Jupiter Xm Quick Reference

An attempt to summarize as much Jupiter Xm manual and community learned information as possible into a few pages.

This reference is current as of the 1.20 System Update

Tones - 4143 built in Tones, 256 user Tone locations, for a total of 4399. Built-in Tones can be modified, but the edited Tone must be saved in a user location. It also includes 91 drum kits.

Tone Groups:
- Analog Synth Models - Jupiter 8, JX-8P, Juno 106, and SH 101
- Zen Core - these can be imported & exported with additional tones available from Roland
- RD Piano
- Vocoder
- Drum Kit

Parts - there are five Parts per scene. Parts 1-4 are for instrument tones, Part 5 is for rhythm kits

Scenes are the basic building block of the Jupiter Xm
- A Scene holds the settings for the five parts, including selected Tone, key range and related zone settings, plus common settings for performance
- There are 256 locations to store Scenes, one can be designated as the power up Scene
- All editing is done in context of a Scene. A Tone is edited in context of a scene - some settings can be saved as "modifiers" in the Scene. More complex Tone edits can be saved to a User Tone.

Scene Modifiers include cutoff, resonance, ADSR, and Vibrato settings. Zen Core can also have Pitch, Filter, and Amp ADSR and LFO settings.

After edits, [Write] brings up a screen showing if the Scene or Tones have unsaved edits. Edited items must be saved individually.

Selecting Parts & *Part Mode*

Part Status Icons - at lower left of display: Part N X X X X X
- **-** (dash) - Part Switch is off - no sound will come from the Part
- **□** (hollow box) - Part Switch is on - Part may respond to external Midi (depending on other zone settings), but part is not connected to keyboard or iArp
- **■** (filled box) - Key Switch is on - Part is connected to keyboard
- **+** (plus) - iArp master switch is on and Part is connected to iArp (two ways, see below)
- **_** (Underline) - indicates the part for tone edits - also in text left of the symbols (Part N)
- **.** (dot underneath) - indicates a secondary part for multiple edits

Some example icon groups:
- - - - -   All switches off, P1 selected for edit
■■■□□   P1-3 to keyboard, P1-2 group edits, P1 for tone edits, P4-5 may play from Midi
■+±□+   P1 to keyboard, P2,3,5 to iArp and group edits, P3 for tone edits, P4 may play from Midi

Part Select - default assignment is [1]-[5]
- Selects Parts for edit
  - First button pressed is shown in the lower left of the display (Part N)
  - Additional parts can be selected while holding down the first button,
  - First part has underscore (_) in symbols, additional parts have dot beneath (.)
- All parts selected are edited together for Zone edits or when adjusting performance dials
- For *Tone Edit*, only the first selected Part is affected. (*Tone Edit* page will show the tone being edited)
- ☛ When multiple Parts are selected
  - Pressing the first button (_) turns off all additional Parts, leaving first Part on (.)
  - Pressing other active buttons turns them off

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Part Switch - default assignment is [Shift] + [6]-[10]
- Master switch for part. Must be on to hear the Part from any source (keyboard, iArp, Midi)
- Any symbol other than - (dash) indicate the Part Switch is on

Key Switch - default assignment is [6]-[10]
- Select parts for keyboard response
- Shown in display with ▪ (filled box)

The groups above show status by lit buttons, [Shift] values show while [Shift] is depressed

Part Switch + Key Switch - default assignment is [Shift] + [1]-[5]
- Combines *Part Switch* and *Key Switch* to single action ≈ Edit + Solo Button
    - Turns on the selected *Part Switch* and *Key Switch*
    - Turns off off other Part *Key Switches*
- Press two or more buttons - first button is priority for Tone edit

The default assignments can be changed in System settings, with two additional options:
- Arp Switch = *Arp Part Switch* (Off / Part KeySwitch / On) On <—> Off
- Master Effect Switches = in order from left:
    Part Mfx (all five)   Drive   Reverb   Delay   Chorus
    (Fast method to nearly dry sound - other than Part EQ and System EQ + Compressor)

