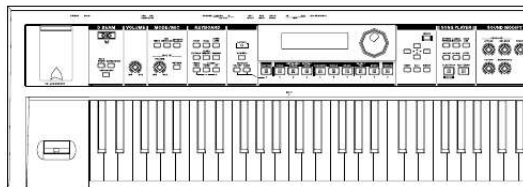




# Your PDF Guides

You can read the recommendations in the user guide, the technical guide or the installation guide for ROLAND JUNO-DI. You'll find the answers to all your questions on the ROLAND JUNO-DI in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

**User manual ROLAND JUNO-DI**  
**User guide ROLAND JUNO-DI**  
**Operating instructions ROLAND JUNO-DI**  
**Instructions for use ROLAND JUNO-DI**  
**Instruction manual ROLAND JUNO-DI**



**JUNO-DI**  
MOBILE SYNTHESIZER WITH SONG PLAYER

Owner's Manual

**Roland**



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<http://yourpdfguides.com/dref/3013954>



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*. 009 - Do not excessively twist or bend the power cord, nor place heavy objects on it. Doing so can damage the cord, producing severed elements and short circuits. Damaged cords are fire and shock hazards! This unit, either alone or in combination with an amplifier and headphones or speakers, may be capable of producing sound levels that could cause permanent hearing loss. Do not operate for a long period of time at a high volume level, or at a level that is uncomfortable.*

*If you experience any hearing loss or ringing in the ears, you should immediately stop using the unit, and consult an audiologist. Do not allow any objects (e.g., flammable material, coins, pins); or liquids of any kind (water, soft drinks, etc.) to penetrate the unit. ....*

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..... 006 · When using the unit with a rack or stand recommended by Roland, the rack or stand must be carefully placed so it is level and sure to remain stable. If not using a rack or 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. ...

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..... 3 USING THE UNIT SAFELY 012b 101b · Immediately turn the power off, remove the AC adaptor from the outlet, and request servicing by your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page when: · The AC adaptor, the power-supply cord, or the plug has been damaged; or · If smoke or unusual odor occurs · 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. In households with small children, an adult should provide supervision until the child is capable of following all the rules essential for the safe operation of the unit. Protect the unit from strong impact.

(Do not drop it!) · The unit and the AC adaptor should be located so their location or position does not interfere with their proper ventilation. ....

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. 101c · This (JUNO-Di) for use only with Roland stand KS-8/ 12. Use with other stands is capable of resulting in instability causing possible injury. ..

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... 014 Please be sure to read and adhere to the cautionary notices contained in the instructions that came with this product. Please note that, depending on the manner in which keyboard performances are carried out, you may encounter situations where the keyboard falls off the stand or the stand topples over, even though you have followed all of the instructions and advice contained within the product's manual. For this reason, you should always perform a safety check each time you use the stand. Always grasp only the plug on the AC adaptor cord when plugging into, or unplugging from, an outlet or this unit. · ...

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..... 015 · Do not force the unit's power-supply cord to share an outlet with an unreasonable number of other devices. Be especially careful when using extension cords-- the total power used by all devices you have connected to the extension cord's outlet must never exceed the power rating (watts/amperes) for the extension cord. Excessive loads can cause the insulation on the cord to heat up and eventually melt through. Before using the unit in a foreign country, consult with your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page. Batteries must never be recharged, heated, taken apart, or thrown into fire or water.



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..... 106 - Never climb on top of, nor place heavy objects on the unit. ..

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..... 023 Never handle the AC adaptor or its plugs with wet hands when plugging into, or unplugging from, an outlet or this unit. · DO NOT play a CD-ROM disc on a conventional audio CD player.

*The resulting sound may be of a level that could cause permanent hearing loss. Damage to speakers or other system components may result. Never expose nickel-metal hydride (NiMH) batteries to excessive heat such as sunshine, fire or the like. ....*

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... 027 Before moving the unit, disconnect the AC adaptor and all cords coming from external devices. · .....

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.... 4 connecting or reconnecting the power cord at the AC outlet or disconnecting the DC plug from the unit's rear panel while the power is on will cause the power to turn off.

You must turn off the power before you connect or disconnect the power cord or AC adaptor. · For everyday cleaning wipe the unit with a soft, dry cloth or one that has been slightly dampened with water. To remove stubborn dirt, use a cloth impregnated with a mild, non-abrasive detergent. Afterwards, be sure to wipe the unit thoroughly with a soft, dry cloth. Never use benzine, thinners, alcohol or solvents of any kind, to avoid the possibility of discoloration 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. You can place a piece of felt or cloth under the rubber feet to prevent this from happening. If you do so, please make sure that the unit will not slip or move accidentally. 554 · 556 352a · · · 352b 558a · 559a · 354a · 561 · 355b · 562 · 358 566a · 360 · · 566b · 6 IMPORTANT NOTES Using USB Memories 704 204 · 705 Carefully insert the USB memory all the way in--until it is firmly in place. Never touch the terminals of the USB memory. Also, avoid getting the terminals dirty.

USB memories are constructed using precision components; handle the USB memories carefully, paying particular note to the following. · To prevent damage to the USB memories from static electricity, be sure to discharge any static electricity from your own body before handling the USB memories. · Do not touch or allow metal to come into contact with the contact portion of the USB memories. · Do not bend, drop, or subject USB memories to strong shock or vibration. · Do not keep USB memories in direct sunlight, in closed vehicles, or other such locations (storage temperature: -25 to 85C). · Do not allow USB memories to become wet. · Do not disassemble or modify the USB memories. \* Microsoft and Windows are registered trademarks of Microsoft Corporation. 206j · 708 \*

Windows® is known officially as: "Microsoft® Windows® operating system." 207 · \* Apple and Macintosh are registered trademarks of Apple Inc. 209 \* Mac OS is a trademark of Apple Inc. 220 \* All product names mentioned in this document are trademarks or registered trademarks of their respective owners. 238 \* MPEG Layer-3 audio compression technology is licensed from Fraunhofer IIS Corporation and THOMSON Multimedia Corporation. Add Handling CD-ROMs 801 \* MatrixQuest™ 2009 TEPCO UQUEST, LTD. All rights reserved.

