

JX-3P

PLUG-OUT Software Synthesizer

Owner's Manual

Introduction

When using the JX-3P for the first time, you must specify the MIDI Input/Output setting in the Setting window (p. 10).

For details on the settings for the DAW software that you're using, refer to the DAW's help or manuals.

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Screen Structure

Main window

This area shows various knobs and sliders that you can use to edit the sound.

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[PLUG-OUT] button

Installs the JX-3P into the SYSTEM-8. Before you plug-out, make MIDI Input/Output settings in settings (p. 10).

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Patch Memory name

This area shows the name of the selected patch memory.

Level meter

Displays output levels of the JX-3P.

Patch block

Here you can directly recall all 64 patches (16 x 4). To select a patch, you can either directly click a block of the 16 x 4 matrix, or use the buttons.

- If the patch name includes characters enclosed in **[(text string)]**, that text string is shown (e.g., Acoustic Piano 1 [PF 1] → PF 1). If you append an easily recognized abbreviation enclosed in **[]** at the end of the patch name, it will be easier to search for patches.
- If there is no text string enclosed in **[(text string)]**, the patch number is shown (e.g., A-1).

[OPTION] button

Here you can choose skins and use MIDI Control Mapping. These settings can be made separately for each instance of the JX-3P.

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[SETTING] button

Here you can edit the MIDI settings and the direction of mouse wheel scrolling (Only on Mac). These settings are shared by all instances of the JX-3P that you are using.

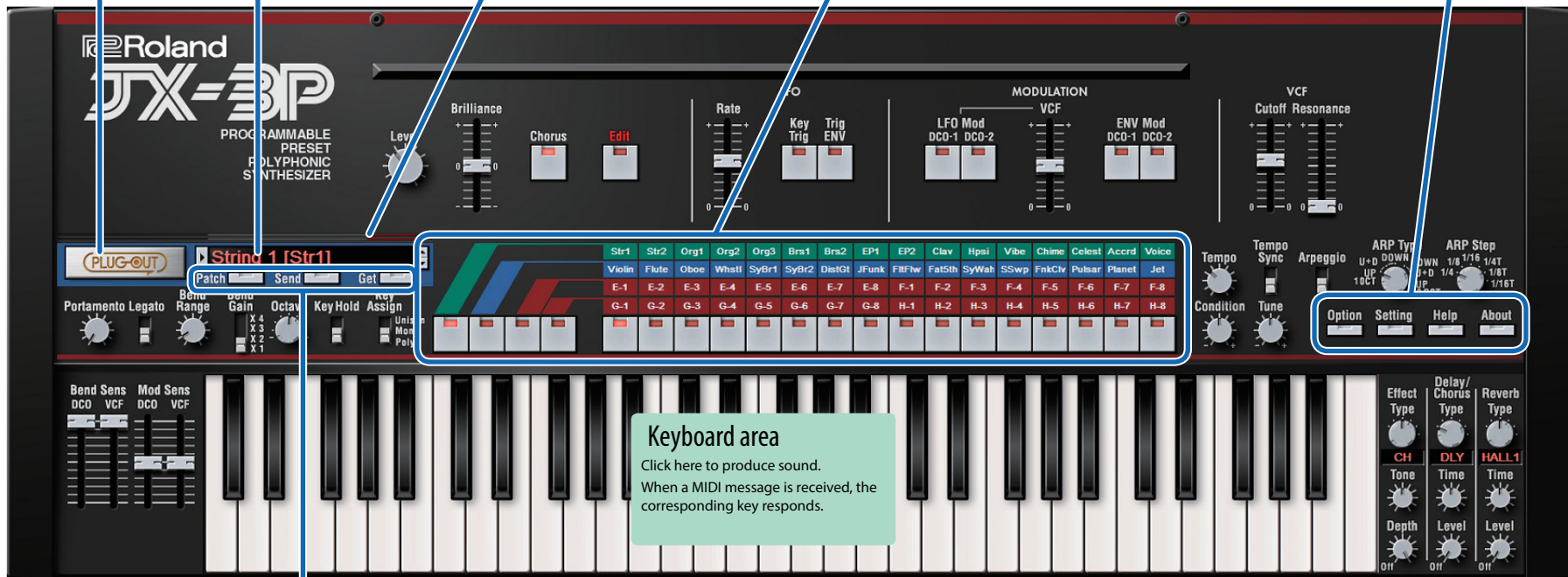
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[HELP] button

Displays help.

