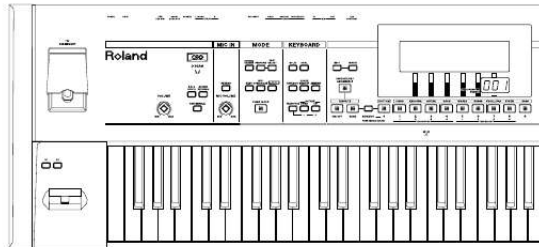




Your PDF Guides

You can read the recommendations in the user guide, the technical guide or the installation guide for ROLAND JUNO-STAGE. You'll find the answers to all your questions on the ROLAND JUNO-STAGE 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-STAGE
User guide ROLAND JUNO-STAGE
Operating instructions ROLAND JUNO-STAGE
Instructions for use ROLAND JUNO-STAGE
Instruction manual ROLAND JUNO-STAGE



JUNO-STAGE

Owner's Manual

Roland



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Manual abstract:

**) The following symbols are used. This indicates an important note; be sure to read it. @@ This indicates a useful hint for operation; read it as necessary. This indicates information for your reference; read it as necessary. @@3; p. 5). @@ Additionally, in order to feel assured that you have gained a good grasp of every feature provided by your new unit, Owner's manual should be read in its entirety. The manual should be saved and kept on hand as a convenient reference. 202 Copyright © 2008 ROLAND CORPORATION All rights reserved.

No part of this publication may be reproduced in any form without the written permission of ROLAND CORPORATION. USING THE UNIT SAFELY Used for instructions intended to alert the user to the risk of death or severe injury should the unit be used improperly. Used for instructions intended to alert the user to the risk of injury or material damage should the unit be used improperly. @@@@ 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. 002d Do not open or perform any internal modifications on the unit or its AC adaptor. (The only exception would be where this manual provides specific instructions which should be followed in order to put in place user-installable options; see p. 18.

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..... Do not attempt to repair the unit, or replace parts within it (except when this manual provides specific instructions directing you to do so). Refer all servicing to your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page. ...

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... 004 003 Be sure to use only the AC adaptor supplied with the unit. Also, make sure the line voltage at the installation matches the input voltage specified on the AC adaptor's body. Other AC adaptors may use a different polarity, or be designed for a different voltage, so their use could result in damage, malfunction, or electric shock. ...

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..... · Do not allow any objects (e.

g., flammable material, coins, pins); or liquids of any kind (water, soft drinks, etc.) to penetrate the unit. 011 010 009 005 · This unit should be used only with a rack or stand that is recommended by Roland.

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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 · 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; 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.

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. 013 012b 102c · 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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..... 103b · At regular intervals, you should unplug the AC adaptor and clean it by using a dry cloth to wipe all dust and other accumulations away from its prongs. Also, disconnect the power plug from the power outlet whenever the unit is to remain unused for an extended period of time.

Any accumulation of dust between the power plug and the power outlet can result in poor insulation and lead to fire.

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.. 104 · 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. ..

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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. .

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· 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.

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.. · Always turn the unit off and unplug the AC adaptor before attempting installation of the circuit board (model no. SRX series; p. 18).

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. 023 022b 016 015 · Never handle the AC adaptor or its plugs with wet hands when plugging into, or unplugging from, an outlet or this unit.

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..... 108b · Before moving the unit, disconnect the AC adaptor and all cords coming from external devices. .

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..... · Before cleaning the unit, turn off the power and unplug the AC adaptor from the outlet (p. 22). ...

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... · Whenever you suspect the possibility of lightning in your area, disconnect the AC adaptor from the outlet. .

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115a 110b 109b · Install only the specified circuit board(s) (model no.



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101c 101b · Always turn the phantom power off when connecting any device other than condenser microphones that require phantom power. You risk causing damage if you mistakenly supply phantom power to dynamic microphones, audio playback devices, or other devices that don't require such power. Be sure to check the specifications of any microphone you intend to use by referring to the manual that came with it. (This instrument's phantom power: 48V DC, 10 mA Max) ..

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.... 120 4 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 (such as a refrigerator, washing machine, microwave oven, or air conditioner), or that contains a motor. 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 keyboard. This can be the cause of malfunction, such as keys ceasing to produce sound. 360 358 · 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. · To avoid disturbing your neighbors (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. 6 Contents USING THE UNIT SAFELY.

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57). [ASSIGNABLE] You can assign a variety of parameters or functions to the D Beam to control the sounds in real time (p. 57). [V-LINK] Turns V-LINK on/off. The setting screen will appear when you turn V-LINK on (p. 66). [TRANPOSE] By holding down [TRANPOSE] and pressing [-] [+] you can raise or lower the pitch of the keyboard in semitone steps (p.

52). 4 MIC IN [REVERB] Turns on/off the reverb that is applied to the sound from MIC INPUT jack. OCTAVE [DOWN/-] [UP/+] Transpose the pitch of the keyboard in one-octave units (p. 52). MIC VOLUME Knob Adjusts the volume of the input from MIC INPUT jack (p. 87). 7 [EDIT] Allows you to make detailed settings for patches, rhythm sets, and effects (p. 79, p. 94, p. 120).