*The JUNO-Di's USB functionality uses MatrixQuest middleware technology from TEPCO UQUEST, LTD. Add · Avoid touching or scratching the shiny underside (encoded surface) of the disc. Damaged or dirty CD-ROM discs may not be read properly. Keep your discs clean using a commercially available CD cleaner. \* MMP (Moore Microprocessor Portfolio) refers to a patent portfolio concerned with microprocessor architecture, which was developed by Technology Properties Limited (TPL).*

*Roland has licensed this technology from the TPL Group. 7 Main Features Professional Synthesizer, Portable Package Professional synthesizer with over 1,000 instruments · More than one thousand sounds, with an emphasis on the piano, organ, strings, brass, and synth sounds that are crucial to live performance. Easy-to-use, intuitive user interface · You can use the sound buttons to directly select a variety of sounds. · It's easy to make "split" settings, which, for example, let you play piano with your right hand and bass with your left; or "dual" settings, which allow you to layer sounds such as piano and strings. · The large-character display ensures excellent visibility, and is ideal for live performances. Battery operation for mobile use (Support Ni-MH AA SIZE Rechargeable Battery) · A light-weight compact body, plus the ability to run on batteries. · You can use the JUNO-Di with a battery-powered amp for live, street performances. MP3, WAV, AIFF and SMF playback capability via optional USB-Memory--perfect for backing tracks when performing live · You can play back MP3, WAV, AIFF, or SMF files saved in USB memory--a great feature for playing backing tracks during live performances. · Use the included "Playlist Editor" (Win/Mac) application software to easily place songs in the desired order for your live performances. Microphone input with dedicated Reverb and Vocoder for sing-along · The microphone jack is ideal for the keyboard player who also sings.*

*With the dedicated reverb, it's easy to get the exact sound you want. · A vocoder effect is also built in, giving you exciting possibilities for live performance. PC/Mac Editor software included · By using the included "JUNO-Di Editor" application software you can perform the same detailed sound editing as on professional synthesizers.*



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8 Contents USING THE UNIT SAFELY .....

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..... 3 IMPORTANT NOTES....

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*... 8 Introduction ...*

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*.....13 Panel Descriptions....*

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*... 14 Front Panel .....*

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.....14 Rear Panel ....

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.16 Getting Ready .....

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..... 17 Connecting the AC Adaptor .....

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....17 Installing Batteries (Sold Separately).

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.....17 Removing Batteries...

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....18 When to Replace the Batteries (BATTERY Indicator) .....

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....18 Connecting the External Equipment.

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.....18 Connecting Speakers or Headphones...

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....18 Connecting Pedal .

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....19 Connecting a Microphone.

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*...19 Connecting a Portable Audio Device .....*

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*.....19 Turning On/Off the Power....*

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*....20 Turning Off the Power.....*

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*...20 Adjusting the Volume Level ([VOLUME] Knob) ....*

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*....20 Adjusting the Display Contrast ([LCD CONTRAST] Knob) .....*

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*...20 Turning the Display Backlight On/Off .....*

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*.....21 Using the Included USB Memory Protector .*

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*....21 Listening to the Demo Songs.....*

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*.....21 Application Guide ....*

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*23 Playing Ballads.....*

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*... 24 Pedal--HOLD PEDAL .....*

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*..... 24 Adding Reverb--[REVERB] Knob .*

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*... 25 Selecting a Tone.....*

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.....27 *Playing Rock Organ* ...

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.. 28 *Rotary Effect + Modulation Lever*.....

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29 *Pitch Bend/Modulation Lever* .....

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..... 29 *Playing Pops*.....

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*.. 30 Layering Different Tones--[DUAL] Button ...*  
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*..... 31 Playing with multiple tones--[PERFORM (Performance)] button...*  
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*.... 31 Playing R&B .*  
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*..... 32 Playing with a Different Tone for Each Hand--[SPLIT] Button ...*  
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*33 Changing the point where the keyboard is divided (the split point).....*  
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*. 33 Changing the Pitch in One Octave Steps--OCTAVE [DOWN]/[UP] Buttons.....*  
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*.... 34 Playing Rhythm Patterns--[RHYTHM PATTERN] Button.*  
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*.... 35 Switching rhythm styles (rhythm pattern group).*  
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*..... 35 9 Contents Playing Bossa Nova ...*

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.. 36 Playing a Chord with a Single Key--[CHORD MEMORY] Button.....

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..... 37 Playing Arpeggios--[ARPEGGIO] Button...

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..... 37 Playing Techno Sounds ....

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..... 38 Varying the Tone--[CUTOFF]/[RESONANCE] Knobs .....

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.. 39 Varying the Tone--D Beam Controller/[SOLO SYNTH] Button .....

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.... 39 Playing Drums.

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... 40 Playing Synthesizer Sounds.....

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..... 41 Thickening a Single Tone--[SUPER LAYER] Button .....

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.... 41 Singing Along While You Play .

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.. 42 Using the vocoder .....

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.... 42 Changing vocoder settings.....

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..... 43 Using a Microphone--MIC IN [VOLUME] Knob/[REVERB] Button.

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.. 43 Shifting the Key Range in Semitone Steps--[TRANSPPOSE] Button ...

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*. 44 Transposing .....*

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*44 Playing Live .....*

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*... 45 Registering and Switching to Frequently Used Tones or Settings --FAVORITE [ON/OFF] Button/[BANK] Button .....*

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*..46 Switching Favorite Banks...*

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*. 46 Playing Back a Song--[SONG LIST] Button ....*

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*..... 49 Selecting tones by numbers--[NUMERIC] button ....*

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.. 49 Connecting portable audio players and playing back...

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. 49 Saving Your Settings--[WRITE] Button .....

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.... 52 Reference.

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..53 Overview .....

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.... 54 How the JUNO-Di is Organized .

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*..54 Keyboard Settings for Playing the JUNO-Di.....*

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*.....54 Rhythm Sets...*

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56 Basic Operation of the JUNO-Di .....

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*.....59 Editing a Rhythm Set's Volume (Rhythm Edit) ....*

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...61 Specifying the Tone that will be First Selected by a Tone Button ..

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.62 Saving Your Settings .....

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*.....66 Changing the Split Point .....*

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*..66 Making the Selected Tone the Lower Tone of a Split .....*

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*66 Exchanging the Two Tones in Split/Dual Mode .....*

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*...66 Octave Shift Settings ..*  
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*.....67 Arpeggio Settings....*

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*67 Chord Memory Settings .....*

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.....70 What is V-LINK? ..

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...70 Connection Example .....

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.....70 Turning the V-LINK ON/OFF...

