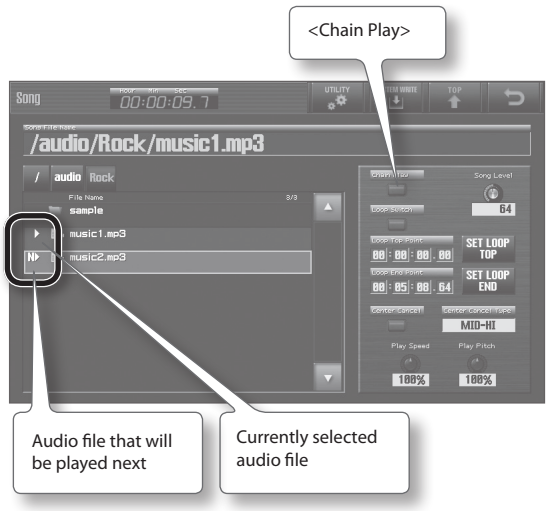
Chain play will turn on (the button will light).

2. Press the [►] (PLAY) button.

The audio files will begin playing. When a song ends, playback will continue with the next song.

MEMO

- Audio files will be played in the order in which they appear in the audio file list.
  The "N►" symbol indicates the song that will be played next.
- During playback, you can change the song that will be played next simply by touching another audio file (the "N►" symbol will move).



3. To turn chain play off, touch <Chain Play> once again.

Chain play will turn off (the button will go out).

MEMO

- Chain play will automatically turn off if you press the [■] (STOP) button.
- If chain play is on, turning <Loop Switch> on will make the audio files in the folder play repeatedly. When the last audio file in the folder has finished playing, playback will return to the first file and continue.

Creating a Folder

Here's how to create a new folder inside the currently selected folder.

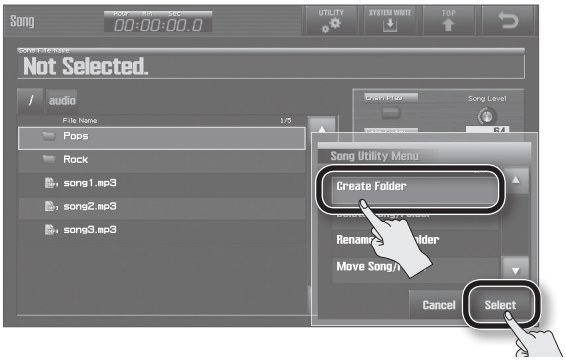
In this example, we'll create a new folder inside the audio folder that you created on your computer.

1. First select the audio folder, and then touch it or press the [ENTER] button to view the contents of that folder (p. 72).

2. In the Song screen (p. 34), touch <UTILITY>.

The Song Utility Menu screen will appear.

3. Touch <Create Folder>, and then touch <Select>.



The CREATE FOLDER screen will appear.

4. Assign a name to the folder.

For details on how to assign a name, refer to "Assigning a Name" (p. 29).

5. Touch <OK>.

The message "Create Folder Completed!" will appear; the folder has been created.

MEMO

It's not possible to create folders eight or more levels deep, including the root folder.

Deleting an Audio File or Folder

Here's how to delete an unwanted audio file or folder.

NOTE

There is no way to recover a deleted audio file or folder.

MEMO

You can't delete a folder that contains files. Before you can delete a folder, you must delete all the files within that folder.

1. First select the audio file or folder that you want to delete (p. 72).

2. In the Song screen (p. 34), touch <UTILITY>.

The Song Utility Menu screen will appear.

3. Touch <Delete Song/Folder>, and then touch <Select>.

The message "Are you sure?" will appear.

4. To execute the deletion, touch <OK>.

The message "Delete Song/Folder Completed!" will appear; the audio file or folder has been deleted.

Renaming an Audio File or Folder

Here's how to rename an audio file or folder.

1. First select the audio file or folder that you want to rename (p. 72).

2. In the Song screen (p. 34), touch <UTILITY>.

The Song Utility Menu screen will appear.

3. Touch <Rename Song/Folder>, and then touch <Select>.

The RENAME SONG/FOLDER screen will appear.

4. Assign the desired name.

For details on how to assign a name, refer to "Assigning a Name" (p. 29).

5. Touch <OK>.

The message "Rename Song/Folder Completed!" will appear; the audio file or folder has been renamed.

Moving an Audio File or Folder

Here's how to move an audio file or folder to a different folder.

1. First select the audio file or folder that you want to move (p. 72).

2. In the Song screen (p. 34), touch <UTILITY>.

The Song Utility Menu screen will appear.

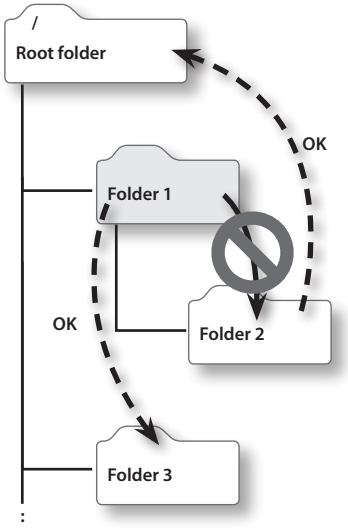
3. Touch <Move Song/Folder>, and then touch <Select>.

The Move Folder Select screen will appear.

4. Select the move-destination folder, and touch it or press the [ENTER] button to view the contents of the folder (p. 72).

MEMO

As the destination of the move, you cannot specify a sub-folder (folder 2) of the folder you're moving (folder 1).



5. Touch <Execute>.

The message "Are you sure?" will appear.

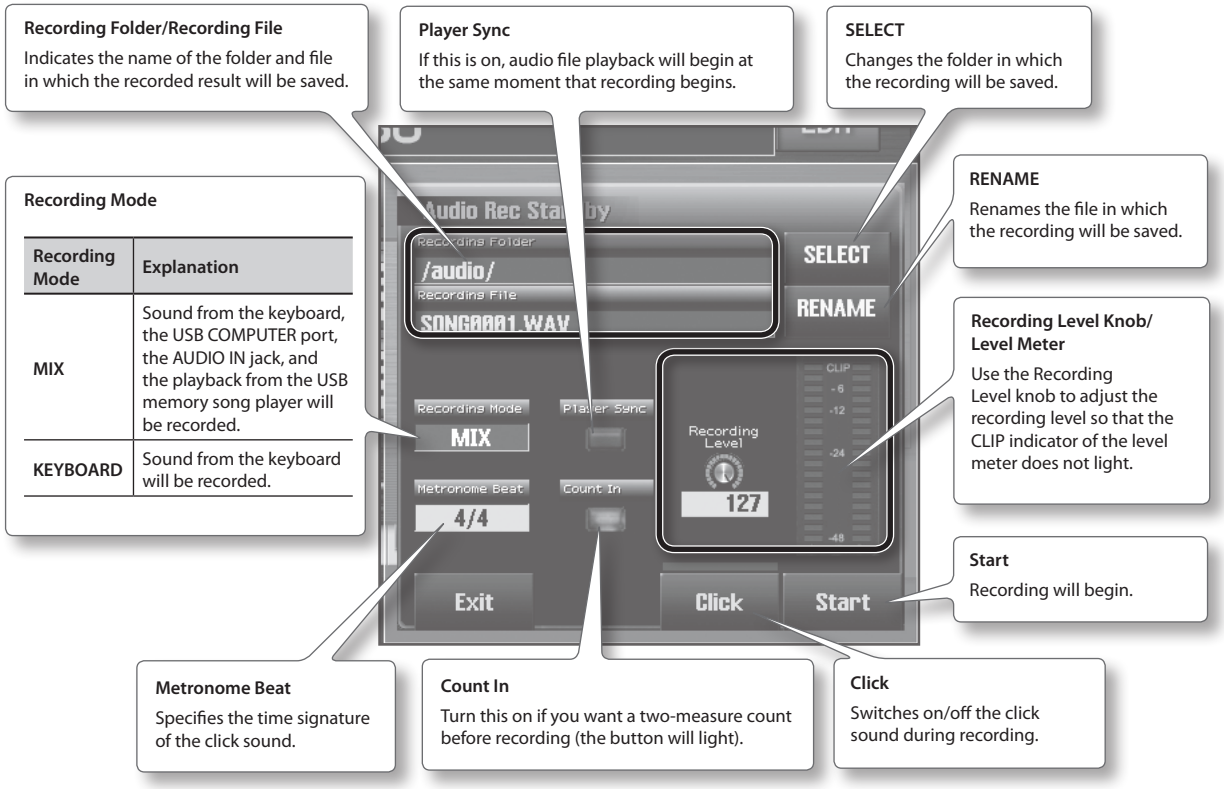
6. To execute the move, touch <OK>.

The message "Move Song/Folder Completed!" will appear; the audio file or folder has been moved.

Basic Operations in the Audio Rec Standby Screen

When you press the [REC] button, the Audio Rec Standby screen will appear.

Here you can make settings for recording.



Recording Mode

Recording Mode	Explanation
MIX	Sound from the keyboard, the USB COMPUTER port, the AUDIO IN jack, and the playback from the USB memory song player will be recorded.
KEYBOARD	Sound from the keyboard will be recorded.

Recording

Your keyboard performance can be recorded to a USB flash drive.

The audio being input via the JUPITER-80's AUDIO IN jack and USB COMPUTER connector can also be recorded.

MEMO

Sounds for which the Output Assign MAIN OUT check box is selected (p. 86) will be recorded. (The metronome sound is not recorded.)

NOTE

While the Audio Rec Standby screen is displayed, you must not turn off the JUPITER-80's power, or disconnect or connect your USB flash drive.

Also, you must not turn off the JUPITER-80's power or disconnect or connect the USB flash drive while recording.

If you do so, the data might not be written correctly, or the contents of memory might be destroyed.

1. Press the [REC] button.

The Audio Rec Standby screen will appear.

2. Make the recording settings, and then touch <Start>.

The [REC] button and [PLAY] button will light, and recording will begin.

MEMO

- One minute of recorded data will occupy approximately 10 MB.
- To see how much free space remains on the USB flash drive, refer to "INFORMATION" (p. 87).

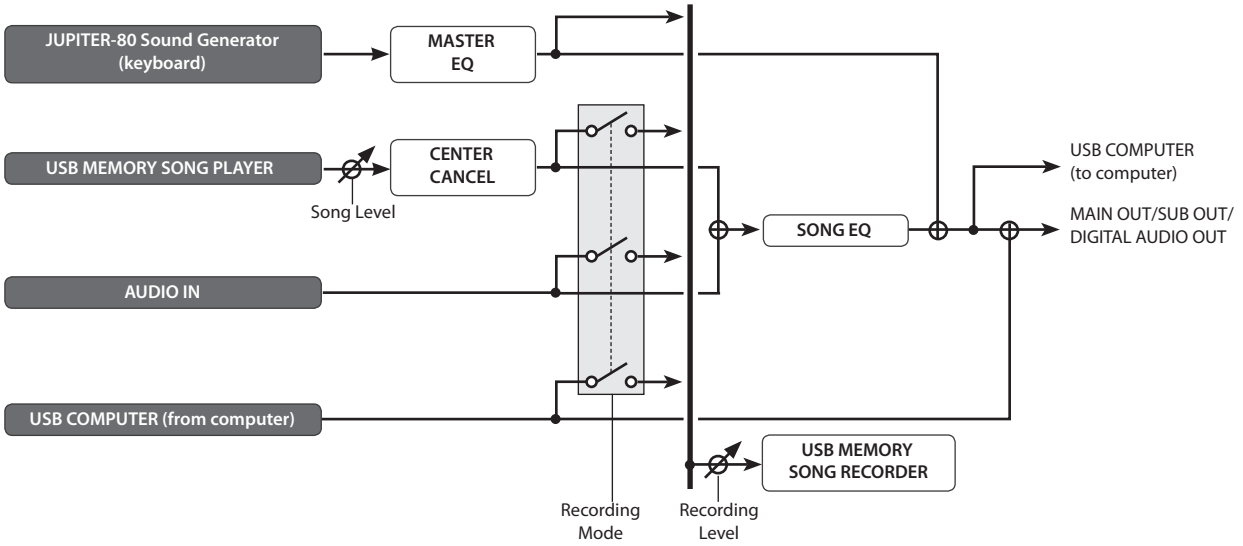
3. To stop recording, press the [■] (STOP) button.