5 MODE [PATCH] Selects Patch mode (p. 45). [WRITE] Saves the modified settings in internal memory (p. 73, p. 97, p. 123, p. 133, p. 145). [PERFORM] Selects Performance mode (p. 49).

[PART SELECT] Shows the patch that is selected for each part (p. 50). [FAVORITE UP/ASSIGNABLE] Switches the favorite to the next number (p. 48). If desired, you may assign a different function to this button (p. 148). [MENU] Displays a menu where you can make system settings and use utility functions. FAVORITE [ON/OFF] Turns the Favorite function on/off (p. 47). FAVORITE [BANK] When this button is on, you can use [RHYTHM/0][BASS/9] to select Favorite banks (p.

47). [MIDI CONTROLLER] Selects MIDI Controller mode, allowing you to control an external MIDI sound generator (p. 89). [NUMERIC] When this button is on, you can use [RHYTHM/0][BASS/9] to enter numeric values (p. 44).

14 Panel Descriptions 10 9 11 8 Display This shows information about the operation you're performing. [SONG LIST] Displays the song list if USB memory is connected. LEVEL [] [] PATCH/PERFORM NUMBER Display This indicates the number of the currently selected patch or performance. Use these buttons to adjust the volume of the rhythm pattern or song (p. 69, p.

74). [RHYTHM PATTERN] Turns the rhythm pattern on/off (p. 74). [RHYTHM/0][BASS/9] (Category Group Buttons) In Patch mode, use these buttons to select the patch category (p. 46). [] [] [] [] Function Buttons ([KBD/ORG/2][VOCAL/PAD/7]) The six buttons located below the display will execute various functions when you're editing or performing other tasks. The function of these buttons will depend on the screen you've selected (p. 43). If [RHYTHM PATTERN] is off, you can use these buttons to select a song or to move the playback location within a song. When [RHYTHM PATTERN] is on, these buttons switch rhythm patterns (p.

74). [STOP] Stops playback (p. 69, p. 74). 9 [DEC] [INC] Use these to modify values. The value will change faster if you hold down one button and press the other. If you press one of these buttons while holding down [SHIFT], the value will change in larger steps (p. 43). [PLAY] Starts playback (p. 69, p. 74). [TAP TEMPO] Used to specify the tempo (p. 60, p. 70, p. 74).

[] [] [] [] (Cursor Buttons) 11 SOUND MODIFY [LOCK] If you turn this button on, the following knobs will be disabled (p. 59). These buttons move the cursor position up/down/left/right (p. 43). VALUE Dial Use this to modify values.

The value will change faster if you turn the VALUE dial while holding down [SHIFT] (p. 43). ENVELOPE [ATTACK] [RELEASE] Knobs These knobs modify the sound in real time, or edit parameter values (p. 58). [SHIFT] This button is used in combination with other buttons to execute various functions.

[CUTOFF] [RESONANCE] Knobs These knobs modify the sound in real time, or edit parameter values (p. 58). [EXIT] Returns you to the previous screen, or closes the currently open window. In some screens, this button will cancel the currently executing function. MASTER EQ [LOW] [HIGH] Knobs These knobs adjust the overall tone quality.

[LOW] knob adjusts the low frequency range, and [HIGH] knob adjusts the high frequency range (p. 59). [ENTER/LIST] Use this button to confirm a value or execute an operation. This button is also used to display a list of patches or performances (p. 46, p. 49). [REVERB] Knob Adjusts the amount of reverb applied to the overall sound (p. 59). 10 SONG PLAYER EXT INPUT Jack You can connect your portable audio player or similar device here (p. 73).

926a 12 [S1] [S2] (Assignable Switches) You can assign various parameters or functions to these buttons (p. 55). 12 * 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.

Pitch bend/Modulation Lever This allows you to control pitch bend or apply vibrato (p.

54). [C. CANCEL/MINUS ONE] Turns the Center Cancel or Minus-One function on/off (p. 73). 15 Panel Descriptions Rear Panel fig.

Rear.eps 1 2 3 4 5 6 7 8 9 10 11 12 1 [LCD CONTRAST] Knob This knob adjusts the contrast of the display (p. 22). 5 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. 20). 2 MIDI Connectors (OUT, IN) These connectors can be connected to other MIDI devices to receive and transmit MIDI messages (p. 88). 6 PHONES Jack You can connect a set of headphones (sold separately) here (p. 20).