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.....70 V-LINK Settings ..

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*..71 Selecting and Playing a Song ([SONG LIST] Button) .....*

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*...72 Adjusting the Volume of the Song Player.....*

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*.....72 Selecting and Playing a Playlist .....*

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*.....75 Procedure for Making System Settings..*

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*.75 Backing Up or Initializing Data (UTILITY)...*

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.....82 *Playing the JUNO-Di from an External MIDI Device..*

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.....82 *Setting the Receive Channel..*

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...82 *Soft Through On/Off..*

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31). [SOLO SYNTH] Button This button lets you use the D Beam controller to play the JUNO-Di like a monophonic synthesizer (p. 63). [SUPER LAYER] Button This button turns on "Super Layer," which makes a single tone richer or more spacious (p. 41). [EXPRESSION] Button This button lets you use the D Beam controller to create expressive changes in the volume (p.

63). [ARPEGGIO] Button Turns the arpeggio on/off. A setting screen will appear when you press this button to turn it on (p. 37, p. 67). [ASSIGNABLE] Button This button lets you assign various functions to the D Beam controller (p. 63). \* By holding down the [SHIFT] button and pressing one of these buttons, you can access the corresponding edit screen without turning the button on/off. [CHORD MEMORY] Button Turns the chord memory function on/off. A setting screen will appear when you press this button to turn it on (p.

37, p. 69). [V-LINK] Button 3 [VOLUME] Knob Adjusts the overall volume that is output from the rear panel OUTPUT jacks and PHONES jack (p. 20). Turns the V-LINK on/off.

A setting screen will appear when you press this button to turn it on (p. 70). [TRANSCOPE] Button 4 MODE/MIC By holding down the [TRANSCOPE] button and using the [-] [+] buttons, you can raise or lower the key range in semitone steps (p. 44). [MENU] Button This button displays a menu from which you can choose system settings or utility functions.

This button is also used when you want to edit sounds or other settings in detail. OCTAVE [DOWN] [UP] Buttons These buttons raise or lower the key range in steps of an octave (p. 34). [MIDI CONTROLLER] Button Selects MIDI Controller mode, allowing you to control an external MIDI sound generator (p. 81). [PREVIEW] Button Hold down this button to audition the currently selected sound (p. 25). 14 Panel Descriptions fig.Front.eps\_70 7 8 6 BATTERY Indicator When you're operating the JUNO-Di on batteries, this indicates the amount remaining in the batteries (p.

18). Normally, the indicator will be extinguished. This indicator will light when the batteries run low. If you continue using the JUNO-Di, the indicator will blink; please recharge the batteries. \* If you continue use even though the indicator is blinking, the display will indicate "Battery Low!" and further operation will be impossible. 7 SONG PLAYER [RHYTHM PATTERN] Button Turns the rhythm pattern on/off (p. 35, p. 74). [C. CANCEL/MINUS ONE] Button Turns the Center Cancel or Minus-One function on/off (p.

73). [SONG LIST] Button Displays the song list if USB memory is connected (p. 72). [ ] Buttons [NUMERIC] Button When this button is on, you can use the [RHYTHM (0)][PERFORM (9)] buttons to enter numeric values (p. 57).

Use these buttons to select songs or to change the playback location within a song (p. 72). When [RHYTHM PATTERN] is on, these buttons switch rhythm patterns (p. 74). FAVORITE [ON/OFF] Button Turns the Favorite function on/off (p.

46). [LEVEL] Button Use this button to adjust the volume of the rhythm pattern or song (p. 72, p. 74). FAVORITE [BANK] Button When this button is on, you can use the [RHYTHM (0)][PERFORM (9)] buttons to select Favorite banks (p. 46). [PLAY/STOP] / [DEMO] Button This button starts/stops the rhythm pattern or song (p. 72, p. 74). If USB memory is not connected and the [RHYTHM PATTERN] button is off (unlit), pressing this button will start/stop the demo playback (p.

21). Display This shows information about the operation you're performing. Dial Use this to modify values. The value will change faster if you turn the dial while holding down the [SHIFT] button (p. 57). [TAP TEMPO] Button Used to specify the tempo (p. 58). [RHYTHM][PERFORM] / [0][9] Buttons (Tone Buttons) Use these buttons to select tones (p. 25). You can also use the dial to select other tones in the same category.

When the [NUMERIC] button is on, you can use these buttons to enter a numeric value. 8 SOUND MODIFY ENVELOPE [ATTACK] [RELEASE] Knobs Use these knobs to modify the sound in real time (p. 65). [WRITE] Button Saves the modified settings in internal memory (p. 52, p.

62). [CUTOFF] [RESONANCE] Knobs Use these knobs to modify the sound in real time (p. 66). [ ] [ ] [ ] Buttons (Cursor Buttons) [REVERB] Knob Adjusts the amount of reverb applied to the overall sound (p. 66).

These buttons move the cursor position up/down/left/right (p. 57). [SHIFT] Button This button is used in conjunction with other buttons to access the setting screens for various functions. 9 Pitch Bend/Modulation Lever [EXIT] Button This button returns you to the previous screen or to the main screen. In some screens, this button is used to cancel the current operation. This allows you to control pitch bend or apply vibrato (p. 29). 9 [ENTER] Button Use this button to finalize a setting or to execute an operation. 15 Panel Descriptions Rear Panel fig.Rear.

eps\_70 1 2 3 4 5 6 7 8 9 10 11 12 1 2 [LCD CONTRAST] Knob 8 USB COMPUTER Connector This knob adjusts the contrast of the display (p. 20). Use this connector to connect the JUNO-Di to your computer via a USB cable (p. 84). MIDI Connectors (OUT, IN) These connectors can be connected to other MIDI devices to receive and transmit MIDI messages (p. 80). 9 Cord Hook Use this to secure the cord from the AC adaptor (p. 17). 3 HOLD PEDAL Jack 10 DC IN Jack Connect the AC adaptor here (p. 17).

You must use only the included AC adaptor. You can connect a pedal switch (such as one from the DP series; sold separately) here, and use it as a hold pedal (p. 19). Since this jack can be enabled to support half-pedaling, you can connect a damper pedal (DP-10; sold separately) here and use it to control subtle nuances of pedaling when you're playing piano sounds. 11 [POWER] Switch This turns the power on/off (p.