[ABOUT] button

Here you can view information about the JX-3P.



Keyboard area

Click here to produce sound. When a MIDI message is received, the corresponding key responds.

[PATCH] button

Selects a patch memory. The Patch Select window opens.

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[SEND] button

Sends the memory to the SYSTEM-8.

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[GET] button

Loads the memory currently being edited in the SYSTEM-8's PLUG-OUT mode (temporary) into the JX-3P.

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* These operate only when the SYSTEM-8's MODEL is JX-3P.

Common

Level	Adjusts the overall volume of the JX-3P.
Brilliance	Adjusts the brightness (tonal character) of the sound.
Chorus	Turns the chorus on/off.
Edit	Accesses the edit screen (PG-200 screen). → "Edit Screen (PG-200 screen)" (p. 6)

LFO

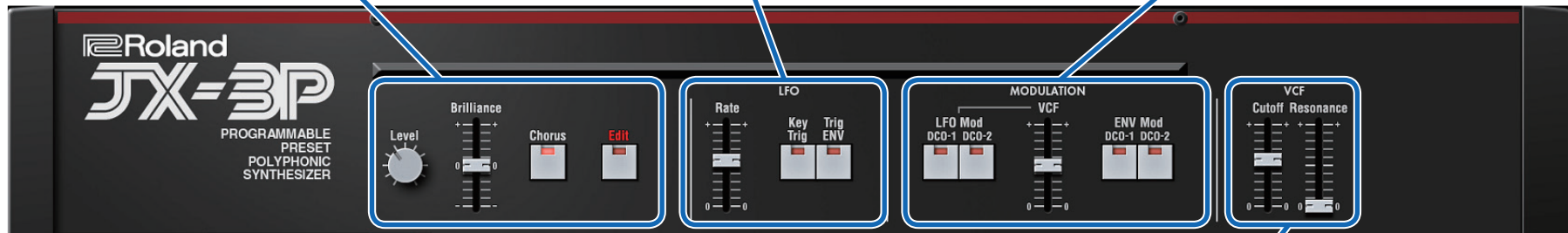
Here you can create cyclic change (modulation) in the sound.

Rate	Determines the speed of the LFO.
Key Trig	Specifies whether the LFO cycle starts at the moment you press the key (ON) or is not synchronized with the key-press (OFF).
Trig ENV	If this is ON, the envelope starts repeatedly at intervals of the LFO cycle.

MODULATION

Here you can use LFO and ENV-1 to modulate the DCO and VCF.

LFO Mod (DCO-1/DCO-2)	Turns on/off the pitch modulation applied by the LFO to the DCO.
VCF	Adjusts the depth by which ENV-1 controls the VCF cutoff frequency.
ENV Mod (DCO-1/DCO-2)	Turns on/off the pitch modulation applied by ENV-1 to the DCO.



VCF

This is a low-pass filter that passes the low frequencies and cuts the high frequencies.

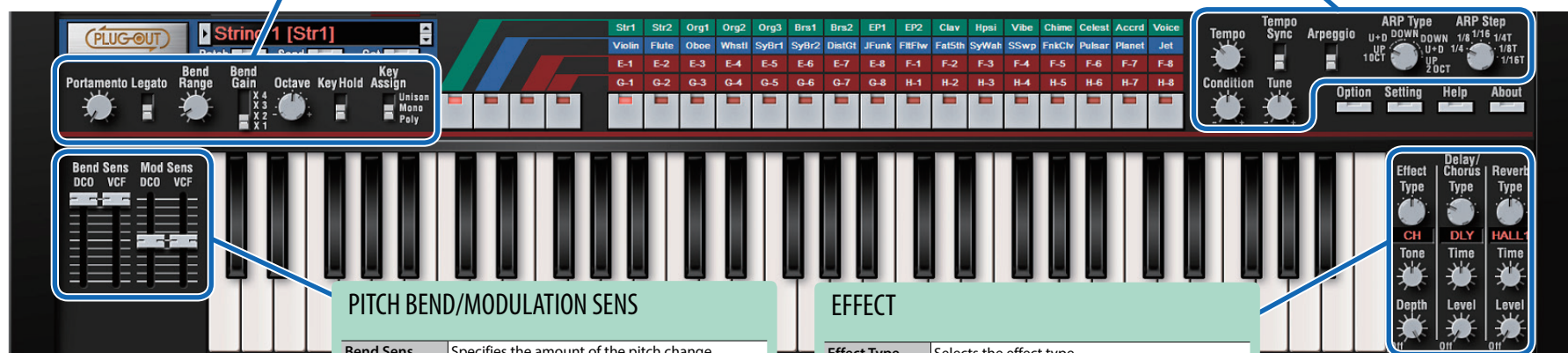
Cutoff	Specifies the cutoff frequency of the low-pass filter. Frequency components above the cutoff frequency are cut.
Resonance	Resonance boosts the sound in the region of the filter's cutoff frequency. Higher settings produce stronger emphasis, creating a distinctively "synthesizer-like" sound.