On / Off status of the above buttons is saved on Scene *Write*

To play Part from keyboard: Both *Key Switch* and *Part Switch* must be on, and not assigned to iArp, (or iArp active range reduced in Part Arp settings)

To play Part from Midi: *Part Switch* must be on and appropriate Zone settings

One useful switch not on the front panel is *Part Mute*. This temporarily stops Part sound - most useful for identifying which iArp part is doing what, without interrupting the pattern. This could be programmed on a DAW or MDP2 layout for quick access

Model Banks / Selecting Tones

Tones are accessed in Model Bank mode via [1]-[16] buttons
- One or more Models, Categories, or the User Tone Bank can be assigned to a button
- Categories, Models, or User Tones cannot be mixed on a single button *
- [Model Bank] + Button brings up the assignment list

See Shortcuts section for keys to move rapidly through the banks

* While only model or category can be active on a button, each button remembers both, giving 16 groups each of Model and Category
- Example use would be to keep [1] - [6] as the default Model groups, but also keep a Category on these button, such as AC Piano on [1]
- Press [Model Bank] + [button] to bring up edit window, change between Model & Category, press [Exit] - and you have the other group

Scene Zone Settings

Zone settings for each part include
- *Key Range*, with a fade out zone above and below the active range.
- *Velocity Range*, including fade zone above and below
- The zones above apply to both keyboard and Midi received notes
- Response to Button, Slider, Control and Hold pedals

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- Master keyboard:
    - Off = does not transmit Midi
    - On = does transmit Midi
    - MKB = only Midi, local Part off
- Midi transmit channel, bank and program change to send on Scene recall
- Midi receive channel, and response selection (on/off) for Midi controls (Scene Part)

Dual and Split Buttons affect zone setting as follows:

Dual
- On = turns on Parts 1 & 2, turns off other Parts, and sets Parts 1 & 2 to full key range
- Off = turns off Part 2

Split
- On = turns on Parts 1 & 2, turns off other Parts, sets Parts 1 & 2 *Key Range* to the specified split point
- Off = turns off Part 2, resets Parts 1 & 2 to full key range
- Hold [Split] to see split point (default is C#4), Hold and press note key to assign split point
- *Split Point* is a unique global setting
    - The defined split point is preserved through Scene changes, but reset to C#4 on power off
    - A Scene can be saved with *Split* active. On Scene recall:
        - If the *Split Point* is the same as when saved, *Split* is lit
        - If the *Split Point* has changed, S*plit* not lit, but the stored key range is used for Parts 1 & 2. However, pressing [Split] will apply the current split, not the stored range

iArp - Arpeggiator

<u>On/Off</u> = Master control

<u>Hold</u> = once iArp starts, will continue patterns until *Hold* is turned off or other change stops the Arp

Arp Part Switch - three position switch - Off / On / Key Switch
- Enables Arp for the Part
- In the last position, the Arp Part is enabled by the Part *Key Switch*

For iArp to play a Part: *Part Switch* = On and either:
- *Arp Part Switch* (Off / On / Key Switch) = On, or
- *Arp Part Switch* = Key Switch and *Part Key Switch* = On
When either condition is met, + will appear in the status display

Why switch iArp Part via *Arp Part Switch* vs *Key Switch*?
- Switching via *Arp Part Switch* alternates the Part between iArp and Keyboard control
- Switching via *Key Switch* alternates the Part between iArp and Off

Arp Part Switch can be assigned to the panel buttons groups for quick access

<u>Keys</u> - detects key patterns - must be On to start non-rhythm patterns
- Rhythm pattern (Part 5) with *Motif* = Rhythm and *Arp Key Switch* = On will start on any key press without this switch
<u>Beat</u> - detects timing to adjust note speeds
- When either a note or beat pattern you want to maintain, turn off [Keys] or [Beat], to keep the pattern, unaffected by a lead line you might be playing on the keyboard
- *Beat* does not equal Tempo - Tempo is a Scene setting with front panel knob