20). 4 MIC INPUT Jack You can connect a microphone (-50 dBu) here (p. 19). This jack supports dynamic microphones. It is an unbalanced 1/4" phone jack. 12 Ground Terminal Depending on the circumstances of a particular setup, you may experience a discomforting sensation, or perceive that the surface feels granular when you touch this device, microphones connected to it, or the metal portions of other objects, such as guitars. This is due to an infinitesimal electrical charge, which is absolutely harmless. However, if you are concerned about this, connect the ground terminal with an external ground. When the unit is grounded, a slight hum may occur, depending on the particulars of your installation. If you are unsure of the connection method, contact the nearest Roland Service Center. Unsuitable places for connection · Water pipes (may result in shock or electrocution) · Gas pipes (may result in fire or explosion) · Telephone-line ground or lightning rod (may be dangerous in the event of lightning) 5 926a EXT INPUT Jack You can connect your portable audio player or similar device here (p.



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<http://yourpdfguides.com/dref/3013954>

19). \* When connection cables with resistors are used, the volume level of equipment connected to the inputs (EXT INPUT) may be low. If this happens, use connection cables that do not contain resistors. 6 OUTPUT Jacks (R, L/MONO) These output the audio signal in stereo to your amp or mixer.

If you're outputting in mono, connect only the L/MONO jack (p. 18). 7 PHONES Jack You can connect a set of headphones (sold separately) here (p. 18). 16 Getting Ready Connecting the AC Adaptor 1. Make sure that the [POWER] switch is off. fig.power-onoff.eps Installing Batteries (Sold Separately) If eight commercially available AA nickel-metal hydride batteries are installed, you'll be able to play the JUNO-Di without connecting the AC adaptor. Upper position Types of batteries that can be used Off Using nickel-metal hydride batteries will allow approximately five hours of continuous operation at room temperature.

(However, the duration will be approximately four hours if USB memory is connected. The duration of continuous operation may differ depending on the conditions of use.) Do not use alkaline batteries or zinc-carbon batteries. 2. Connect the included power cord to the included AC adaptor. Battery handling If you connect the AC adaptor and turn on the power when batteries are installed, the AC adaptor will be used preferentially. If you're using batteries, disconnect the AC adaptor from this unit. If batteries are installed, disconnecting or reconnecting the power cord at the AC outlet or disconnecting the DC plug from the JUNO-Di's rear panel while the power is on will cause the power to turn off. You must turn off the power before you connect or disconnect the power cord or AC adaptor. The BATTERY indicator is only an approximation.

3. Connect the AC adaptor to the JUNO-Di's DC IN jack, and plug the power cord into an AC outlet. fig.ACcord-e.eps\_97 DC IN DC Plug AC Outlet AC Cord Indicator Avoid using new batteries together with used ones. In addition, avoid mixing different types of batteries. Whenever the unit is to remain unused for an extended period of time, save any important data on a USB memory, and then remove the batteries. Improper handling of a battery, rechargeable battery, or charger can cause leakage, overheating, fire, or bursting. Before use, you must read all of the safety instructions for your battery, rechargeable battery, and charger, and use these items safely in accordance with the safety instructions. You must use the combination of rechargeable battery and charger specified by the battery manufacturer.

AC Adaptor (included) · Place the AC adaptor so the side with the indicator (see illustration) faces upwards and the side with textual information faces downwards. · The indicator will light when you plug the AC adaptor into an AC outlet. · To prevent the inadvertent disruption of power to your unit (should the plug be pulled out accidentally), and to avoid applying undue stress to the DC IN jack, anchor the power cord using the cord hook, as shown in the illustration. fig.cordhook-e.eps 1. While pressing the tabs of the battery compartment cover on the JUNO-Di's bottom panel, remove the cover. fig.BattCase-1.eps DC IN Jack Cord Hook The cord of the supplied AC Adaptor · When opening the battery compartment cover, make sure that no foreign

objects (flammable items, coins, pins, etc.

) or liquids (water, juice, etc.) enter the compartment. · When turning the unit upside-down, get a bunch of newspapers or magazines, and place them under the four corners or at both ends to prevent damage to the buttons and controls. Also, you should try to orient the unit so no buttons or controls get damaged. · When turning the unit upside-down, handle with care to avoid dropping it, or allowing it to fall or tip over.

To the AC Adapter 17 Getting Ready 2. Insert the batteries into the battery compartment, taking care to observe the correct polarity (+/- orientation). fig.BattCase-2.eps Connecting the External Equipment Connecting Speakers or Headphones Since JUNO-Di contains no amplifier or speakers, you'll need to connect it to audio equipment such as a keyboard amplifier, monitor speaker system or home stereo, or use headphones to hear its sound.

Carefully follow the installation instructions for batteries, and make sure you observe the correct polarity. In order to fully experience the JUNO-Di's sound, we recommend using a stereo amp/speaker system. If you're using a mono system, however, make your connections to the JUNO-Di's OUTPUT L/MONO jack. Audio cables are not included with the JUNO-Di. You'll need to provide them. 921 3. Securely close the battery compartment cover. Removing Batteries To remove the batteries, power off the JUNO-Di, open the battery compartment cover, and remove the batteries. To prevent malfunction and/or damage to speakers or other devices, always turn down the volume, and turn off the power on all devices before making any connections. fig.

connect-output\_e.eps When to Replace the Batteries (BATTERY Indicator) When the batteries run down, the BATTERY indicator located at the left of the display will light or blink. · The BATTERY indicator will light when the batteries run low. · If you continue using the JUNO-Di, the indicator will blink; please recharge the batteries. · If you continue use even though the indicator is blinking, the display will indicate "Battery Low!" and further operation will be impossible. · The BATTERY indicator is only an approximation. To reduce battery consumption, you can turn off the display's backlight when it is not required. Refer to "Turning the Display Backlight On/Off" (p. 21). You can also set the system setting "POWER SAVE MODE" to save power.

For details, refer to "Making Settings that are Common to the Entire JUNO-Di (SYSTEM)" (p. 75). Stereo headphones Mixer etc. Monitor speakers (powered) Power amp 18 Getting Ready Connecting Pedal Connect a pedal switch (DP series; sold separately) to the rear panel HOLD PEDAL jack. While you hold down the pedal, the notes will be sustained (held) even if you take your fingers off the keyboard.

fig.connect-pedal.eps Connecting a Microphone You can use a microphone by connecting it to the rear panel MIC INPUT jack. You can apply an effect to the sound from the microphone. For details, refer to "Using the vocoder" (p.

