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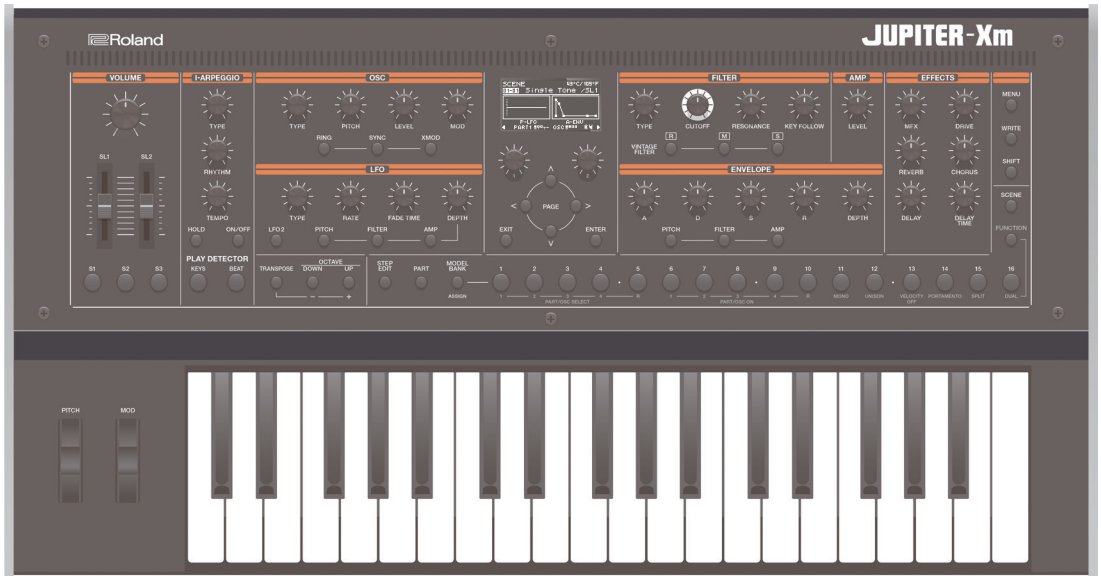


JUPITER-Xm

Owner's Manual

Ver. 1.5 and later

Bluetooth®

Owner's Manual (this document)

Read this first. This Owner's Manual explains the basic operations of the JUPITER-Xm (Ver. 1.5 and later).

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

PDF Manual (download from the Web)

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

To obtain the PDF manual

1. **Enter the following URL in your computer.**
   http://www.roland.com/manuals/

▼

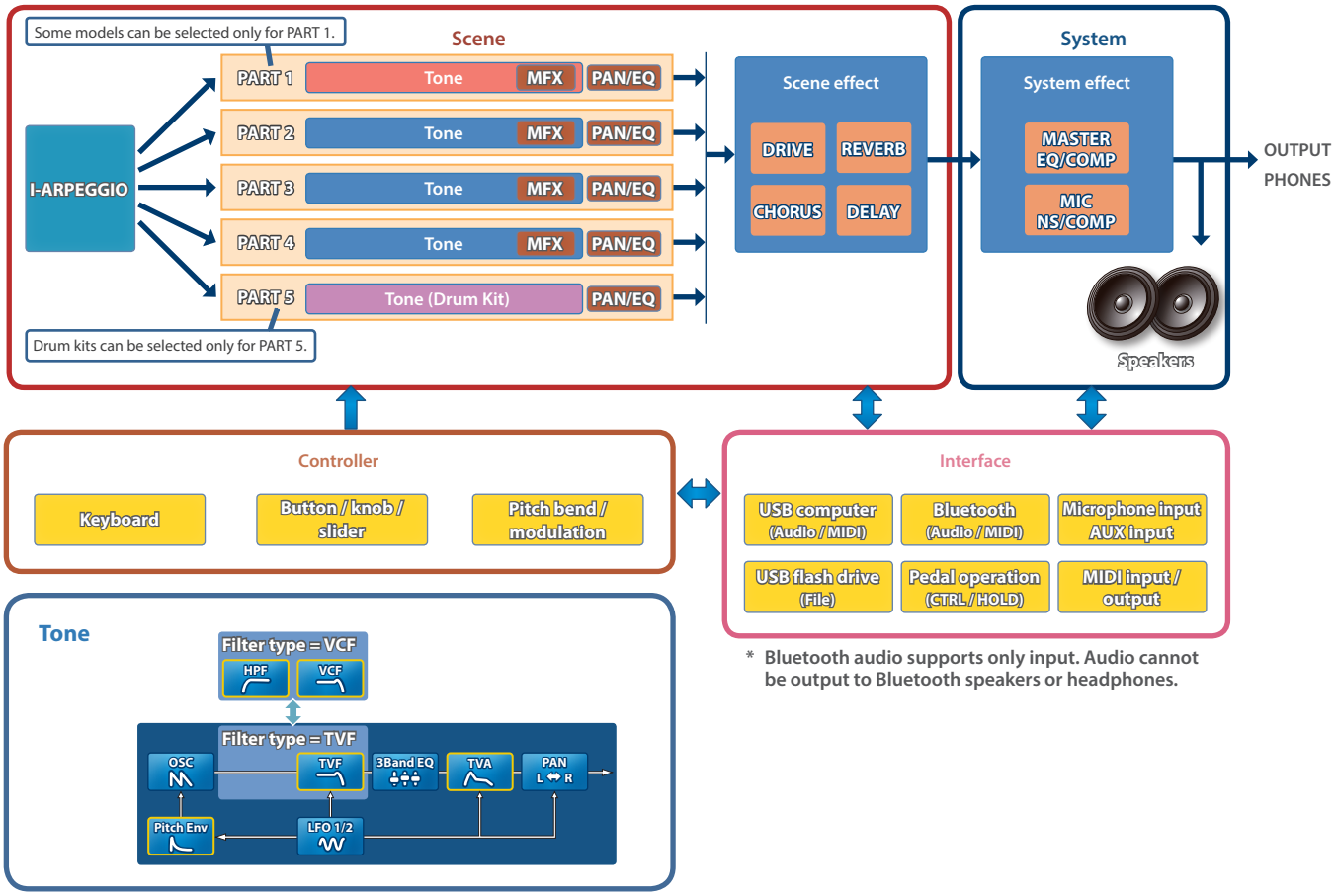
2. **Choose "JUPITER-Xm" as the product name.**

Contents

Before using this unit, carefully read "USING THE UNIT SAFELY" and "IMPORTANT NOTES" (the leaflet "USING THE UNIT SAFELY" and the Owner's Manual (p. 27)). After reading, keep the document(s) where it will be available for immediate reference.

Introduction

An Overview of the JUPITER-Xm



* Bluetooth audio supports only input. Audio cannot be output to Bluetooth speakers or headphones.

Scene

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

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

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

You can save a total of 256 scenes, which are organized as 16 scenes × 16 banks.

Model

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

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

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

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

You can create tones for each model.

Part

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

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

There are five parts. You can assign a synthesizer tone to each part 1–4, and a rhythm tone to part 5.

