

JUNO-106 PLUG-OUT Software Synthesizer

Owner's Manual

Introduction

When using the JUNO-106 for the first time, you must specify the MIDI Input/Output setting in the Setting window (p. 10).

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

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Screen Structure

Main window

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

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[PLUG-OUT] button

Installs the JUNO-106 into the SYSTEM-8.

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Level meter

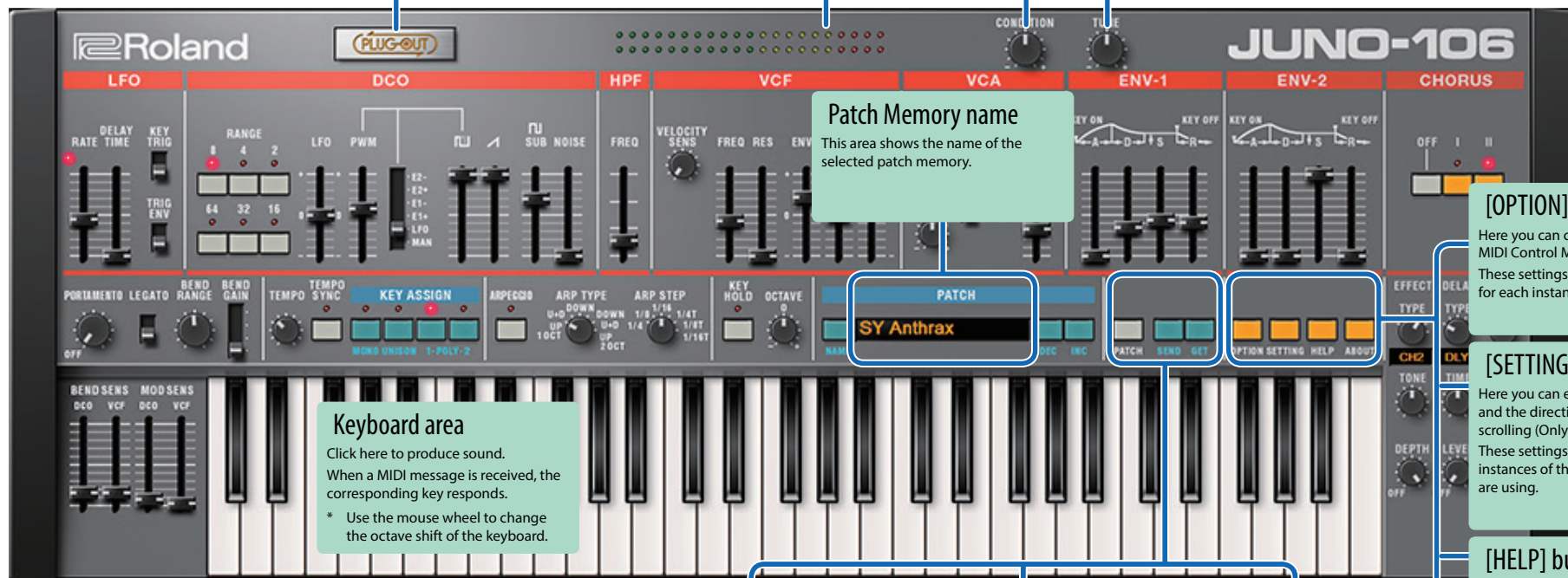
Displays output levels of the JUNO-106.

[CONDITION] knob

Specifies the state (condition) of the analog sound engine circuit that is being modeled.

[TUNE] knob

Adjusts the overall pitch of the JUNO-106.



Patch Memory name

This area shows the name of the selected patch memory.

[OPTION] button

Here you can choose skins and use MIDI Control Mapping. These settings can be made separately for each instance of the JUNO-106.

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[SETTING] button

Here you can edit the MIDI settings and the direction of mouse wheel scrolling (Only on Mac). These settings are shared by all instances of the JUNO-106 that you are using.

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[HELP] button

Displays help.

[ABOUT] button

Here you can view information about the JUNO-106.

Keyboard area

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

* Use the mouse wheel to change the octave shift of the keyboard.

[PATCH] button

Selects a patch memory. The Patch Select window opens.