42). fig.connect-audio.eps\_e Dynamic Microphone You can also use the pedal switch to control functions other than Hold. For details, refer to "Making Settings that are Common to the Entire JUNO-Di (SYSTEM)" in the section "HOLD PEDAL" (p. 75). As an alternative to a pedal switch (DP series), you can also connect a damper pedal (DP-10) or expression pedal (EV-5). Use only the specified expression pedal (EV-5; sold separately).



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By connecting any other expression pedals, you risk causing malfunction and/or damage to the unit. Howling could be produced depending on the location of microphones relative to speakers.

This can be remedied by: 1. Changing the orientation of the microphone. 2. Relocating microphone at a greater distance from speakers. 3. Lowering volume levels. Connecting a Portable Audio Device You can connect an MP3 player or other audio device to the EXT INPUT jack on the rear panel and listen to the playback. Audio cables are not included with the JUNO-Di. You'll need to provide them. fig.

connect-audio.eps\_e Portable Audio Device EXT INPUT jack 19 Getting Ready Turning On/Off the Power 941 Turning Off the Power 1. Before turning off the power, consider these two questions: · Have the volume controls of the JUNO-Di and all connected audio devices been turned to their lowest settings? · Have you saved your JUNO-Di sounds or other data you've created? Once the connections have been completed, turn on power to your various devices in the order specified. By turning on devices in the wrong order, you risk causing malfunction and/or damage to speakers and other devices. 1.

Before turning on the JUNO-Di's power, consider these two questions: · Is the AC adaptor and any other equipment connected correctly? · Have the volume controls of the JUNO-Di and all connected audio devices been turned to their lowest settings? 2. Turn off the power for all connected audio devices. 3. Turn off the [POWER] switch of the JUNO-Di. fig.

power-onoff.eps Upper position Off 2. Turn on the [POWER] switch located on the rear panel of the JUNO-Di. fig.power-onoff.eps Lower position On Adjusting the Volume Level ([VOLUME] Knob) Always make sure to have the volume level turned down before switching on power. Even with the volume all the way down, you may still hear some sound when the power is switched on, but this is normal, and does not indicate a malfunction. To ensure proper operation of the pitch bend lever, make sure not to touch the lever when turning the JUNO-Di's power on. fig.Bender2-e.

eps 1. Use the [VOLUME] knob to adjust the volume. Turning the knob toward the left will decrease the volume, and turning it toward the right will increase the volume. Also adjust the connected device to an appropriate volume. fig.volume2.eps 3. Turn on the power for any connected audio devices. 4. While playing the keyboard and listening to the sound, slowly increase the volume of the JUNO-Di and the volume of the connected equipment until you obtain the desired volume.

fig.volume1.eps Adjusting the Display Contrast ([LCD CONTRAST] Knob) The characters in the display may be difficult to read immediately after the power is turned on, or after you have been using the JUNO-Di for an extended time, or due to the conditions in which it's being used. If this occurs, turn the rear panel [LCD CONTRAST] knob to make the display legible. fig.

LCDcontrast.eps 20 Getting Ready Turning the Display Backlight On/Off To reduce battery consumption, you can turn off the display backlight when it's not required. Listening to the Demo Songs Here's how to listen to the demo songs that are built into the JUNO-Di. 1. Power up the JUNO-Di as described in "Turning On/Off the Power" (p.

20). 1. Hold down the [SHIFT] button and press the [EXIT] button. The display backlight will turn off. 2. Press the [PLAY/STOP] button. The "DEMO" screen will appear. The demo song will begin playing. Turning the display backlight on 1. Hold down the [SHIFT] button and press the [ENTER] button.

The display backlight will turn on. You can set the system setting "POWER SAVE MODE" to specify the power conservation setting. For details, refer to "Making Settings that are Common to the Entire JUNO-Di (SYSTEM)" (p. 75). 3. To stop playback, press the [PLAY/STOP] or [EXIT] button. The "DEMO MENU" screen will appear. You can also select a demo song by using the cursor buttons to move the cursor. 4. Press the [EXIT] button to exit the "DEMO MENU" screen.

No. 1 Title Have you met? Di Groove JUNO Pops Takedown Composer Mitsuru Sakaue Adrian Scott Mitsuru Sakaue Scott Tibbs Copyright ©2009 Roland Corporation ©2009 Roland Corporation ©2009 Roland Corporation ©2009 Roland Corporation Using the Included USB Memory Protector You can use the included USB memory protector to prevent theft of the USB memory connected to the JUNO-Di. fig.CoverLock.eps 2 3 4 All rights reserved.

Unauthorized use of this material for purposes other than private, personal enjoyment is a violation of applicable laws. No data for the music that is played will be output from MIDI OUT connector. If USB memory is connected, you can play the demo songs by choosing "Demo Play" from the "MENU" screen. For details, refer to "Playing the Demo Songs (DEMO PLAY)" (p. 79).

Caution You must use the included screws. You must use the included Allen wrench to tighten or remove the screws. Using a tool that does not match the screw heads will damage them. Be careful not to over-tighten the screws. Doing so may damage the screw's head, causing the wrench to rotate uselessly. To tighten the screws, turn the Allen wrench clockwise. To loosen the screws, turn the Allen wrench counter-clockwise. fig.screw-e.eps loosen tighten Keep the removed screws out of the reach of small children to ensure they are not swallowed accidentally.

21 MEMO 22 Application Guide This Application Guide presents the functions that are available when you are playing music on the JUNO-Di. This guide contains sample scores for a wide variety of musical styles. Choose the section that you want to play from these scores. The supplied CD-ROM contains audio data for the sample scores for your reference. Audio data on the supplied CD-ROM File Name 01\_Piano\_Ballad.wav 02\_Jazz\_EP.wav 03\_Rock\_Organ.wav 04\_PianoString\_Dual.wav 05\_R&B\_Split.wav 06\_Ac\_Guitar.

wav 07\_Techno\_Arp.wav 08\_Drum\_Kit.wav JUNO-Di\_Song.wav JUNO-Di\_Song\_Backing.wav "Playing Ballads" "Playing Jazz Electric Piano" "Playing Rock Organ" "Playing Pops" "Playing R&B" "Playing Bossa Nova" "Playing Techno Sounds" "Playing Drums" "Playing Live" Section Page p. 24 p. 26 p. 28 p. 30 p. 32 p.