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

I-ARPEGGIO

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

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

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

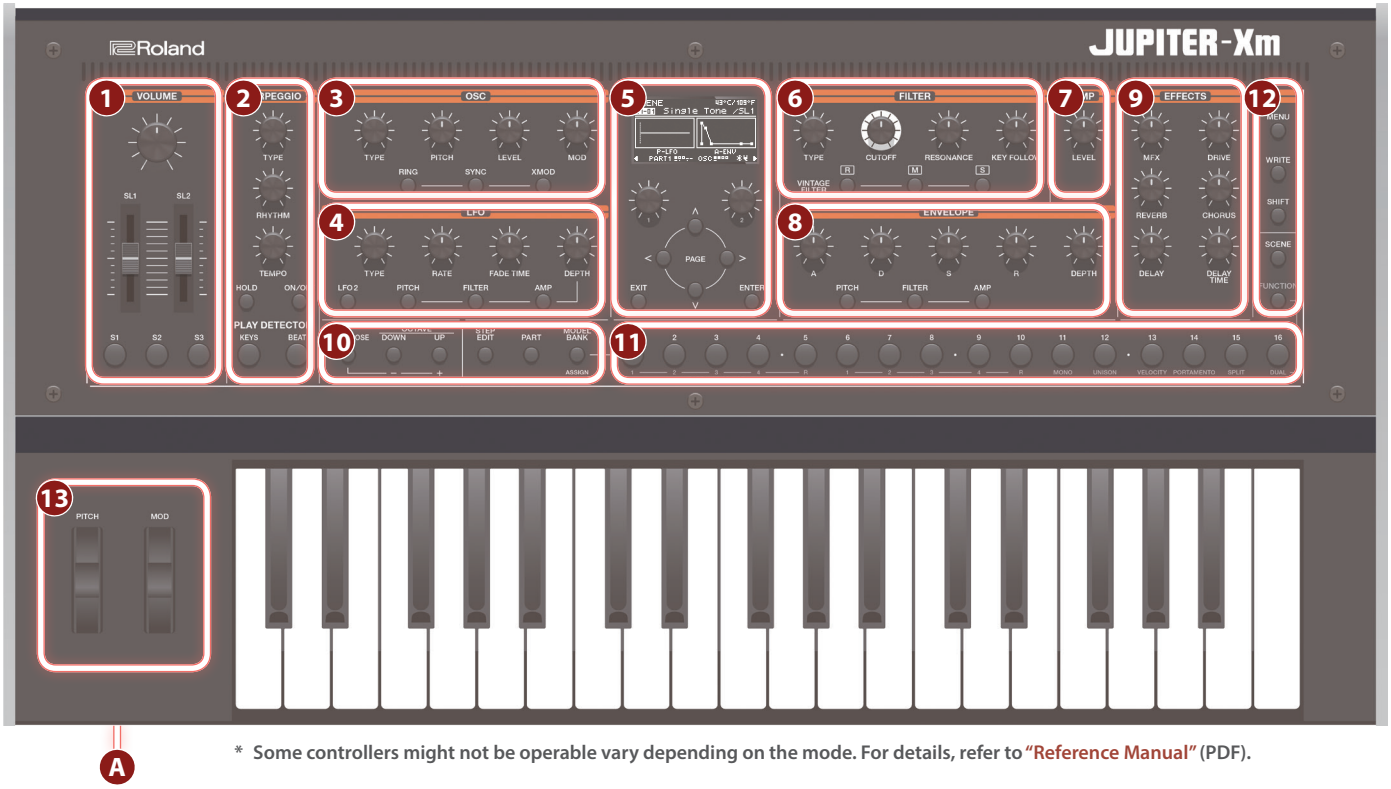
Tone

The sound assigned to a part is called a "tone."

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

Panel Descriptions

Top Panel



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

1 VOLUME

[VOLUME] knob

Adjusts the overall volume.

[SL1] [SL2] sliders

Control the parameters that are assigned to the sliders.

[S1] [S2] [S3] buttons

Control the parameters that are assigned to the buttons.

2 I-ARPEGGIO

[TYPE] knob

Selects the arpeggio type.

[RHYTHM] knob

Selects the type of rhythm.

[TEMPO] knob

Sets the tempo of the arpeggio.

[HOLD] button

Turns the hold function on/off.

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

[ON/OFF] button

Turns the arpeggio function on/off.

PLAY DETECTOR [KEYS] button

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

PLAY DETECTOR [BEAT] button

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

3 OSC

[TYPE] knob

Selects the oscillator waveform.

[PITCH] knob

Adjusts the pitch of the oscillator.

[LEVEL] knob

Adjusts the volume of the oscillator.

[MOD] knob

Adjusts the depth of modulation.

[RING] button

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

[SYNC] button

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

[XMOD] button

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

4 LFO

[TYPE] knob

Selects the LFO waveform.

[RATE] knob

Specifies the LFO's modulation speed.

[FADE TIME] knob

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

[DEPTH] knob

This specifies the depth of the LFO.

[LFO 2] button

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

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

DEPTH [PITCH] button

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

DEPTH [FILTER] button

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

DEPTH [AMP] button

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

5 Common section 1

Display

Shows various information for the operation.

[1] [2] knobs

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

PAGE [<] [>] [∧] [∨] buttons

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

These buttons also switch between screens.

[EXIT] button

Returns you to the previous screen.

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

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

[ENTER] button

Press this to confirm a value or execute an operation.

6 FILTER

[TYPE] knob

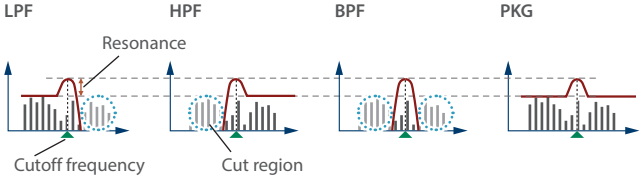
Specifies the type of filter.

[CUTOFF] knob

Adjusts the cutoff frequency of the filter.

[RESONANCE] knob

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



[KEY FOLLOW] knob

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

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

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

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

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

7 AMP

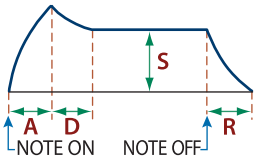
[LEVEL] knob

Adjusts the volume.

8 ENVELOPE

[A] [D] [S] [R] knobs

A: Attack time
D: Decay time
S: Sustain level
R: Release time



[DEPTH] knob

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

[PITCH] button

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

[FILTER] button

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

[AMP] button

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

9 EFFECTS

[MFX] knob

Adjusts the MFX depth (individually for each part).

[DRIVE] knob

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

[REVERB] knob

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

[CHORUS] knob

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

[DELAY] knob

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

[DELAY TIME] knob

Adjusts the delay time (for all parts together).

10 Common section 2

[TRANSPOSE] button

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

OCTAVE [DOWN] [UP] buttons

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

[STEP EDIT] button

Chooses step edit mode (p. 12).

[PART] button

Chooses part select mode.

[MODEL BANK] button

Chooses sound select mode.

11 MODEL buttons

[1]–[16] buttons

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

See the explanations of each mode for details.

12 Others

[MENU] button

Switches to the MENU screen.

[WRITE] button

Saves sounds and system settings.

[SHIFT] button

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

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

[SCENE] button

Chooses scene select mode.

[FUNCTION] button

Chooses function mode.

13 Pitch bend/modulation

[PITCH] wheel

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

[MOD] wheel

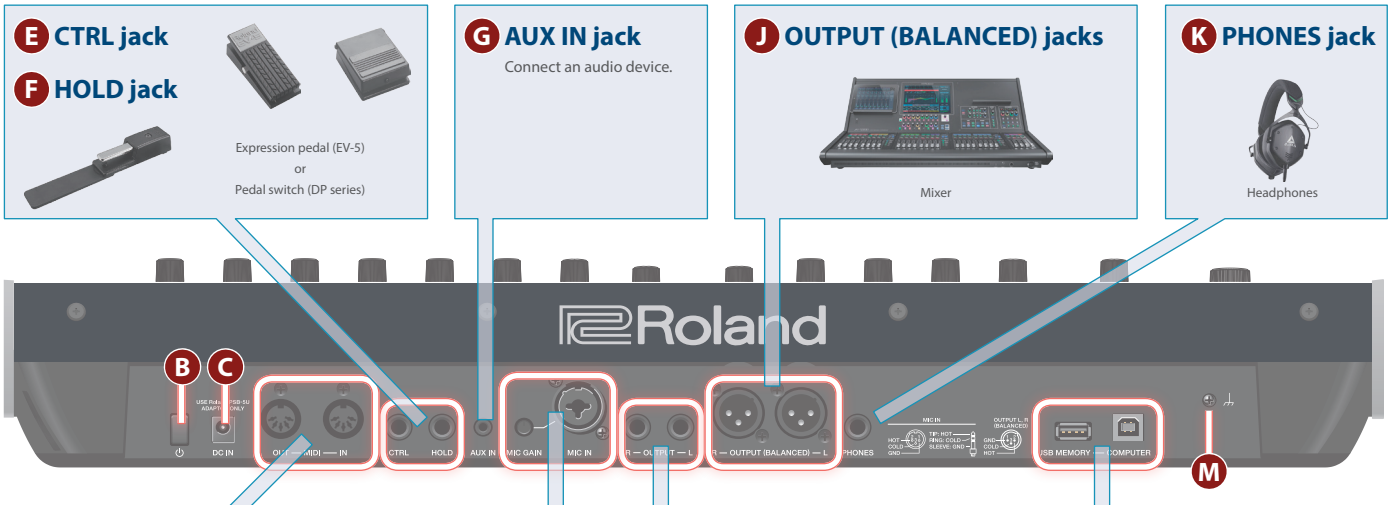
This applies vibrato. When the wheel is all the way toward yourself, no effect is applied. Moving the wheel away from yourself increases the effect. The wheel does not move from its position when you release your hand.

A PHONES jack

Connect stereo mini-type headphones here.

Rear Panel (Connecting Your Equipment)

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



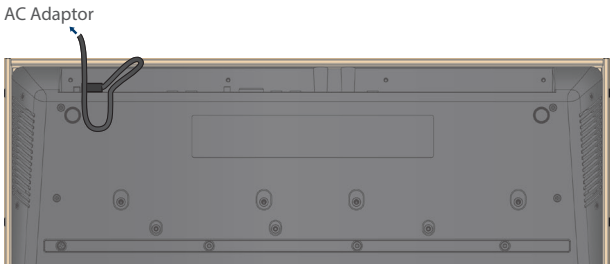
B [⏻] switch

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

C DC-IN jack

Connect the included AC adaptor here.