PORTAMENTO/PITCH BEND/KEY ASSIGN

Portamento	Adjusts the time over which pitch change occurs when portamento is applied.
Legato	Applies portamento only when you play legato (i.e., when you press the next key before releasing the previous key).
Bend Range	Specifies the amount of pitch bend range.
Bend Gain	Specifies a multiplier for the BEND RANGE, extending the range of change. 1x-4x
Octave	Specifies the octave shift. -3+3 octaves
Key Hold	Turns the key hold function on/off.
Key Assign	UNISON: Plays all sounds in unison. MONO: Plays monophonically. POLY: Plays polyphonically.

TEMPO/TUNE/ARPEGGIO

Tempo Sync	The modulation speed (RATE) of the LFO section and the delay time (TIME) of the EFFECTS section are synchronized to the tempo.
Condition	Specifies the state (condition) of the analog sound engine circuit that is being modeled.
Tune	Adjusts the overall pitch of the JX-3P.
Arpeggio	Turns the arpeggio function on/off.
ARP Type	Selects the arpeggio type.
ARP Step	Selects the note value for each step of the arpeggio.



PITCH BEND/MODULATION SENS

Bend Sens DCO	Specifies the amount of the pitch change produced by pitch bend operations.
Bend Sens VCF	Specifies the amount of the filter change produced by pitch bend operations.
Mod Sens DCO	Specifies the amount of the pitch change produced by modulation operations.
Mod Sens VCF	Specifies the amount of the filter change produced by modulation operations.

EFFECT

Effect Type	Selects the effect type.
Tone	Specifies the tone character of the effect.
Depth	This adjusts the amount of effect applied.
Delay/Chorus Type	Switches the delay/chorus type.
Time	Adjusts the delay time.
Level	Adjusts the volume of delay.
Reverb type	Switches the reverb type.
Time	Specifies the reverb time.
Level	Specifies the reverb volume.

Edit Screen (PG-200 screen)

DCO-1

Here you can select the waveform that determines the character of the sound, and specify its pitch.

Waveform	Selects the waveform that is the basis of the sound. (Sawtooth wave), (Square wave), (Pulse wave)
Range	Specifies the octave of the oscillator. 64, 32, 16, 8, 4, 2
Freq Mod LFO	Turns on/off the pitch modulation applied by the LFO to DCO-1.
Freq Mod ENV-1	Turns on/off the pitch modulation applied by ENV-1 to DCO-1.

DCO-2

Waveform	Selects the waveform that is the basis of the sound. (Sawtooth wave), (Square wave), (Pulse wave), Whitenoise (Noise)
Range	Specifies the octave of the oscillator. 64, 32, 16, 8, 4, 2
Tune	Adjusts the DCO-2 pitch in semitone units.
Fine Tune	Finely adjusts the DCO-2 pitch.
Freq Mod LFO	Turns on/off the pitch modulation applied by the LFO to DCO-2.
Freq Mod ENV-1	Turns on/off the pitch modulation applied by ENV-1 to DCO-2.
Cross Mod	Metal: Uses DCO-2 to control the output signal of DCO-1, producing a sound reminiscent of ring modulation. Sync: Generates a waveform in which DCO-2 is synchronized to the oscillator frequency of DCO-1. Off: DCO-1/2 operate independently.

VCF

This is a low-pass filter that passes the low frequencies and cuts the high frequencies.