36 p. 38 p. 40 p. 45 There may be some differences between the audio data on the CD-ROM and the sound you play with the JUNO-Di. 23 Playing Ballads This section explains how to select the piano tone for playing ballads. If use a pedal (sold separately), you can make reverberate in the same way as if you were using the damper pedal on a piano. Use the "reverb" effect to add some reverberation to your tone, as if you are playing in a concert hall. Playing Ballads [PIANO] Button [REVERB] Knob Tone Buttons [PREVIEW] Button Selecting a Tone 1 Press the [PIANO] Button.



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The piano tone is selected. ° Playing Play the sample score.

**Important Pedal--HOLD PEDAL** Try plugging a separately available pedal (DP series) into the HOLD PEDAL jack on the back of JUNO-Di. When you step on the pedal, the tone that you played is sustained as long as the pedal is pressed (the same effect as the damper pedal on a piano). Try using the pedal when you play. The pedal can be assigned to other functions besides the Memo damper pedal. Refer to "Making Settings that are Common to the Entire JUNO-Di (SYSTEM)" in the section "HOLD PEDAL" (p. 75). Function 24 Playing Ballads Piano Ballad =120 Important Adding Reverb--[REVERB] Knob "Reverb" is an effect that adds reverberation to the tone, like the effect of playing in a concert hall. With the JUNO-Di, you can use the [REVERB] knob to adjust how the tone reverberates. Turn the [REVERB] knob to find the reverb that tones good to you. Function Operation Selecting a Tone Follow these steps to select a tone: 1.

2. Use the tone buttons to select the category of the tone you want to play. Turn the dial to select the tone. When you play the keys, you can hear the tone that is displayed on the screen. Term Effect "Effect" is a function that adds various effects to alter the tone.

Tip Listening to the tone--[PREVIEW] button The [PREVIEW] button is useful when you select a tone. Press and hold the [PREVIEW] button to hear a phrase played using the tone that is displayed on the screen. When you release the button, the phrase stops. Phrases are provided for each category of tone.

25 Playing Jazz Electric Piano This section explains how to select the electric piano tone for playing jazzy phrases.

You can change the mood of your playing by changing the effects added to the tone. Playing Jazz Electric Piano [PIANO] Button Dial Cursor Buttons [SHIFT] Button Selecting a Tone 1 Press the [PIANO] Button. 2 Press the [ ] cursor button. The electric piano tone is selected. 3 Use the dial to select "046: Stage Phaser." Playing Play the sample score. 26 Playing Jazz Electric Piano Jazz EP =120 Adding an Effect When you select the "Stage Phaser" effect, a phasing effect is applied to the sound. In this section, you turn on the "Tremolo" effect while you play. 1 Hold down the [SHIFT] button and press the [PIANO] button. The "MFX" screen is displayed.

In the "MFX" screen, you can set the effect that you add to the currently selected tone. You can also use the [MENU] button to display the "MFX" Memo screen. For more information, see page "Editing the Effects (MFX/Chorus/Reverb) (Effect Edit)" (p. 61). Detailed settings of the effect type Switch the effect on/off Effect type 2 3 Use the dial to select "17: TREMOLO." "Tremolo" is selected for the effect type. Play the sample score. Experiment with the different moods different effects can add to your playing. Term Tremolo/Phaser "Tremolo" vibrates the volume to add its unique effect to the tone. With "Phaser," the tone swells.

Both of these effects were often used on some legendary electric pianos in the 70s. 27 Playing Rock Organ This section explains how to play rock organ with the classic seventies rock tone. Here, we will select the organ tone and add the "Rotary" effect. Use the Pitch Bend/Modulation lever on the left of the keyboard to make the tone vary while you play. Playing Rock Organ [KEYBOARD/ORGAN] Button Dial Pitch Bend/ Modulation Lever Selecting a Tone 1 Press the [KEYBOARD/ORGAN] button.

The "001: HardRockORG1" sound is selected. ° Playing Play the sample score. 28 Playing Rock Organ Rock Organ =104 Important Rotary Effect + Modulation Lever When you play with the "Rotary" effect, you can tilt the Modulation lever forward to change the effect's speed. At the " " mark in the sample score, press the Hold Pedal (see page 24) and tilt the lever forward with your left hand. When you move the lever, the swelling speed of the tone changes.

When you return the lever, the swell also returns. Using the Pitch Bend/Modulation lever with your left hand, you can add effects to the tone while playing with your right hand. When you're playing a tone that uses "Rotary" or "VK Rotary" as the effect (MFX), the speed of Memo the rotary effect will be switched each time you tilt the modulation lever. For details on effect settings, refer to p. 61. Function Important Pitch Bend/Modulation Lever When you play with another tone that does not have the rotary effect, the Pitch Bend/Modulation lever has the following effects: While you play the keyboard, you can tilt the lever to the left to lower the pitch, and to the right to raise the pitch. This is called the "Pitch Bend Effect." You can also tilt the lever forward to add a vibrato effect to the tone. This is called the "Modulation Effect." By tilting and holding the lever forward and to the left or right at the same time, you can attain both effects together.

Modulation Effect Pitch Bend Effect Function Term Rotary/Rotary Speaker The "Rotary" effect reproduces the effect of rotary speakers, which tend to be used with organs. Rotary speakers were often used in 60s jazz and 70s hard rock. 29 Playing Pops This section explains how to play pops with a variety of tones.

By using the "Dual" function, you can layer two different tones together. For this example, we'll layer Piano and Strings. Playing Pops [DUAL] Button [PIANO] Button [ORCHESTRA] Button Selecting a Tone 1 Press the [PIANO] button. 2 Use the dial to select "001: 88StageGrand." The piano tone is selected. Turning on Dual 1 2 Press the [DUAL] button to switch the light on. Dual is turned on.

Press the [ORCHESTRA] button. 3 Use the dial to select "0c010: X Hall Str." The strings tone is selected. When you play the keyboard, the Piano and Strings sound at the same time. Performance name Name of the tone you select first Name of the tone to overlay 30 Playing Pops Piano/String Dual =110 ° Playing Play the sample score.

You can also follow the steps described in pages 3435 to play back the Pops rhythm pattern. In this case, select "002: Pop 2" as the rhythm pattern group. Turning off Dual 1 Press the [DUAL] button to switch the light off. The Dual function switches off. Important Layering Different Tones--[DUAL] Button With the "Dual" function, you layer two different tones together.