Recording will stop, and the recorded result will be saved on the USB flash drive.

Audio files that will be saved

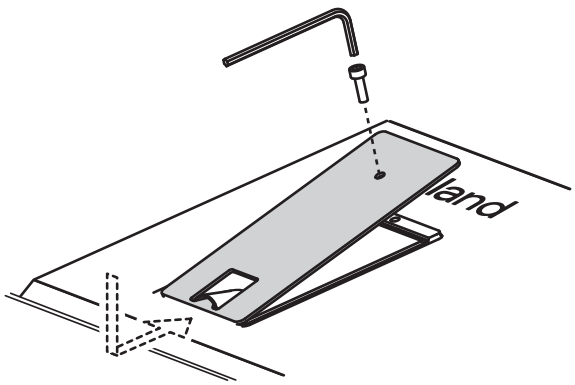
WAV	
Sampling Frequency	44.1 kHz
Bit Rate	16-bit

Audio Signal Flow



Using the Included USB Memory Protector

You can use the included USB memory protector to prevent theft of the USB flash drive connected to the JUPITER-80.



NOTE

- You must use the included screws.
- You must use the included Allen wrench to tighten or remove the screws. Using a tool that does not match the screw heads will damage them.
- Be careful not to over-tighten the screws. Doing so may damage the screw's head, causing the wrench to rotate uselessly.
- To tighten the screws, turn the Allen wrench clockwise. To loosen the screws, turn the Allen wrench counter-clockwise.

- Keep the removed screws out of the reach of small children to ensure they are not swallowed accidentally.
- Never allow foreign objects (e.g., coins, wires) to enter the USB memory box.

Access the MENU screen to select the desired setting or function.

1. In the MENU screen (p. 34), touch the desired function.

The settings and functions are listed below.

Menu	Explanation	Page
System	Make overall settings for the entire JUPITER-80.	p. 83
Regist Button Lock	Lock the Registration buttons.	p. 81
Regist Set Exchange	Exchanges Registration Sets.	p. 82
Backup	Backs up the JUPITER-80's settings to a USB flash drive.	p. 79
Restore	Restores the JUPITER-80's settings from a USB flash drive.	p. 80
Format USB Memory	Format the USB flash drive that's connected to the USB MEMORY connector.	p. 81
Touch Screen Calibration	Calibrates the touch panel.	p. 82
Factory Reset	Resets the JUPITER-80 to its factory settings.	p. 87

Backing Up All Settings to a USB Flash Drive

You can back up all of settings in the JUPITER-80 to a USB flash drive (sold separately), or restore those settings into the JUPITER-80's memory.

MEMO

One set of backup data can be saved on a USB flash drive.

NOTE

- When you execute the backup operation, the backup data that is currently saved on the USB flash drive will be overwritten. If you want to keep the backup data that's on the USB flash drive, copy it to your computer as described in "Backing Up USB Flash Drive Data to a Computer" (p. 80).
- Never insert or remove a USB flash drive while this unit's power is on. Doing so may corrupt the unit's data or the data on the USB flash drive.
- Carefully insert the USB flash drive all the way in-until it is firmly in place.
- Use USB flash drive available from Roland. Proper operation cannot be guaranteed if other USB device is used.
- Don't connect anything other than a USB flash drive to the USB MEMORY connector.

1. In the MENU screen (p. 34), touch <Backup>.

The Backup screen will appear.

2. Touch <EXEC>.

A message will ask "Are you sure?"

3. To execute, touch <OK>.

NOTE

Never turn off the power while the backup operation is occurring.

Restoring Backed-up Settings from a USB Flash Drive

1. **In the MENU screen (p. 34), touch <Restore>.**
   The Restore screen will appear.
2. **Touch <EXEC>.**

A message will ask "Are you sure?"

NOTE

When you execute the Restore operation, all settings currently saved in the JUPITER-80 will be lost.

If you want to keep the current settings, back them up to a different USB flash drive.

3. **To execute, touch <OK>.**

NOTE

Never turn off the power while the restore operation is occurring.

Backing Up USB Flash Drive Data to a Computer

Here's how to back up the data from a USB flash drive to your computer.

1. **Turn off the JUPITER-80's power.**
2. **Disconnect the USB flash drive from the JUPITER-80, and connect it to your computer.**
3. **On your computer, open the USB flash drive.**
4. **Copy (drag and drop) the entire "ROLAND" folder from the USB flash drive into a folder on your computer.**

NOTE

You must copy the entire "ROLAND" folder.

The data will not be backed up correctly if you copy only part of the files in the "ROLAND" folder.

5. **When the copy is completed, unmount (eject) the USB flash drive from your computer, and then disconnect it from the computer.**

Windows 7/ Windows Vista / Windows XP users:

In My Computer (or Computer), right-click the "removable disk" icon and choose "Eject."

Mac OS X users:

Drag the USB flash drive icon into the Trash.

Restoring Backed-up Data from a Computer to a USB Flash Drive

1. **Connect the USB flash drive to your computer, and open the USB flash drive.**
2. **Copy (drag and drop) the entire backed-up "ROLAND" folder from your computer into the USB flash drive.**

NOTE

- When you copy the backed-up data to your USB flash drive, the data that was previously on the USB flash drive will be lost.
- You must copy the entire "ROLAND" folder. The system will not operate correctly if you copy only some of the files from the "ROLAND" folder.

3. **Disconnect the USB flash drive from your computer as described in step 5 of "Backing Up USB Flash Drive Data to a Computer" (p. 80).**

Initializing a USB Flash Drive (Format)

This operation will initialize (format) a USB flash drive.

NOTE

When you execute this operation, all data saved on the USB flash drive will be lost. If the USB flash drive contains important data, back it up to your computer before initializing the USB flash drive.

1. In the MENU screen (p. 34), touch <Format USB Memory>.

The Format USB Memory screen will appear.

2. Touch <EXEC>.

A message will ask "Are you sure?"

3. To initialize, touch <OK>.

NOTE

Never turn off the power while an USB flash drive is being formatted.

Disabling the Registration Buttons

The JUPITER-80's settings will change if you press a Registration button unintentionally or switch Registration Sets.

Use the "Registration Button Lock" function if you don't want the Registration buttons to switch Registrations while you perform.

1. In the MENU screen (p. 34), touch <Regist Button Lock>.

The Registration Button Lock screen will appear.

2. Touch <LOCK>.

The Registration buttons will be disabled.

3. Press [EXIT] button.

MEMO

- To enable the Registration buttons, release Registration Button Lock (touch <UNLOCK>).
- Even when Registration Button Lock is on, you can still switch Registrations by operating the touch panel or the top panel.
- The state of Registration Button Lock is not saved. It will automatically be UNLOCK when you turn on the power.
- When Registration Button Lock is on, a "Lock" symbol is shown by the Registration name.

Exchanging Registration Sets

Here's how to exchange entire Registration Sets.

1. In the MENU screen (p. 34), touch <Regist Set Exchange>.

The Registration Set Exchange screen will appear.

2. Specify the numbers of the Registration Sets that you want to exchange.

3. Touch <EXEC>.

A message will ask "Are you sure?"

4. Touch <OK>.

When the Registration Sets have been exchanged, the message "Exchange Completed!" will appear.

NOTE

Never turn off the power while a Registration Set is being exchanged.

Calibrating the Touch Panel

Perform this calibration if the touch panel does not operate as you expect.

1. In the MENU screen (p. 34), touch <Touch Screen Calibration>.

The Touch Screen Calibration screen will appear.

2. Touch the center of the "+" symbol indicated by the □ symbol.

Touch the symbols in the order of left -> top -> right -> bottom. Calibration will end when you've touched all of the "+" symbols.

NOTE

Never turn off the power while the touch screen is being calibrated.

The JUPITER-80's System Settings

Making System Settings

These settings apply to the entire JUPITER-80; for example, here you can set the tuning and specify how MIDI messages will be received.

1. In the MENU screen (p. 34), touch <System>.

The System Setup screen will appear.

2. Touch the tab that contains the settings you want to change.

Item	Explanation	Page
<SETUP>	Overall settings	p. 83
<LIVE SET/TONE BUTTONS>	Sound settings for the Part sound buttons	p. 87
<INFORMATION>	View the software version and the USB flash drive's available free space	p. 87

3. Touch the parameter that you want to set, and change its value.

Saving the System Settings

System settings will return to their original values when you turn off the power. If you want the settings you've made to be remembered after the power is turned off, you must save the system settings.

1. In the System Setup screen, the System Live Set/Tone Buttons screen, or the System Information screen, touch <SYSTEM WRITE>.

A message will indicate "System Write Completed!" and the settings will be saved.

NOTE

Never turn off the power while settings are being saved.

System Parameters

This section explains what each system parameter does, and how the parameters are organized.

SETUP

These settings apply to the JUPITER-80 as a whole.

Pedal

Parameter	Value	Explanation
Control Pedal		
Control Pedal 1 Assign Source **Control Pedal 2 Assign Source**	SYSTEM, REGISTRATION	Specifies whether the functions controlled by the pedals connected to the FOOT PEDAL CTRL 1 and 2 jacks will be determined by the system settings (SYSTEM) or by the Registration Settings (REGISTRATION).
Control Pedal 1 Assign **Control Pedal 2 Assign**	Functions controlled by the pedals connected to the FOOT PEDAL CTRL 1 and 2 jacks	
	OFF	No function is assigned.
	CC01–31, CC33–95	Controller number 1–31, 33–95
	AFTERTOUCH	Aftertouch
	BEND UP	The same effect as moving the pitch bend lever to the right.
	BEND DOWN	The same effect as moving the pitch bend lever to the left.
	REGISTRATION UP	Select the next-numbered Registration.
	REGISTRATION DOWN	Select the previous-numbered Registration.
	PANEL INC	The same effect as pressing the panel [INC] button.
	PANEL DEC	The same effect as pressing the panel [DEC] button.
	START/STOP	Start/stop the USB memory song player.
Control Pedal 1 Polarity **Control Pedal 2 Polarity**	STANDARD, REVERSE	Selects the polarity of the pedals connected to the CTRL 1 and 2 jacks. Depending on the model of pedal, the result of depressing or releasing the pedal might be the opposite of what you expect. If so, choose the "REVERSE" setting. If you're using a Roland pedal (that has no polarity switch), choose the "STANDARD" setting.
Hold Pedal		
Hold Pedal Polarity	STANDARD, REVERSE	Selects the polarity of the pedal connected to the FOOT PEDAL HOLD jack. Depending on the model of pedal, the result of depressing or releasing the pedal might be the opposite of what you expect. If so, choose the "REVERSE" setting. If you're using a Roland pedal (that has no polarity switch), choose the "STANDARD" setting.
Continuous Hold Pedal	OFF, ON	If this is ON, the HOLD jack will support half-pedaling. If half-pedaling is enabled, you can connect a damper pedal (such as the DP-10; available separately) and use the pedal to control subtle nuances of the piano sounds you play.

