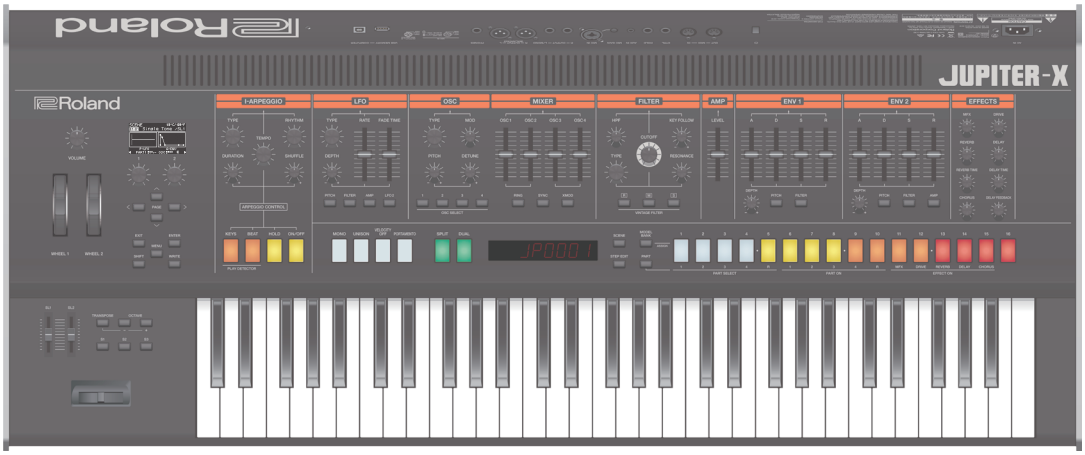

JUPITER-X

Owner's Manual

Ver. 3.0 and later

Bluetooth®

Owner's Manual (this document)

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

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

PDF Manual (download from the Web)

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

To obtain the PDF manual

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

▼

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

USING THE UNIT SAFELY

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

About ⚠WARNING and ⚠CAUTION Notices

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

About the Symbols

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

ALWAYS OBSERVE THE FOLLOWING

⚠ WARNING

To completely turn off power to the unit, pull out the plug from the outlet

Even with the power switch turned off, this unit is not completely separated from its main source of power. When the power needs to be completely turned off, turn off the power switch on the unit, then pull out the plug from the outlet. For this reason, the outlet into which you choose to connect the power cord's plug should be one that is within easy reach and readily accessible.

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. 12).

Do not disassemble or modify by yourself

Do not carry out anything unless you are instructed to do so in the owner's manual. Otherwise, you risk causing malfunction.

Do not repair or replace parts by yourself

Be sure to contact your dealer, a Roland service center, or an official Roland dealer.

For a list of Roland service centers and official Roland dealers, refer to the Roland website.

Do not use or store in the following types of locations

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

Use only the stand that is recommended

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

⚠ WARNING

Do not place in a location that is unstable

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

Precautions regarding placement of this unit on a stand

Be sure to follow the instructions in the Owner's Manual carefully when placing this unit on a stand (p. 5).

If it is not set up properly, you risk creating an unstable situation which could lead to the unit falling or the stand toppling, and may result in injury.

Connect the power cord to an outlet of the correct voltage

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

Use only the supplied power cord

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

Do not bend the power cord or place heavy objects on it

Otherwise, fire or electric shock may result.

Avoid extended use at high volume

Use of the unit at high volume for extended periods of time may cause hearing loss. If you ever experience any hearing loss or ringing in the ears, you should immediately stop using the unit and consult a specialized physician.

Do not allow foreign objects or liquids to enter unit; never place containers with liquid on unit

Do not place containers containing liquid (e.g., flower vases) on this product. Never allow foreign objects (e.g., flammable objects, coins, wires) or liquids (e.g., water or juice) to enter this product. Doing so may cause short circuits, faulty operation, or other malfunctions.

⚠ WARNING

Turn off the unit if an abnormality or malfunction occurs

In the following cases, immediately turn off the power, remove the power cord from the outlet, and contact your dealer, a Roland service center, or an official Roland dealer for service.

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

For a list of Roland service centers and official Roland dealers, refer to the Roland website.

Be cautious to protect children from injury

Always make sure that an adult is on hand to provide supervision and guidance when using the unit in places where children are present, or when a child will be using the unit.

Do not drop or subject to strong impact

Otherwise, you risk causing damage or malfunction.

Do not share an outlet with an unreasonable number of other devices

Otherwise, you risk overheating or fire.

Do not use overseas

Before using the unit in overseas, consult with your retailer, the nearest Roland service center, or an authorized Roland distributor.

For a list of Roland service centers and official Roland dealers, refer to the Roland website.

Don't place burning objects on the unit

Don't place any burning object (such as a candle) on the unit.

Be aware of weather conditions

Use the apparatus in moderate climates.

⚠ CAUTION

Use only the specified stand(s)

This unit is designed to be used in combination with specific stands (KS-10Z, KS-12) manufactured by Roland. If used in combination with other stands, you risk sustaining injuries as the result of this product dropping down or toppling over due to a lack of stability.

Evaluate safety issues before using stands

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

When disconnecting the power cord, grasp it by the plug

To prevent conductor damage, always grasp the power cord by its plug when disconnecting it.

Periodically clean the power plug

An accumulation of dust or foreign objects between the power plug and the power outlet can lead to fire or electric shock.

At regular intervals, be sure to pull out the power plug, and using a dry cloth, wipe away any dust or foreign objects that may have accumulated.

⚠ CAUTION

Disconnect the power plug whenever the unit will not be used for an extended period of time

Fire may result in the unlikely event that a breakdown occurs.

Route all power cords and cables in such a way as to prevent them from getting entangled

Injury could result if someone were to trip on a cable and cause the unit to fall or topple.

Avoid climbing on top of the unit, or placing heavy objects on it

Otherwise, you risk injury as the result of the unit toppling over or dropping down.

Never connect/disconnect a power plug if your hands are wet

Otherwise, you could receive an electric shock.

⚠ CAUTION

Disconnect all cords/cables before moving the unit

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

Before cleaning the unit, disconnect the power plug from the outlet

If the power plug is not removed from the outlet, you risk receiving an electric shock.

Whenever there is a threat of lightning, disconnect the power plug from the outlet

If the power plug is not removed from the outlet, you risk causing malfunction or receiving an electric shock.

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

- Do not connect this unit to same electrical outlet that is being used by an electrical appliance that is controlled by an inverter or a motor (such as a refrigerator, washing machine, microwave oven, or air conditioner). Depending on the way in which the electrical appliance is used, power supply noise may cause this unit to malfunction or may produce audible noise. If it is not practical to use a separate electrical outlet, connect a power supply noise filter between this unit and the electrical outlet.