3 PEDAL PATCH SELECT Jack You can connect a pedal switch (such as one from the DP series; sold separately) here, and use it to switch patches or performances (p. 21). 7 SONG/CLICK OUT Jack You can connect a set of headphones (sold separately) here. Alternatively, this can output a stereo audio signal to your amp or mixer. When you're playing back an SMF song, a click will be output at the tempo of the song (p. 78). CONTROL Jack You can connect an expression pedal (EV-5; sold separately), and use it to control a wide variety of parameters or functions that you can assign 925 8 USB MIDI Connector Use this connector to connect the JUNO-STAGE to your computer via a USB cable (p. 92). * Use only the specified expression pedal (EV-5; sold separately). By connecting any other expression pedals, you risk causing malfunction and/or damage to the unit.

HOLD Jack You can connect a pedal switch (such as one from the DP series; sold separately) here, and use it as a hold pedal (p. 21). 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. 9 Cord Hook Use this to secure the cord from the AC adaptor (p. 19).

10 DC IN Jack Connect the AC adaptor here (p. 19). You must use only the included AC adaptor. 4 MIC INPUT Jack You can connect a mic here (p. 87). XLR type and phone type plugs are supported. 922 11 [POWER] Switch This turns the power on/off (p.



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22). * This instrument is equipped with balanced (XLR/TRS) type jacks. Wiring diagrams for these jacks are shown below. Make connections after first checking the wiring diagrams of other equipment you intend to connect. COLD TIP HOT RING COLD SLEEVE GND 12 Ground Terminal 927 fig.balanced-jack.eps GND 3 1 2 HOT 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) Dynamic Phone plug (balanced, unbalanced), XLR * In "MIC INPUT SETTING," turn "Phantom Power" off (p. 154).

XLR (48V phantom power provided) * In "MIC INPUT SETTING," turn "Phantom Power" on (p. 154). Condenser Nominal input level: -50 dBu (MIC VOLUME knob at MAX) 16 MEMO 17 Getting Ready Installing a Wave Expansion Board Two optional Wave Expansion Boards (SRX series; sold separately) can be installed in the JUNO-STAGE. Wave Expansion Boards store Wave data, patches, and rhythm sets, and by equipping the JUNO-STAGE with these boards, you can greatly expand your sound palette. How to Install a Wave Expansion Board Install the Wave Expansion Board after removing the bottom panel cover.

1. Before installing the Wave Expansion Board, turn off the power of the JUNO-STAGE and all connected devices, and disconnect all cables, including the AC adaptor, from the JUNO-STAGE. From the JUNO-STAGE, remove only the screw shown in the following diagram, and detach the cover. JUNO-STAGE : bottom Screw to be removed 2. fig.

Exp1.e Cautions When Installing a Wave Expansion Board 901 · To avoid the risk of damage to internal components that can be caused by static electricity, please carefully observe the following whenever you handle the board. · Before you touch the board, always first grasp a metal object (such as a water pipe), so you are sure that any static electricity you might have been carrying has been discharged. · When handling the board, grasp it only by its edges. Avoid touching any of the electronic components or connectors.

1 2 928 · Use a Phillips screwdriver that is suitable for the size of the screw (a number 2 screwdriver). If an unsuitable screwdriver is used, the head of the screw may be stripped. · To remove the screws, rotate the screwdriver counter-clockwise. To tighten a screw, rotate the screwdriver clockwise. fig.Screw.e 929 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. loosen tighten When turning the unit upside-down, handle with care to avoid dropping it, or allowing it to fall or tip over. fig.

Exp2 · When installing a Wave Expansion Board, remove only the specified screw. · Be careful that the screw you remove do not drop into the interior of the JUNO-STAGE. · Do not leave the bottom cover removed. After installation of the Wave Expansion Board is complete, be sure to replace the cover. · Be careful not to cut your hand on the edge of the cover or the opening edge while removing the cover. 911 3. · Do not touch any of the printed circuit pathways or connection terminals. · Never use excessive force when installing a circuit board. If it doesn't fit properly on the first attempt, remove the board and try again. · When circuit board installation is complete, double-check your work.

912 As shown in the following illustration, plug the connector of the Wave Expansion Board into the connector of the relevant slot, and at the same time insert the board holder through the hole of the Wave Expansion Board. Board holder fig.Exp3.e 913 Position it as shown before you install the board. Connector 18 Getting Ready 4.

Use the Installation tool supplied with the Wave Expansion Board to turn the holders in the LOCK direction, so the board will be fastened in place.

Connections Connecting the AC Adaptor 1. 2. 3. Make sure that the [POWER] switch is off.

Connect the included power cord to the included AC adaptor. Connect the AC adaptor to the JUNO-STAGE's DC IN jack, and plug the power cord into an AC outlet. fig.Exp4.e Installation tool LOCK fig.AC-setsuzoku.eps 5. Use the screw that you removed in step 2 to fasten the cover back in place. DC IN Checking the Installed Wave Expansion Board After installation of the Wave Expansion Board has been completed, check to confirm that the installed board is being recognized correctly. 1.

2. Turn on the power, as described in p. 22. Press [MENU]. The Top Menu window will open. Press [] to select "1. System," and then press [ENTER]. AC Outlet Power Cord Indicator 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. 924 3.