D Beam/Slider

Parameter	Value	Explanation
D Beam		
D Beam Sens	0–127	The higher the value you set for this parameter, the more sensitive the D Beam controller becomes.
Slider		
Slider Mode	Specifies how the sliders will operate.	
	DIRECT	When you move a slider, control data indicating its position will always be output.
	CATCH	When you move a slider, control data will start being transmitted only when the current value of the parameter has been reached.

Keyboard

Parameter	Value	Explanation
Keyboard		
Keyboard Velocity	Specifies the velocity transmitted when a key is played.	
	REAL	The transmitted velocity value will correspond to the force with which you strike the key.
	1–127	The transmitted velocity value will be fixed, regardless of the force with which you strike the key.
Keyboard Velocity Curve	LIGHT	The keyboard will have a lighter-feeling touch. Since you'll be able to reach fortissimo (ff) without having to play as strongly as with the MEDIUM setting, the keyboard will feel lighter. This setting makes it easier for people with reduced finger strength to play the keyboard.
	MEDIUM	This is the standard keyboard touch setting.
	HEAVY	The key will have a heavier-feeling touch. Since you'll need to play more strongly than with the MEDIUM setting in order to reach fortissimo (ff), the keyboard will feel heavier. This setting allows you to use your playing dynamics to add more expression to your performances.
Keyboard Velocity Sens	-63–+63	This is a fine adjustment to the keyboard sensitivity that's applied after the Keyboard Velocity Curve setting. Higher values will cause a greater velocity value to be transmitted for a key-strike of the same force.
Aftertouch Sens	0–100	This specifies the aftertouch sensitivity. Higher values make it easier to apply aftertouch. Normally, you can leave this set at "100."

Sound

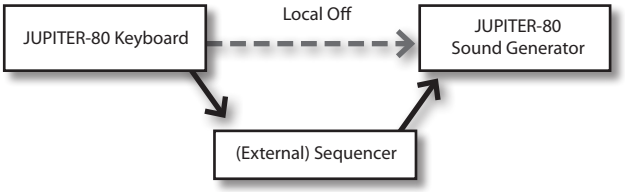
Parameter	Value	Explanation
Sound		
Local Switch	OFF, ON	Specifies whether the controller section (keyboard, pitch bend/modulation lever, [S1] [S2] buttons, D Beam controller, pedals, etc.) will be connected to the internal sound generator. Normally, this should be left at "ON." Turn it "OFF" if you want to use the JUPITER-80's controllers only to control an external sound generator.
Master Tune	415.3–466.2 [Hz]	Sets the JUPITER-80's overall tuning (the frequency of the A4 key)
Master Key Shift	-24–+24	Shifts the JUPITER-80's overall pitch range in semitone steps.
Master Level	0–127	Sets the JUPITER-80's overall volume (except for the signal from the USB COMPUTER connector).
Output Gain	-12–+12 [dB]	Adjusts the JUPITER-80's overall output gain (except for the signal from the USB COMPUTER connector). If you're playing a fewer number of voices, boosting this setting can help you obtain an optimal output level when recording on an external device.
Song Level	0–127	Sets the volume of the USB memory song player.
Tone Remain	OFF, ON	Specifies whether the currently sounding notes will remain (ON) or not (OFF) when you select a different sound. * In some cases, the effect sound might not remain.

Using the Local Switch setting

If you're using an external sequencer with the JUPITER-80's keyboard controller section and sound generator section, you should turn the Local Switch OFF. Here's why.

We need to connect these sections in the following order: the JUPITER-80's keyboard → external sequencer → the JUPITER-80's sound generator. Since the JUPITER-80's keyboard section and sound generator section are connected internally, such a connection order would normally be impossible. However, if the Local Switch is OFF, the JUPITER-80's keyboard section and its sound generator section will be independent, allowing you to use an external sequencer as shown here in the illustration.

Connections between the JUPITER-80 and the external sequencer



Master EQ, Song EQ

Parameter	Value	Explanation
EQ Switch	OFF, ON	Equalizer (EQ) screen
Low		
Freq	200, 400 [Hz]	Center frequency of the low range
Gain	-15–+15 [dB]	Boost/cut for the low range
Mid1, 2		
Freq	200–8000 [Hz]	Center frequency of the mid range
Gain	-15–+15 [dB]	Boost/cut for the mid range
Q	0.5–8.0	Width of the mid range Larger values will make the range narrower
High		
Freq	2000, 4000, 8000 [Hz]	Center frequency of the high range
Gain	-15–+15 [dB]	Boost/cut for the high range
Output		
Level	0–127	Equalizer output volume

MIDI

Parameter	Value	Explanation
MIDI		
Device ID	17–32	If you want to send and receive system exclusive messages, the device ID numbers of both devices need to be matched.
Remote Keyboard Switch	OFF, ON	Turn this "ON" if you're using an external MIDI keyboard instead of the JUPITER-80's keyboard. In this case, the MIDI transmit channel of your external MIDI keyboard does not matter. Normally, this can be left at "OFF." * If you want to control the arpeggiator from an external MIDI device, turn this "ON."
USB MIDI		
USB-MIDI Thru	OFF, ON	If this is "ON," incoming MIDI messages will be retransmitted from the MIDI OUT connector without change.
MIDI Channel		
Registration Control Channel	1–16, OFF	Specifies the MIDI receive channel on which Registrations can be switched by an external MIDI device. Turn this "OFF" if you don't want to switch Registrations from a connected MIDI device.
Part Channel	1–16	Specifies the MIDI receive channel that will play each of the JUPITER-80's Parts (PREC, LOWER, UPPER, SOLO), and the MIDI transmit channel on which each Part will transmit to an external MIDI device.

MIDI Tx/Rx

Parameter	Value	Explanation
MIDI Transmit		
Transmit Program Change	OFF, ON	Program change message transmission on/off
Transmit Bank Select	OFF, ON	Bank select message transmission on/off
Transmit Active Sensing	OFF, ON	Active sensing message transmission on/off
Transmit Edit Data	OFF, ON	Specifies whether parameter edits will be transmitted as system exclusive messages.
MIDI Receive		
Receive Program Change	OFF, ON	Program change message reception on/off
Receive Bank Select	OFF, ON	Bank select message reception on/off
Receive Exclusive	OFF, ON	System exclusive message reception on/off

Scale Tune

Parameter	Value	Explanation
Scale Tune Switch	OFF, ON	Turn this ON if you want to play in a tuning other than equal temperament.
Scale Tune for C–B	-64–+63	Specifies the scale tuning.
Scale Tune Type	These are templates that set all of the Scale Tune C–B settings (the values for each key shown in the screen). After making your selection, touch <SET>.	
	EQUAL	Equal temperament
	JUST-MAJ	Just intonation (major)
	JUST-MIN	Just intonation (minor)
	PYTHAGORE	Pythagorean tuning
	KIRNBERGE	Kirnberger (type 3)
	MEANTONE	Meantone temperament
	WERCKMEIS	Werckmeister (type 1, number 3)
	ARABIC	Arabic scale
Scale Tune Key	C–B	Specifies the tonic note for the scale tune template. After making your selection, touch <SET>.

MEMO

Scale Tune has no effect on the SuperNATURAL Acoustic Tone 0028:TW Organ.

Output Assign

Here you can specify which sounds will be sent from each output jack. Select the desired check boxes for each output jack (MAIN OUT, SUB OUT).

Parameter	Explanation
Upper	Upper Part
Lower	Lower Part
Solo	Solo Part
Percussion	Percussion Part
Reverb Upper	The reverb of the Upper Part
Reverb Lower	The reverb of the Lower Part
Reverb Solo/Perc	The reverb of the Solo and Percussion Parts
USB Song/Audio IN	The sound from the USB memory song player and the AUDIO IN jack
USB Audio	The sound from USB audio
Metronome	The metronome sound

Sync/Metronome

Parameter	Value	Explanation
Sync		
Sync Mode	This selects the synchronization source used by the JUPITER-80.	
	MASTER	The JUPITER-80 will be the synchronization master. Choose this setting if you're using the JUPITER-80 on its own without synchronizing it to another device, or if you want the tempo of an external MIDI device to synchronize with the JUPITER-80.
	SLAVE	The JUPITER-80 will be the synchronization slave. Choose this setting if you want the JUPITER-80 to synchronize to MIDI clock messages received from an external device.
Sync Output	OFF, ON	If this is ON, MIDI clock messages will be transmitted to an external MIDI device. * These messages will not be transmitted if the Sync Mode is "SLAVE."
Clock Source	This specifies whether the JUPITER-80 will synchronize to tempo data from the MIDI IN connector or to tempo data from the USB connector when the Sync Mode is SLAVE.	
	MIDI	Synchronize to tempo data from the MIDI IN connector.
	USB	Synchronize to tempo data from the USB COMPUTER connector.
Metronome		
Metronome Level	0–10	Specifies the metronome volume.
Metronome Sound	TYPE1–TYPE4	Specifies the metronome type.

System Control

Parameter	Value	Explanation
System Control 1–4 Source	Here you can specify the MIDI messages that will be used as system controls. System controls 1–4 are parameters to which you can assign MIDI messages such as control change messages. For example, on the JUPITER-80, if you choose a system control as the MFX CONTROL Source (Live Set MFX screen; p. 33), you'll be able to use MIDI messages to control effect parameters. It is convenient to use system controls when you don't need to use different MIDI messages for MFX CONTROL of each Live Set, or if you want to use a specific MIDI message for MFX CONTROL. SuperNATURAL Acoustic Tones can be controlled using the MIDI messages that you've assigned to system controls 1 and 2, allowing you to produce effects such as vibrato or dynamics (for some tones there will be no change).	
	OFF	System control will not be used.
	CC01–31, CC32 (OFF), 33–95	Controller 1–95
	PITCH BEND	Pitch Bend
	AFTERTOUCH	Aftertouch

Screen Saver

Parameter	Value	Explanation
Screen Saver Type	1–10	Selects the type of screen saver.
Screen Saver Time	OFF, 1–60 [min]	Specifies the time (minutes) until the screen saver is activated. If this is OFF, the screen saver will not operate.

Beep/Misc

Parameter	Value	Explanation
Beep		
Beep Switch	OFF, ON	Turns on/off the beep tone that sounds when you touch the screen.
Misc		
Registration Next/Prev Button	Specifies the operation of the Registration [PREV] and [NEXT] buttons.	
	REGISTRATION	Switch to the next/previous Registration number (p. 42).
	REGISTRATION SET	Switch to the next/previous Registration Set (p. 42).
Visual Control Mode	MVC	Choose if controlling a MIDI Visual Control compatible device.
	V-LINK	Choose if controlling a V-LINK compatible device.