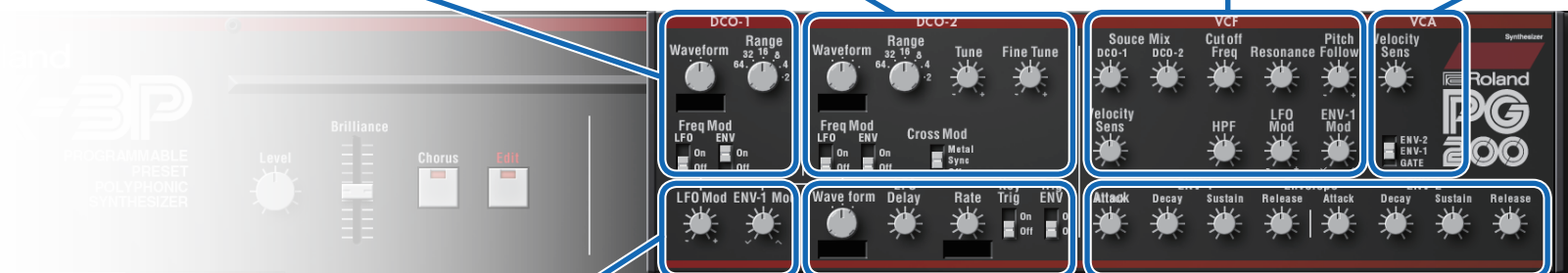
Source Mix DCO-1	Adjusts the DCO-1 volume.
Source Mix DCO-2	Adjusts the DCO-2 volume.
Cutoff Freq	Specifies the cutoff frequency of the low-pass filter. Frequency components above the cutoff frequency are cut.
Resonance	Resonance boosts the sound in the region of the filter's cutoff frequency. Higher settings produce stronger emphasis, creating a distinctively "synthesizer-like" sound.
Pitch Follow	Adjusts the way in which the pitch of the note affects the cutoff frequency (key follow) when using the keyboard to control cutoff frequency. Moving the knob to the left causes the cutoff frequency to fall as you play higher range on the keyboard.
Velocity Sens	Adjusts the sensitivity by which the low-pass filter is affected by keyboard dynamics.

LFO Mod	Adjusts the amount by which the LFO modulates the VCF cutoff frequency.
ENV-1 Mod	Adjusts the amount by which ENV-1 controls the VCF cutoff frequency.
HPF	Specifies the cutoff frequency of the high-pass filter which cuts the low frequencies and allows the higher frequencies to pass. The frequency region below the cutoff frequency is cut.

VCA

Here you can adjust the amount of time-varying change (envelope) for the volume.

Velocity Sens	Adjusts the sensitivity with which the volume is affected by your keyboard dynamics.
GATE/ENV-2/ENV-1 Switch	Selects whether volume change is controlled by ENV-1, ENV-2, or the gate signal. ENV-1, ENV-2, GATE



MODULATION (common to DCO-1/2)

Here you can adjust the depth of the LFO and ENV-1.

LFO Mod	Adjusts the depth at which the LFO pitch-modulates DCO-1/2.
ENV-1 Mod	Adjusts the depth at which ENV-1 pitch-modulates DCO-1/2.

LFO

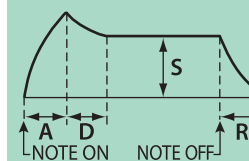
Here you can create cyclic change (modulation) in the sound.

Waveform	(Sine wave), (Square wave), RND (Random wave)
Delay	Specifies the time from when the key is pressed until the LFO's amplitude reaches the maximum.
Rate	Determines the speed of the LFO.
Key Trig	Specifies whether the LFO cycle starts at the moment you press the key (ON) or is not synchronized with the key-press (OFF).
Trig ENV	If this is ON, the envelope starts repeatedly at intervals of the LFO cycle.

Envelope (ENV-1/ENV-2)

Here you can create time-varying change (envelope).

Attack	Attack time
Decay	Decay time
Sustain	Sustain level
Release	Release time



Memory and Bank

1. Click the [PATCH] button.

The Patch Select screen appears.

The screenshot shows a grid of 64 memory slots (A-1 to H-8) with various instrument names. A callout points to the selected memory (A-1: String 1 [Str1]) which is highlighted in orange.

[NEW] button
Creates a new empty bank.

[DELETE] button
Deletes the selected bank.

[LOAD] button
Imports a bank.

[SAVE] button
Exports a bank as a file.

"i" symbol
When you place the mouse cursor (mouse pointer) over this, a list of shortcuts appears.