<u>Hold</u> and <u>Beat</u> are repeated at the Part level via Part <u>Hold</u> and Part <u>Receive</u> switches
- This is an 'and' relation - both Scene and Part *Hold* or *Beat & Receive* must be on to affect the Part
- This allows disabling *Hold* or *Beat* for individual parts

Shuffle and *Duration* are available at both Scene and Part level, *Shuffle Resolution* is adjusted by Part

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There are multiple iArp settings at the Part Level.
Motif: Up, Down, Up & Down, Random, Note Order, Rhythm, Phrase, and Auto
- Rhythm is most appropriate setting for Part 5 (it knows useful note values for drum kits)
- Auto = lowest note, for bass parts

Other settings adjust grid length and note resolution, transposition, 🦆 notes, etc

Recalling an iArp Pattern or Rhythm may also set tempo, select the rhythm kit, and recall tone *, depending on system settings. If the Part Key Switch is on, the Part Tone will not be changed.
* I have not yet found a pattern that changes Part 1 tone

Step Edit & Pattern

Each Scene Part can store a 16 note x 64 position pattern. This can be captured from recent iArp performance, entered or modified in Step Edit mode. When *Step Mode* is enabled in Arp Part, this pattern data is used in place of iArp generated patterns.

iArp continuously records pattern data during performance, maintaining latest (incomplete) and four prior (completed) cycles. As each cycle completes, data is pushed back one group.

[Step Edit] brings up a menu to select one of the cycles above.
- Button [S3] auditions the cycles prior to selection.
- Other options are Initialize - for a blank grid, and Current - if the Scene has existing pattern data
- After selection, the *Step Edit* Grid Screen appears.

☛ *Step Edit* Grid Screen

[<] from Page 1 to *iArp Part Edit*   [Left Knob] to move <--> across grid

[<] - [>] to change pages   Edit position - [Right Knob] to change value - 0 = 0ff to 9 = 127

S1 to clear   S3 to play

STEP EDIT			S1:X						S3=>						
^	PAGE 2/2							VELOCITY: 80							
C 3	7	=	=	-	5	=	=	-	-	-	-	-	/	/	/	/
G 3	7	=	=	2	-	4	=	-	-	-	-	-	/	/	/	/
Bb4	7	=	=	-	-	-	4	-	-	-	-	-	/	/	/	/
---	-	-	-	-	-	-	-	-	-	-	-	-	/	/	/	/
v	♩														
<	PART 1 ±+□□+				OSC ▪▪▪▪										

Row Note # — ↑

Up to 16 rows of Notes ↓
Change [^]
Rows [v]

Empty Line

Press Note Key to jump to row or create new row

T/R display & edits affect active row

Selected note velocity — VELOCITY: 80

/ Past current grid length

- No note

7 Note - number = velocity

= Tie

⬅ Time is horizontal - up to 64 grid positions (4 pages) ➡

Set grid length & note time value in *iArp Part Edit*

Editing - two methods to enter & edit pattern data. Both are always active

Start by selecting desired row, either
- Press note key with desired velocity - jumps to row, or creates new row
- Use up/down arrows to select existing row

After 16 rows are filled, no new notes are accepted - active row does not change on new key press

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TR / REC
- [1]-[16] buttons represent the grid spots for that note - lit buttons have values
- Press buttons to turn on / off
- Press two buttons simultaneously to tie ☛ to tie across grid page use Grid Edit
- ☛ Chord entry: while holding chord, press step button, or start & end buttons for tie

Grid Edit
- Select desired grid position with [Left Knob], [Right Knob] to enter note - velocity 0 (off) - 9 (127)
- Quick tie method - select the grid position to be tied, [Shift] + button to select end of tie
- If the prior grid position has a note, turn Right Knob to left for a tie (=)
- To tie across grid pages (16-17, 32-33, etc), tie to end of current page, then tie on next page

[S1] + note key erases entire note row
[S1] + [1]-[16] button erases entire grid column
[S1] erases entire pattern

Saving - Save the Scene to store the user patterns. For Parts that have user data, saving the Scene also turns on *Part Step Mode* in iArp - pattern will be used in place of iArp generated patterns

If you leave *Step Mode (*other than Part Select), to return to the edited data select Current

The *Step Mode* switch can be toggled between iArp and the saved Scene pattern while playing

Scene patterns can be exported to USB drive as a Midi file from the Utility Menu. Each Part with data is saved as a separate file.