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



D MIDI (OUT/IN) ports

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

E CTRL jack

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

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

F HOLD jack

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

G AUX IN jack

Connect an external audio device.

Use a stereo mini plug for this connection.

H MIC

[MIC GAIN] knob

Adjusts the volume of the mic input.

MIC IN jack

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

* **Pin assignment of MIC IN jack**

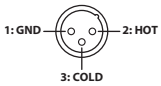
I OUTPUT L/R jacks

These are output jacks for audio signals.

J OUTPUT (BALANCED) L/R jacks

These are output jacks for audio signals.

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



K PHONES jack

You can connect a set of headphones here.

L USB port

USB MEMORY port

You can connect a USB flash drive here.

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

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

USB COMPUTER port

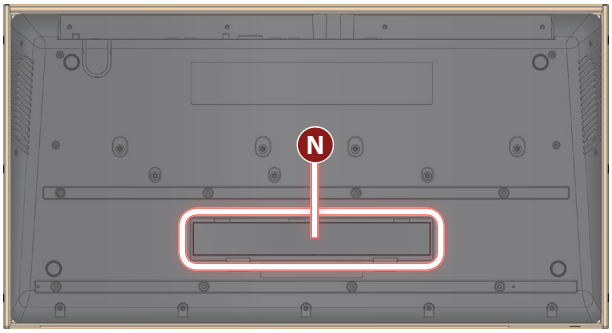
Use a USB cable to connect this port to a USB port of your computer.

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

M Ground terminal

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

Bottom Panel



N Battery compartment

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

➡ "Installing the Batteries" (p. 8)

Installing the Batteries

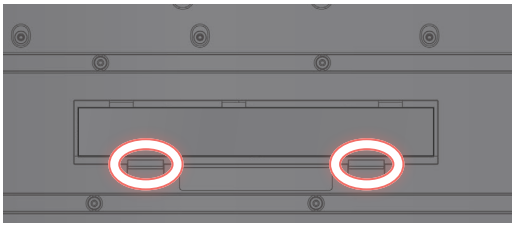
Eight Ni-MH batteries (AA, HR6) are required to run the JUPITER-Xm on battery power.

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

* **When turning the unit over, be careful so as to protect the buttons and knobs from damage. Also, handle the unit carefully; do not drop it.**
* **If you handle batteries improperly, you risk explosion and fluid leakage. Make sure that you carefully observe all of the items related to batteries that are listed in "USING THE UNIT SAFELY" and "IMPORTANT NOTES" (leaflet "USING THE UNIT SAFELY" and Owner's manual (p. 27).**

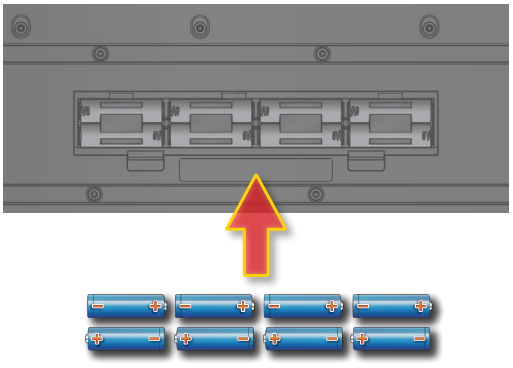
1. Turn off the power of the JUPITER-Xm.

2. While pressing inward on the tabs of the bottom panel battery compartment cover, remove the cover.



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

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



4. Close the battery compartment cover.

Turning the JUPITER-Xm On

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

* **In order to protect its circuitry, the JUPITER-Xm waits for a while after being powered-on before it begins operating.**

2. Switch on power to the connected equipment, and raise the volume to an appropriate level.

* **The power to this unit will be turned off automatically after a predetermined amount of time has passed since it was last used for playing music, or its buttons or controls were operated (Auto Off function).**

  If you do not want the power to be turned off automatically, disengage the Auto Off function.

  ➡ "Making the Power Automatically Turn Off After a Time (Auto Off)" (p. 22)

  - Unsaved data is lost when the power turns off. Before turning the power off, save the data that you want to keep.
  - To restore power, turn the power on again.

Turning Off the Power

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

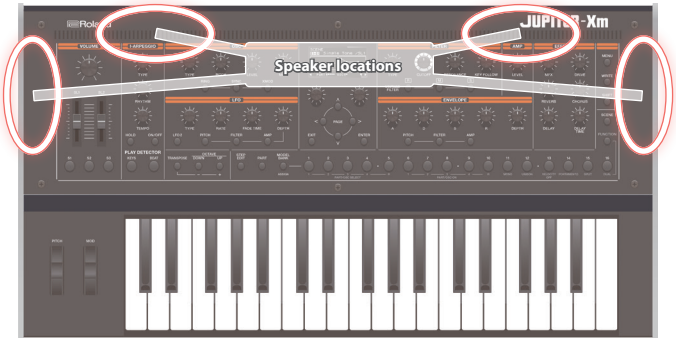
Adjusting the Overall Volume (Master Volume)

Adjusts the overall volume.

1. Adjust the [VOLUME] knob.

Using the Built-In Speakers

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



1. Press the [MENU] button.

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

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

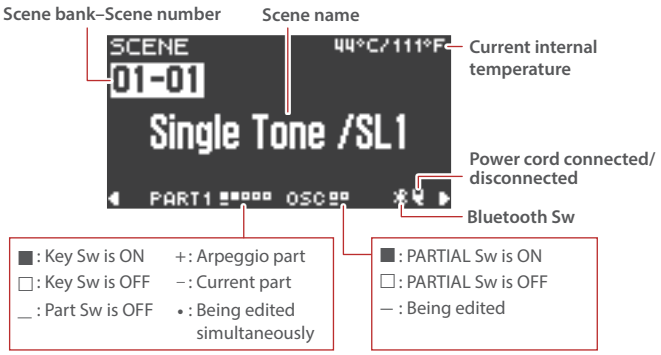
3. Use the [1] knob to select "Speaker Sw," and use the [2] knob to specify "ON" or "AUTO."

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

Using the Scene Function (SCENE)

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

Here you can switch between scenes when playing.



Recalling a Scene

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

* The SCENE TOP screen is the first screen that appears when you turn on the power.

* When the [PART] button is lit, press the [PART] button to return to the SCENE TOP screen.

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

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

Switching between scene banks and recalling scenes

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

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

* To recall a different scene bank than the one that's currently selected, select the scene bank and then press the [1]–[16] buttons.

* You can also use the [1] and [2] knobs to switch scenes. The scene changes at the same time you turn the knob.

Showing the Part Setting Status List

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

You can make the following settings in part select mode.

Current part settings

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

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

On/off settings for each part

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

Tone switches for each part

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

Switching between scenes

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

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

Scene Edit

Here's how to edit the scene parameters.

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

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

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

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

Save the scene after you've finished editing.

➡ "Saving a Scene" (p. 9)

Saving a Scene

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

* If you want to save a tone individually, use the tone write operation (p. 14).

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

The WRITE MENU screen appears.

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

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

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

4. Press the [ENTER] button.

A confirmation message appears.

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

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

Selecting and Playing Tones (MODEL BANK)

Selecting a Tone

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

* You can also select using tone categories.

Playing the MODEL BANK Tones (SINGLE SETUP)

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

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

   A confirmation message for executing SINGLE SETUP is shown.

2. **Press the [ENTER] button to execute SINGLE SETUP.**
3. **Press the [MODEL BANK] button.**
4. **Use the [1]–[16] buttons to select a model/category, and use the [2] knob to select a tone.**

Useful functions for selecting tones on the MODEL BANK screen

- Press the [ENTER] button to select a tone from the tone list screen.
  - Press the [ENTER] button to confirm.
  - Press the [EXIT] button to return to the tone you were using before the tone list screen was displayed.
- Press the PAGE [∧] button to move the cursor up.
  - You can use the [2] knob to select a model or category.
  - Press the PAGE [∨] button to go back to selecting a tone.

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

➡ "Saving a Scene" (p. 9)

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

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

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

Selecting Tones from a Model Bank

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

   You switch to tone select mode.

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

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

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

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

MEMO

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

1. **Hold down the [MODEL BANK] button and press the button ([1]–[16]) that you want to assign.**
2. **Press the PAGE buttons to move the cursor to "Attr."**
3. **Select whether to assign MODEL, CATEGORY or USER.**
4. **Move the cursor to "Mdl**" and select the model name (category name) to make the assignment.**

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

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

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

➡ "Saving the System Settings (System Write)" (p. 23)

Changing the Model or Tone from the Top Screen

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

   The MODEL BANK top screen appears.