Placement

- Using the unit near power amplifiers (or other equipment containing large power transformers) may induce hum. To alleviate the problem, change the orientation of this unit; or move it farther away from the source of interference.
- This unit may interfere with radio and television reception. Do not use this unit in the vicinity of such receivers.
- Noise may be produced if wireless communications devices, such as cell phones, are operated in the vicinity of this unit. Such noise could occur when receiving or initiating a call, or while conversing. Should you experience such problems, you should relocate such wireless devices so they are at a greater distance from this unit, or switch them off.
- When moved from one location to another where the temperature and/or humidity is very different, water droplets (condensation) may form inside the unit. Damage or malfunction may result if you attempt to use the unit in this condition. Therefore, before using the unit, you must allow it to stand for several hours, until the condensation has completely evaporated.
- Do not allow objects to remain on top of the keyboard. This can be the cause of malfunction, such as keys ceasing to produce sound.
- Depending on the material and temperature of the surface on which you place the unit, its rubber feet may discolor or mar the surface.
- Do not place containers or anything else containing liquid on top of this unit. Also, whenever any liquid has been spilled on the surface of this unit, be sure to promptly wipe it away using a soft, dry cloth.

Maintenance

- Never use benzine, thinners, alcohol or solvents of any kind, to avoid the possibility of discoloration and/or deformation.

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.
- Use a reasonable amount of care when using the unit's buttons, sliders, or other controls; and when using its jacks and connectors. Rough handling can lead to malfunctions.
- Never strike or apply strong pressure to the display.

- When disconnecting all cables, grasp the connector itself—never pull on the cable. This way you will avoid causing shorts, or damage to the cable's internal elements.
- A small amount of heat will radiate from the unit during normal operation.
- To avoid disturbing others nearby, try to keep the unit's volume at reasonable levels.
- When disposing of the packing carton or cushioning material in which this unit was packed, you must observe the waste disposal regulations that apply to your locality.
- 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.

Using External Memories

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

Caution Regarding Radio Frequency Emissions

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

Intellectual Property Right

- It is forbidden by law to make an audio recording, video recording, copy or revision of a third party's copyrighted work (musical work, video work, broadcast, live performance, or other work), whether in whole or in part, and distribute, sell, lease, perform or broadcast it without the permission of the copyright owner.
- Do not use this product for purposes that could infringe on a copyright held by a third party. We assume no responsibility whatsoever with regard to any infringements of third-party copyrights arising through your use of this product.
- The copyright of content in this product (the sound waveform data, style data, accompaniment patterns, phrase data, audio loops and image data) is reserved by Roland Corporation.
- The copyright of content in this product (the sound waveform data, style data, accompaniment patterns, phrase data, audio loops and image data) is reserved by Roland Corporation.
- Purchasers of this product are NOT permitted to extract said content in original or modified form, for the purpose of distributing recorded medium of said content or making them available on a computer network.
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- 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.

Main Specifications

Roland JUPITER-X: Synthesizer

Keyboard	61 Keys (semi-weighted keyboard and channel aftertouch)
Power Supply	AC 117-240 V 50/60 Hz
Power Consumption	20 W
Dimensions	1,090 (W) x 447 (D) x 119 (H) mm 42-15/16 (W) x 17-5/8 (D) x 4-11/16 (H) inches
Weight	16.9 kg / 37 lbs 5 oz
Accessories	Owner's Manual Power cord
Options	Keyboard Stand: KS-10Z, KS-12 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.**

Before using this unit, carefully read "IMPORTANT SAFETY INSTRUCTIONS" (inside front cover), "USING THE UNIT SAFELY" (p. 2), and "IMPORTANT NOTES" (p. 3). After reading, keep the document(s) where it will be available for immediate reference.

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Introduction

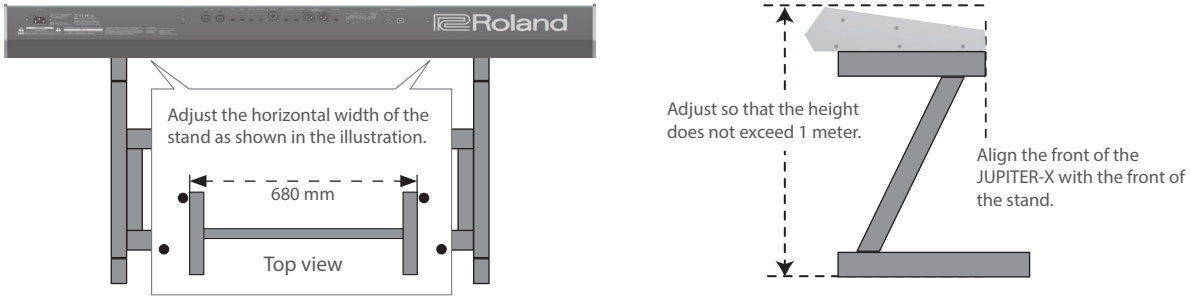
Placing the JUPITER-X on a Stand

If you want to place the JUPITER-X on a stand, use the Roland KS-10Z or KS-12. Place the JUPITER-X on the stand as follows.

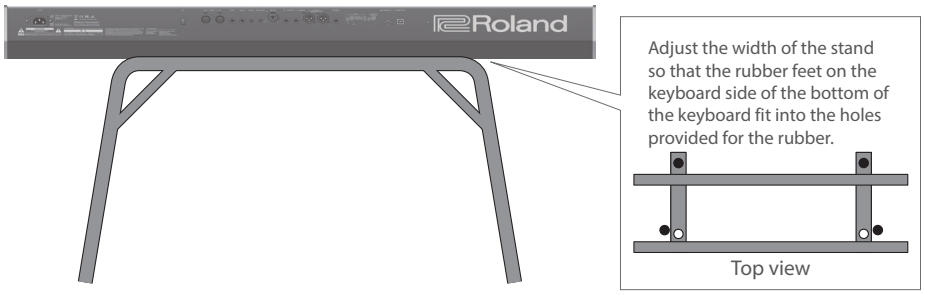
Be sure to follow the instructions in the Owner's Manual carefully when placing this unit on a stand. If it is not set up properly, you risk creating an unstable situation which could lead to the unit falling or the stand toppling, and may result in injury.