Effects
- Part, individual settings by part
    - One of 90 effects
    - Three band Part EQ
    - Output via Drive effect or direct. Direct has separate Chorus, Delay and Reverb sends
- Scene Level, single setting per scene
    - OverDrive - single model, single setting for all Parts sent, with Chorus, Delay and Reverb sends
    - Delay - five different delay models, with Reverb send
    - Chorus - three Chorus models, also includes the five Delay models, with Reverb send
    - Reverb - seven Reverb models
- System Level, global setting
    - Compressor
    - Five band EQ
- Microphone has compressor and noise limiter plus Chorus, Reverb, and Delay sends

Zen core tones can have the effect specified as part of the tone. These tones will show both a Tone MFX and a Part MFX. Only one can be active.

RD pianos do not have either Part or Tone Mfx

Controls

Assignable controls:
- Sliders [SL1] & [SL2]
- Control Pedal & Hold Pedal
- Buttons [S1], [S2], & [S3]

Specific control function is assignable by:
- Scene - ex: Xm preset Scenes, where SL have different assignments to control each Scene
- System (Global) - ex: you want [S1] to always be Scene Up

Part response (on/off) to controls is selected in Scene Zone.

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Pitch Bend and Mod Wheel assignments are fixed.
- Part response to these are is in Scene Part - the Midi Rx on/off selections also apply to keyboard

Midi In / Out
- Receive and transmit channels, controller response, bank and program change are selected by Scene in Part settings (discussed above). This is **not** a System (global) setting.
- System settings include Program Change channel (for remotely requested Scene changes), transmit / receive controls for Bank / Program change messages, receive for system exclusive, and Transmit Edit messages (useful for synchronizing a remote display / edit device)
- The Xm <u>appears</u> to ignore Scene change messages if the Scene is being edited
  - This should preclude accidental edit loss
  - But avoid entering edit if you expect a remote Scene change during performance

Tone Remain (built-in function) maintains sound continuity through sound changes, except:
- to or from RD pianos & Vocoders
- to or from from Parts that have iArp active
- enabling / disabling iArp on a Part

System Settings
- System settings require "Write" to save through power off, most immediately take effect
- USB Driver mode change (Vendor <—> Generic) requires both System *Write* and reboot

Startup Scene - the startup scene can be changed - the panel Scene buttons still default to Bank 1

Utility - Confirmation prompt in *Utility* is different than other Writes - [>] to select OK then [Enter]

System Update - Hold [Function] while turning on power

Shortcuts

Model Bank Mode
- [Enter] for scroll list of Tones
- [Right Knob] = scroll
- [Left Knob] = one page / 4 tones
- [Shift] + [Right Knob] = jump 10
- [Shift] + [Left Knob] = jump 40
- [Shift] + [^] / [v] to jump to top / bottom of list
- [<] / [>] to move to next bank right / left

[Shift] + knob / button / controls - edit page for that control

Entering names:
- [Shift] + Right Knob - jump to next category (upper case, lower case, numbers)
  Ex: quick enter "t" - [Shift] + Knob to 0, release [Shift] and scroll back to "t"
- [Shift] + [<] = delete character
- [Shift] + [>] = insert character

[Shift] + [Up] / [Down] = next menu section

[Exit] + knob / button / control - show current value without changing

Hold [<] or [>], then press other arrow = fast scroll

[Shift] + knobs in many instances speeds up scrolling

If in doubt, try [Shift] - might find some new shortcuts