3. **Press the PAGE [∧] button to move the cursor to the model/category name.**
4. **Use the [2] knob to select a model/category.**
5. **Press the PAGE [∨] button to move the cursor to the tone number.**
6. **Use the [2] knob to select a tone.**

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

Using This Instrument as a Specific Model (SINGLE SETUP)

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

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

   The MENU screen appears.

2. **Use the [1] knob to select "SINGLE SETUP," and press the [ENTER] button.**

   A confirmation message for switching to SINGLE SETUP is shown.

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

   The instrument switches to SINGLE SETUP.

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

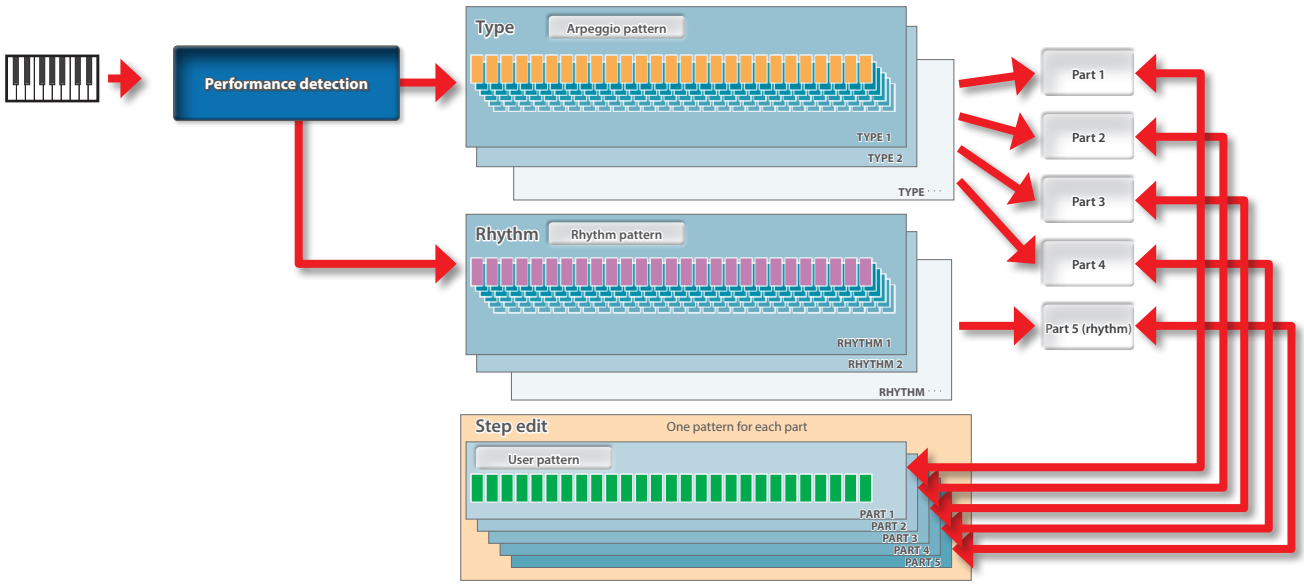
* With SINGLE SETUP, only part 1 turns ON. You can use other parts as well.

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

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

Using I-ARPEGGIO

I-ARPEGGIO is a completely new type of arpeggiator that uses AI to transform your keyboard playing into the ideal arpeggiated phrases. You can use it to generate ideas for songs, or use it in your live performances.



Turning the Arpeggio On/Off

1. Press the I-ARPEGGIO [ON/OFF] button to turn it on (the button lights up).

The instrument enters keyboard performance standby mode. When you press a key, the arpeggio starts at the same time, and the I-ARPEGGIO [ON/OFF] button blinks.

To stop the arpeggio, press this once again to turn the arpeggiator off (unlit).

* **You can use PART settings to specify the parts for which the arpeggiator will or will not turn on.**

Continuing the Arpeggio Even After Releasing Your Hand (I-ARPEGGIO HOLD)

1. Press the I-ARPEGGIO [HOLD] button to turn on (lit).

I-ARPEGGIO [HOLD] button	Explanation
On (lit)	The arpeggio continues playing even if you take your hand off the keyboard after playing notes.
Off (unlit)	The arpeggio stops when you take your hand off the keyboard.

* **You can use PART settings to specify the parts for which HOLD will or will not be on.**

* **The I-ARPEGGIO [HOLD] button is either lit, blinking or off, according to the settings of the on/off state for the button. For details, refer to "System Parameters."**

Selecting the Arpeggio Type

Here's how to change the arpeggio settings for parts 1–4. Some arpeggio types are heard only for one part, and other arpeggio types play multiple parts as an ensemble.

Select the type that's closest to the performance that you have in mind, and edit the tones and parameters to customize the arpeggio.

1. Turn the I-ARPEGGIO [TYPE] knob to select the type.

* **With the factory settings, changing the type will specify a suitable sound (TONE) and volume (PART LEVEL). If you want to keep the current tone settings and change only the phrase, set the SYSTEM parameter Arpeggio Set Tone to the OFF setting.**

Selecting the Type of Rhythm

Here's how to change the phrase that's played by the rhythm part (part 5).

Select a rhythm that's closest to what you have in mind, and then edit the tempo, drum kit, and other parameters to customize your performance.

1. Turn the [RHYTHM] knob to select the type.

* **With the factory settings, changing the rhythm will also set a suitable tempo (TEMPO), sound (DRUM KIT), and volume (PART LEVEL). If you want to change only the phrase while keeping the current tempo and sound settings, change the SYSTEM parameters Arpeggio Set Tempo and Arpeggio Set DrumKit each to the OFF setting.**

Setting the Arpeggio Tempo

Here's how to set the tempo of the arpeggio. For some sounds, the tempo of the LFO or DELAY is also synchronized.

1. Turn the [TEMPO] knob to set the tempo.

Automatically Changing the Arpeggio (PLAY DETECTOR)

PLAY DETECTOR is a function that varies the arpeggio in real time by detecting your keyboard playing.

* **If both KEYS and BEAT are off (unlit), the current loop performance is repeated. This is convenient when you want to continue performing for a while with the same accompaniment.**

Changing the arpeggio according to the harmony you play (KEYS)

You can specify whether the pitch of the arpeggiated notes changes according to the pitches that you play on the keyboard.

* **If you want to layer the sound of your keyboard performance without changing the chord, turn KEYS off (unlit).**

Changing the arpeggio at the timing of your playing (BEAT)

You can specify whether the pattern will change according to the rhythm inferred from the timing interval between the notes you play.

* **The pitch of the notes you play on the keyboard is detected even if BEAT is off (unlit). If you want to maintain the sense of beat while you play a chord progression, turn BEAT off (unlit).**

Editing Individual Steps of the Arpeggio Performance (STEP EDIT)

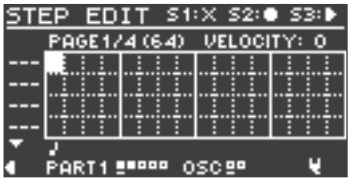
The arpeggio performance is always recorded inside this unit. If you like the performance, you can use the STEP EDIT function to extract and edit it.

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

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

1. Press the [STEP EDIT] button.

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



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

2. Set the part to edit.

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

3. Press the [MENU] button.

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

SETTING

Configures the basic pattern settings.

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

COPY from I-ARP

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

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

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

* A "pass" means the length of the arpeggio pattern, set in "Grid Length."

COPY from SCENE

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

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

ERASE

Erases the performance data.

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

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

5. Edit using the STEP EDIT screen.

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

Using the STEP EDIT operations

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

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

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

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

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

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

➡ "Saving a Scene" (p. 9)

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

➡ "Import/Export" (p. 20)

Using Step Edit Data for Arpeggio Performance

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

1. After editing in STEP EDIT, press the [SCENE] button to return to the SCENE TOP screen.

2. Press the PAGE [<] button twice to access the ARP PART EDIT screen.

3. Use the [1] knob to select "Step Mode."

4. Make sure that the PART button is lit, and then use the [1]–[5] buttons to select the part that you want to use STEP data.

5. Use the [2] knob to turn Step Mode "ON."

6. Repeat steps 4–5 to turn Step Mode "ON" for each part that you want.

7. Use the [1] knob to select Switch, and then use the [2] knob to turn it "ON."

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

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

* **The following ARP PART EDIT parameters are ignored for parts whose Step Mode is "ON."**

* Oct Range

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

Editing the Sound (TONE EDIT)

Basic Editing Operations

Selecting the oscillator to edit

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

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

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

Selecting the oscillators that produce sound

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

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

Some oscillators cannot be selected for some models.

Switching pages

Press a PAGE [<] [>] button.

Selecting parameters

Turn the [1] knob.

Editing a value

Turn the [2] knob.

OSC (Oscillator)

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

FILTER

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

LFO (Low Frequency Oscillator)

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

ENVELOPE

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

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

EFFECTS

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

Saving a Sound You've Created (WRITE)

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

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

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

   The WRITE MENU screen appears.