Startup

Parameter	Value	Explanation
Startup Registration	[01]A-1 – [08]D-8	Specifies the Registration that will be selected when you turn on the power.

LIVE SET/TONE BUTTONS

Here you can specify the sounds (Live Sets or tones) that will be assigned to the Part sound buttons (Upper, Lower, Solo).

MEMO

The sounds you specify here will be saved as system parameters (settings for the entire JUPITER-80). If you specify sounds within a Registration, the Registration settings will take priority.

REFERENCE

- "Using the Part Sound Buttons to Switch Live Sets or the Solo Part's Tone" (p. 36)
- "Instantly Switching the Variation Sounds (Alternate Button)" (p. 37)

Parameter	Explanation
SOLO	Specifies the sounds that will be assigned to the Solo Part sound buttons.
SOLO Alternate	Specifies the sounds that will be assigned to the sound buttons when the Solo Part [ALTERNATE] button is pressed.
UPPER	Specifies the sounds that will be assigned to the Upper Part sound buttons.
UPPER Alternate	Specifies the sounds that will be assigned to the sound buttons when the Upper Part [ALTERNATE] button is pressed.
LOWER	Specifies the sounds that will be assigned to the Lower Part sound buttons.
LOWER Alternate	Specifies the sounds that will be assigned to the sound buttons when the Lower Part [ALTERNATE] button is pressed.
PERCUSSION	Specifies the sounds that will be assigned to the Percussion Part sound buttons.

INFORMATION

Here you can view information such as the JUPITER-80's software version and the amount of free space available on the USB flash drive.

Version

Shows the JUPITER-80's software version.

USB Memory

Shows the amount of free space available on the USB flash drive.

Restoring the Factory Settings (Factory Reset)

This "Factory Reset" operation will restore all settings of the JUPITER-80 to their factory-set state.

NOTE

When you execute the Factory Reset operation, all data in the JUPITER-80 will be lost. If there is any data that you want to keep, back it up to a USB flash drive (p. 79).

1. In the MENU screen (p. 34), touch <Factory Reset>.

The FACTORY RESET screen will appear.

2. Touch <EXEC>.

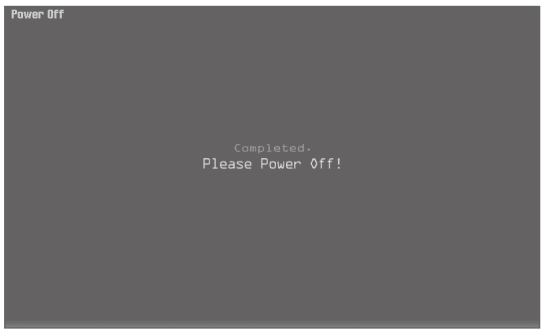
A message will ask "Are you sure?"

3. To execute the factory reset, touch <OK>.

NOTE

The factory reset operation will take several minutes. Never turn off the power before the factory reset has been completed.

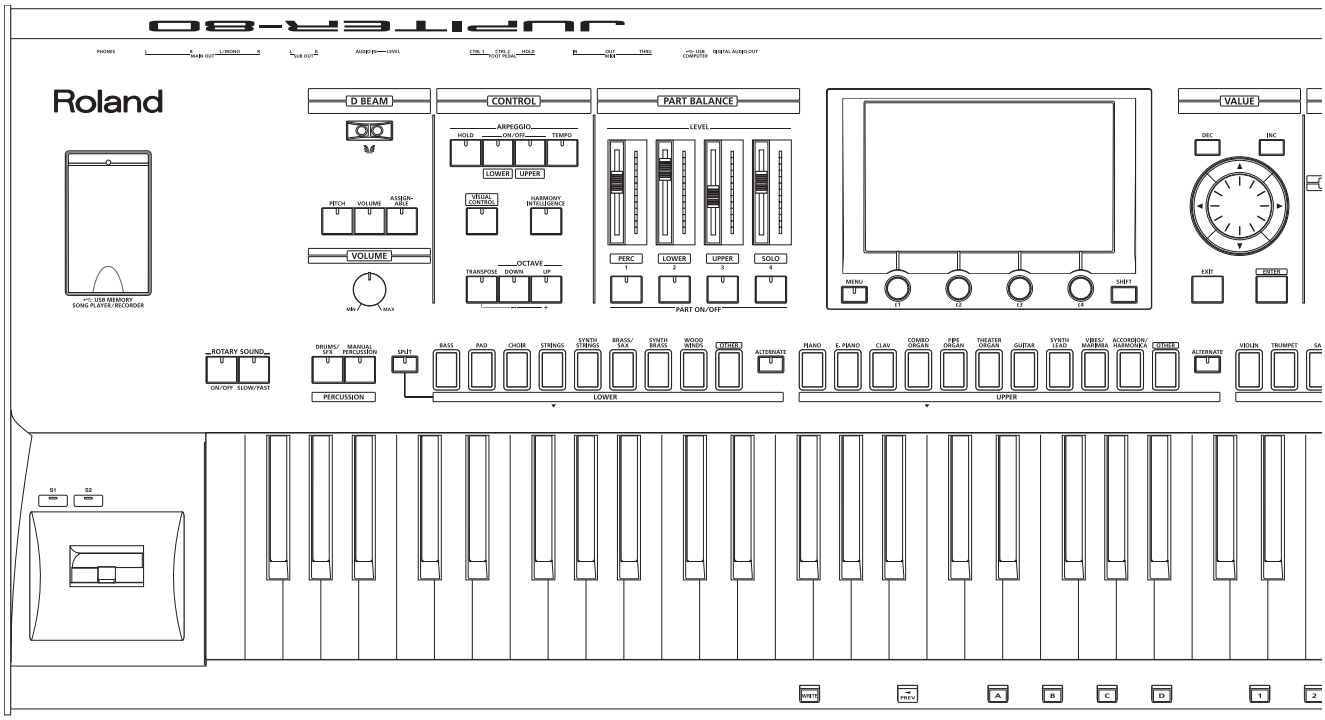
When the factory reset has been completed, the following screen will appear.



4. When the message "Please Power Off!" appears, turn the JUPITER-80's power off, then on again.

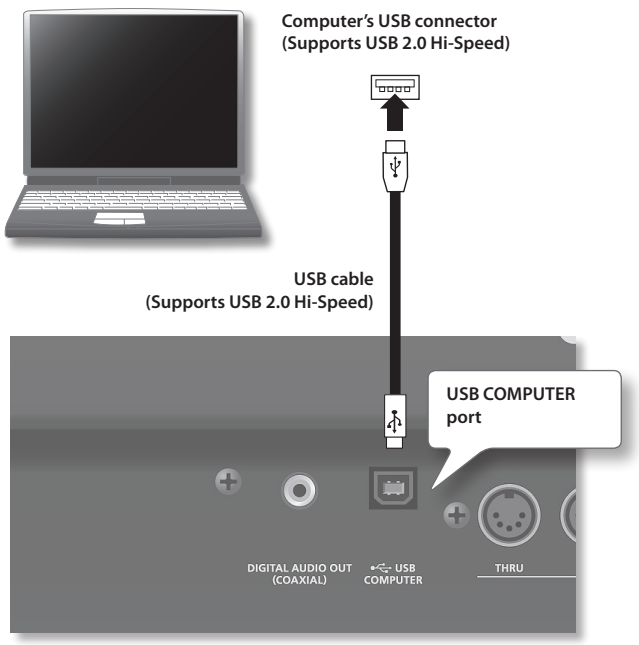
MEMO

Connecting Other Equipment



Connecting to Your Computer via USB

If you use a commercially available USB cable to connect the USB COMPUTER connector on the JUPITER-80's rear panel to your computer's USB connector, audio or MIDI data played by your MIDI software (DAW software) can be sounded by the JUPITER-80.



For details on operating requirements, refer to the Roland website.
http://www.roland.com/

NOTE

- For some models of computer, the system might not operate correctly. Refer to the Roland website for the operating systems that are supported.
- Before you make connections to other equipment, turn down the volume and turn off the power off on all equipment in order to prevent malfunction and/or speaker damage.
- A USB cable is not included. To purchase one, please contact the dealer where you purchased the JUPITER-80.
- Use a USB cable that supports USB 2.0 Hi-Speed.
- Use a computer with a USB connector that supports USB 2.0 Hi-Speed.
- Switch on the JUPITER-80's power before you start up the DAW software on your computer. Do not switch the JUPITER-80 on/off while your DAW software is running.

What is the USB driver?

The USB driver is software that transfers data between the JUPITER-80 and the application (e.g., DAW software) on your computer when the JUPITER-80 is connected via USB to your computer.

The USB driver sends data from your application to the JUPITER-80, and data from the JUPITER-80 to your application.

USB audio

Settings for JUPITER-80 → computer

If the JUPITER-80 is connected via a USB cable to your computer, the same sound as from the JUPITER-80's MAIN OUT can be recorded into your computer (except for the metronome sound).

Settings for computer → JUPITER-80

If the JUPITER-80 is connected via a USB cable to your computer, sound from your computer can be played from the audio system connected to the JUPITER-80's MAIN OUT jacks, or recorded on the JUPITER-80's USB memory song player/recorder.

If you want to record this audio using the USB memory song player/recorder, set "Recording Mode" (p. 77) to "MIX."

USB MIDI

If the JUPITER-80 is connected via USB to your computer, your DAW software can record the JUPITER-80's performance data (MIDI data), and performance data (MIDI data) played back by your DAW software can play the JUPITER-80's sound generator section.

Connecting the JUPITER-80 to Your Computer

1. Install the USB driver on your computer.

The USB driver is on the included CD-ROM "JUPITER-80 DRIVER CD-ROM."

Roland web site

http://www.roland.com/support/en/

The driver installation procedure will depend on your system, so be sure to carefully read the "Readme" file on the CD-ROM.

2. Use a USB cable (sold separately) to connect the JUPITER-80 to your computer.

Connecting an External MIDI Device

About MIDI

MIDI (Musical Instrument Digital Interface) is a standard specification that allows musical data to be transferred between electronic musical instruments and computers. If a MIDI cable is connected between devices equipped with MIDI connectors, you'll be able to play multiple devices from a single MIDI keyboard, perform ensembles using multiple MIDI instruments, program the settings to change automatically as the song progresses, and more.

About MIDI Connectors

The JUPITER-80 is equipped with the following three types of MIDI connectors, each of which has the following role.

MIDI IN connector

This connector receives MIDI messages that are sent from an external MIDI device. When the JUPITER-80 receives MIDI messages, it can respond by playing notes, switching sounds, etc.

MIDI OUT connector

This connector transmits MIDI messages to an external MIDI device. Use it when you want to control an external MIDI device.

MIDI THRU connector

MIDI messages received at MIDI IN are re-transmitted without change from this connector to an external MIDI device. Use this in situations such as when you use multiple MIDI devices simultaneously.