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

KS-10Z



KS-12



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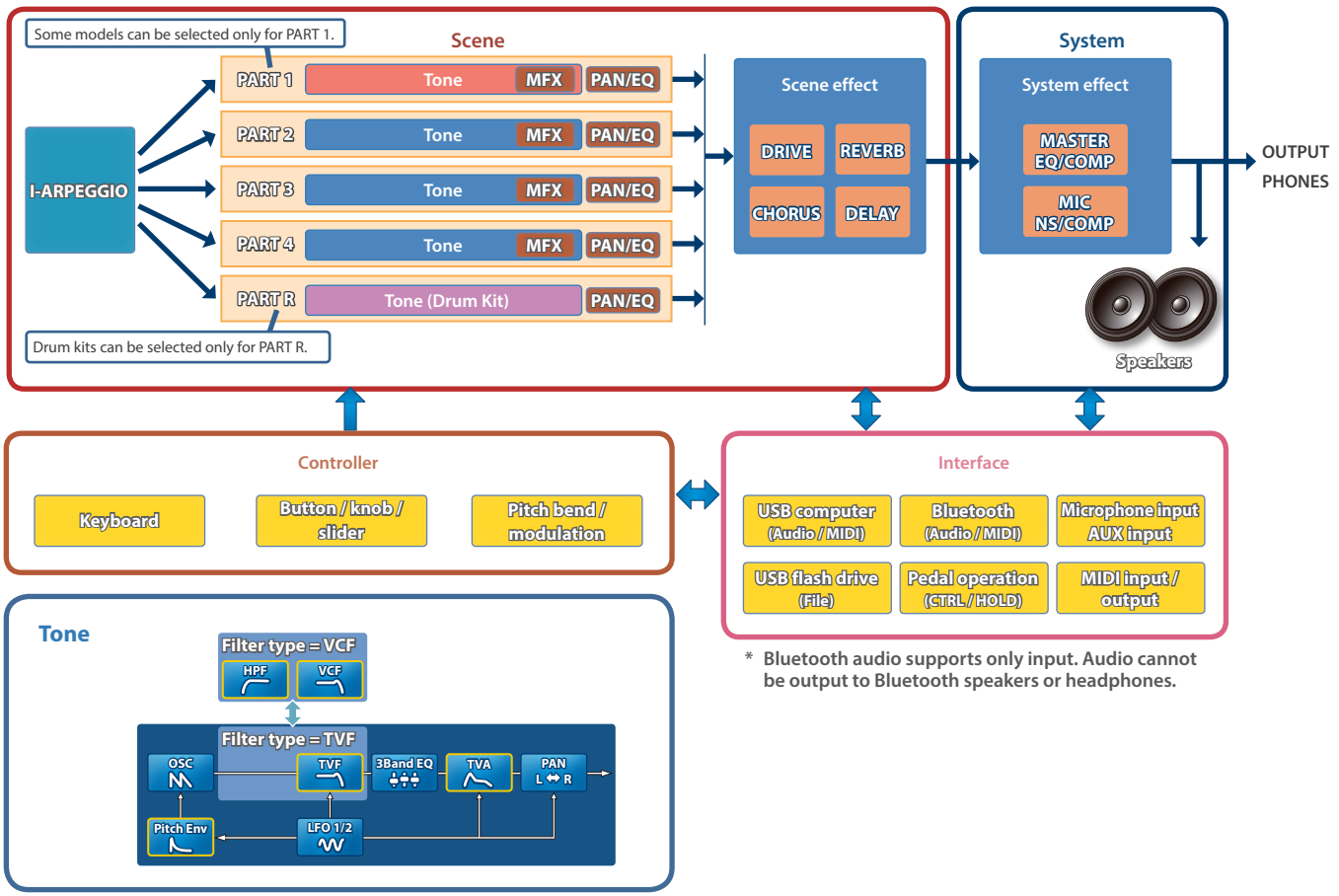
An Overview of the JUPITER-X



* 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 512 scenes, which are organized as 16 scenes × 32 banks.

Model

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

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

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

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

You can create tones for each model.

Part

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

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

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

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

I-ARPEGGIO

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

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

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

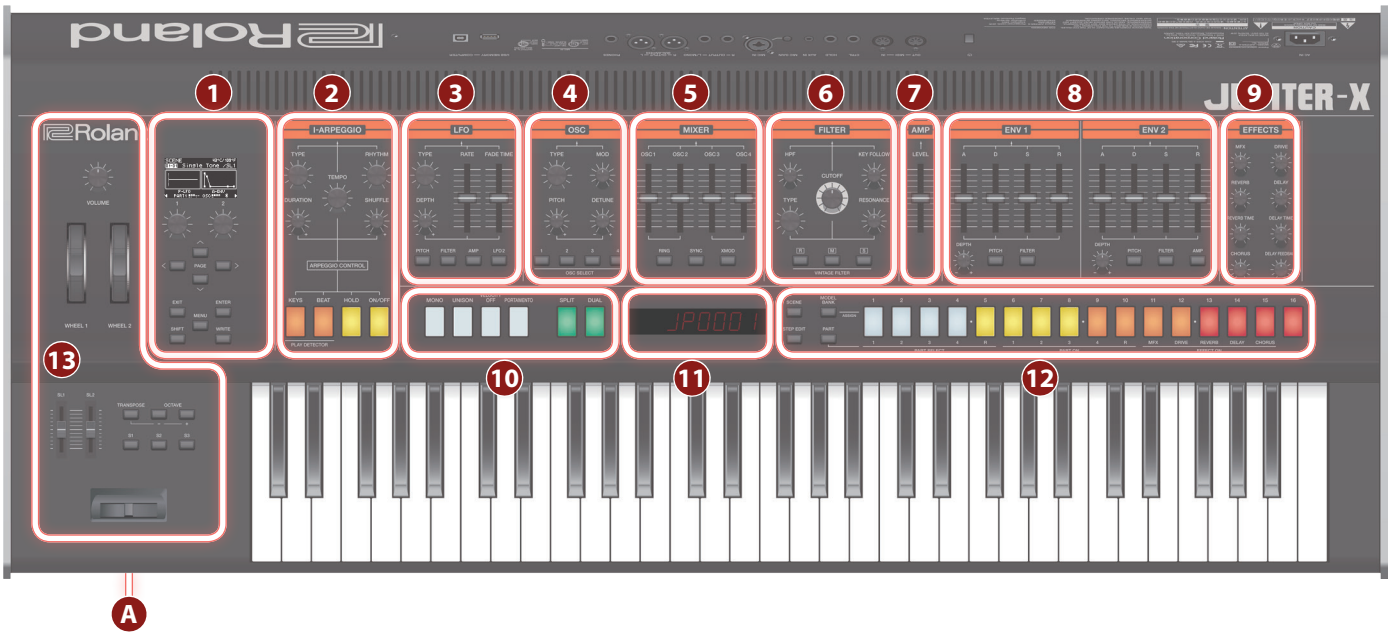
Tone

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

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

Panel Descriptions

Top Panel



* Some controllers are not operable in some modes. For details, refer to "Reference Manual" (PDF).

1 Common section

Display 1

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.

[MENU] button

Switches to the MENU screen.

[SHIFT] button

If you hold down this button and operate a knob, slider, or button, the display 1 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.

[WRITE] button

Saves sounds and system settings.