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[SEND] button

Sends the memory to the SYSTEM-8.

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[GET] button

Loads the memory currently being edited in the SYSTEM-8's PLUG-OUT mode (temporary) into the JUNO-106.

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* These operate only when the SYSTEM-8's MODEL is JUNO-106.

Main Window

LFO

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

RATE	Determines the speed of the LFO.
DELAY TIME	Specifies the time from when the key is pressed until the LFO's amplitude reaches the maximum.
KEY TRIG switch	Specifies whether the LFO cycle starts at the moment you press the key (ON) or is not synchronized with the key-press (OFF).
TRIG ENV switch	If this is ON, the envelope starts repeatedly at intervals of the LFO cycle.

DCO

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

RANGE	Specifies the octave of the oscillator.
LFO	Allows the LFO to modulate the pitch, producing a vibrato effect.
PULSE WIDTH slider/switch	When the switch is "MAN" (MANUAL): Adjusts the value of the pulse width. When the switch is "LFO", "E1+", "E1-", "E2+", "E2-": Adjusts the modulation depth.
[□.]	Adjusts the volume of the Square wave/Asymmetrical pulse wave.
[/]	Adjusts the volume of the Sawtooth wave.
SUB	Adjusts the volume of the sub oscillator.
NOISE	Adjusts the volume of the noise.

HPF

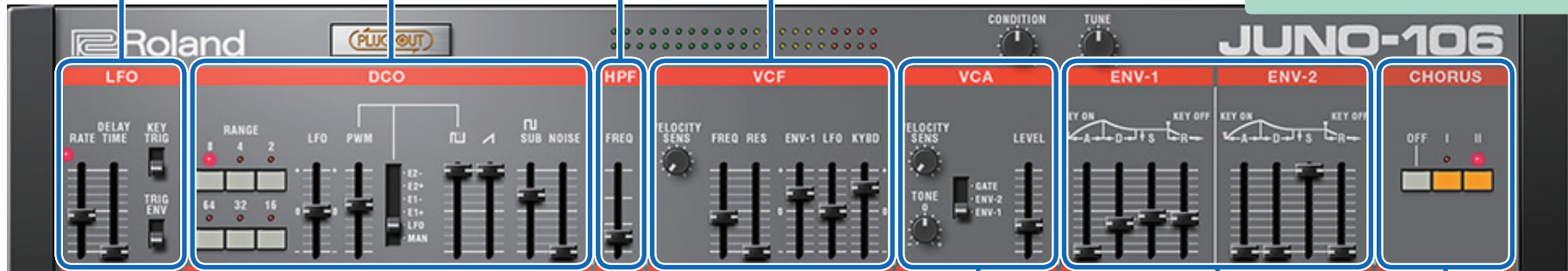
This is a high-pass filter that passes the high frequencies and cuts the low frequencies.

FREQ	Specifies the cutoff frequency of the high-pass filter. Frequency components below the cutoff frequency are cut.
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VCF

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

VELOCITY SENS	Adjusts the sensitivity with which the low pass filter is affected by your keyboard dynamics.
FREQ	Specifies the cutoff frequency of the low-pass filter. Frequency components above the cutoff frequency are cut, making the sound mellower.
RES	Resonance boosts the sound in the region of the filter's cutoff frequency. Higher settings produce stronger emphasis, creating a distinctively "synthesizer-like" sound.
ENV-1	Adjusts the depth by which the ENV-1 controls the cutoff frequency.
LFO	Uses the LFO to vary the cutoff frequency.
KYBD	Adjusts the way in which the pitch of the note affects the cutoff frequency (key follow) when using the keyboard to control cutoff frequency. Moving the slider downward causes the cutoff frequency to fall as you play higher on the keyboard.



VCA

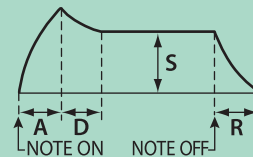
Here you can adjust the amount of time-varying change (envelope) for the volume.

VELOCITY SENS	Adjusts the sensitivity with which the volume is affected by your keyboard dynamics.
tone	Adjusts the tonal character.
GATE/ENV-1/ENV-2 switch	Selects whether the volume is controlled by ENV (envelope) or by the gate signal.
LEVEL	Adjusts the volume.