After selecting a tone that you want to play, press the [DUAL] button and choose a second tone to layer over the top. When you press the [DUAL] button once, it is lit that Dual is turned on.



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When you press the [DUAL] button again, the light turns off to show that the Dual is turned off. **Function Tip** Playing with multiple tones--[PERFORM (Performance)] button When you turn on functions that enable you to play with multiple tones, for example, Dual, Split (see page 33), and Super Layer (see page 41), the [PERFORM] button is lit. When you change the settings (i.e. the tone you use) of Dual, Split, or Super Layer, you can use numbers 501 to 564 on the [PERFORM] button to save the settings (see page 52). The [PERFORM] button also has some presets for playing with multiple tones. (A collection of settings that specify how a multiple number of tones are to be played is known as a "Performance.") When you press the [PERFORM] button, the name of the performance is displayed at the top of the screen.

**31 Playing R&B** This section explains how to play R&B, using the "Split" function to play bass with your left hand and piano with your right hand. If desired, you can use the "Octave Shift" function to lower the right-hand tone by an octave. JUNO-Di's "Rhythm Pattern" function enables you to easily play rhythm patterns such as drums. Use rhythm patterns to enjoy playing like in a jam session. **Playing R&B [SPLIT] Button [PIANO] Button [GUITAR/BASS] Button** Selecting a Tone 1 2 Press the [PIANO] button. Use the dial to select "063: EP Trem 1." The electric piano tone is selected. Turning on Split 1 Press the [SPLIT] button to switch the light on. The Split is turned on. 2 3 Press the [GUITAR/BASS] button.

Use the dial to select "Gt056: Finger Bs 1." The bass tone is selected. You can divide the keyboard at the key shown in the illustration below to play with a different tone for each hand. The tone for the left hand is called "LOWER," while the tone for the right hand is called "UPPER." LOWER tone name Split Point (C4) Performance name UPPER tone name LOWER UPPER 32 **Playing R&B R&B Split =92** Playing Play the sample score.

**Important** Playing with a Different Tone for Each Hand--[SPLIT] Button The "Split" function enables you to play with a different tone for each hand. After selecting a tone for the right hand, press the [SPLIT] button to divide the keyboard into two sections. Next, select a tone for the left hand. When you press the [SPLIT] button once, it lit to show that Split is turned on. When you press the [SPLIT] button again, the light turns off to show that Split is turned off. **Function Operation** Changing the point where the keyboard is divided (the split point) When you are using the Split function, follow these steps to change the split point: 1. When the [SPLIT] button is lit, hold down the [SPLIT] button and press the key where you want to set the split point. The pressed key becomes the split point. The UPPER section starts from the split point. 2. When you have finished making settings, press the [EXIT] button. **33 Playing R&B Dial [RHYTHM PATTERN] Button OCTAVE [DOWN]/[UP] Buttons [PLAY/STOP] Button** Shifting the Right Hand down One Octave Lower the pitch of the Upper tone, which you play with your right hand, by an octave. 1 Press the [ ] button to move the cursor to the number of the upper tone. The Upper tone is selected. 2 Press the OCTAVE [DOWN] button.

The UPPER pitch is shifted down one octave. **Important** Changing the Pitch in One Octave Steps--OCTAVE [DOWN]/[UP] Buttons You can change the pitch in steps of one octave. This is called the "Octave Shift" function. If you are playing a low part such as a bass line with your right hand, you will find it easier if you shift the keyboard down one or two octaves. Use the OCTAVE [DOWN] or [UP] buttons to adjust the Octave Shift. Press the [DOWN] button to shift the pitch of the currently selected tone down an octave, or press the [UP] button to shift it up at an octave. You can shift the pitch as much as three octaves down (-3) or three octaves up (+3). **Memo** For further information about the octave shift function, see "Octave Shift Settings" (p. 67). **Function** Playing Rhythm Patterns 1 Press the [RHYTHM PATTERN] button.

The button is lit. The Rhythm Pattern is turned on and the "RHYTHM PATTERN" screen is displayed. 2 Use the dial to select "017: R&B." 34 **Playing R&B R&B Split =92** 3 Press the [PLAY/STOP] button. The R&B rhythm pattern is played back.

Try playing the sample score along with the rhythm pattern. 4 Press the [PLAY/STOP] button to stop the rhythm pattern. Turning off each function If you press the [SPLIT] button and the button's light goes out, the Split function is switched off. If you press the OCTAVE [DOWN] and [UP] buttons together, the value of the Octave Shift is reset to "0" and the pitch of the keyboard is restored. If you press the [RHYTHM PATTERN] button and the button's goes out, the Rhythm Pattern is turned off.

**Important** Playing Rhythm Patterns--[RHYTHM PATTERN] Button The JUNO-Di contains many rhythm patterns for a wide variety of musical styles. Some rhythm patterns are simple ones with only a few tones, while others are more extravagant, with many tones. You can use a more extravagant pattern for a refrain part, change patterns between different verses, or simply jam along to the groove. **Function** **Memo** For further information about the Rhythm Pattern function, see "Playing Rhythm Patterns ([RHYTHM PATTERN] Button)" (p. 74). **Operation** Switching rhythm styles (rhythm pattern group) Follow the steps below to change the rhythm pattern's style: 1. 2. Press the [RHYTHM PATTERN] button. The button is lit. Use the dial to select a rhythm pattern group.

The rhythm pattern changes. **Memo** For a list of rhythm pattern groups, see "Rhythm Pattern Group List" (p. 124). Rhythm pattern group name Rhythm set name 35 **Playing Bossa Nova** This section explains how to play a Bossa Nova pattern using just your left hand. Use the JUNO-Di's "Chord Memory" function to play complex chords with a single key. You also use the "Arpeggio" function, which allows you to create arpeggios simply by playing chords. **Playing Bossa Nova [CHORD MEMORY] Button [GUITAR/BASS] Button [ARPEGGIO] Button Dial** Selecting a Tone 1 Press the [GUITAR/BASS] button. 2 Use the dial to select "009: Bright Nylon." The guitar tone is selected. Turning on the Chord Memory Function 1 Press the [CHORD MEMORY] button.

The button is lit. The Chord Memory function switches on. The "CHORD MEMORY" screen is displayed. 2 Use the dial to select "005: Jazz 3" for the chord set. A chord is assigned to each key.