2 I-ARPEGGIO

[TYPE] knob

Selects the arpeggio type.

[RHYTHM] knob

Selects the type of rhythm.

[TEMPO] knob

Sets the tempo of the arpeggio.

[DURATION] knob

Sets the duration of the notes (the percentage of the note value during which the sound is heard).

[SHUFFLE] knob

Adjusts the amount of shuffle (bounce).

[KEYS] button

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

[BEAT] button

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

[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.

3 LFO

[TYPE] knob

Selects the LFO waveform.

[RATE] slider

Specifies the LFO's modulation speed.

[FADE TIME] slider

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

[DEPTH] knob

This specifies the depth of the LFO.

[PITCH] button

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

[FILTER] button

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

[AMP] button

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

[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.

4 OSC

[TYPE] knob

Selects the oscillator waveform.

[MOD] knob

Adjusts the depth of modulation.

[PITCH] knob

Adjusts the pitch of the oscillator.

[DETUNE] knob

Finely adjusts the pitch of the oscillator.

OSC SELECT [1] [2] [3] [4] buttons

Selects the oscillator that is edited.

You can also select multiple oscillators.

5 MIXER

[OSC 1] [OSC 2] [OSC 3] [OSC 4] sliders

Adjusts the volume of each oscillator.

[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.

6 FILTER

[HPF] knob

Specifies the cutoff frequency of the high-pass filter.

[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.

[CUTOFF] knob

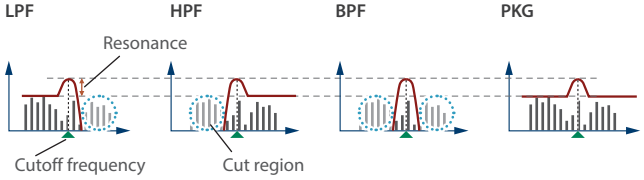
Adjusts the cutoff frequency of the filter.

[TYPE] knob

Specifies the type of filter.

[RESONANCE] knob

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



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

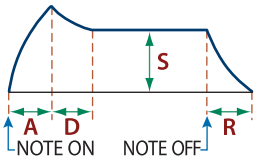
[LEVEL] slider

Adjusts the volume.

8 ENV 1/ENV 2

[A] [D] [S] [R] sliders

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 [DEPTH] knob and [A] [D] [S] [R] sliders edit the PITCH envelope.

[FILTER] button

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

[AMP] button (ENV 2 only)

If this button is on (lit), the [A] [D] [S] [R] sliders 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).

[REVERB TIME] knob

Specifies the length of reverb (for all parts together).

[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).

[DELAY FEEDBACK] knob

Adjusts the amount of delay feedback (for all parts together).

10

[MONO] button

Selects whether to play monophonically or polyphonically (p. 20).

[UNISON] button

Selects whether to play unison (p. 20).

[VELOCITY OFF] button

Selects whether key velocity from the keyboard affects the performance (p. 20).

[PORTAMENTO] button

Selects whether portamento is applied to the performance (p. 20).

[SPLIT] button

Selects whether the keyboard is split for performance (p. 20).

[DUAL] button

Selects whether two sounds are layered for performance (p. 20).

11

Display 2

Indicates the tone number, etc.

12

[SCENE] button

Chooses scene select mode.

[MODEL BANK] button

Chooses sound select mode.

[STEP EDIT] button

Chooses step edit mode (p. 18).

[PART] button

Chooses part select mode.

[1]–[16] buttons

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

See the explanations of each mode for details.

13

[VOLUME] knob

Adjusts the overall volume.

[WHEEL 1] [WHEEL 2] wheel

Control the parameters that are assigned to the wheels.

[SL1] [SL2] sliders

Control the parameters that are assigned to the sliders.

[TRANSPOSE] button

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

OCTAVE [-] [+] buttons

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

[S1] [S2] [S3] buttons

Control the parameters that are assigned to the buttons.

Pitch bend/modulation

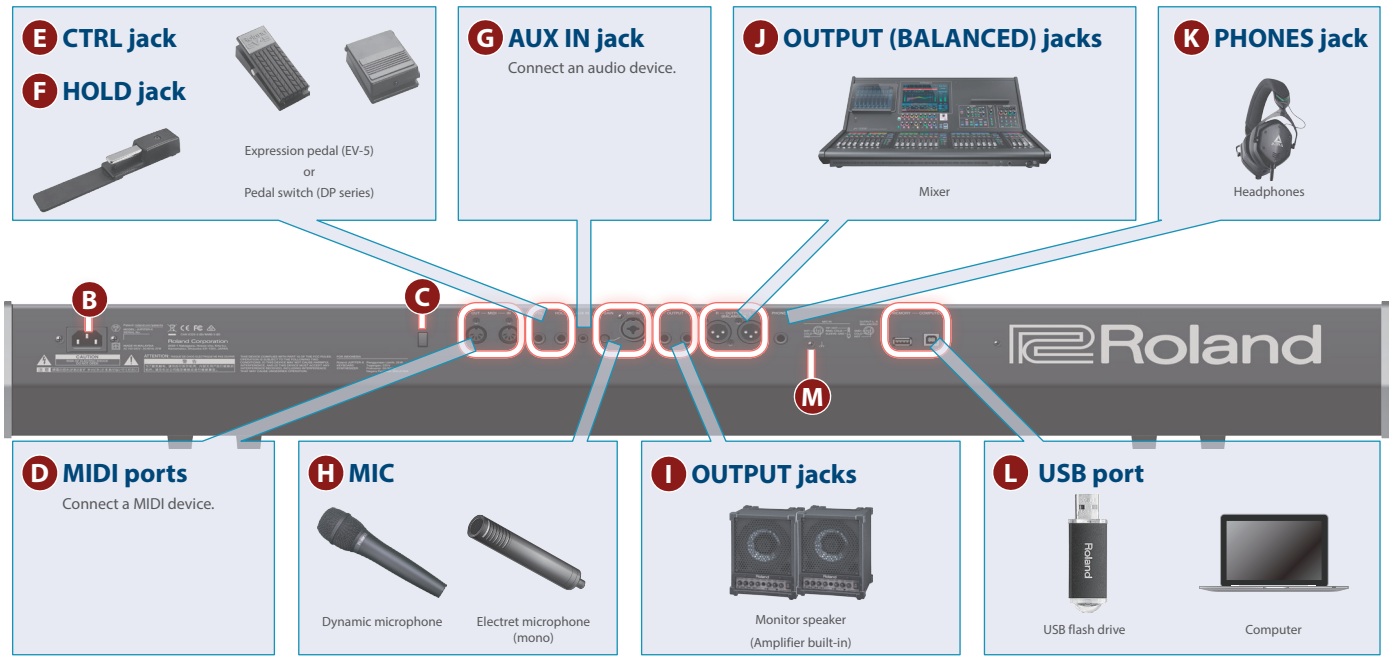
This allows you to control pitch bend or apply vibrato.