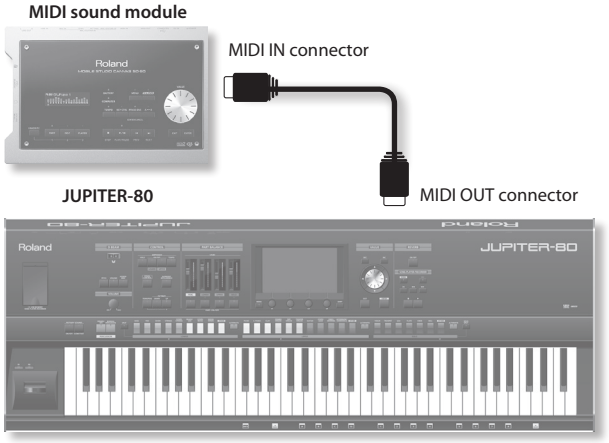
Using the JUPITER-80 as a Master Keyboard (External Part Settings)

You can connect external MIDI devices to the JUPITER-80's MIDI OUT connector, and use the JUPITER-80 to control the connected MIDI devices.

MEMO

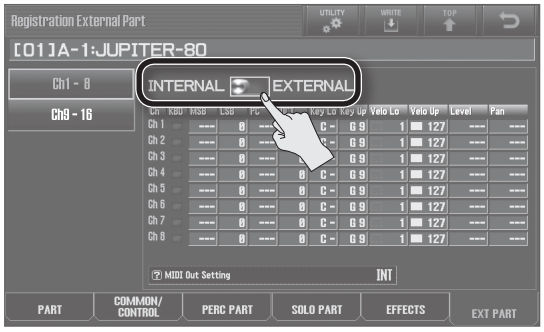
External Part settings are saved in the Registration.

Connection example



Enabling the External Part Settings

1. In the Registration External Part screen (p. 31), set the MIDI out Setting to "EXTERNAL."



The External Part settings will be enabled.

MEMO

- If the MIDI Out Setting is set to INTERNAL, Parts that are turned on will transmit MIDI messages.
  Choose the INTERNAL setting if you want a Part's performance data to be recorded on a MIDI sequencer, or if you want to control the JUPITER-80 from a MIDI sequencer.
- The MIDI channel of each Part is specified by the system parameter "Part Channel" (p. 85).

Specifying the Transmit Channel

Set the JUPITER-80's transmit channel so it matches the channel your external MIDI device is using for reception.

1. In the Registration External Part screen (p. 31), touch <KBD> to turn it on for the channel that you want to transmit.

When you play the keyboard, performance data will be transmitted from the MIDI OUT connector on the channel you specified.

MEMO

For details on how to set the receive channel of your external MIDI device, refer to its owner's manual.

Specifying the Sound for Each Channel

To switch the tones of an external MIDI device, the program number and the MSB/LSB of the Bank Select message are entered as numerical values on the JUPITER-80.

1. Specify the program change and bank select MSB/LSB for the channels for which you turned on <KBD> in the Registration External Part screen (p. 31).

MEMO

- When this setting is "- - -," bank select and program change messages will not be transmitted.
- If the external MIDI sound module transmits a Program number or a Bank number for which no Tone has been assigned, an alternate Tone may be selected, or in some cases, there may be no sound played.

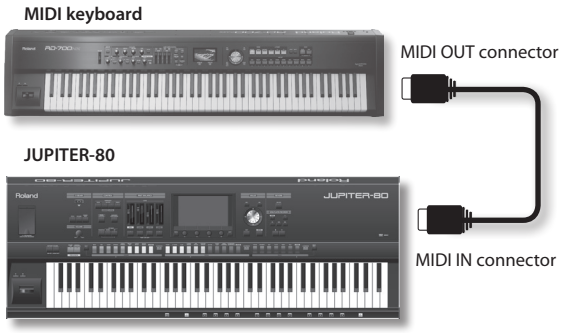
Detailed Settings for External Parts

Here you can make detailed settings for the messages transmitted to an external MIDI device.

Parameter	Value	Explanation
KBD	OFF, ON	Specifies whether the performance data of the External Part will be transmitted.
MSB	0–127, --- * Not transmitted for Parts whose KBD is off.	Specifies the MSB (controller number 0) of the bank select number transmitted when you switch Registrations. Choose "---" if you don't want this to be transmitted.
LSB	0–127, --- * Not transmitted for Parts whose KBD is off.	Specifies the LSB (controller number 32) of the bank select number transmitted when you switch Registrations. Choose "---" if you don't want this to be transmitted.
PC	1–128, --- * Not transmitted for Parts whose KBD is off.	Specifies the program change number transmitted when you switch Registrations. Choose "---" if you don't want this to be transmitted.
OCT	-3–+3 * This parameter is valid only for Parts whose KBD is on.	Specifies the octave shift.
Key Lo	C- –(Key Up) * This parameter is valid only for Parts whose KBD is on.	Specifies the lowest key of the range that will sound.
Key Up	(Key Lo)–G9 * This parameter is valid only for Parts whose KBD is on.	Specifies the highest key of the range that will sound.
Velo Lo	1–(Velo Up) * This parameter is valid only for Parts whose KBD is on.	Specifies the lowest velocity value.
Velo Up	(Velo Lo)–127 * This parameter is valid only for Parts whose KBD is on.	Specifies the highest velocity value.
Level	0–127, --- * Not transmitted for Parts whose KBD is off.	Specifies the volume message transmitted when you switch Registrations. Choose "---" if you don't want this to be transmitted.
Pan	L64–0–63R, --- * Not transmitted for Parts whose KBD is off.	Specifies the pan message transmitted when you switch Registrations. Choose "---" if you don't want this to be transmitted.

Playing the JUPITER-80 from an External MIDI Device

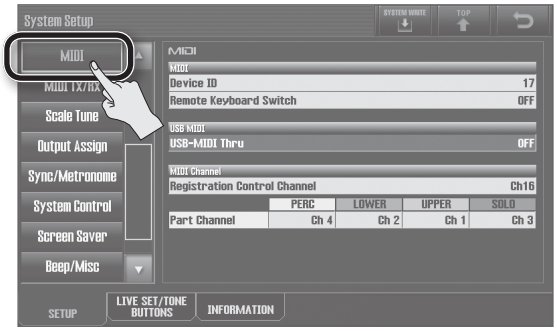
Connection example



Setting the Receive Channel

You'll need to match your external MIDI device's transmit channel with the JUPITER-80's receive channel.

1. In the System Setup screen, touch <MIDI> (p. 85).



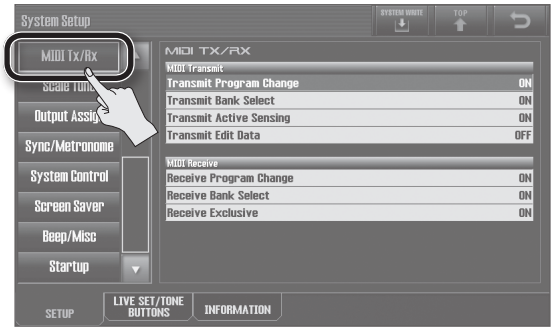
2. In Part Channel, specify the MIDI channel of each Part.

3. To save the settings, touch <SYSTEM WRITE>.

Setting the Program Change Receive Switch

Here's how to turn on the receive switch for program change and bank select messages. With the factory settings, both are turned "ON."

1. In the System Setup screen, touch <MIDI Tx/Rx> (p. 85).



2. Turn on Receive Program Change and Receive Bank Select.

3. To save the settings, touch <SYSTEM WRITE>.

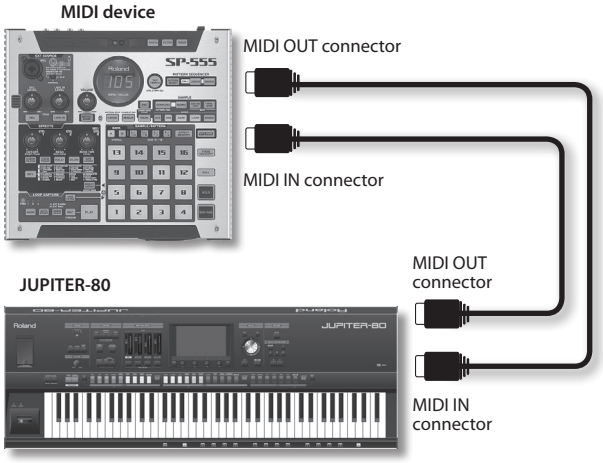
MEMO

- For details on these settings, refer to "MIDI Tx/Rx" (p. 85).
- For details on how to set the transmit channel of your external MIDI device, refer to its owner's manual.

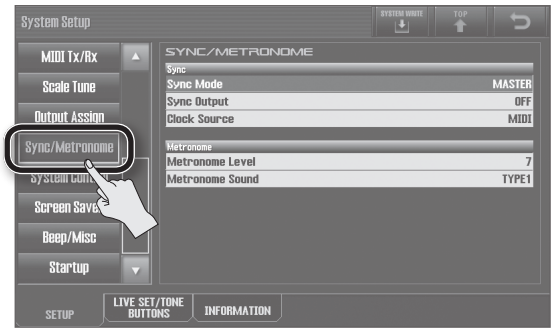
Synchronizing with an External MIDI Device

Here's how to synchronize the JUPITER-80's tempo to an external MIDI device.

Connection example



1. In the System Setup screen, touch <Sync/Metronome> (p. 86).



2. Set the Sync Mode, Sync Out, and Sync Source.

For details on each parameter, refer to "Sync/Metronome" (p. 86).

3. To save the settings, touch <SYSTEM WRITE>.

Controlling Visuals

Video equipment that supports MIDI Visual Control can be controlled from the JUPITER-80.

What is Visual Control?

Visual Control is a function that lets you control video along with your performance.

The JUPITER-80 can control video equipment that supports MIDI Visual Control or V-LINK.

MIDI Visual Control is an internationally-used recommended practice that was added to the MIDI specification so that visual expression could be linked with musical performance. Video equipment that is compatible with MIDI Visual Control can be connected to electronic musical instruments via MIDI in order to control video equipment in tandem with a performance.

V-LINK is Roland's proprietary specification that allows visual expression to be linked with musical performance. Video equipment that is compatible with V-LINK can be connected to electronic musical instruments via their MIDI ports, making it easy to enjoy a variety of visual effects that are linked with the performance.

MEMO

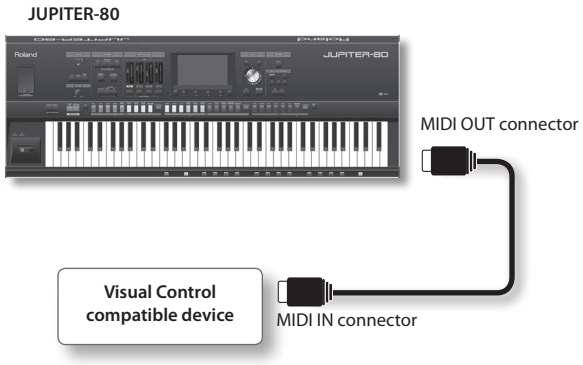
You'll need a MIDI cable (sold separately) to connect the JUPITER-80 to your Visual Control compatible device.

Connection example

Use a MIDI cable to connect the JUPITER-80's MIDI OUT connector (p. 20) to the Visual Control compatible device's MIDI IN connector.

NOTE

To prevent malfunction and speaker damage, be sure to minimize the volume on all devices and turn off their power before making connections.



Turning Visual Control On/Off

1. Press the [VISUAL CONTROL] button.

Visual Control will turn on.

In this state, playing the JUPITER-80's keyboard will control the image along with your performance.