4. Press [7 (INFORMATION)]. The SYSTEM INFORMATION screen appears. fig.SRXInfo · 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 Cord Hook The cord of the supplied AC Adaptor 5. Press [2 (SRX)]. Verify that the name of the installed Wave Expansion Board is displayed.

If the name of the board does not appear, it is possible that the board is not being recognized correctly. Turn off the power as described in "Turning Off the Power" (p. 22), and re-install the Wave Expansion Board correctly. To the AC Adapter 6. To exit the SYSTEM INFORMATION screen, press [EXIT] or [7 (EXIT)]. 19 Getting Ready Connecting the External Equipment Since JUNO-STAGE 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. In order to fully experience the JUNO-STAGE's sound, we recommend using a stereo amp/speaker system.



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If you're using a mono system, however, make your connections to the JUNO-STAGE's OUTPUT L/MONO jack. * Audio cables are not included with the JUNO-STAGE. You'll need to provide them.

921 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.e to the Power Outlet AC adaptor Stereo headphones Mixer etc. Monitor speakers (powered) Power amp 924 20 Getting Ready Connecting Pedals Hold pedal Connect a pedal switch (DP series; sold separately) to the rear panel HOLD jack. While you hold down the pedal, the notes will be sustained (held) even if you take your fingers off the keyboard. fig.HoldPdl.eps Patch select pedal Connect a pedal switch (sold separately) to the rear panel PATCH SELECT jack. You can use the pedal to switch patches.

By using a stereo cable (sold separately) you can connect two pedal switches to the PATCH SELECT jack. Stereo Cable Control pedal Connect an expression pedal or pedal switch (EV-5 or DP series; sold separately) to the rear panel CONTROL jack. You can use the pedal to vary the volume or tonal character, or to control various functions. fig.CtrlPdl.

eps Red White DP series For details, refer to "Patch Select" (p. 147). Connecting a Portable Audio Device You can connect an MP3 player or other audio device to the EXT INPUT jack on the front panel and listen to the playback. d Rolan Using the Included Cable and Pad You can use the included cable and pad when connecting your portable audio player to the JUNO-STAGE. Please read "Notes when using the Music Player Pad" (included with the pad). Music Player Cable (Accessory) Portable audio player For details on pedal settings, refer to "Control Pedal Assign" (p. 147). You must use the specified expression pedal or pedal switch (EV-5 or DP series; sold separately). Connecting a unit made by another manufacturer may cause the JUNO-STAGE to malfunction. EXT INPUT jack Music Player Pad (Accessory) 21 Getting Ready Turning On/Off the Power 941 Adjusting the Volume Level fig.volume.epsj Once the connections have been completed (p. 19), 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-STAGE's power, consider these two questions: 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. · Are all devices connected properly? · Have the volume controls of the JUNO-STAGE and all connected audio devices been turned to their lowest settings? 2. 942 Turn on the [POWER] switch located on the rear panel of the JUNO-STAGE. This unit is equipped with a protection circuit. A brief interval (a few seconds) after power up is required before the unit will operate normally. To ensure proper operation of the pitch bend lever, make sure not to touch the lever when turning the JUNO-STAGE's power on. Adjusting the Display Contrast ([LCD CONTRAST] Knob) The characters in the display may be difficult to view immediately after turning on the JUNO-STAGE's power or after extended use.

If this occurs, turn the rear panel [LCD CONTRAST] knob to make the display legible. Do not touch! 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-STAGE. fig.CoverLock.eps 3.

4. Turn on the power for any connected audio devices. While playing the keyboard and listening to the sound, slowly increase the volume of the JUNO-STAGE and the volume of the connected equipment until you obtain the desired volume. fig.Volume 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. Turning Off the Power 1. Before turning off the power, consider these two questions: · Have the volume controls of the JUNO-STAGE and all connected audio devices been turned to their lowest settings? · Have you saved your JUNO-STAGE sounds or other data you've created? 2. 3. Turn off the power for all connected audio devices. Turn off the [POWER] switch of the JUNO-STAGE. · To tighten the screws, turn the Allen wrench clockwise.

To loosen the screws, turn the Allen wrench counter-clockwise. fig.Screw.e loosen tighten · Keep the removed screws out of the reach of small children to ensure they are not swallowed accidentally. 22 Quick Start 23 QUICK START Listening to the Demo Songs Here's how to listen to the demo songs. fig.panel-demo.eps Power up the JUNO-STAGE as described in "Turning On/Off the Power" (p. 22). fig.

disp-demo.eps Press [PLAY]. The DEMO PLAY screen will appear. The demo song will begin playing. To stop playback, press [STOP].