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

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

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

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

   A confirmation screen appears.

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

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

Using Performance Functions

Splitting the Keyboard to Play Different Sounds (Split)

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

   Chooses function mode.

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

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

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

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

Layering Two Sounds (Dual)

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

   Chooses function mode.

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

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

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

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

Transposing the Keyboard in Octave Units (Octave)

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

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

Transposing the Keyboard in Semitone Steps (Transpose)

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

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

Playing Single Notes (Monophonic)

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

   Chooses function mode.

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

   Mono turns on.

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

Layering the Same Tone to Thicken the Sound (Unison)

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

   Chooses function mode.

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

   Unison turns on.

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

Preventing Dynamics Changes in Your Performance (Velocity Off)

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

   Chooses function mode.

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

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

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

Smoothly Changing the Pitch (Portamento)

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

   Chooses function mode.

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

   Portamento turns on.

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

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

Using the Bluetooth® Functionality

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

Registering a Mobile Device (Pairing)

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

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

MEMO

- Once a mobile device has been paired with this unit, there is no need to perform pairing again. If you want to connect this unit with a mobile device that has already been paired, refer to "Connecting an Already-Paired Mobile Device" (p. 16).
- Pairing is required again if you execute a Factory Reset (p. 22).
- The following steps are one possible example. For details, refer to the owner's manual of your mobile device.

1. **Place the mobile device that you want to connect nearby this unit.**
2. **Press the [MENU] button.**

   The MENU screen appears.
3. **Use the [1] knob to select "SYSTEM."**

   You can also make this selection by using the PAGE [∧] [∨] buttons instead of the [1] knob.
4. **Press the [ENTER] button.**

   The SYSTEM screen appears.
5. **Use the [1] knob to select "Bluetooth Sw," and then use the [2] knob to turn it "ON."**
6. **Use the [1] knob to select "Pairing," and then press the [ENTER] button.**

   The display indicates "PAIRING...," and this unit waits for a response from the mobile device.
7. **Turn on the Bluetooth function of the mobile device.**

MEMO

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

8. **Tap "JUPITER-Xm Audio" that is shown in the Bluetooth device screen of your mobile device.**

   This unit is paired with the mobile device. When pairing succeeds, "JUPITER-Xm Audio" is added to the list of "Paired Devices" on your mobile device.
9. **If you want to save the setting, execute the System Write operation.**

   ➡ "Saving the System Settings (System Write)" (p. 23)
10. **Press the [MENU] button when you're finished making settings.**

Connecting an Already-Paired Mobile Device

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

MEMO

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

Playing Music from the Mobile Device

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

   The sound is heard from the JUPITER-Xm.

* **To adjust the playback volume, adjust the volume on your mobile device or adjust the System setting "AuxIn/BT InLev."**

Using the JUPITER-Xm to Control a Mobile Device

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

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

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

Transferring MIDI Data

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

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

MEMO

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

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

MEMO

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

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

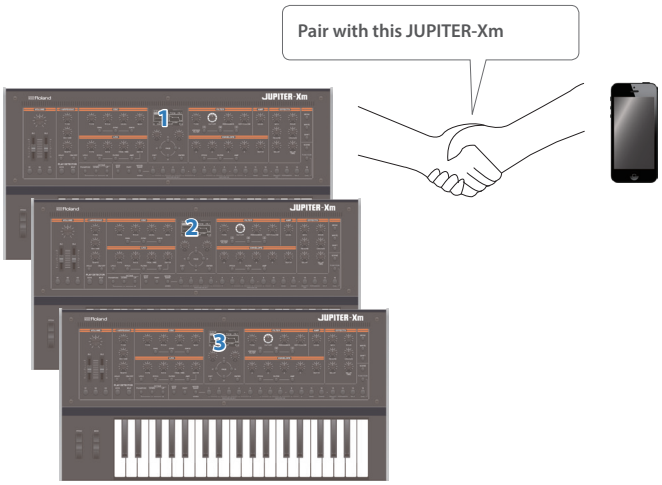
NOTE

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

Differentiating Multiple JUPITER-Xm Units (Bluetooth ID)

You can specify a number that is added following the device name of this unit when it is displayed by a Bluetooth connected application.

If you own multiple units of the same instrument, this is a convenient way to distinguish them.



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

   The MENU screen appears.

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

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

3. **Use the [1] knob to select "Bluetooth ID."**

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

Parameter [1] knob	Value [2] knob	Explanation
Bluetooth ID	OFF, 1–9	Specify the digit added to the end of this unit's device name that will be shown in the Bluetooth-connected app. **Set to "OFF":** "JUPITER-Xm Audio," "JUPITER-Xm MIDI" (default) **Set to "1":** "JUPITER-Xm Audio 1," "JUPITER-Xm MIDI 1"

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

   ➡ "Saving the System Settings (System Write)" (p. 23)

6. **Press the [MENU] button when you're finished making settings.**

Disabling the Bluetooth Functionality

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

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

   The setting screen appears.

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

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

3. **Use the [1] knob to select "Bluetooth Sw."**

4. **Use the [2] knob to turn the setting "OFF."**

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

   ➡ "Saving the System Settings (System Write)" (p. 23)

6. **Press the [MENU] button when you're finished making settings.**

Connecting External Equipment

Performing with a Connected Pedal

Sustaining the Notes (Hold)

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

Adding Expression to Your Performance (Expression)

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

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

➡ "List of functions that can be assigned to the controllers" (p. 25)

Performing with a Connected Mic (Vocoder)

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

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

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

NOTE

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

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

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

Initially, set the knob to approximately the center position.

3. Press the [MODEL BANK] button.

You switch to tone select mode.

4. Press the [15] button.

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

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

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

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

Adjusting the Mic Settings

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

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

1. Press the [MENU] button.

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

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

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

For details on mic settings, refer to "MIC IN" (p. 24).

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

➡ "Saving the System Settings (System Write)" (p. 23)

Preventing acoustic feedback

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

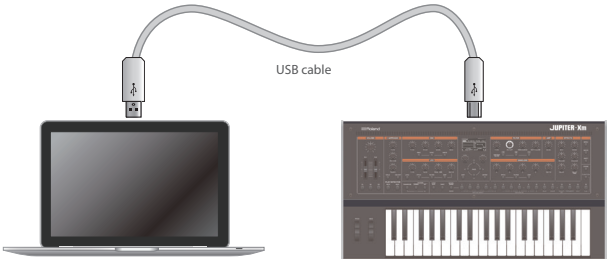
- Changing the orientation of the microphone(s).
- Relocating microphone(s) at a greater distance from speakers.
- Lowering volume levels.

Connecting a Computer (USB COMPUTER Port)

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

MEMO

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



Installing the Dedicated Driver

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

For details on installation, refer to the Roland website.

➡ **https://www.roland.com/support/**

USB driver settings

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

1. Press the [MENU] button.

The setting screen appears.

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

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

3. Use the [1] knob to select "USB Driver."

4. Use the [2] knob to specify "VENDOR."

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

5. Save the setting.

➡ "Saving the System Settings (System Write)" (p. 23)

6. Turn the JUPITER-Xm's power off and on again.

Port Names When Using the VENDOR Driver

Audio input device

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

Audio output device

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

MIDI input/output device

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

Connecting a USB Flash Drive
(USB MEMORY Port)

You can connect a USB flash drive here.

Formatting a USB Flash Drive
(FORMAT USB MEMORY)

NOTE

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

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

   You can also make this selection by using the PAGE [∧] [∨] buttons instead of the [1] knob.
3. **Use the [1] knob to select "FORMAT USB MEMORY," and then press the [ENTER] button.**

   A confirmation message appears.

   If you decide to cancel, press the [EXIT] button.
4. **To execute, use the [2] knob to select "OK," and then press the [ENTER] button.**

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

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

Backup/Restore

Backing Up Data to USB Flash Drive BACKUP)

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

Data that is backed up

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

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

   You can also make this selection by using the PAGE [∧] [∨] buttons instead of the [1] knob.
3. **Use the [1] knob to select "BACKUP," and then press the [ENTER] button.**

   The BACKUP screen appears.
4. **Use the PAGE [<] [>] buttons to move the cursor, and use the [2] knob to change characters.**
5. **When you've specified the file name, press the [ENTER] button.**

   A confirmation message appears.

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

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

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

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

Restoring backup data (RESTORE)

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

NOTE

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

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

   You can also make this selection by using the PAGE [∧] [∨] buttons instead of the [1] knob.
3. **Use the [1] knob to select "RESTORE," and then press the [ENTER] button.**
4. **Use the [1] knob to select the file that you want to restore.**
5. **Press the [ENTER] button.**

   A confirmation message appears.