NOTE
All 64 memories are received into the currently selected bank, overwriting the previous contents of that bank. If you want to keep the state of the bank, create a new bank and receive the memories into the newly created bank (p. 8).

[SEND ALL] button
Sends all (64) memories in the bank to the SYSTEM-8.

[GET ALL] button
Receives all (64) memories stored on the SYSTEM-8.

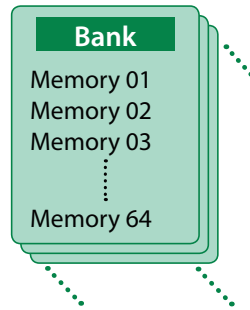
[WRITE] button
Saves an edited sound as a memory in the bank.

[WRITE] button
Saves an edited sound as a memory in the bank.

[READ] button
Loads a memory from a bank.

Bank

A set of 64 memories is called a "bank." By switching banks you can access a large number of memories. A bank of memories can be saved as a file.



Switching banks

1. Click the Bank field.

The bank list window opens.

2. Click the bank that you want to recall.

By pressing the [▲] [▼] buttons located at the right of the bank field, you can switch to the next or previous bank.

Exporting the Bank

Here's how to export a bank as a file.

1. Click the [SAVE] button.

The file name input window opens.

2. Enter a file name and save.

The file is exported.

Importing a Bank

1. Click the [LOAD] button.

The file selection window opens.

2. Select a file and load it.

The bank is loaded.

Creating/Deleting a Bank

Creating a bank

Click the [NEW] button to create a new empty bank.

Deleting a bank

Here's how to delete the selected bank.

- 1. Select a bank as described in "Switching banks" (p. 7).**
- 2. Click the [DELETE] button.**
A confirmation message appears.
- 3. Click [OK] to delete the bank.**

Renaming a Bank

- 1. Select a bank as described in "Switching banks" (p. 7).**
- 2. Click ► located at the left of the bank field.**
- 3. Edit the name and press the [Return (Enter)] key.**

Memory

The JX-3P manages 64 memories as one bank.

Loading a Memory

Here's how to load a memory from a bank. When you load a memory, its settings appear in the edit area and can be edited.

- 1. Click the number of the memory that you want to load.**
- 2. Click the [READ] button. Or press the [Return (Enter)] key.**

The memory is loaded.

* You can also load a memory by double-clicking a memory number.

Saving the Memory

Here's how to save an edited sound as a memory in the bank.

- 1. Click the number of the memory in which you want to save the sound.**
- 2. Click the [WRITE] button.**

The memory is saved in the bank.

Renaming the Memory

- 1. Click the number of the memory that you want to rename.**
- 2. Click the [RENAME] button.**
- 3. Change the memory name. (Up to 16 letters)**

Changing the Order of the Memories

Drag the memory number to change the order of memories.

Playing with the SYSTEM-8

By connecting the SYSTEM-8 to your computer (Mac/Windows), you can use the JX-3P in conjunction with the SYSTEM-8.

The "SYSTEM-8 CTRL" shown as a MIDI port is the port used by the JX-3P.

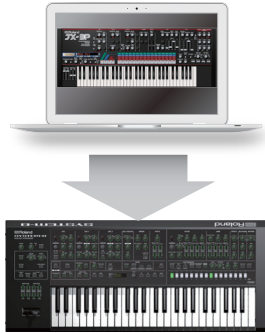
Do not use this port from your DAW.

Plug-Out

What is "plug-out"?

"Plug-out" is technology that allows a software synthesizer such as JX-3P to be installed and used in the SYSTEM-8.

- You can play the JX-3P on the SYSTEM-8 by itself, without using a computer.
- You can send the settings of the selected bank to the SYSTEM-8.
- You can use the knobs and sliders of the SYSTEM-8 to edit the sound.



Plug-Out Procedure

1. Click the [PLUG-OUT] button.
2. Select a plug-out destination (PLUG-OUT1–PLUG-OUT3) that corresponds to the desired MODEL button of the SYSTEM-8.

A confirmation message appears.

3. Click the [OK] button.

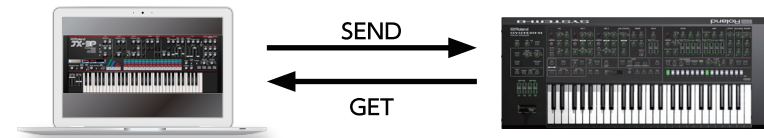
A progress bar appears, and plug-out processing begins. This takes approximately one minute.