You can also select a demo song by using the cursor buttons to move the cursor. Press [EXIT] to exit the DEMO MENU screen. No. 1 2 3 Title JS-GetUp! LAURENS Earth View Composer Scott Tibbs Mitsuru Sakaue Gundy Keller Copyright © 2008 Roland Corporation © 2008 Roland Corporation © 2008 Roland Corporation 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 press [MENU] to access the DEMO PLAY screen and play the demo songs. For details, refer to "Playing the Demo Songs" (p. 156). 24 Playing the Keyboard Playing in Piano Mode ([PIANO MODE]) Here's how you can play piano on the JUNO-STAGE. When you press [PIANO MODE], the JUNO-STAGE will be set to "Piano mode," which gives you the ideal settings for piano performance. You can choose either acoustic piano or electric piano as the sound, and make further detailed settings for each of these sounds. fig.panel-piano.eps QUICK START When you press [PIANO MODE] to enter Piano mode, the settings of the patch or performance you were editing will be lost.

If you want to keep your edits, you must save them first. Press [PIANO MODE]. The PIANO MODE screen will appear, and you'll be in Piano mode. fig.disp-acpiano.eps Press [2 (AC.PIANO)] or [3 (EL.PIANO)]. If you pressed [2 (AC.PIANO)], the keyboard will play a piano sound.

Patch Category Patch Name fig.disp-elpiano.eps If you pressed [3 (EL.PIANO)], the keyboard will play an electric piano sound.



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Use the cursor buttons to move the cursor to the patch name.

On the JUNO-STAGE, each of the sounds you play is called a "patch." Use the VALUE dial or [DEC] [INC] to select a patch. In Piano mode, you'll be able to select piano sounds. You can use the cursor buttons to move the cursor to the patch category, and use the VALUE dial or [DEC] [INC] to switch to "PNO" (acoustic piano) or "EP" (electric piano). To exit Piano mode, press [7 (EXIT)] or [EXIT].

You can also exit Piano mode by pressing [PIANO MODE] so it's extinguished. 25 QUICK START Playing the Keyboard Selecting a Patch from a List Here's how to access a list of patches that you can select in Piano mode. fig.disp-pianolist.eps In the PIANO MODE screen, press [6 (LIST)]. Press [2 (AC.PIANO)] or [3 (EL.PIANO)]. Use the VALUE dial or [DEC] [INC] to select a patch, and then press [6 (SELECT)]. You will return to the PIANO MODE screen.

If you press [PREVIEW], you'll be able to audition the sound of the patch played by a suitable phrase provided for each category of patch. By pressing [7 (WRITE)] you can register the currently selected patch as the patch that will be first selected when you enter Piano mode after turning on the power. Adjusting the Piano Sound In the PIANO MODE screen, you can vary the sound by specifying the extent to which the lid is open, and adjusting the amount of resonance. In the PIANO MODE screen, press [2 (AC.PIANO)]. Use the cursor buttons to move the cursor to the value that you want to adjust. Use the VALUE dial or [DEC] [INC] to adjust the value. Parameter Explanation Range FULL OPEN, OPEN HIGH, OPEN MID, OPEN LOW, CLOSED, FULL CLOSED Lid State Adjusts the tonal changes that result from opening the lid by varying amounts. Resonance On an acoustic piano, pressing the damper pedal will allow the unplayed strings to resonate with the strings of the notes you played, adding a rich and spacious resonance to the sound. This setting allows you to adjust the amount of resonance.

0127 You can make more detailed adjustments to the currently selected patch. For details, refer to "Chapter 8. Detailed Editing for Patches" (p. 94). You can press [WRITE] and save the Lid State and Resonance settings to the currently selected patch.

For details on saving, refer to "Saving a Patch You've Created ([WRITE])" (p. 97). 26 Playing the Keyboard Selecting the Effect That Will be Applied to the Electric Piano Sound You can choose from effects that are often applied to electric piano. The parameters that can be edited will depend on the effect you've selected. QUICK START In the PIANO MODE screen, press [3 (EL.

PIANO)]. Effect Name Use the cursor buttons to move the cursor to the effect name (below "EFFECT"). Use the VALUE dial or [DEC] [INC] to change the effect. Effect name THRU Tremolo Chorus Phaser EQ Speaker Explanation No effect will be applied. The volume will be cyclically modulated, producing a wavering sound. Three-dimensional spaciousness and depth will be added to the sound. A swirling character will be added to the sound. This allows you to adjust the tone quality of the high, mid, and low frequency ranges. This simulates various speaker types and placements of a mic that captures the sound from the speaker. For details on the effect parameters, refer to "Effects List" (p.

163). You can make more detailed adjustments to the currently selected patch. For details, refer to "Chapter 8. Detailed Editing for Patches" (p. 94). You can press [WRITE] and save the effect settings to the currently selected patch. For details on saving, refer to "Saving a Patch You've Created ([WRITE])" (p. 97). Performing with the Hold Pedal If a pedal switch (DP series; sold separately) is connected to the PEDAL HOLD jack, pressing the pedal switch will sustain (hold) the sound even after you remove your hands from the keyboard. For details on connections, refer to "Hold pedal" (p.

21). 27 QUICK START Selecting Sounds Selecting Sounds (Patches) On the JUNO-STAGE, the sounds you'll be performing are called "patches." The JUNO-STAGE contains a wide variety of patches such as "piano," "guitar," or "brass" patches. These are called "preset patches." You are also free to create and save your own original patches ("user patches").