Play the C (Do) key. This single key will play the CM9 chord C-E-G-B-D (do-mi-so-ti-re.) Chord set name Detailed settings for Chord Memory (p.



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69) Turning on the Arpeggio Function 1 36 Press the [ARPEGGIO] button. The button is lit.

The Arpeggio function switches on. Playing Bossa Nova Ac. Guitar (Bossa Nova) =102 ° The "ARPEGGIO" screen is displayed. Arpeggio style name 2 ° Use the dial to select "123: Key Bckng1(a)" as the arpeggio style. Detailed setting for Arpeggio (p. 67) Playing Try playing the sample score. Turn on the Chord Memory and Arpeggio functions and play the staff labeled "PLAY" on the sample score. You can use simple fingerings to play the "CM/ARP" staff. You can also follow the steps described in pages 3435 to play back the Bossa Nova rhythm pattern. In this case, select "015: Bossa" as the rhythm pattern group.

Turning off each function If you press the [CHORD MEMORY] button and the button's light goes out, the Chord Memory function is switched off. If you press the [ARPEGGIO] button and the button's goes out, the Arpeggio function is turned off. Important Playing a Chord with a Single Key--[CHORD MEMORY] Button With the "Chord Memory" function, you can press a single key to play a chord that you have set in advance. Press the [CHORD MEMORY] button. The button is lit and Chord Memory turns on. To turn off Chord Memory, press the [CHORD MEMORY] button again. The button's light switches off. Memo

For more detailed information about Chord Memory function settings, see "Chord Memory Settings" (p. 69). Function Important Playing Arpeggios--[ARPEGGIO] Button When you press the [ARPEGGIO] button once, it is lit to show that Arpeggio is turned on.

"Arpeggio" is a playing style where you play the individual notes of a chord separately. If you use JUNO-Di's Arpeggio function, you just have to play the chords to play arpeggios according to their component notes. Memo For more detailed information about Arpeggio function settings, see "Arpeggio Settings" (p. 67). Function 37 Playing Techno Sounds This section explains how to select a tone that was a standard in the Techno boom of the early 80s and use knobs to adjust the tone in real time.

You can use the JUNO-Di's Arpeggio function and the D Beam controller to give the tone more of a techno feel. Playing Techno Sounds D Beam Controller Dial [CUTOFF] Knob [RESONANCE] Knob [SYNTH] Button [SOLO SYNTH] Button [ARPEGGIO] Button Selecting a Tone 1 Press the [SYNTH] button. 2 ° Use the dial to select "188: BPF Saw." Turning on the Arpeggio Function 1 2 Press the [ARPEGGIO] button. The button is lit.

The Arpeggio function switches on and the "ARPEGGIO" screen is displayed. Use the dial to select "116: Sliced 9 (a)" as the arpeggio style. Shifting the Keyboard Down an Octave The JUNO-Di's keyboard is not wide enough to play the staff labeled "Play" on the sample score. So in this section, you use the "Octave Shift" function to shift the key range down an octave and play the keys an octave higher than the pitches shown on the sample score. 1 38 Press the OCTAVE [DOWN] button. The keyboard's range is lowered by one octave. Playing Techno Sounds Techno Arp =126 Playing Play the sample score. Turn on the Arpeggio function and play the staff labeled "Play" on the sample score. Play the keys at an octave higher than the pitches shown on the sample score. This allows you to play the "Arp Rhy" staff.

Turning off each function If you press the [ARPEGGIO] button and the button's light goes out, the Arpeggio is switched off. If you press the OCTAVE [DOWN] and [UP] buttons together, the value of the Octave Shift is reset to "0" and the pitch of the keyboard is restored. Important Varying the Tone--[CUTOFF]/[RESONANCE] Knobs Both of these knobs are used for adjusting the elements of the tones to change them. Turning the [CUTOFF] knob to the right makes the tone brighter, while turning it to the left makes it darker. Turning the [RESONANCE] knob to the right strengthens the tone's distinctive character, while turning it to the left reduces it. Memo For further information about the SOUND MODIFY, see "Using the Knobs to Modify the Sound (SOUND MODIFY)" (p. 65). Function Important Varying the Tone--D Beam Controller/[SOLO SYNTH] Button The D Beam controller is at the upper left of the keyboard. You can use this controller by simply holding your hand over it as shown in the illustration. You can use the three buttons below the D Beam controller to select the controller's function.

In this case, use the [SOLO SYNTH] button. Press the [SOLO SYNTH] button. The button is lit. Move your hand up and down above the D Beam controller to control the pitch of the tone. This enables you to play the sounds like those produced by monophonic synthesizers.

Memo For further information about the D Beam controller, see "Using the D Beam Controller to Modify the Sound" (p. 63). Function 39 Playing Drums The JUNO-Di contains many Rhythm Sets that can be assigned to each key, with a wide variety of percussion tones and sound effects. By selecting a rhythm set, you can use the keyboard to play drums. [RHYTHM] Button S.

Drum B. Drum Hi-Hat Crush Cymbal Selecting a Rhythm Set 1 Selecting a Rhythm Set The "001: Pop Kit 1" rhythm set is selected. ° Playing Play the sample score. Start with just "B. Drum" and "S. Drum" at first, and then add "Hi-Hat" as you learn to play. Drum Kit =112 Memo To find out which percussion instrument sound is assigned to which key, see the "Rhythm Set List" (p. 117). 40 Playing Synthesizer Sounds This section explains how to play the "Synth Lead" tone, which is the most common among many synthesizer tones. Use the "Super Layer" function to make the synth tone thicker.

Playing Synthesizer Sounds [SUPER LAYER] Button Dial [SYNTH] Button Selecting a Tone 1 2 ° Press the [SYNTH] button. Use the dial to select "013: Saw Lead 4." Turning on the Super Layer Function 1 Press the [SUPER LAYER] button to switch the light on. The Super Layer function is turned on. Turning off the Super Layer 1 Press the [SUPER LAYER] button to switch the light off. The Super Layer function is turned off. Important Thickening a Single Tone--[SUPER LAYER] Button Performance name You can overlay a single tone several times, slightly shifting the pitches Function of each layer. This is called "detuning." Using the "Super Layer" function, you can easily set the detuning and the number of times you overlay the tone (number of parts), to create more spacious or thicker tones. Tone name Number of parts Press the [SUPER LAYER] button.

The button is lit and the Super Layer function is turned on.



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