- * If the JX-3P is already plugged-out to one of the plug-out destinations (PLUG-OUT1–PLUG-OUT3), you can't plug-out a new instance.
- * If another software synthesizer is already plugged-out on the SYSTEM-8, a confirmation message appears. Click the [OK] button to continue.

If an error message appears, check the following items.

- Is the MIDI port specified correctly? (p. 10)
- Is the SYSTEM-8 connected to your computer?

Send/Get Memories



1. Connect the SYSTEM-8 to your computer.
2. Turn on the SYSTEM-8's MODEL [PLUGOUT 1–3] button to which you plugged-out the JX-3P.

* In order to send or get a memory, you must first plug-out (p. 9).

Sending the Memory

You can send the current JX-3P memory to the SYSTEM-8 and play it on the SYSTEM-8. The sound is output from the SYSTEM-8's OUTPUT jacks.

3. Click the [SEND] button of the JX-3P.

The memory is transmitted.

Getting the Memory

If you've used the SYSTEM-8 to edit a memory of the plugged-out JX-3P, here's how to load that memory into the JX-3P.

3. Click the [GET] button of the JX-3P.

The memory is loaded.

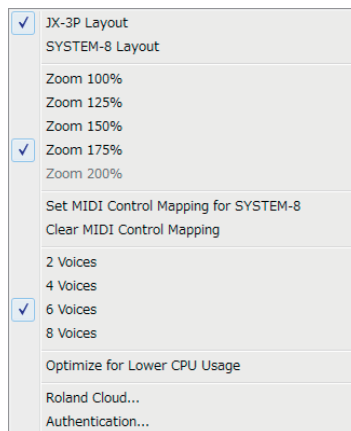
If an error message appears, check the following items.

- Is the MIDI port specified correctly? (p. 10)
- Is the SYSTEM-8 connected to your computer?
- Is the SYSTEM-8's MODEL [PLUG-OUT 1–3] button turned on?
- Is the JX-3P plugged-out on the SYSTEM-8? (p. 9)

Setting

Option

1. Click the [OPTION] button.



2. Select items.

A ✓ is shown for the selected item.

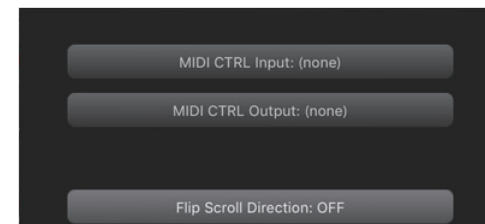
Item	Explanation
JX-3P Layout SYSTEM-8 Layout	Changes the layout of the controllers in the main window. JX-3P Layout: The controllers are laid out as they are on the JX-3P (original). SYSTEM-8 Layout: The controllers are laid out as they are on the SYSTEM-8.
Zoom	Changes the size of the main window.
Set MIDI Control Mapping for SYSTEM-8	Check this item if you want to use the SYSTEM-8 as a control surface for the JX-3P. Here you can make MIDI mapping settings for the buttons and sliders.
Clear MIDI Control Mapping	Clears all MIDI control change mapping.
2-8Voices	Specifies the maximum simultaneous polyphony. You can reduce the load on the CPU by lowering the polyphony.
Optimize for Lower CPU Usage	Turn this ON if CPU usage is high, and clicks or pops occur.
Roland Cloud...	Displays the Roland Cloud site.
Authentication...	Performs user authentication for the JX-3P.

Setting

1. Click the [SETTING] button.

The Setting window opens.

* Flip Scroll Direction is only on Mac.



2. Edit the parameters.

Parameter	Explanation
MIDI CTRL Input	Choose " SYSTEM-8 CTRL ".
MIDI CTRL Output	
Flip Scroll Direction (Only on Mac)	Inverts the direction of rotation when using the mouse wheel to edit a value.

* If multiple instances of the JX-3P are running, these settings apply to all instances.

Others

If you want to use the SYSTEM-8 to play the JX-3P (plug-in) in your DAW, set the SYSTEM-8's menu item "SYSTEM" → "SOUND" → "Local Sw" to "SURFACE."

The internal sound engine of the SYSTEM-8 no longer produces sound; only the JX-3P can produce sound.

For details, refer to SYSTEM-8 Reference Manual.