This section explains how to perform using the built-in preset patches. Playing Various Sounds (Category Group Buttons) Each preset patch is assigned to a category group such as "piano" or "guitar," and these groups correspond to the category group buttons [RHYTHM][BASS]. Within each category group, the patches are further classified into additional categories. Here's how to use the category group buttons to select a patch. fig.

panel-patch.eps fig.disp-patchplay.eps Press [PATCH]. The PATCH PLAY screen will appear. Patch Group Patch Type Patch Number Patch Category Press one of the [RHYTHM][BASS] buttons to select a category group. By pressing [PIANO], [KBD/ORG], or [VOCAL/PAD] twice in succession you can select other categories within the same category group. Use the VALUE dial or [DEC] [INC] to select a patch. Play the keyboard, and you'll hear the patch you selected. 28 Selecting Sounds Selecting a Patch from an Expansion Board The JUNO-STAGE allows you to install up to two separately available wave expansion boards, and select patches from them.

For details on installing an expansion board, refer to "Installing a Wave Expansion Board" (p. 18). Patch Group Patch Number/Name QUICK START Press [PATCH]. The PATCH PLAY screen will appear. Use the cursor buttons to move the cursor to the patch group. Use the VALUE dial or [DEC] [INC] to select "XP-A" or "XP-B." Make sure that the patch type is "Patch." If it is set to "Rhythm," move the cursor to "Rhythm" and turn the VALUE dial or press [DEC] to select "Patch." Use the cursor buttons to move the cursor to the patch number. Use the VALUE dial or [DEC] [INC] to select a patch.

Selecting Sounds from the List Press [PATCH]. The PATCH PLAY screen will appear. Use the cursor buttons to move the cursor to the patch number. fig.disp-patchlist.

eps Press [ENTER/LIST]. The PATCH LIST screen will appear. Category Category Group Use [] to select the category. You can also press one of the category group buttons ([RHYTHM][BASS]) to select the category or group. Use the VALUE dial or [DEC] [INC] to select a patch, and press [ENTER]. The patch will be selected, and you will return to the PATCH PLAY screen. If you press [EXIT] without pressing [ENTER], the PATCH LIST screen will close without the currently selected patch being changed. 29 QUICK START Selecting Sounds Registering and Selecting Frequently Used Sounds (FAVORITE) You can register your frequently used sounds in "Favorite" so they can be selected instantly when desired.



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You can register your favorite sounds to the ten buttons [0][9]. Registering a Patch Press [PATCH]. The PATCH PLAY screen will appear. Select the patch that you want to register. Hold down FAVORITE [ON/OFF] and press the button ([0][9]) to which you want to register the favorite. The patch will be registered in the favorite number you specified. Calling up a Favorite Patch You've Registered Press FAVORITE [ON/OFF] so it's lit.

Use [0][9] to select a favorite. The patch you registered at that number will be called up. For details on the Favorite function, refer to "Registering and Calling Up Favorite Patches or Performances (FAVORITE)" (p. 47). Auditioning the Sounds ([PREVIEW]) In the PATCH PLAY screen, pressing [PREVIEW] will play a phrase that's assigned for each type (category) of patch. This lets you audition the selected patch by hearing it played with an appropriate phrase. You can also press [PREVIEW] in the PATCH LIST screen to audition the patch at which the cursor is located. If you want to change the way in which the phrase will play when you press [PREVIEW], refer to "Preview" (p. 146). 30 Selecting Sounds Playing Multiple Sounds In Performance mode you can play separate patches with your right and left hands, or layer multiple patches so that they are heard simultaneously. fig.panel-sp-du.eps QUICK START Playing Different Sounds in the Left and Right Areas of the Keyboard ([SPLIT]) "Split mode" is when you divide the keyboard at a specified key into right-hand and left-hand areas, and play a different patch in each area. The key at which the keyboard is divided is called the "split point." The right-hand keyboard area is called the "Upper part," and the left-hand keyboard area is called the "Lower part." "The split point key is included in the Upper part. When you turn on the power, the split point is set to the "C4" key. fig.disp-perform.eps Press [PERFORM]. The PERFORM PLAY screen will appear. fig.disp-split.eps Patch Number Press [SPLIT] so it's lit. The JUNO-STAGE will be in Split mode. [PART SELECT] will light, and the PART SELECT screen will appear. fig.split.eps Split point (C4) The right-hand keyboard area will play the Upper part patch, and the left-hand keyboard area will play the Lower part patch. LOWER UPPER Use [] [] to move the cursor to the UPPER or LOWER patch number, and use the VALUE dial or [DEC] [INC] to select the desired patch.