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

   When the restore operation is finished, the screen indicates "Completed. Turn off power."
7. **Turn the power of the JUPITER-Xm off and then on again.**

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

Import/Export

Importing Tones

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

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

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

1. **Save the SVZ file containing the tones to be imported in the ROLAND/SOUND folder of your USB flash drive, and connect it to the JUPITER-Xm.**
2. **Press the [MENU] button.**
3. **Use the [1] knob to select "UTILITY," and then press the [ENTER] button.**

   You can also make this selection by using the PAGE [∧] [∨] buttons instead of the [1] knobs.
4. **Use the [1] knob to select "IMPORT/EXPORT," and then press the [ENTER] button.**
5. **Use the [1] knob to select "IMPORT TONE," and then press the [ENTER] button.**
6. **Use the [1] knob to select the file that contains the tone(s) that you want to import, and then press the PAGE [>] button.**
7. **Use the [1] knob to select the tone that you want to import, and then use the [2] knob to add a check mark.**
8. **Press the PAGE [>] button.**
9. **Use the [1] knob to select the import-destination tone, and then press the [ENTER] button to add a check mark.**
   * Be aware that the import-destination tone you select will be overwritten.
   * If there is a tone named "INIT TONE," it is automatically selected as the import-destination tone (a check mark is added automatically). If you want to keep that tone, clear the check mark.
10. **Press the PAGE [>] button.**
11. **To execute, use the [2] knob to select "OK," and then press the [ENTER] button.**

    When import is completed, the message "Import Tone Completed!" appears.
    * Never turn off the power or disconnect the USB flash drive during a process, such as while the "Executing…" display is shown.

Importing scenes

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

* You can also import scenes from a backup file.

1. **Save the SVD file for the scene you wish to import to the "ROLAND/SOUND" folder of a USB flash drive, and connect the USB flash drive to the JUPITER-Xm.**
2. **Press the [MENU] button.**
3. **Use the [1] knob to select "UTILITY," and then press the [ENTER] button.**

   You can also make this selection by using the PAGE [∧] [∨] buttons instead of the [1] knobs.
4. **Use the [1] knob to select "IMPORT/EXPORT," and then press the [ENTER] button.**
5. **Use the [1] knob to select "IMPORT SCENE," and then press the [ENTER] button.**
6. **Use the [1] knob to select the file containing the scene you wish to import, and press the PAGE [>] button.**
7. **Use the [1] knob to select the scene you wish to import, and use the [2] knob to select it with a check mark.**
8. **Press the PAGE [>] button.**
9. **Use the [1] knob to select where to import the scene, and press the [ENTER] button to select it with a check mark.**
   * Use caution, as this overwrites the scene that's already in the import destination.
   * If a scene named "INIT SCENE" already exists, this is automatically selected as the import destination scene with a check mark. To leave the scene as-is, clear the check mark.
10. **Press the PAGE [>] button.**
11. **To execute, use the [2] knob to select "OK," and then press the [ENTER] button.**

    When importing, the scene is saved with the name "INIT SCENE."

    The display shows "Import Scene Completed!" when importing is done.
    * If a user tone is being used by the scene of the import destination, you can select whether to import that user tone as well.
    * Never turn off the power or disconnect the USB flash drive during a process, such as while the "Executing…" display is shown.

Exporting tones

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

* You can also export tones from models.

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

   You can also make this selection by using the PAGE [∧] [∨] buttons instead of the [1] knobs.
3. **Use the [1] knob to select "IMPORT/EXPORT," and then press the [ENTER] button.**
4. **Use the [1] knob to select "EXPORT TONE," and then press the [ENTER] button.**
5. **Use the [1] knob to select where to export the tones from, and press the [ENTER] button to select them with a check mark.**
6. **Press the PAGE [>] button.**
7. **Move the cursor using the PAGE [<] [>] buttons, and use the [2] knob to edit the characters.**
8. **Once you've entered the filename, press the [ENTER] button.**

   A confirmation message appears.

   If you decide to cancel, press the [EXIT] button.
9. **To execute, use the [2] knob to select "OK," and then press the [ENTER] button.**

   The tones are exported to the "ROLAND/SOUND" folder on your USB flash drive.
   * Never turn off the power or disconnect the USB flash drive during a process, such as while the "Executing…" display is shown.

Exporting scenes

You can export the scene data to an SVD file.

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

   You can also make this selection by using the PAGE [^] [v] buttons instead of the [1] knobs.
3. **Use the [1] knob to select "IMPORT/EXPORT," and then press the [ENTER] button.**
4. **Use the [1] knob to select "EXPORT SCENE," and then press the [ENTER] button.**
5. **Use the [1] knob to select where to export the scene from, and press the [ENTER] button to select it with a check mark.**
6. **Press the PAGE [>] button.**
7. **Move the cursor using the PAGE [<] [>] buttons, and use the [2] knob to edit the characters.**
8. **Once you've entered the filename, press the [ENTER] button.**

   A confirmation message appears.

   If you decide to cancel, press the [EXIT] button.
9. **To execute, use the [2] knob to select "OK," and then press the [ENTER] button.**

   The scenes will be exported to the "ROLAND/SOUND" folder on your USB flash drive.

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

Exporting a step edit pattern

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

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

   You can also make this selection by using the PAGE [^] [v] buttons instead of the [1] knobs.
3. **Use the [1] knob to select "IMPORT/EXPORT," and then press the [ENTER] button.**
4. **Use the [1] knob to select "EXPORT USER PATTERN," and then press the [ENTER] button.**
5. **Use the PAGE [<] [>] buttons to move the cursor, and use the [2] knob to change the character.**
6. **When you've specified the file name, press the [ENTER] button.**

   A confirmation message appears.

   If you decide to cancel, press the [EXIT] button.
7. **To execute, use the [2] knob to select "OK," and then press the [ENTER] button.**

   The data is exported to the EXPORT folder of the USB flash drive.

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

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

1. **Press the [MENU] button.**
2. **Use the [1] knob to select "SYSTEM," and then press the [ENTER] button.**

   You can also make this selection by using the PAGE [∧] [∨] buttons instead of the [1] knob.
3. **Use the [1] knob to select "Auto Off" and use the [2] knob to change the setting.**

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

Parameter [1] knob	Value [2] knob
Auto Off	OFF, 30 [min], 240 [min]

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

   The save page appears.

   If you decide to cancel, press the [EXIT] button.
5. **To execute, press the [ENTER] button.**

Returning to the Factory Settings (Factory Reset)

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

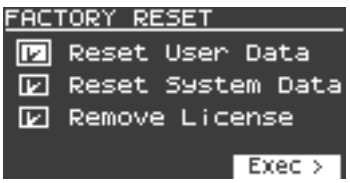
* **When you execute this operation, all saved settings including the sound parameters will be lost.**
* **If you will later need the current settings, be sure to use the backup function (p. 19) to save the current settings before you restore the factory settings.**

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

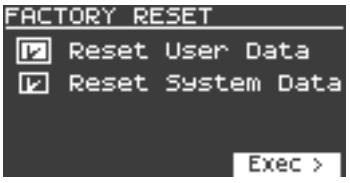
   You can also make this selection by using the PAGE [∧] [∨] buttons instead of the [1] knob.
3. **Use the [1] knob to select "FACTORY RESET," and then press the [ENTER] button.**

   The FACTORY RESET screen appears.

If a sound pack or wave expansion is installed or imported



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



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

   Press [ENTER] again to clear the check box.

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

* **1 Performing these operations erases any of the relevant data you have edited after purchase.**
  To save the current settings, be sure to use the backup function (p. 19) before you restore the unit to its factory settings.

* **2 This is displayed if a sound pack or wave expansion is installed.**
  For more details on user licenses, see the "Sound Pack/Wave Expansion Installation Manual" (PDF).

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

   A confirmation message appears.

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

   The display indicates "Completed. Turn off power."
7. **Turn the power of the JUPITER-Xm off and then on again.**

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

Saving the System Settings (SYSTEM)

1. **Press the [MENU] button.**
2. **Use the [1] knob to select "SYSTEM," and then press the [ENTER] button.**

   You can also make this selection by using the PAGE [∧] [∨] buttons instead of the [1] knob.
3. **Use the [1] knob to select the parameter and use the [2] knob to change the setting.**

Saving the System Settings (System Write)

1. **In the system setting screen, press the [WRITE] button.**

   A confirmation message appears.