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 AC-IN jack

Connect the included power cord here.

C [⏻] switch

This turns the power on/off (p. 12).

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

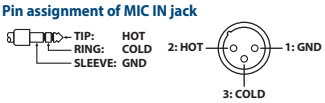
Adjusts the volume of the mic input.

MIC IN jack

Connect a dynamic microphone or electret condenser microphone (plug-in power system) here.

* **A condenser microphone (phantom powered) cannot be used.**

Pin assignment of MIC IN jack



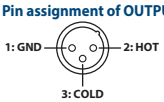
I OUTPUT L/R jacks

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-X 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-X to operate as a USB MIDI device.

M Ground terminal

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

Turning the JUPITER-X On

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

* In order to protect its circuitry, the JUPITER-X 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. 12)

- 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 JUPITER-X on again.

Turning Off the Power

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

* If you need to turn off the power completely, first turn off the unit, then unplug the power cord from the power outlet.

Refer to "To completely turn off power to the unit, pull out the plug from the outlet" (p. 2).

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 "GENERAL", and then press the [ENTER] button.**
4. **Use the [1] knob to select "Auto Off" and use the [2] knob to change the setting.**

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

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

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

The save page appears.

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

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

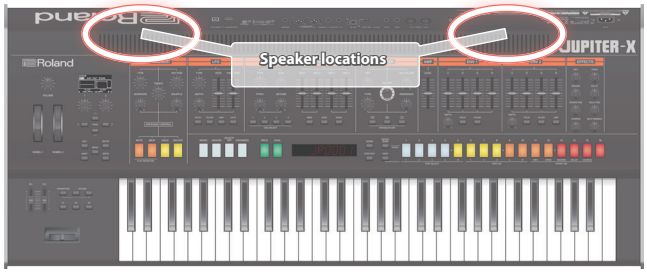
Adjusting the Overall Volume (Master Volume)

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.

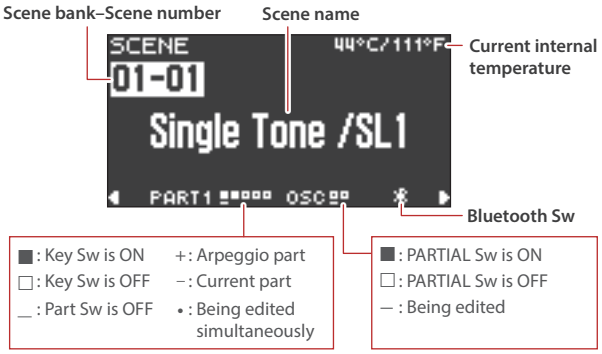
3. **Use the [1] knob to select "GENERAL", and then press the [ENTER] button.**
4. **Use the [1] knob to select "Speaker Sw", and use the [2] knob to specify "ON" or "AUTO".**

Parameter [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.

* Press the [ENTER] button to display the scene list. You can 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.

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.

4. Use the [2] knob to edit the value.

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

Save the scene after you've finished editing.

➡ "Saving a Scene" (p. 13)

Saving a Scene

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

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

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

The WRITE MENU screen appears.

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

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

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

4. Press the [ENTER] button.

A confirmation message appears.

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

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

Selecting and Playing Tones (MODEL BANK)

Selecting a Tone

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

* You can also select using tone categories.

Playing the MODEL BANK Tones (SINGLE SETUP)

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

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

   A confirmation message for executing SINGLE SETUP is shown.

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

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

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

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

Useful functions for selecting tones on the MODEL BANK screen

- Press the [ENTER] button to select a tone from the tone list screen.
  - Press the [ENTER] button to confirm.
  - Press the [EXIT] button to return to the tone you were using before the tone list screen was displayed.
- Press the PAGE [∧] button to move the cursor up.
  - You can use the [2] knob to select a model or category.
  - Press the PAGE [∨] 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. 13)

* 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. 27)

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.

Editing the Sound (TONE EDIT)

Basic Editing Operations

Selecting the oscillator to edit

Press the OSC SELECT [1]–[4] button.

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

Selecting the oscillators that produce sound

Hold down the [SHIFT] button and press the OSC SELECT [1]–[4] button.

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

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.

AMP

The AMP section contains parameters that control the volume.

LFO (Low Frequency Oscillator)

The OSC, FILTER, and AMP can be modulated at a rate specified by the LFO (p. 9) 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-X'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 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.**

I-ARPEGGIO

Basic Methods of Operation

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

1. Select the part to use for playing arpeggios by pressing the [PART] button and then using the [1]–[5] buttons.

2. Press the I-ARPEGGIO [ON/OFF] button to enable arpeggio performance.

3. Press the [SCENE] button, then press the [<] button twice.

The ARP PART EDIT screen is displayed.

4. If the Switch is OFF, turn the [2] knob to turn it ON.

5. Select "Arp Mode" with the [1] knob and set it to "I-ARP" with the [2] knob.

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

MODE	How the arpeggio works
I-ARP	Analyzes your keyboard performance and plays the arpeggio pattern that best matches it.
ARP	Plays a simple arpeggio pattern.
STEP	Plays the pattern data you created using the STEP EDIT function (p. 18). Use this setting when you want to play original arpeggio phrases.

6. Play the keyboard to generate an arpeggio.

The I-ARPEGGIO plays for the currently selected part.

MEMO

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

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

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

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

For details, refer to "Parameter Guide" (PDF).

MEMO

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

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

Other Operation

Specifying the arpeggio tempo (TEMPO)

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

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

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

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

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

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

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

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

Varying the arpeggio automatically (PLAY DETECTOR)

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

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

Varying the arpeggio according to the harmony you play (ARP COMMON > Keys Sw)

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

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

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

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

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

Selecting the arpeggio type (ARP COMMON > Type)

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

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

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

Selecting the rhythm type (ARP COMMON > Rhythm)

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

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

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

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

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

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

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

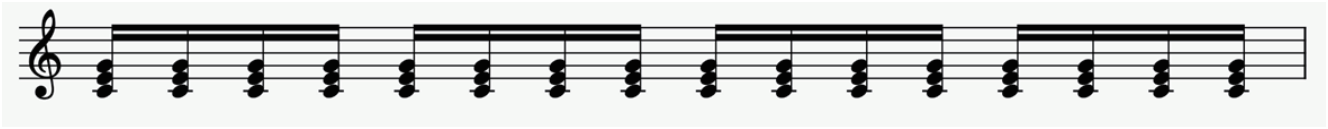
Editing the probability strength (*2)

(ARP PART > Probability > Amount)