ENV-1/2

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

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



CHORUS

This switches the type of chorus.

OFF	Chorus is not applied.
I	Chorus 1
II	Chorus 2

TEMPO/KEY ASSIGN

TEMPO	Specifies the tempo of the step sequencer and arpeggiator. The indicator blinks at the specified tempo.
TEMPO SYNC	The modulation speed (RATE) of the LFO section and the delay time (TIME) of the EFFECTS section are synchronized to the tempo.
MONO	Plays monophonically.
UNISON	Plays all sounds in unison.
POLY-1	Plays polyphonically.
POLY-2	

ARPEGGIO

ARPEGGIO	Turns the arpeggio function on/off.
ARP TYPE	Selects the arpeggio type.
ARP STEP	Selects the note value for each step of the arpeggio.

OTHER

KEY HOLD	Turns the key hold function on/off.
OCTAVE	Let you shift the pitch range of the keyboard in one-octave units.
NAME	Specifies the name of the patch.
DISPLAY	Displays the patch name.
DEC/INC	Selects the previous (next) patch.

EFFECT/DELAY/REVERB

EFFECT TYPE	Selects the effect type.
DEPTH	Specifies the depth of the effect.
DELAY TYPE	Switches the delay type.
TIME	Adjusts the delay time.
LEVEL	Adjusts the volume of delay.
REVERB TYPE	Switches the reverb type.
TIME	Specifies the reverb time.
LEVEL	Specifies the reverb volume.



PORTAMENTO/PITCH BEND/MODULATION

PORTAMENTO	Adjusts the time over which pitch change occurs when portamento is applied.
LEGATO	Applies portamento only when you play legato (i.e., when you press the next key before releasing the previous key).
BEND RANGE	Specifies the amount of pitch bend range.
BEND GAIN	Specifies a multiplier for the BEND RANGE, extending the range of change.
BEND SENS DCO	Specifies the amount of the pitch change produced by pitch bend operations.
BEND SENS VCF	Specifies the amount of the filter change produced by pitch bend operations.
MOD SENS DCO	Specifies the amount of the pitch change produced by modulation operations.
MOD SENS VCF	Specifies the amount of the filter change produced by modulation operations.

Memory and Bank

1. Click the [PATCH] button.

The Patch Select window opens.

[NEW] button

Creates a new empty bank.

[DELETE] button

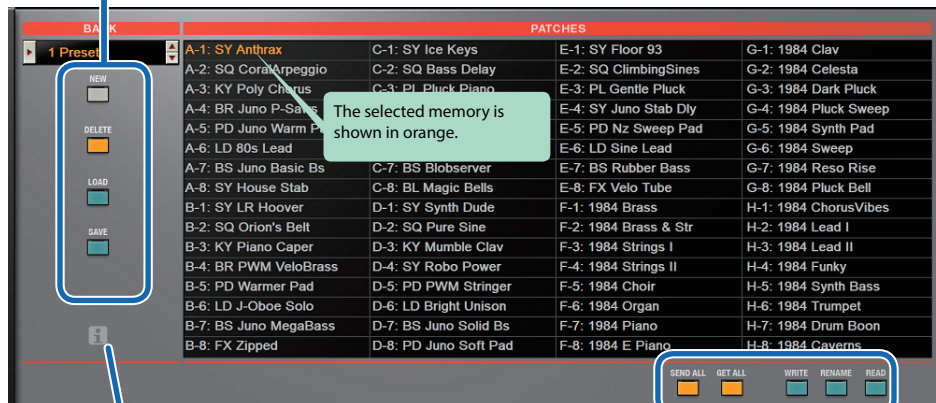
Deletes the selected bank.

[LOAD] button

Imports a bank.

[SAVE] button

Exports a bank as a file.



"i" symbol

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

NOTE

All 64 memories are received into the currently selected bank, overwriting the previous contents of that bank. If you want to keep the state of the bank, create a new bank and receive the memories into the newly created bank (p. 7).

[SEND ALL] button

Sends all (64) memories in the bank to the SYSTEM-8.