Visual Control function	Transmitted MIDI message	JUPITER-80 operation
Switch images	CC0 (Bank Select): 0–30	Play black key
	Program change: 1–45	Play white key

2. To turn Visual Control off, press the [VISUAL CONTROL] button once again.

Visual Control will turn off.

Visual Control Settings

1. Press the [VISUAL CONTROL] button.

The Visual Control screen (p. 34) will appear.

2. Set the following parameters.

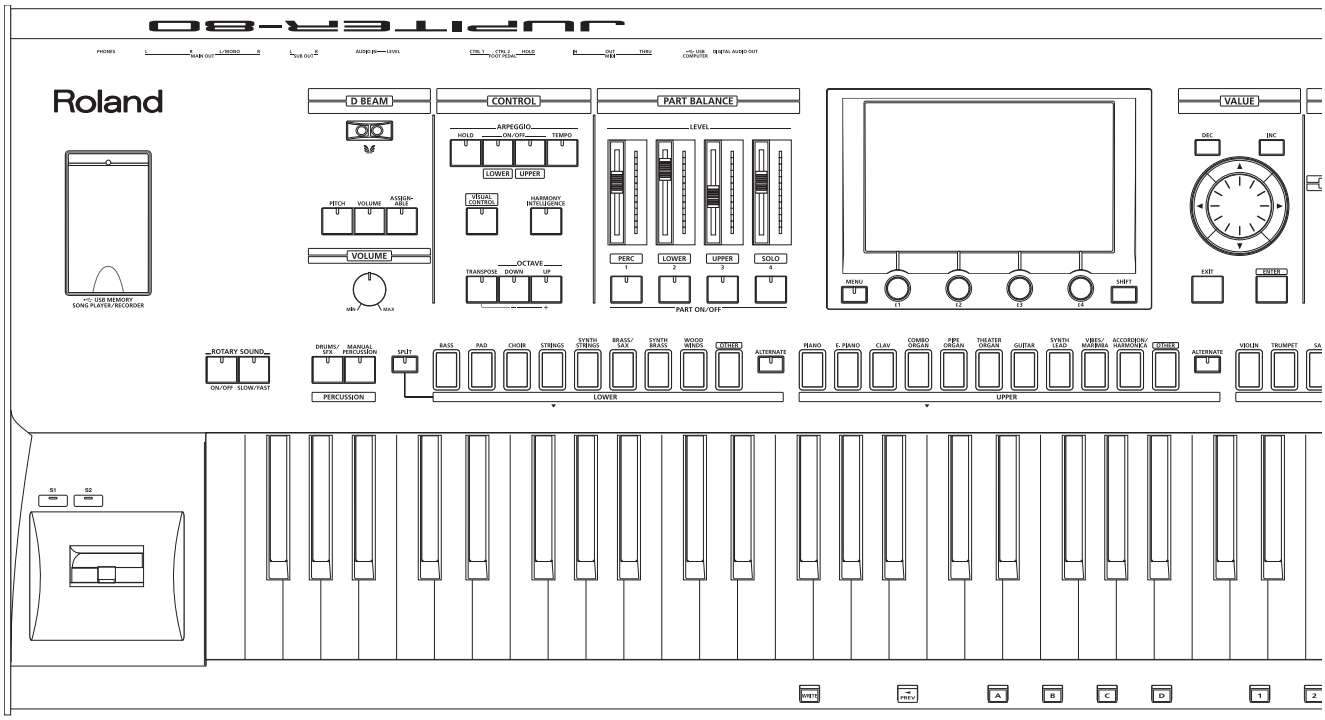
Parameter	Value	Explanation
Clip Ch	1–16	Specifies the MIDI channel used to switch images.
Effect Ch	1–16	Specifies the MIDI channel used to switch video effects.
Playback Speed Ctrl	OFF, CC01–CC31, CC64–CC95, Bender, Ch Aftertouch	Specifies the controller used to change the video playback speed.
Playback Speed Range	0.1–1.0–2.0, 0.5–1.0–2.0, 0.0–1.0–4.0, 0.5–1.0–4.0, 0.0–1.0–8.0, 0.5–1.0–8.0, 0.0–1.0–16.0, 0.5–1.0–16.0, 0.0–1.0–32.0, 0.5–1.0–32.0, 0.0–2.0–4.0, 0.0–4.0–8.0, 0.0–8.0–16.0, 0.0–16.0–32.0, -2.0–1.0–4.0, -6.0–1.0–8.0	Specifies the range in which the video playback speed will change. The three values specify the playback speed (as a multiple of normal speed) when the controller selected by Playback Speed Ctrl is at the minimum value, center value, and maximum value, respectively.
Dissolve Time Ctrl	OFF, CC01–CC31, CC64–CC95, Bender, Ch Aftertouch	Specifies the controller used to control the dissolve time (video switching time).
Effect Ctrl 1	OFF, CC01–CC31, CC64–CC95, Bender, Ch Aftertouch	Specifies the controller used to control the video effect.
Effect Ctrl 2		
Effect Ctrl 3		
Keyboard Range Lower	E1–G7	Specifies the range of keys that will switch images.
Keyboard Range Upper		
Note Message Enabled	OFF, Assignable	Turn this Assignable if you want note data to switch images. Normally, program change messages are used to switch images, so you would leave this OFF.
Local Sw	OFF, ON	Specifies whether the JUPITER-80 will (ON) or will not (OFF) produce sound when you play notes in the zones specified for Keyboard Range Lower and Keyboard Range Upper. * The Local Sw setting is not saved. It will automatically be ON when you turn on the power.

3. To save the settings, touch <SYSTEM WRITE>.

MEMO

Use the system setting "Visual Control Mode" (p. 86) to specify whether Visual Control is being used to control a MIDI Visual Control compatible device or a V-LINK compatible device.

Appendix


JUPITER-80
Roland
D BEAM
CONTROL
PART BALANCE
VALUE
VOLUME
ARPEGGIO
HOLD
ON/OFF
TEMPO
LOWER
UPPER
PITCH
VOLUME
ASSIGNABLE
VISUAL CONTROL
HARMONY INTELLIGENCE
OCTAVE
TRANSPOSE
DOWN
UP
LEVEL
PERC
LOWER
UPPER
SOLO
PART ON/OFF
MENU
SHIFT
DEC
INC
EXIT
ENTER
ROTARY SOUND
ON/OFF
SLOW/FAST
DRUMS/ SFX
MANUAL PERCUSSION
PERCUSSION
SPLIT
BASS
PAD
CHOIR
STRINGS
SYNTH STRINGS
BRASS/ SAX
SYNTH BRASS
WOOD WINDS
OTHER
ALTERNATE
LOWER
PIANO
E. PIANO
CLAV
COMBO ORGAN
PIPE ORGAN
THEATER ORGAN
GUITAR
SYNTH LEAD
VIBES/ MARIMBA
ACCORDION/ HARMONICA
OTHER
ALTERNATE
UPPER
VIOLIN
TRUMPET
S1
S2
WRITE
PREV
A
B
C
D
1
2

Error Message List

If an incorrect operation is performed, or if processing could not be performed as you specified, an error message will appear.
Refer to the explanation for the error message that appears, and take the appropriate action.

Message	Meaning	Action
Cannot Copy!	Layer 1, to which the SuperNATURAL Acoustic Tone 0028: TW Organ is assigned, cannot be copied to another layer.	Change the layer 1 Tone to something other than the SuperNATURAL Acoustic Tone 0028: TW Organ (p. 57).
Cannot Create Folder!	The allowable number of folders has been exceeded.	Delete unneeded folders (p. 75).
	It is not possible to create more than 8 levels of folders.	Create the folder at a level higher than the 8th level (p. 75).
Cannot Delete!	You attempted to delete a folder that was not empty.	Empty the folder before deleting it (p. 75).
Cannot Move!	The allowable number of files has been exceeded.	Move the file to a different folder, or delete unneeded files before moving the file (p. 75, p. 76).
	The folder cannot be moved.	A folder cannot be moved into a folder within itself (i.e., its own sub-folder) (p. 76).
	You attempted to move a folder to a level deeper than the 8th level.	Move it to a folder that is higher than the 8th level (p. 76).
Cannot Write!	When saving Live Sets or SuperNATURAL Synth Tones at the same time that you save a Registration or Live Set (p. 56, p. 65), the same write destination was selected.	Select a different write destination for the edited Live Set and SuperNATURAL Synth Tone (p. 54, p. 63).
Cannot Import SMF Format 1!	Only SMF data in SMF Format 0 can be imported.	Make sure that the SMF you're importing is in Format 0 (p. 45).
Duplicate File Name!	When executing recording, Create Folder, or Rename operations, you specified a name that was identical to an existing file. When executing the Move operation, an identically named file existed at the move destination.	Specify a different file name (p. 75).
File Not Selected!	No file is selected.	Select a file (p. 72).
Incorrect File!	This is a file that the JUPITER-80 is unable to play.	Select a file that is supported by the JUPITER-80 (p. 73).
	The format of an SMF you intend to import to an arpeggio style must be Format 0.	Make sure that the SMF you're importing is in Format 0 (p. 45).
Incorrect File Name!	The file name is invalid.	In the Create Folder or Rename operations, the name must not begin with a "." (period), and must not contain a character prohibited for file names (\ / , ; * ? " < > |) (p. 75).
MIDI Buffer Full!	An unusually large amount of MIDI data was received, and could not be processed.	Reduce the amount of MIDI messages that are being transmitted.
MIDI Offline!	The MIDI IN connection was broken.	Check that there is no problem with the MIDI cable connected to the JUPITER-80's MIDI IN, and that the MIDI cable was not disconnected.
Permission Denied!	The operation could not be performed because the read-only attribute is set for the folder or file.	Use your computer to clear the read-only attribute of the file or folder.
Program Error!	The JUPITER-80 was unable to start up. The program could not be read correctly. Alternatively, the system update program may be invalid.	Use the correct program to perform the update once again. If this does not solve the problem, contact your dealer or customer support.
Read Error!	Data could not be read from the USB flash drive.	Make sure that USB flash drive is correctly connected (p. 6, p. 17). Also make sure that you're using a USB flash drive sold by Roland.
	The file is damaged.	Do not use this file.
Registration Button Locked!	The Registration buttons are locked.	Clear the Regist Button Lock setting (p. 81).
Rotary Effects (MFX) Not Selected!	Rotary or VK-Rotary are not selected as the Live Set's MFX Type.	Select Rotary or VK-Rotary as the MFX Type (p. 58).
SuperNATURAL Synth Tone Not Selected!	You attempted to access the Synth Tone Edit screen of a layer for which a SuperNATURAL Synth Tone is not selected.	First assign a SuperNATURAL Synth Tone as the layer's sound (p. 57).
System Memory Damaged!	The contents of system memory may be damaged.	Execute the factory reset operation (p. 87). If this does not solve the problem, contact your dealer or customer support.
Too Much Data!	There was too much data in the SMF you attempted to import into an arpeggio style.	Reduce the amount of data in the SMF. For details on the amount of data that can be imported, refer to "Creating an Arpeggio Style from a MIDI File (Import)" (p. 45).
USB Memory Full!	There is insufficient space on the USB flash drive.	Delete unneeded data (p. 75).
USB Memory Not Ready!	The USB flash drive is not inserted, or is inserted incompletely.	Turn off the power, firmly insert the USB flash drive, and then turn on the power once again (p. 6, p. 23).
	The USB flash drive was removed after you selected data that was on the USB flash drive.	
	The format of the USB flash drive is invalid.	Use the JUPITER-80 to format the USB flash drive (p. 81).
Write Error!	Data could not be written to the USB flash drive.	Make sure that USB flash drive is correctly connected (p. 6, p. 17). Also make sure that you're using a USB flash drive sold by Roland.
	The format of the USB flash drive is invalid.	Use the JUPITER-80 to format the USB flash drive (p. 81).