To cancel Split, press [SPLIT] so it's extinguished. 31 QUICK START Selecting Sounds Changing the Split Point When you're in Split, you can change the split point (the location at which the keyboard is divided). Press [SPLIT] to turn Split on. While holding down [SPLIT], press the key that you want to assign as the split point. The key you pressed will be the new split point. The split point key is included in the Upper part. Press [EXIT] to close the setting window. You can also change the split point by holding down [SHIFT] and pressing [SPLIT] to access the setting window. In this case, use the VALUE dial or [DEC] [INC] to specify the split point in the setting window, and press [EXIT] to close the window. Playing Layered Sounds ([DUAL]) "Dual" is when two patches are layered across the keyboard.

Press [PERFORM]. The PERFORM PLAY screen will appear. fig.disp-dual.eps Press [DUAL] so it's lit.

You'll be in Dual. [PART SELECT] will light, and the PART SELECT screen will appear. The Upper part and Lower part patches will sound together. Patch Number Use [] [] to move the cursor to the UPPER or LOWER patch number, and use the VALUE dial or [DEC] [INC] to select the desired patch. To cancel Dual, press [DUAL] so it's extinguished.

You can press [WRITE] to save the split or dual setting in the performance. For details on saving, refer to "Saving a Performance You've Created ([WRITE])" (p. 133). 32 Selecting Sounds Modifying the Sound in Real Time Using the Pitch Bend/Modulation Lever to Modify the Sound fig.lever.eps QUICK START Pitch bend Modulation While playing the keyboard, you can lower the pitch by moving the lever to the left, or raise the pitch by moving the lever to the right. This is called "pitch bend." Pushing the lever away from yourself will apply vibrato. This is called "modulation." By moving the lever to left or right while pushing it away from yourself, you can apply both effects simultaneously.

Changing the Pitch in Steps of an Octave (OCTAVE [DOWN] [UP]) fig.panel-trans.eps You can change the pitch of the currently selected sound in steps of one octave. This is called the "octave shift" function. fig.disp-octvshift.eps Press OCTAVE [DOWN] or [UP]. Pressing [DOWN] will lower the pitch one octave, and pressing [UP] will raise it one octave. You can change the pitch in a range of three octaves down (-3) to three octaves up (+3). A setting window will open when you press one of these buttons, and will close a short time after you release the button.

If the value is other than "0," the OCTAVE [DOWN] or [UP] indicator will light. 33 QUICK START Selecting Sounds Changing the Pitch in Semitone Steps ([TRANSPOSE]) The transpose function lets you change the pitch of the keyboard in semitone steps. You can use this when you need to perform a transposing instrument such as trumpet or clarinet at the pitches printed in the musical score. fig.panel-trans.

eps fig.disp-trans.eps While holding down [TRANSPOSE], press [-] or [+]. Specify the amount of transposition in semitone steps (GF#: -5+6 semitones). A setting window will open when you press the button, and will close a short time after you release the button.

If the transposition value is other than "C," the [TRANSPOSE] will light. 34 Selecting Sounds Using the Knobs to Modify the Sound (SOUND MODIFY) fig.panel-sndmod.eps QUICK START When you turn a knob, the corresponding setting window will open. The window will close a short time after you release the knob. Depending on the settings of the patch, turning a knob might not affect the sound in some cases. When in split or dual keyboard mode (in Performance mode), these changes will affect the currently selected part. The part indicated by will be affected by the SOUND MODIFY knobs. (Example screen in Split mode) Modifying How the Volume Changes (ENVELOPE [ATTACK]/[RELEASE] Knobs) The "envelope" is the curve that describes how the volume changes from when the instrument begins to sound until it decays to silence. You can use these two knobs to modify the attack and release of the envelope in real time.

For details on the envelope, refer to "Modifying How the Volume Changes (ENVELOPE [ATTACK]/[RELEASE] Knobs)" (p. 58). Knob [ATTACK] Explanation Adjusts the time from when you press the key until the maximum level is reached.



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Turning the knob toward the right will lengthen the attack time, and turning it toward the left will shorten the attack time. Adjusts the time from when you release the key until the sound diminishes to silence. Turning the knob toward the right will lengthen the release time, and turning it toward the left will shorten the release time. [RELEASE] 35 QUICK START Selecting Sounds Modifying the Tone Quality ([CUTOFF]/[RESONANCE] Knobs) You can adjust the settings of the filter that cuts or boosts a specific frequency region of the sound. Knob [CUTOFF] Explanation Adjusts the filter (cutoff frequency) at which the filter begins to take effect. Turning the knob toward the right will brighten the sound, and turning it toward the left will darken the sound. Adjusts the way in which the sound near the cutoff frequency is boosted to produce a distinctive character.

Turning the knob toward the right will strengthen the distinctive character, and turning the knob toward the left will lessen it. [RESONANCE] Adjusting the Level of the Low and High Frequency Ranges (MASTER EQ [LOW]/[HIGH] Knobs) You can use the knobs to adjust the high and low range levels of the equalizer that is applied to the entire sound (MASTER EQ). Knob [LOW] Explanation Adjusts the low range. Turning the knob toward the right will boost the low range, and turning it toward the left will lessen the low range. Adjusts the high range.