[GET ALL] button

Receives all (64) memories stored on the SYSTEM-8.

[WRITE] button

Saves an edited sound as a memory in the bank.

[RENAME] button

Renames the selected memory.

[READ] button

Loads a memory from a bank.

Bank

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

Bank

Memory 01
Memory 02
Memory 03
⋮
Memory 64

Changing to Other Bank

1. Click the Bank field.

The bank list window opens.

2. Click the bank that you want to recall.

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

Exporting the Bank

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

1. Click the [SAVE] button.

The file name input window opens.

2. Enter a file name and save.

The file is exported.

Importing a Bank

1. Click the [LOAD] button.

The file selection window opens.

2. Select a file and load it.

The bank is loaded.

Creating/Deleting a Bank

Creating a bank

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

Deleting a bank

Here's how to delete the selected bank.

- 1. Select a bank as described in "Changing to Other Bank" (p. 6).**
- 2. Click the [DELETE] button.**
A confirmation screen appears.
- 3. Click [OK] to delete the bank.**

Renaming a Bank

- 1. Select a bank as described in "Changing to Other Bank" (p. 6).**
- 2. Click ► located at the left of the bank field.**
- 3. Edit the name and press the [Return (Enter)] key.**

Memory

The JUNO-106 manages 64 memories as one bank.

Loading a Memory

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

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

The memory is loaded.

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

Saving the Memory

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

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

The memory is saved in the bank.

Renaming the Memory

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

Changing the Order of the Memories

Drag the memory number to change the order of memories.

Playing with the SYSTEM-8

By connecting the SYSTEM-8 to your computer (Mac/Windows), you can use the JUNO-106 in conjunction with the SYSTEM-8.

The “SYSTEM-8 CTRL” shown as a MIDI port is the port used by the JUNO-106.

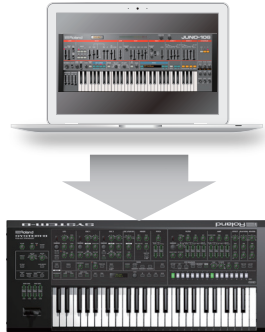
Do not use this port from your DAW.

Plug-Out

What is a “Plug-out”?

“Plug-out” is technology that allows a software synthesizer such as JUNO-106 to be installed and used in the SYSTEM-8.

- You can play the JUNO-106 on the SYSTEM-8 by itself, without using a computer.
- You can send the settings of the selected bank to the SYSTEM-8.
- You can use the knobs and sliders of the SYSTEM-8 to edit the sound.



Plug-Out Procedure

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

A confirmation message appears.

3. Click the [OK] button.

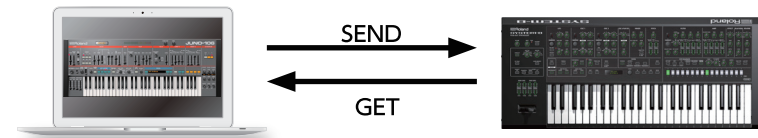
A progress bar appears, and plug-out processing begins. This takes approximately one minute.

- * If the JUNO-106 is already plugged-out to one of the plug-out destinations (PLUG-OUT1–PLUG-OUT3), you can't plug-out a new instance.
- * If another software synthesizer is already plugged-out on the SYSTEM-8, a confirmation message appears. Click the [OK] button to continue.

If an error message appears, check the following items.

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

Send/Get Memories



1. Connect the SYSTEM-8 to your computer.
2. Turn on the SYSTEM-8's MODEL [PLUGOUT 1–3] button to which you plugged-out the JUNO-106.

* In order to send or get a memory, you must first plug-out (p. 8).

Sending the Memory

You can send the current JUNO-106 memory to the SYSTEM-8 and play it on the SYSTEM-8. The sound is output from the SYSTEM-8's OUTPUT jacks.

3. Click the [SEND] button of the JUNO-106.

The memory is transmitted.

Getting the Memory

If you've used the SYSTEM-8 to edit a memory of the plugged-out JUNO-106, here's how to load that memory into the JUNO-106.

4. Click the [GET] button of the JUNO-106.

The memory is loaded.