Troubleshooting

Problem	Items to check	Action	Page
Overall problems			
Power won't turn on	Are the included AC adaptor and power cord correctly connected to an outlet and to the JUPITER-80?	Check that the power cord is connected correctly. Do not use any AC adaptor or power cord other than the supplied items. Doing so will cause malfunctions.	p. 20
No sound	Have the connected amp or speakers been powered up?	Turn on the power of the connected amp or speakers.	p. 23
	Could the volume of a connected device have been lowered?	Adjust the volume of the connected equipment.	
	Could the [VOLUME] knob be set to the minimum level?	Adjust the [VOLUME] knob.	
	Could the MASTER EQ's Level setting be too low?	Check the MASTER EQ's Level setting.	p. 85
	Are your amp, speakers, headphones, etc., connected correctly?	Correctly connect your amp, speakers, and headphones.	p. 20
	Can you connect headphones and hear sound through them?	If you hear sound through your headphones, it may be that there is a broken connection cable, or that your amp or mixer have malfunctioned. Check your connection cables and equipment once again.	p. 20
	Could you be using a connection cable that contains a resistor?	Use a connection cable that does not contain a resistor.	—
Problems with the Synthesizer sound			
No sound	If pressing the keyboard does not produce sound, could the Local switch be turned off?	Turn the Local Switch setting on.	p. 84
	Could the level setting be too low?	Check the Registration level, Part level, and the level of the Live Set layer.	p. 37, p. 58
	Are the effect settings correct?	Check the effect on/off settings. Also check settings such as the effect levels.	p. 59
	Could the volume have been lowered by a pedal operation, a D Beam controller operation, or a MIDI message (volume or expression) received from an external MIDI device?	Step on the pedal, move your hand above the D Beam controller, and check settings of the other controllers.	p. 47, p. 48
	Could the PART [PERC]/[LOWER]/[UPPER]/[SOLO] buttons or layer buttons be turned off?	Turn on the [PERC]/[LOWER]/[UPPER]/[SOLO] buttons.	p. 37, p. 58
No sound from a specific range of keys	Could a key range be set?	If you don't hear sound from a specific range of keys, check the key range settings.	p. 39
Sound is distorted	Could you be applying an effect that intentionally distorts the sound?	If the sound of a specific Part or Live Set layer is distorted, lower the volume for that Part or Live Set layer.	p. 37, p. 58
	Could the [VOLUME] knob be set too high?	If the overall sound is distorted, lower the [VOLUME] knob.	p. 18
	Could the Output Gain be raised excessively?	Check the system setting "SOUND".	p. 84
Pitch is wrong	Could the JUPITER-80's tuning be incorrect?	Check the system setting "Master Tune".	p. 84
	Could the pitch have been changed by a pedal operation or by a pitch bend message received from an external MIDI device?	Check the pedal and the pitch bender.	p. 47, p. 48
	Could the Coarse Tune or Fine Tune parameters be set?	Check the Coarse Tune and Fine Tune settings.	—
Notes are broken off	Notes will be interrupted if more than 256 notes are sounded simultaneously.	Reduce the number of layers in the Live Set you're using. Increase the voice reserve setting for layers in which notes must not drop out.	p. 58
Notes remain sounding when you play the keyboard	Could the polarity of the hold pedal be reversed?	Check the system setting "Hold Pedal Polarity".	p. 83
Sound is still heard from the opposite side as well even when panned all the way to one side	Could effects be applied?	Since the JUPITER-80's internal effects are stereo, applying an insert effect will allow effect sound to be heard from the opposite side even if the source sound is panned all the way to one side.	—
Notes played in a high register sound funny	When you play high notes on the JUPITER-80, you might hear notes that fail to sound, whose pitch fails to rise, or a noise that changes depending on the note you play (a warbling, chirping, rustling, beeping, etc.)	This is usually because you have exceeded the highest note that the JUPITER-80 is able to produce, and won't occur with the notes you would normally use. This does not indicate a malfunction.	—
Changing the tempo does not affect the arpeggio tempo or delay time	Could the system setting "USB Song Sync Mode" have been set to "SLAVE"?	If "Sync Mode" is set to "SLAVE," change the tempo of the external device that is transmitting MIDI clock data.	p. 86

Troubleshooting

Problem	Items to check	Action	Page
Problems with the Synthesizer effects			
Effect not applied	Could the effect switch be off?	Check the on/off setting of each effect.	p. 59
	Is each layer's Output Assign set to "MFX"?	With the factory settings, the Output Assign of some are not set to "MFX." Set the Output Assign to "MFX."	p. 86
	Check the send level to each effect.	The effect won't be obtained if the send level to that effect is set at 0. Even if the send levels to the effect is set above 0, the effect won't be applied if the multi-effect output level, or reverb level are set to 0. Check each of these settings.	p. 59
You specified a delay time value (for example for multieffect 43: DELAY) as a note value, but there's a limit beyond which the delay time will not change	Check the delay time setting.	Increase the tempo. Since the delay time has an upper limit, specifying the delay time as a note value and then slowing down the tempo may reach this upper limit. The maximum delay time is the highest value that can be specified numerically (i.e., other than in terms of a note value).	p. 43
Problems with the USB Memory Song Player/Recorder			
USB flash drive is not detected / Song files are not displayed	Check the format of your USB flash drive.	Format the USB flash drive on the JUPITER-80 (p. 79). The JUPITER-80 can use USB flash drive that is formatted as FAT. (Normally, when you purchase USB flash drive, it will be formatted as FAT, so you can start using it immediately.) However, the JUPITER-80 cannot recognize a USB flash drive that is formatted in a format other than FAT (e.g., NTFS).	p. 81
Audio files on USB flash drive won't play	The audio file's file type might not be a file type that can be played on the JUPITER-80.	Use an audio file of the types listed in "Song files that can be played".	p. 73
	The audio file may be damaged.	Check the audio file.	—
	Could the level be turned down?	Check the [VOLUME] knob setting, the Song Level setting and the SONG EQ's Level setting.	p. 18, p. 72, p. 84, p. 85
USB memory song player sounds wrong	Could Center Cancel be ON?	Turn off the center cancel function.	p. 73
Noise and distortion is heard in the recorded sound	Was the input sensitivity appropriate? If the input sensitivity is too high, the recorded sound will be distorted; if the input sensitivity is too low, the recorded sound will be buried in noise.	Raise the Recording Level knob as high as possible without causing the level meter's CLIP indicator to light in red.	p. 77
Problems with external MIDI devices			
No sound from an external MIDI device	Does the JUPITER-80's MIDI transmit channel match the connected device's MIDI receive channel?	Match the JUPITER-80's transmit channel and your connected device's receive channel.	p. 85
Exclusive messages are not received	Does the transmitting unit's Device ID number match the JUPITER-80's Device ID number?	Set the Device ID numbers.	p. 85
When using sequencer software, operating knobs or other controls does not affect the sound	Some sequencer software does not "soft thru" system exclusive messages.	If you want to record system exclusive messages, turn off the Local Switch parameter.	p. 84
Problems with an external device you're recording			
The volume level of the instrument connected to AUDIO IN (STEREO) is too low.	Could you be using a connection cable that contains a resistor?	Use a connection cable that does not contain a resistor.	—
	Is the volume of the external device adjusted correctly?	Adjust the volume of your external device to an appropriate level.	—
	Is the [LEVEL] knob adjusted correctly?	Adjust the [LEVEL] knob.	p. 21
Problems with the USB flash drive			
Data on the USB flash drive was damaged	Could you have turned off the power while the USB song player/recorder was operating?	Format the USB flash drive on the JUPITER-80.	p. 81
	Could a strong physical shock have been applied to the USB flash drive?		
	Could the power have been turned off while accessing the USB flash drive?		
Can't back up to USB flash drive	Is there sufficient free space on the USB flash drive?	Use an SD card that has sufficient free space.	p. 87
	Check the format of the USB flash drive. The JUPITER-80 can use USB flash drive that are formatted in FAT format.	Format the USB flash drive on the JUPITER-80.	p. 81

Specifications

Roland JUPITER-80: Synthesizer

Keyboard	76 keys (with velocity and channel aftertouch)
Sound Generator Section	
Maximum Polyphony	256 voices (varies according to the sound generator load)
Parts	4 parts (Upper, Lower, Solo, Percussion)
Tones	Registrations: 256 Live Sets: 2,560
Effects	for Live Set (Upper/Lower Part) • Multi-Effects (MFX): 4 units (parallel connection only), 76 types per each Upper/Lower (total: 8 units) • Reverb: 1 unit, 5 types per each Upper/Lower (total: 2 units) for Solo Part/Percussion Part • Compressor + Equalizer + Delay: 1 set per each Solo/Percussion (total: 2 sets) • Reverb: 1 unit, 5 types Master Effects • 4-Band Equalizer: 1 unit
USB Memory Song Player/Recorder Section	
Tracks	1 stereo track
Playable File Format	Audio File: WAV, AIFF, MP3
Recording File Format	Audio File: WAV (44.1 kHz, 16-bit Linear, stereo)
Effects	4-Band Equalizer: 1 unit
External Memory	USB Flash Memory (sold separately) * Use USB Flash Memory sold by Roland. We cannot guarantee operation if other products are used.

Others	
Arpeggiator	Preset: 128 styles User: 128 styles
Harmony Intelligence	17 types
Controllers	D Beam Controller Pitch Bend/Modulation Lever Assignable buttons ([S1], [S2]) Assignable knobs ([E1]–[E4]) PART LEVEL sliders (PERC, LOWER, UPPER, SOLO)
Display	Graphic Color LCD 800 x 480 dots (touch screen)
Connectors	PHONES jack (stereo 1/4-inch phone type) MAIN OUT jacks (L, R) (XLR type) MAIN OUT jacks (L/MONO, R) (1/4-inch TRS phone type) SUB OUT jacks (L, R) (1/4-inch phone type) AUDIO IN jack (Stereo miniature phone type) DIGITAL AUDIO OUT jack (COAXIAL) FOOT PEDAL jacks (CTRL 1, CTRL 2, HOLD) MIDI Connectors (IN, OUT, THRU) USB COMPUTER port (Audio/MIDI) USB Memory port AC IN jack
Power Consumption	25 W
Dimensions	1,230.9 (W) x 439.3 (D) x 139.6 (H) mm 48-1/2 (W) x 17-5/16 (D) x 5-1/2 (H) inches
Weight	17.7 kg 39 lbs 1 oz
Accessories	Owner's manual CD-ROM (USB Audio/MIDI driver) DVD-ROM (SONAR LE) USB MEMORY Protector Power Cord
Options (sold separately)	Keyboard stand: KS-J8, KS-G8, KS-18Z (When using the KS-18Z, ensure that the height of the unit is one meter or lower.) Pedal switch: DP series Footswitch: BOSS FS-5U Expression pedal: EV-5 Stereo Headphones USB Flash Memory

* In the interest of product improvement, the specifications and/or appearance of this unit are subject to change without prior notice.