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

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

Arpeggio phrases

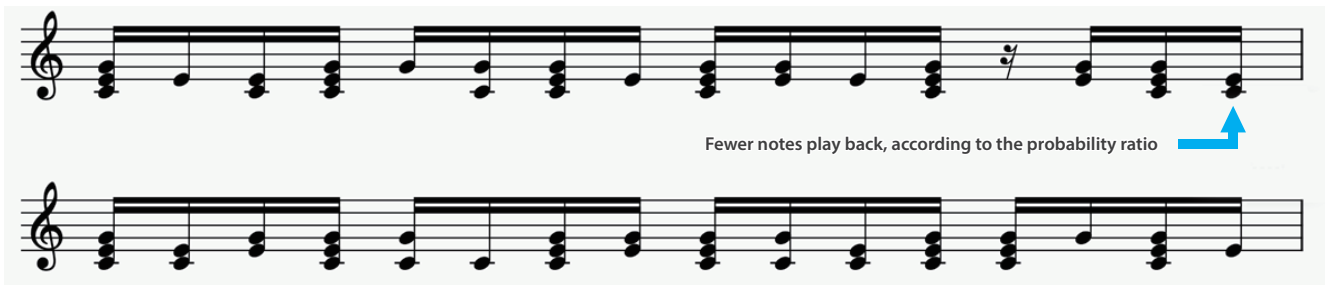


Probability style (*1)

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

Example of arpeggio phrase with probability applied (*2)

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



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

Editing Each Step of the Arpeggio Performance (STEP EDIT)

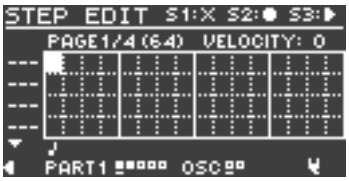
The arpeggio performance is always recorded inside this unit. If you like the performance, you can use the STEP EDIT function to extract and edit it.

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

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

1. Press the [STEP EDIT] button.

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



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

2. Set the part to edit.

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

3. Press the [MENU] button.

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

SETTING

Configures the basic pattern settings.

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

COPY from I-ARP

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

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

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

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

COPY from SCENE

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

ERASE

Erases the performance data.

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

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

5. Edit using the STEP EDIT screen.

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

Using the STEP EDIT operations

Item	Operating the Unit
Move left/right between steps	Press the PAGE [<] [>] buttons.
Move up/down between steps	Press the PAGE [∧] [∨] 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. 13)

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

➡ "Import/Export" (p. 25)

Using Step Edit Data for Arpeggio Performance

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

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

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

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

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

5. Use the [2] knob to turn Arp Mode "STEP".

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

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

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

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

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

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

Using Performance Functions

Splitting the Keyboard to Play Different Sounds (Split)

1. Press the [SPLIT] button to make it light.

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 [SPLIT] button once again.

* **To change the split point, hold down the [SPLIT] button and press the key that you want to specify; alternatively, use SCENE ZONE EDIT to set the KEY RANGE. For details, refer to "Reference Manual" (PDF).**

Layering Two Sounds (Dual)

1. Press the [DUAL] button to make it light.

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 [DUAL] button once again.

* **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 [-] [+] button.

To return to the original state, press the OCTAVE [-] and [+] buttons.

Transposing the Keyboard in Semitone Steps (Transpose)

1. Hold down the [TRANSPOSE] button and press the OCTAVE [-] [+] button.

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

Playing Single Notes (Monophonic)

1. Press the [MONO] button to make it light.

To return to the original state, press the [MONO] button once again.

Layering the Same Tone to Thicken the Sound (Unison)

1. Press the [UNISON] button to make it light.

To return to the original state, press the [UNISON] button once again.

Preventing Dynamics Changes in Your Performance (Velocity Off)

1. Press the [VELOCITY OFF] button to make it light.

Your keyboard dynamics will not affect the sound.

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

Smoothly Changing the Pitch (Portamento)

1. Press the [PORTAMENTO] button to make it light.

To return to the original state, press the [PORTAMENTO] button once again.

* **You can access the portamento time edit screen by holding down the [SHIFT] button and pressing the [PORTAMENTO] button.**

Using the Bluetooth® Functionality

Using the JUPITER-Xs 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. 21).
- Pairing is required again if you execute a Factory Reset (p. 27).
- 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. **Use the [1] knob to select "GENERAL", and then press the [ENTER] button.**
5. **Press the [ENTER] button.**

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

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

MEMO

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

9. **Tap "JUPITER-X 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-X Audio" is added to the list of "Paired Devices" on your mobile device.
10. **If you want to save the setting, execute the System Write operation.**

    ➡ "Saving the System Settings (System Write)" (p. 27)
11. **Press the [MENU] button when you're finished making settings.**

Connecting an Already-Paired Mobile Device

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

MEMO

- If you were unable to establish a connection using the procedure above, tap "JUPITER-X 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-X.

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

Using the JUPITER-X 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-X 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**

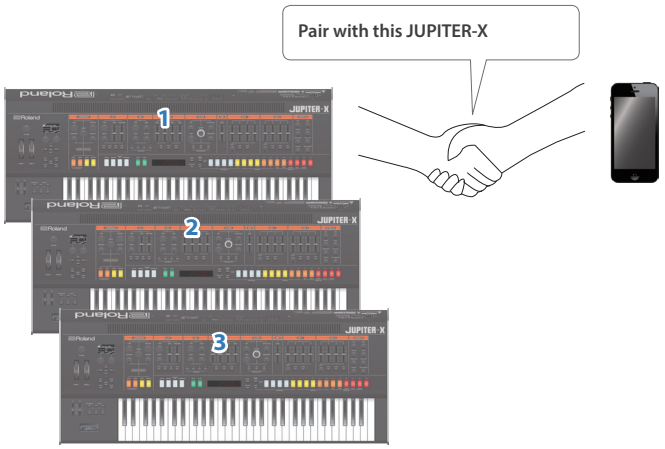
NOTE

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

Differentiating Multiple JUPITER-X 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 "GENERAL", and then press the [ENTER] button.**

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

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

Parameter [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-X Audio", "JUPITER-X MIDI" (default) **Set to "1":** "JUPITER-X Audio 1", "JUPITER-X MIDI 1"

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

   ➡ "Saving the System Settings (System Write)" (p. 27)

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

Disabling the Bluetooth Functionality

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

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

   The setting screen appears.

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

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

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

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

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

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

   ➡ "Saving the System Settings (System Write)" (p. 27)

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

Connecting External Equipment

Performing with a Connected Pedal

Sustaining the Notes (Hold)

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

Adding Expression to Your Performance (Expression)

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

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

➡ "List of functions that can be assigned to the controllers" (p. 31)

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.

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

NOTE

The JUPITER-X supports dynamic microphones and electret condenser microphone (plug-in power system). 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 and the noise suppressor (NS) settings, 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 "MIC IN", and then press the [ENTER] button.