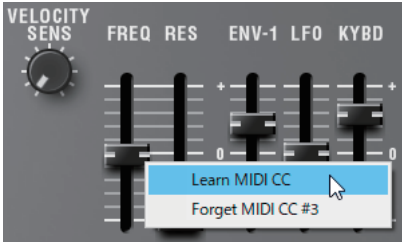
If an error message appears, check the following items.

- Is the MIDI port specified correctly? (p. 10)
- Is the SYSTEM-8 connected to your computer?
- Is the SYSTEM-8's MODEL [PLUG-OUT 1–3] button turned on?
- Is the JUNO-106 plugged-out on the SYSTEM-8? (p. 8)

MIDI Learn Function

Here's how to associate a MIDI control change with a sound parameter, so that the parameter can be controlled by that MIDI message.

Procedure

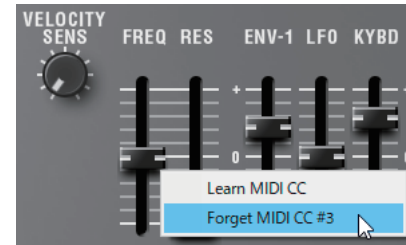


1. Right-click the sound parameter controller (knob or slider).
2. Choose "Learn MIDI CC."
3. Operate your external MIDI device to transmit a control change message.

NOTE

You can't associate more than one MIDI control change with a single controller. Only the most recent setting is used.

Cancelling

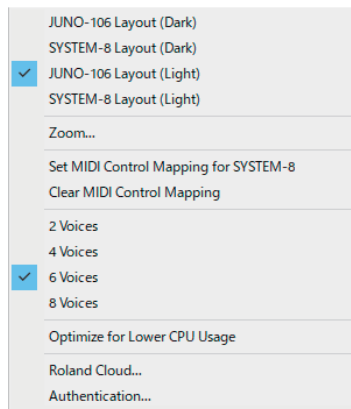


1. Right-click the sound parameter controller (knob or slider).
2. Choose "Forget MIDI CC."

Settings

Option

1. Click the [OPTION] button.



2. Select items.

A ✓ is shown for the selected item.

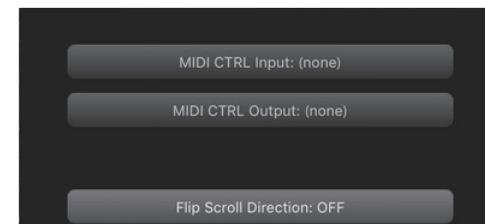
Item	Explanation
JUNO-106 Layout (Dark) SYSTEM-8 Layout (Dark) JUNO-106 Layout (Light) SYSTEM-8 Layout (Light)	Changes the layout of the controllers in the main window. JUNO-106 Layout: The controllers are laid out as they are on the JUNO-106 (original). SYSTEM-8 Layout: The controllers are laid out as they are on the SYSTEM-8. (Dark): Dark panel color. (Light): Bright panel color.
Zoom	You can change the size (zoom factor) of the main window with the mouse.
SetMIDIControlMappingforSYSTEM-8	Check this item if you want to use the SYSTEM-8 as a control surface for the JUNO-106. Here you can make MIDI mapping settings for the buttons and sliders.
Clear MIDI Control Mapping	Clears all MIDI control change mapping.
2-8 Voices	Specifies the maximum simultaneous polyphony. You can reduce the load on the CPU by lowering the polyphony.
Optimize for Lower CPU Usage	Turn this ON if CPU usage is high, and clicks or pops occur.
Roland Cloud...	Displays the Roland Cloud site.
Authentication...	Performs user authentication for the JUNO-106.

Setting

1. Click the [SETTING] button.

The Setting window opens.

* Flip Scroll Direction is only on Mac.



2. Edit the parameters.

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

* If multiple instances of the JUNO-106 are running, these settings apply to all instances.

Others

If you want to use the SYSTEM-8 to play the JUNO-106 (plug-in) in your DAW, set the SYSTEM-8's menu item "SYSTEM" → "SOUND" → "Local Sw" to "SURFACE."

The internal sound engine of the SYSTEM-8 no longer produces sound; only the JUNO-106 can produce sound.

For details, refer to SYSTEM-8 Reference Manual.