MIDI Implementation Chart

Date : Apr. 1, 2011

Model JUPITER-80 Version : 1.00

Function...		Transmitted	Recognized	Remarks
Basic	Default	1–16	1–16	
Channel	Changed	1–16	1–16	
Mode	Default	Mode 3	Mode 3	
	Message	Mono, Poly	Mode 3, 4 (M=1)	*2
	Altered	**********		
Note		0–127	0–127	
Number	: True Voice	**********	0–127	
Velocity	Note On	o	o	
	Note Off	o	o	
After	Key's	x	o *1	
Toucn	Channel's	o	o *1	
Pitch Bend		o	o *1	
Control Change	0, 32	o	o *1	Bank select
	1	o	o *1	Modulation
	2	o	o *1	Breath type
	4	o	o *1	Foot type
	5	o	o *1	Portamento time
	6, 38	o	o	Data entry
	7	o	o *1	Volume
	10	o	o *1	Panpot
	11	o	o *1	Expression
	16	o	o (Tone Modify 1) *1	General purpose controller 1
	17	o	o (Tone Modify 2) *1	General purpose controller 2
	18	o	o (Tone Modify 3) *1	General purpose controller 3
	19	o	o (Tone Modify 4) *1	General purpose controller 4
	64	o	o *1	Hold 1
	65	o	o *1	Portamento
	66	o	o	Sostenuto
	67	o	o	Soft
	68	o	o	Legato foot switch
	71	o	o *1	Resonance
	72	o	o *1	Release time
	73	o	o *1	Attack time
	74	o	o *1	Cutoff
	75	o	o *1	Decay time
	76	o	o	Vibrato rate
	77	o	o	Vibrato depth
	78	o	o	Vibrato delay
	79	o	o	Tone blender
	80	o	o (Tone Variation 1) *1	General purpose controller 5
	81	o	o (Tone Variation 2) *1	General purpose controller 6
	82	o	o (Tone Variation 3) *1	General purpose controller 7
	83	o	o (Tone Variation 4) *1	General purpose controller 8
	84	o	o	Portamento control
	91	o	o (Reverb) *1	General purpose effect 1
	93	o	x (Chorus)	General purpose effect 3
	1–31, 33–95	o	o	General purpose controller
	96, 97	x	x	Increment, Decrement
	98, 99	x	x	NRPN LSB, MSB
	100, 101	x	o	RPN LSB, MSB
	102, 119	x	x	
Program		o *1	o *1	
Change	: True Number	**********	0–127	Program Number 1–128
System Exclusive		o *3	o *1	
System	: Song Position	x	x	
Common	: Song Select	x	x	
	: Tune	x	x	
System	: Clock	o	o	
Realtime	: Commands	x	x	
Aux	: All Sound Off	x	o	
	: Reset All Controllers	x	o	
Messages	: Local On/Off	x	x	
	: All Notes Off	x	o (123–127)	
	: Active Sensing	o	o	
	: System Reset	x	x	
Notes		*1 O X is selectable. *2 Recognized as M=1 even if M≠1. *3 Transmitted only when "Transmitted Edit Data" is ON or RQ1 is received.		

Mode 1: Omni On, Poly
Mode 2: Omni On, Mono
Mode 3: Omni Off, Poly
Mode 4: Omni Off, Mono

o: Yes
x: No

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As of Feb. 1, 2011 (ROLAND)

For EU Countries

UK This symbol indicates that in EU countries, this product must be collected separately from household waste, as defined in each region. Products bearing this symbol must not be discarded together with household waste.

DE Dieses Symbol bedeutet, dass dieses Produkt in EU-Ländern getrennt vom Hausmüll gesammelt werden muss gemäß den regionalen Bestimmungen. Mit diesem Symbol gekennzeichnete Produkte dürfen nicht zusammen mit den Hausmüll entsorgt werden.

FR Ce symbole indique que dans les pays de l'Union européenne, ce produit doit être collecté séparément des ordures ménagères selon les directives en vigueur dans chacun de ces pays. Les produits portant ce symbole ne doivent pas être mis au rebut avec les ordures ménagères.

IT Questo simbolo indica che nei paesi della Comunità europea questo prodotto deve essere smaltito separatamente dai normali rifiuti domestici, secondo la legislazione in vigore in ciascun paese. I prodotti che riportano questo simbolo non devono essere smaltiti insieme ai rifiuti domestici. Ai sensi dell'art. 13 del D.Lgs. 25 luglio 2005 n. 151.

ES Este símbolo indica que en los países de la Unión Europea este producto debe recogerse aparte de los residuos domésticos, tal como esté regulado en cada zona. Los productos con este símbolo no se deben depositar con los residuos domésticos.

PT Este símbolo indica que nos países da UE, a recolha deste produto deverá ser feita separadamente do lixo doméstico, de acordo com os regulamentos de cada região. Os produtos que apresentem este símbolo não deverão ser eliminados juntamente com o lixo doméstico.

NL Dit symbool geeft aan dat in landen van de EU dit product gescheiden van huishoudelijk afval moet worden aangeboden, zoals bepaald per gemeente of regio. Producten die van dit symbool zijn voorzien, mogen niet samen met huishoudelijk afval worden verwijderd.

DK Dette symbol angiver, at i EU-lande skal dette produkt opsamles adskilt fra husholdningsaffald, som defineret i hver enkelt region. Produkter med dette symbol må ikke smides ud sammen med husholdningsaffald.

NO Dette symbolet indikerer at produktet må behandles som spesialavfall i EU-land, iht. til retningslinjer for den enkelte regionen, og ikke kastes sammen med vanlig husholdningsavfall. Produkter som er merket med dette symbolet, må ikke kastes sammen med vanlig husholdningsavfall.

SE Symbolen anger att i EU-länder måste den här produkten kasseras separat från hushållsavfall, i enlighet med varje regions bestämmelser. Produkter med den här symbolen får inte kasseras tillsammans med hushållsavfall.

FI Tämä merkintä ilmaisee, että tuote on EU-maissa kerättävä erillään kotitalousjätteistä kunkin alueen voimassa olevien määräysten mukaisesti. Tällä merkinnällä varustettuja tuotteita ei saa hävittää kotitalousjätteiden mukana.

HU Ez a szimbólum azt jelenti, hogy az Európai Unióban ezt a terméket a háztartási hulladéktól elkülönítve, az adott régióban érvényes szabályozás szerint kell gyűjteni. Az ezzel a szimbólummal ellátott termékeket nem szabad a háztartási hulladék közé dobni.

PL Symbol oznacza, że zgodnie z regulacjami w odpowiednim regionie, w krajach UE produktu nie należy wyrzucać z odpadami domowymi. Produktów opatrzonych tym symbolem nie można utylizować razem z odpadami domowymi.

CZ Tento symbol udává, že v zemích EU musí být tento výrobek sbírán odděleně od domácího odpadu, jak je určeno pro každý region. Výrobky nesoucí tento symbol se nesmí vyhazovat spolu s domácím odpadem.

SK Tento symbol vyjadruje, že v krajinách EÚ sa musí zber tohto produktu vykonávať oddelene od domového odpadu, podľa nariadení platných v konkrétnej krajine. Produkty s týmto symbolom sa nesmú vyhadzovať spolu s domovým odpadom.

EE See sümbol näitab, et EL-i maades tuleb see toode olemprügist eraldi koguda, nii nagu on igas piirkonnas määratletud. Selle sümboliga märgitud tooteid ei tohi ära visata koos olmeprügiga.

LT Šis simbolis rodo, kad ES šalyse šis produktas turi būti surenkamas atskirai nuo buitinių atliekų, kaip nustatyta kiekviename regione. Šiuo simboliu paženklinti produktai neturi būti išmetami kartu su buitinėmis atliekomis.

LV Šis simbols norāda, ka ES valstīs šo produktu jāievāc atsevišķi no mājsaimniecības atkritumiem, kā noteikts katrā reģionā. Produktus ar šo simbolu nedrīkst izmest kopā ar mājsaimniecības atkritumiem.

SI Ta simbol označuje, da je treba proizvod v državah EU zbirati ločeno od gospodinjskih odpadkov, tako kot je določeno v vsaki regiji. Proizvoda s tem znakom ni dovoljeno odlagati skupaj z gospodinjskimi odpadki.

GR Το σύμβολο αυτό υποδηλώνει ότι στις χώρες της Ε.Ε. το συγκεκριμένο προϊόν πρέπει να συλλέγεται χωριστά από τα υπόλοιπα οικιακά απορρίμματα, σύμφωνα με όσα προβλέπονται σε κάθε περιοχή. Τα προϊόντα που φέρουν το συγκεκριμένο σύμβολο δεν πρέπει να απορρίπτονται μαζί με τα οικιακά απορρίμματα.

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本资料适用于 2007 年 3 月 1 日以后本公司所制造的产品。

环保使用期限

此标志适用于在中国国内销售的电子信息产品，表示环保使用期限的年数。所谓环保使用期限是指在自制造日起的规定期限内，产品中所含的有害物质不致引起环境污染，不会对人身、财产造成严重的不良影响。

环保使用期限仅在遵照产品使用说明书，正确使用产品的条件下才有效。

不当的使用，将会导致有害物质泄漏的危险。

产品中有毒有害物质或元素的名称及含量

部件名称	有毒有害物质或元素					
	铅(Pb)	汞(Hg)	镉(Cd)	六价铬(Cr(VI))	多溴联苯(PBB)	多溴二苯醚(PBDE)
外壳（壳体）	×	○	○	○	○	○
电子部件（印刷电路板等）	×	○	×	○	○	○
附件（电源线、交流适配器等）	×	○	○	○	○	○

○：表示该有毒有害物质在该部件所有均质材料中的含量均在 SJ/T11363-2006 标准规定的限量要求以下。

×：表示该有毒有害物质至少在该部件的某一均质材料中的含量超出 SJ/T11363-2006 标准规定的限量要求。

因根据现有的技术水平，还没有什么物质能够代替它。

For the USA

DECLARATION OF CONFORMITY
Compliance Information Statement

Model Name :	JUPITER-80
Type of Equipment :	Synthesizer
Responsible Party :	Roland Corporation U.S.
Address :	5100 S. Eastern Avenue Los Angeles, CA 90040-2938
Telephone :	(323) 890-3700

For EU Countries

CE This product complies with the requirements of EMCD 2004/108/EC and LVD 2006/95/EC.

For the USA

FEDERAL COMMUNICATIONS COMMISSION
RADIO FREQUENCY INTERFERENCE STATEMENT

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:
(1) this device may not cause harmful interference, and
(2) this device must accept any interference received, including interference that may cause undesired operation.

This equipment requires shielded interface cables in order to meet FCC class B limit.
Any unauthorized changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

For Canada

NOTICE

This Class B digital apparatus meets all requirements of the Canadian Interference-Causing Equipment Regulations.

AVIS

Cet appareil numérique de la classe B respecte toutes les exigences du Règlement sur le matériel brouilleur du Canada.

For C.A. US (Proposition 65)

WARNING

This product contains chemicals known to cause cancer, birth defects and other reproductive harm, including lead.

Roland

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