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

For details on mic settings, refer to "MIC IN" (p. 29).

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

➡ "Saving the System Settings (System Write)" (p. 27)

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:

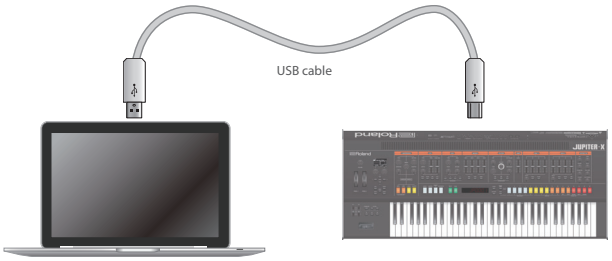
- Changing the orientation of the microphone(s).
- Relocating microphone(s) at a greater distance from speakers.
- Lowering volume levels.

Connecting a Computer (USB COMPUTER Port)

MIDI messages can be exchanged with a computer via the JUPITER-X's USB COMPUTER 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-X, 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-X 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 "MIDI", and then press the [ENTER] button.

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

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

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

6. Save the setting.

➡ "Saving the System Settings (System Write)" (p. 27)

7. Turn the JUPITER-X's power off and on again.

Port Names When Using the VENDOR Driver

Audio input device

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

Audio output device

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

MIDI input/output device

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

* DAW CTRL is not used for normal MIDI communication.

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 NAME screen appears.
4. **Use the PAGE [<] [>] buttons to move the cursor, and use the [2] knob to change the file name.**
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-X. This operation is called "restore".

NOTE

- **All user data are rewritten when you execute the restore operation. If your JUPITER-X 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-X 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-X 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-X.

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-X 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-X.

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 [∧] [∨] 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 [∧] [∨] buttons instead of the [1] knobs.
3. **Use the [1] knob to select "IMPORT/EXPORT", and then press the [ENTER] button.**
4. **Use the [1] knob to select "EXPORT USER PATTERN", and then press the [ENTER] button.**
5. **Use the PAGE [<] [>] buttons to move the cursor, and use the [2] knob to change the character.**
6. **When you've specified the file name, press the [ENTER] button.**

   A confirmation message appears.

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

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

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

Settings for the Entire Unit

Returning to the Factory Settings (Factory Reset)

Here's how the settings that you edited and saved on the JUPITER-X 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. 24) to save the current settings before you restore the factory settings.**

1. Press the [MENU] button.

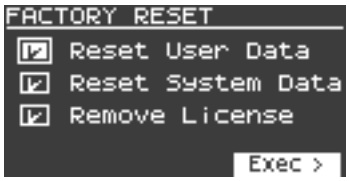
2. Use the [1] knob to select "UTILITY", and then press the [ENTER] button.

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. 24) 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-X 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
SYSTEM - GENERAL		
AGING		
Warm-up		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 Aging Init Temp, and changes to the actual temperature (REAL). Although it depends on the temperature difference, the REAL temperature is reached in approximately ten minutes. After reaching the REAL temperature, the setting follows the actual temperature change.
	FAST	The internal temperature starts at the value specified by Aging Init Temp, and then quickly (in approximately ten seconds) changes to the actual temperature (REAL) when you play the keyboard. After reaching the REAL temperature, the setting follows the actual temperature change.
	FIXED	The internal temperature is fixed at the value specified by Aging Init Temp, and the character of the sound is maintained at that point.
Init Temp		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 an initial internal temperature (Celsius).

Parameter [1] knob	Value [2] knob	Explanation
Age	OFF, 1–100years	Simulates the effect of aging on the internal components of an analog synthesizer. Higher values affect the sound similarly to the equivalent number of years of aging. 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-X'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 and BT In.
USB Audio Thru	OFF, ON	Specifies whether the audio input of the USB COMPUTER port is mixed into the audio output of the USB COMPUTER port. If you don't want it to be output as audio, turn this "OFF".
AUXIN USB Thru	OFF, ON	Specifies whether the input from the AUX IN jack is mixed into the audio output of the USB COMPUTER port. If you don't want it to be output as audio, turn this "OFF".
LineOut Gain	-12–0–+12 [dB]	Adjusts the output gain of OUTPUT/PHONES.
Speaker Sw	Specifies whether sound is output from this unit's speakers.	
	OFF	Sound is not output from the speakers.
	ON	Sound is output from the speakers.
	AUTO	The "OFF" setting is used if headphones are inserted, and the "ON" setting is used if they are not inserted.
SPOut Gain	-12–0 [dB]	Adjusts the output gain of the speakers.
Auto Off	OFF, 30 [min], 240 [min]	Specifies whether the unit will turn off automatically after a certain time has elapsed. If you don't want the unit to turn off automatically, choose "OFF" setting.
LED On Bright	0–31	Adjusts the brightness when the LEDs are lit.
LED OffBright	0–30	You can specify that an LED remains lit at a diminished brightness even when it is "off". If this is set to 0, the LED will be unlit when off.
LCD Contrast	1–10	Adjusts the contrast of the display.
Scene Lock		Specifies whether a confirmation screen appears when you switch scenes.
	OFF	When you switch scenes, the scene changes immediately, and no confirmation screen appears.
	ON	When you switch scenes, a confirmation screen appears. To switch scenes, use the PAGE [<] [>] buttons to select "Yes", and then press the [ENTER] button.
Startup Scene	01-01–16-16	Specifies the scene that is selected at start-up.
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.

Parameter [1] knob	Value [2] knob	Explanation
SYSTEM - ARP/TEMPO		
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	Specifies how the arpeggio is synchronized when the JUPITER-X is connected to an external device and is playing in synchronization.	
	OFF	The arpeggio does not synchronize to the measure or beat. The arpeggio starts the moment that MIDI messages are received.
	BEAT	The arpeggio synchronizes to the beat. The arpeggio starts at the next beat after MIDI is received.
	MEASURE	The arpeggio synchronizes to the measure. The arpeggio starts at the first beat of the next measure after MIDI is received.
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.
SYSTEM - CONTROLLER		
CONTROLLER		
Velocity	REAL, 1–127	Specifies the velocity value that is transmitted when you play the keyboard.
Velo Crv	LIGHT, MEDIUM, HEAVY	Specifies "Strength" for keyboard touch.
Velo Offset	-10–+9	Adjusts the keyboard velocity curve.
Knob Mode	DIRECT, CATCH	Specifies whether the parameter value corresponding to a controller is immediately updated when you operate that controller (DIRECT) or only after the controller reaches the same position as the parameter's current value (CATCH).
Aft Sens	0–100	Specifies the aftertouch sensitivity.
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 "List of functions that can be assigned to the controllers"	Specifies the function assigned to the [S1] button.
S1 Mode	LATCH, MOMENTARY	Specifies how the button operates.
S2 Func	For the values, refer to "List of functions that can be assigned to the controllers"	Specifies the function assigned to the [S2] button.
S2 Mode	LATCH, MOMENTARY	Specifies how the button operates.