Turning the knob toward the right will boost the high range, and turning it toward the left will lessen the high range. [HIGH] Adding Reverberation to the Sound ([REVERB] Knob) You can add reverb (reverberation) to the sounds you play from the keyboard. Adding reverb will produce the pleasant reverberation you hear when playing in a concert hall or similar acoustic environment. Knob [REVERB] Explanation Adjusts the depth of the reverb. Turning the knob toward the right will deepen the reverb, and turning it toward the left will lessen the reverb.

For details on SOUND MODIFY, refer to "Using the Knobs to Modify the Sound (SOUND MODIFY)" (p. 58). 36 Reference 37 Chapter 1. Overview How the JUNO-STAGE is Organized Basic Structure Broadly speaking, the JUNO STAGE consists of a controller section, a sound generator section, and a song player section. fig.BasicStruct-e When using the JUNO-STAGE as a MIDI sound module, you can use it in either Performance mode or in Patch mode. Patch Mode and Performance Mode Patch Mode In Patch mode you can use a connected keyboard or other device to play a single Patch on the JUNO-STAGE. Since Patch mode lets you use a variety of effects on a single patch, you can play very rich textures. In Patch mode it's also easy to edit the selected sound, so this is the mode to use when editing or creating your own sounds. Song Player Section Song Player Rhythm Pattern Playback Sound Generator Section Performance Mode Play Controller Section (controllers such as keyboard, pitch bend/modulation lever, etc.

) In Performance mode you can use multiple patches or rhythm sets simultaneously. A performance contains sixteen "Parts." You can assign a patch or rhythm set to each part, and use them as an ensemble, or layer sounds to create rich textures. Of the sixteen parts in a Performance on the JUNO-STAGE, part 1 is assigned to "UPPER" and part 2 is assigned to "LOWER" (p. 51). Controller Section This section consists of a keyboard, pitch bend/modulation lever, the panel buttons and knobs, D Beam controller, and pedals connected to the rear panel. The performance information generated when you press/release a key or press a hold pedal are transmitted as MIDI messages to the sound generator section and/or an external MIDI device. With the factory settings, Patch mode is selected. How a Performance is Structured A performance has a patch or rhythm set assigned to each of the 16 parts, and can simultaneously handle 16 sounds. Because the JUNO-STAGE sound generator can control multiple sounds (instruments) it is called a Multi-timbral sound generator.

Sound Generator Section This section produces the sound. It receives MIDI messages from the controller section, song player section, or an external MIDI device, generates musical sound according to the MIDI messages that were received, and outputs the sound from the output jacks and headphone jack.

Performance Part 16 Song Player Section The Song Player is used to play back audio files or SMF data saved in USB memory. It can also play rhythm patterns in a variety of styles. You can play along on the keyboard accompanied by the song or rhythm pattern played by the Song Player.

When using the JUNO-STAGE's Song Player to play songs, you can create a "playlist" to specify the order in which songs will play. To create playlists, you need to use the included "Playlist Editor." For details, refer to "Using JUNO-STAGE Editor/Librarian/Playlist Editor" (p. 93). Part 1 Patch/ Rhythm Set Part A "part" is something to which you assign a patch or rhythm set.

In Performance mode, each performance has sixteen parts, and you can assign a patch or rhythm set to each part. 38 Chapter 1. Overview How a Patch is Structured Patches are the basic sound configurations that you play during a performance. Each patch can be configured by combining up to four tones. Each tone can be turned on/off individually, allowing you to select the tones that will produce sound. LFO (Low Frequency Oscillator) Use the LFO to create cyclic changes (modulation) in a sound. The JUNO-STAGE has two LFOs. Either one or both can be applied to effect the WG (pitch), TVF (filter) and/or TVA (volume). When an LFO is applied to the WG pitch, a vibrato effect is produced. When an LFO is applied to the TVF cutoff frequency, a wah effect is produced.

When an LFO is applied to the TVA volume, a tremolo effect is produced. Patch Tone 1 Tone 2 Tone 3 Tone 4 How a Rhythm Set is Structured Rhythm sets are groups of a number of different percussion instrument sounds. Since percussion instruments generally do not play melodies, there is no need for a percussion instrument sound to be able to play a scale on the keyboard. It is, however, more important that as many percussion instruments as possible be available to you at the same time. Therefore, each key (note number) of a rhythm set will produce a different percussion instrument. Example 1: A Patch consisting of only one Tone (Tones 24 are turned off). Patch Tone 1 Tone 2 Tone 3 Tone 4 Example 2: A Patch consisting of four Tones. Rhythm Set Note number 98 (D7) Note number 97 (C#7) Note number 36 (C2) Note number 35 (B1) Rhythm Tone (Percussion instrument sound) WG TVF TVF Envelope TVA TVA Envelope Tones On the JUNO-STAGE, the tones are the smallest unit of sound. However, it is not possible to play a tone by itself. The patch is the unit of sound which can be played, and the tones are the basic building blocks which make up the patch.



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