   If you decide to cancel, press the [EXIT] button.
2. **To execute, press the [ENTER] button.**

System parameter list

Parameter [1] knob	Value [2] knob	Explanation
AGING		
Warm-Up	OFF, ON, FAST, FIXED	Specifies whether the character of the sound (pitch variance) changes according to the varying internal temperature of this unit. This has an effect only on analog synthesizer models. The internal temperature value is shown in the upper right of the top screen of the scene. **OFF:** The character of the sound is not affected by the temperature. Nor is there a temperature indication in the SCENE screen. **ON:** The internal temperature starts at the value specified by Init Temp, and changes to the actual temperature (REAL). Although it depends on the temperature difference, the REAL temperature is reached in approximately ten minutes. After reaching the REAL temperature, the setting follows the actual temperature change. **FAST:** The internal temperature starts at the value specified by Init Temp, and then quickly (in approximately ten seconds) changes to the actual temperature (REAL) when you play the keyboard. After reaching the REAL temperature, the setting follows the actual temperature change. **FIXED:** The internal temperature is fixed at the value specified by Init Temp, and the character of the sound is maintained at that point.
Init Temp	REAL, 0–60 [°C]/ 32–140 [°F]	Specifies the initial internal temperature for Warm-Up. **REAL:** The internal temperature that is actually measured will be the initial temperature. **0–60°C/32–140°F:** Virtually specifies the initial internal temperature (Centigrade/Fahrenheit).
Age	OFF, 1–100 [years]	Simulates the aging of an analog synthesizer's internal components. Increasing this value changes the sound as it would be on a unit that is a corresponding number of years old. This is valid only for sounds of an analog synthesizer model.
GENERAL		
MasterTune	415.3–466.2 [Hz]	Adjusts the overall tuning. The displayed value is the frequency of the A4 key (middle A).
MasKeyShift	-24–24	Shifts the JUPITER-Xm's overall pitch range in semitone steps.
ScaleTuneSw	OFF, ON	Specifies whether the scene's SCALE TUNE setting is enabled (ON) or disabled (OFF).
USB In Lev	0–127	Adjusts the audio input level of the USB COMPUTER port.
USB Out Lev	0–127	Adjusts the audio output level to the USB COMPUTER port.
AuxIn/BT InLev	0–127	Adjusts the input level of the AUX IN jack.
USB Audio Thru	OFF, ON	Specifies whether the audio input of the USB COMPUTER port is mixed into the audio output of the USB COMPUTER port. If you don't want to output this audio, turn this "OFF."
AUXIN USB Thru	OFF, ON	Specifies whether the input of the AUX IN jack is mixed into the audio output of the USB COMPUTER port. If you don't want to output this audio, turn this "OFF."
LineOut Gain	-12–0–+12 [dB]	Adjusts the output gain of OUTPUT/PHONES.
Speaker Sw	OFF, ON, AUTO	Specifies whether sound is output from the speakers. The AUTO setting operates as "OFF" when headphones are connected and as "ON" when headphones are not connected.
SPOut Gain	-12–0 [dB]	Adjusts the output gain of the speakers.
Auto Off	OFF, 30 [min], 240 [min]	Specifies whether the unit will turn off automatically after a certain time has elapsed. If you don't want the unit to turn off automatically, choose "OFF" setting.
LED On Bright	0–31	Adjusts the brightness when the LEDs are lit.
LED OffBright	0–30	When the JUPITER-Xm is operating with the AC adaptor, you can make the LEDs remain dimly lit when off instead of going completely dark. This setting adjusts the LED brightness when off.
LCD Contrast	1–10	Adjusts the contrast of the display.
Scene Lock	OFF, ON	Specifies whether a confirmation screen appears when you recall a scene. **OFF:** The scene is recalled immediately. **ON:** Before the scene is recalled, a confirmation screen appears. To recall the scene, use the PAGE [<][>] buttons to select "Yes," and then press the [ENTER] button.
Startup Scene	01-01–16-16	Specifies the scene that is recalled when the unit starts up.
ARPEGGIO		
Set Tone	OFF, ON	Specifies whether the current sound settings are kept while only the phrase is switched (OFF) or both the phrase and the sound settings are switched (ON).
Set DrumKit	OFF, ON	Specifies whether the current sound settings are kept while only the rhythm is switched (OFF) or both the rhythm and the sound settings are switched (ON).
Set Tempo	OFF, ON	Specifies whether the current tempo setting is kept while only the rhythm is switched (OFF) or both the rhythm and the tempo settings are switched (ON).
Arp Sync (*1)	OFF, BEAT, MEASURE	Specifies the synchronization setting for arpeggio performance when connected to an external device and playing in synchronization. **OFF:** Does not synchronize to measures or beats. Arpeggio performance starts at the moment that MIDI messages are received. **BEAT:** Synchronizes to beats. Arpeggio performance starts at the next beat after MIDI messages are received. **MEASURE:** Synchronizes to measures. Arpeggio performance starts at the first beat of the next measure after MIDI messages are received.

Parameter [1] knob	Value [2] knob	Explanation
(*1) This is only enabled when Sync Mode is set to "MIDI," "USB COM" or "USB MEM."		
TEMPO/SYNC		
Tempo	20.00–300.00	Specifies the system tempo.
Tempo Src	SCENE, SYS	When you switch scenes, this setting specifies whether to use the system tempo (SYS) or the tempo stored in the scene (SCENE).
Sync Mode	AUTO, INT, MIDI, USB COM, USB MEM	Specifies the synchronization signal according to which the JUPITER-Xm operates.
Sync Out	OFF, MIDI, USB COM, MIDI/ USBCM, USB MEM, ALL	Specifies the connector from which MIDI clock messages etc. are output.
Bluetooth		
Bluetooth Sw	OFF, ON	Enables (ON) or disables (OFF) Bluetooth communication.
Pairing	-	Executing pairing for Bluetooth audio.
Bluetooth ID	OFF, 1–9	Specifies the number added to the end of this unit's device name shown in a Bluetooth-connected app.
MIDI		
Ctrl Ch	1–16, OFF	Specifies the MIDI receive channel on which MIDI messages (program change and bank select) from an external MIDI device can be received to switch programs. If you don't want programs to be switched from a connected MIDI device, turn this "OFF."
Ctrl Src Sel	SYS, SCENE	**SYS:** SysCtrlSrc1–4 are used for tone control. **SCENE:** The scene's CtrlSrc1–4 settings are used for tone control.
SysCtrlSrc1 SysCtrlSrc2 SysCtrlSrc3 SysCtrlSrc4	OFF, CC01-CC31, CC33-CC95, BEND, AFT	Specify the MIDI messages that will be used as system controls.
Soft Thru	OFF, ON	If this is ON, MIDI messages that are input from the MIDI IN connector are re-transmitted without change from the MIDI OUT connector.
USB-MIDIThru	OFF, ON	Specifies whether MIDI messages received at the USB COMPUTER port/MIDI IN connector are retransmitted without change from the MIDI OUT connector/USB COMPUTER port (ON) or are not retransmitted (OFF).
USB Driver	GENERIC, VENDOR	Specifies the USB driver setting.
Remote Kbd	OFF, MIDI IN, USB COM, USB MEM	Sets which connector is used for input when you use an external MIDI keyboard instead of the keyboard of the JUPITER-Xm. In this case, the MIDI transmit channel of the external MIDI keyboard does not matter. Normally you will leave this "OFF."
Local Sw	OFF, ON	Turns on/off the connection between the controller section (keyboard, PITCH, MODE, panel buttons and sliders, pedals, etc.) and the internal sound engine.
Device ID	17–32	When transmitting and receiving system exclusive messages, the device ID numbers of both devices must match.
Tone CC Map	OFF, ON	Sets whether control change messages (CC) for the tone parameters are transmitted/ received (ON) or not (OFF).
MIDI Tx		
Tx PC	OFF, ON	Specifies whether program change messages will be transmitted (ON) or not be transmitted (OFF).
Tx Bank	OFF, ON	Specifies whether bank select messages will be transmitted (ON) or not be transmitted (OFF).
Tx Edit	OFF, ON	Specify whether changes you make in the settings of a program will be transmitted as system exclusive messages (ON), or will not be transmitted (OFF).
MIDI Rx		
Rx PC	OFF, ON	Specifies whether program change messages will be received (ON) or not be received (OFF).
Rx Bank	OFF, ON	Specifies whether bank select messages will be received (ON) or not be received (OFF).
Rx Exclusive	OFF, ON	Specifies whether system exclusive messages will be received (ON) or not be received (OFF).
MIC IN		
Mic In Gain	-24.0– +24.0 [dB]	Adjusts the input level of the MIC IN jack.
Mic Power	OFF, ON	If this is "ON," plug-in power (5 V) is supplied to the MIC IN jack.
NS Switch	OFF, ON	Switches the noise suppressor on/off. The noise suppressor is a function that suppresses noise during periods of silence.
NS Threshold	-96–0 [dB]	Adjusts the volume at which noise suppression starts to be applied.
NS Release	0–127	Adjusts the time from when noise suppression starts until the volume reaches 0.
CompSwitch	OFF, ON	Specifies whether the mic compressor (a compressor applied to the mic input) is used (ON) or not used (OFF).
CompAttack	0.1, 1, 2,... 100 [ms]	Specifies the time from when the input to the mic compressor exceeds the Comp Thres level until the volume is compressed.
CompRelease	10, 20, … 1000 [ms]	Specifies the time from when the input to the mic compressor falls below the Comp Thres level until compression is no longer applied.
CompThreshold	-60–0 [dB]	Specifies the level at which the mic compressor starts applying compression.
CompRatio	1: 1, 2: 1, …4: 1, 8: 1, 16: 1, 32: 1, INF: 1	Specifies the compression ratio for the mic compressor.
CompKnee	0–30 [dB]	Smooths the transition until the mic compressor starts to be applied. Higher values produce a smoother transition.
CompOutGain	-24.0, -23.5, … 0, …, +24.0 [dB]	Specifies the output volume of the mic compressor.
Rev Send Lev	0–127	Specifies the amount of reverb that is applied to the mic input.
Cho Send Lev	0–127	Specifies the amount of chorus that is applied to the mic input.
Dly Send Lev	0–127	Specifies the amount of delay that is applied to the mic input.
Mic Thru	OFF, ON	If you want the mic to be cut when the vocoder is off, turn this "OFF."
CONTROLLER		
Velocity	REAL, 1–127	Specifies the velocity value that is transmitted when you play the keyboard.
Velo Crv	LIGHT, MEDIUM, HEAVY	Specifies the keyboard touch.
Velo Offset	-10– +9	Adjusts the keyboard velocity curve.
Knob Mode	DIRECT, CATCH	Specifies whether the parameter value corresponding to a controller is immediately updated when you operate that controller (DIRECT) or only after the controller reaches the same position as the parameter's current value (CATCH).