Parameter [1] knob	Value [2] knob	Explanation
S3 Func	For the values, refer to "List of functions that can be assigned to the controllers"	Specifies the function assigned to the [S3] button.
S3 Mode	LATCH, MOMENTARY	Specifies how the button operates.
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 "List of functions that can be assigned to the controllers"	Specifies the function assigned to the [SL1] slider.
SL2 Source	SCENE, SYS	Specifies whether the function assigned to the SL2 slider follows the setting of the currently selected scene (SCENE) or the system setting (SYS).
SL2	For the values, refer to "List of functions that can be assigned to the controllers"	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 "List of functions that can be assigned to the controllers"	Specifies the function assigned to the pedal connected to the HOLD jack.
Hold Pole	STANDARD, REVERSE	Specifies the polarity of the pedal connected to the HOLD jack.
Ctrl Source	SCENE, SYS	Specifies whether the function assigned to the pedal connected to the CTRL jack follows the setting of the currently selected scene (SCENE) or the system setting (SYS).
Ctrl	For the values, refer to "List of functions that can be assigned to the controllers"	Specifies the function assigned to the pedal connected to the CTRL jack.
PART Btn Asgn		
1-5 1-5+ (S) 6-10 6-10+ (S) 11-15 11-15+ (S)	Assign the function of the [1]–[5] ([6]–[10]) buttons and their function when pressed while holding down the [SHIFT] button.	
	No Assign	Nothing is assigned.
	PartSel	Specifies the current part that is controlled from the panel or in the screen. The part played by the keyboard does not change.
	Part+KeySw	Simultaneously operates the current part and the Keyboard SW, allowing you to play the selected part from the keyboard. By pressing multiple parts simultaneously, you can turn the Keyboard SW on for multiple parts.
	KeySw	Specifies the keyboard switch, switching the part that is played from the keyboard.
	PartSw	Switches on/off whether the part produces sound. You can use this in a DJ-like manner to add or remove parts while you perform.
	ArpSw	Specifies whether each part is played by the arpeggio.
	EfxSw	From the left side, the buttons switch MFX, DRIVE, REV, DLY, and CHO on/off for all parts simultaneously.
Wheel Func		
Wheel1 Source	SCENE, SYS	Specifies whether the function assigned to the [WHEEL 1] wheel follows the setting of the currently selected scene (SCENE) or follows the system setting (SYS).
Wheel1	For the values, refer to "List of functions that can be assigned to the controllers"	Specifies the function assigned to the [WHEEL 1] wheel.
Wheel2 Source	SCENE, SYS	Specifies whether the function assigned to the [WHEEL 2] wheel follows the setting of the currently selected scene (SCENE) or follows the system setting (SYS).
Wheel2	For the values, refer to "List of functions that can be assigned to the controllers"	Specifies the function assigned to the [WHEEL 2] wheel.
SYSTEM - MIC IN		
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.
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".
NS		
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.
COMP		
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.
SYSTEM - MIDI		
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	SysCtrlSrc1–4 are used for tone control.
	SCENE	The scene's CtrlSrc1–4 settings are used for tone control.

Parameter [1] knob	Value [2] knob	Explanation
SysCtrlSrc1	OFF, CC01-CC31, CC33-CC95, BEND, AFT	Specify the MIDI messages that will be used as system controls.
SysCtrlSrc2		
SysCtrlSrc3		
SysCtrlSrc4		
Soft Thru	OFF, ON	If this is ON, MIDI messages that are input from the MIDI IN connector are re-transmitted without change from the MIDI OUT connector.
USB-MIDIThru	OFF, ON	Specifies whether MIDI messages received at the USB COMPUTER port/MIDI IN connector are retransmitted without change from the MIDI OUT connector/USB COMPUTER port (ON) or are not retransmitted (OFF).
USB Driver	GENERIC, VENDOR	Specifies the USB driver setting.
Remote Kbd	OFF, MIDI IN, USB COM, USB MEM	Sets which connector is used for input when you use an external MIDI keyboard instead of the keyboard of the JUPITER-X. In this case, the MIDI transmit channel of the external MIDI keyboard does not matter. 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).

Parameter [1] knob	Value [2] knob	Explanation
SYSTEM COLOR SET		
Color Set	1–10	Saves the color settings in each Set number, and lets you switch between sets.
Arp L Off Arp R Off Func L Off Func R Off Sc1–4 Off Sc5-8 Off Sc9-12 Off Sc13-16 Off Model Off Categ Off User Off Part Off Part+KeySw Off KeySw Off PartSw Off ArpSw Off EfxSw Off No Assign St1–4 Off St5-8 Off St9-12 Off St13-16 Off Arp L On Arp R On Func L On Func R On Sc1–4 On Sc5-8 On Sc9-12 On Sc13-16 On Model On Categ On User On Part On Part+KeySw On KeySw On PartSw On ArpSw On EfxSw On St1–4 On St5-8 On St9-12 On St13-16 On	Off, O, Y, Y (b), W, W (b), G, G (b), B, B (b), R, R (b), V, V (b), W2, R2	Specifies the illumination color of buttons to which a function is assigned when the corresponding function is on or off. Off: Unlit O: orange, Y: yellow, W: white, G: green, B: blue, R: red, V: violet, W2: high-brightness white, R2: high-brightness red (b) indicates blinking.

List of functions that can be assigned to the controllers

Function	S1 Func S2 Func S3 Func	SL1 SL2	HOLD	Ctrl	Wheel1	Wheel2
OFF	✓	✓	✓	✓	✓	✓
CC01–31, 32 (OFF), 33–95	✓	✓	✓	✓	✓	✓
AFTERTOUCH	✓	✓	✓	✓	✓	✓
MONO/POLY	✓		✓			
SCENE DOWN	✓		✓			
SCENE UP	✓		✓			
TONE DOWN	✓		✓			
TONE UP	✓		✓			
PANEL DEC	✓		✓			
PANEL INC	✓		✓			
CHO SW	✓		✓			
REV SW	✓		✓			
DLY SW	✓		✓			
ARP SW	✓		✓			
ARP HOLD	✓		✓			
DETECT KEYS	✓		✓			
DETECT BEAT	✓		✓			
UNISON SW	✓		✓			
BEND MODE	✓		✓			
AUTO TUNING	✓		✓			
TAP TEMPO	✓		✓			
START/STOP	✓		✓			
DRV SW	✓		✓			
VOC/MIC	✓		✓			
BEND					✓	
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		✓		✓		✓
LEVEL P5		✓		✓		✓
AGE		✓		✓		✓