Parameter [1] knob	Value [2] knob	Explanation
BUTTON Func		
Source	SCENE, SYS	Specifies whether the functions assigned to these buttons follows the settings of the currently selected scene (SCENE) or the system settings (SYS).
S1 Func	For the values, refer to Assignable Sheet.	Specifies the function assigned to the S1 button.
S1 Mode	LATCH, MOMENTARY	Specifies how the button operates.
S2 Func	For the values, refer to Assignable Sheet.	Specifies the function assigned to the S2 button.
S2 Mode	LATCH, MOMENTARY	Specifies how the button operates.
S3 Func	For the values, refer to Assignable Sheet.	Specifies the function assigned to the S3 button.
S3 Mode	LATCH, MOMENTARY	Specifies how the button operates.
SLIDER Func		
SL1 Source	SCENE, SYS	Specifies whether the function assigned to the SL1 slider follows the setting of the currently selected scene (SCENE) or the system setting (SYS).
SL1	For the values, refer to Assignable Sheet.	Specifies the function assigned to the SL1 slider.
SL2 Source	SCENE, SYS	Specifies whether the function assigned to the SL2 slider follows the setting of the currently selected scene (SCENE) or the system setting (SYS).
SL2	For the values, refer to Assignable Sheet.	Specifies the function assigned to the SL2 slider.
PEDAL Func		
Hold Source	SCENE, SYS	Specifies whether the function assigned to the pedal connected to the HOLD jack follows the setting of the currently selected scene (SCENE) or the system setting (SYS).
Hold	For the values, refer to Assignable Sheet.	Specifies the function assigned to the pedal connected to the HOLD jack.
Hold Pole	STANDARD, REVERSE	Specifies the polarity of the pedal connected to the HOLD jack.
Ctrl Source	SCENE, SYS	Specifies whether the function assigned to the pedal connected to the CTRL jack follows the setting of the currently selected scene (SCENE) or the system setting (SYS).
Ctrl	For the values, refer to Assignable Sheet.	Specifies the function assigned to the pedal connected to the CTRL jack.
PART Btn Asgn		
1-5 1-5+(S) 6-10 6-10+(S)	No Assign, PartSel, Part+KeySw, KeySw, PartSw, ArpSw, EfxSw	Assign the functions of the [1]–[5] ([6]–[10]) buttons and their functions when pressed while holding down the [SHIFT] button. **No Assign:** No assignment. **PartSel:** Specifies the current part operated from the panel and in the screen. The part played from the keyboard does not change. **Part+KeySw:** Simultaneously operates the current part and the Keyboard SW, so that the selected part can be played from the keyboard. By pressing multiple parts simultaneously, you can turn Keyboard SW on for multiple parts. **KeySw:** Functions as the keyboard switch to change the part played from the keyboard. **PartSw:** Turns on/off the sound of each part. This is useful for DJ-like performances in which you turn each part's sound on/off while you perform. **ArpSw:** Switches whether each part is played by the arpeggio. **EfxSw:** From the left button, turns MFX, DRIVE, REV, DLY, and CHO respectively on/off for all parts simultaneously.

List of functions that can be assigned to the controllers

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

Attaching the Ferrite Core

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

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

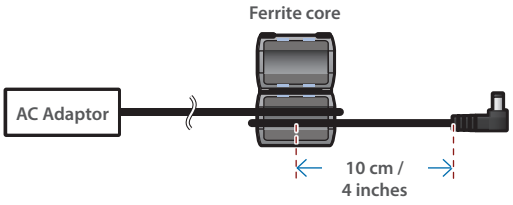
AC Adaptor

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

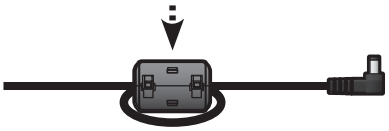
This is for the purpose of preventing electromagnetic interference; do not remove it.

1. Open the ferrite core (black) and position it over the cable.

2. Wrap the cord around the ferrite core (black); one turn is enough.



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



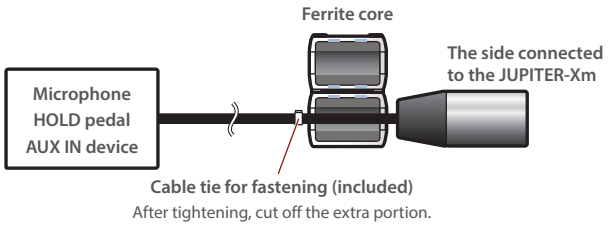
Microphone / AUX IN Device / HOLD Pedal

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

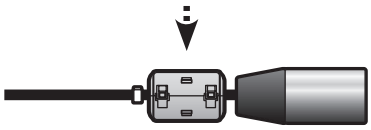
This is for the purpose of preventing electromagnetic interference; do not remove it.

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

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



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



Main Specifications

Roland JUPITER-Xm: Digital keyboard

Keyboard	37 Keys (compact type with velocity)
Power Supply	DC 12 V AC adaptor, AA-type Ni-MH batteries (sold separately) x 8
Current Draw	1,500 mA * **Expected battery life under continuous use: Rechargeable nickel metal hydride batteries: approximately 3.5 hours (When using batteries having a capacity of 1900 mAh.) These figures will vary depending on the actual conditions of use.** * **Carbon-zinc or alkaline batteries cannot be used**
Dimensions	576 (W) x 308 (D) x 93 (H) mm 22-11/16 (W) × 12-1/8 (D) × 3-11/16 (H) inches
Weight	4.4 kg/9 lbs 12 oz (excluding AC adaptor, Batteries)
Accessories	Owner's manual, Leaflet "USING THE UNIT SAFELY," AC adaptor, Power cord
Options	Pedal Switch: DP series Expression Pedal: EV-5 USB Flash drive (*) * **Use a commercially available USB flash drive. However, we cannot guarantee that all commercially available USB flash drives will work.**

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

USING THE UNIT SAFELY

⚠ WARNING

Concerning the Auto Off function

The power to this unit will be turned off automatically after a predetermined amount of time has passed since it was last used for playing music, or its buttons or controls were operated (Auto Off function). If you do not want the power to be turned off automatically, disengage the Auto Off function (p. 22).

⚠ WARNING

Use only the supplied AC adaptor and the correct voltage

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

⚠ WARNING

Use only the supplied power cord

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

Handle the ground terminal carefully

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

IMPORTANT NOTES

Power Supply

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

Use of Batteries

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

Placement

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

Maintenance

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

Repairs and Data

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

Additional Precautions

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

Using External Memories

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

Caution Regarding Radio Frequency Emissions

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

Intellectual Property Right

- It is forbidden by law to make an audio recording, video recording, copy or revision of a third party's copyrighted work (musical work, video work, broadcast, live performance, or other work), whether in whole or in part, and distribute, sell, lease, perform or broadcast it without the permission of the copyright owner.
- Do not use this product for purposes that could infringe on a copyright held by a third party. We assume no responsibility whatsoever with regard to any infringements of third-party copyrights arising through your use of this product.
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- Company names and product names appearing in this document are registered trademarks or trademarks of their respective owners.
- In this manual, company names and product names of the respective owners are used because it is the most practical way of describing the sounds that are emulated using DSP technology.