Roland

JD-800 Software Synthesizer

Owner's Manual

Introduction

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

Screen Structure

Main Panel: Tone (Original Layout)

LAYER

[TONE A]–[TONE D] button

These buttons turn the partials on/off, and select which tones are to be stacked when played.

ACTIVE

[TONE A]–[TONE D] button

These buttons select the tones to view/edit, and show them on the panel.

When you select multiple tones, the tones that are lit up is shown, and the edits you make apply to all selected tones.

* To select multiple tones, click a button while holding down the [SHIFT] key.

When lit: the parameters are shown and can be edited.

When blinking: the parameters are not shown, but can be edited (when you edit the tones that are lit up, they become the same value).

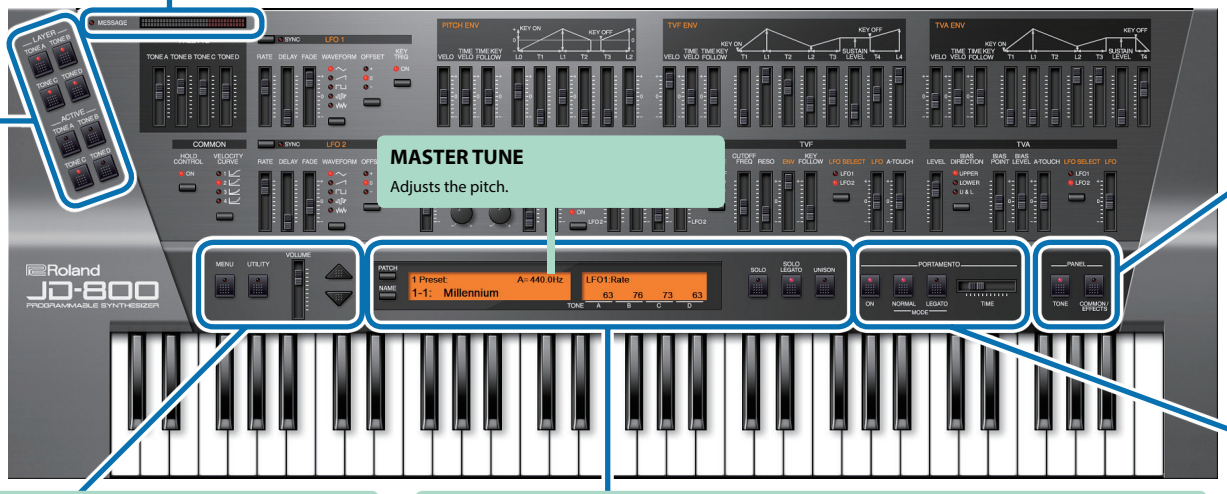
When unlit: the parameters are not shown, and cannot be edited.

MESSAGE indicator

Lights up when a MIDI message is received.

Level meter

Shows the output level.



PANEL

[TONE] button

Shows the tone parameter in the panel.

➡ Tone Edit (p. 4–p. 5)

[COMMON/EFFECTS] button

Shows the overall settings for the patch and the effect parameters in the panel.

➡ Common/Effect Edit (p. 6–p. 8)

PORTAMENTO

[ON] button

Turns the portamento on/off. When this is on, the pitch of the second note you play glides continuously from the first note.

OFF: Portamento is not applied, regardless of the portamento time setting.

ON: Portamento is always applied.

MODE [NORMAL] button

Portamento is always applied.

MODE [LEGATO] button

Portamento is only applied when you play in legato style (playing one key and then playing the next while holding down the first one).

TIME

When portamento is used, this sets the time taken for the pitch to change. Higher settings cause the pitch to take longer when gliding to the next note.

[MENU] button

Use this to make various settings.

➡ "Setting" (p. 13)

[UTILITY] button

Use this to copy, paste and initialize the parameters.

COPY: The selected parameters are copied to the clipboard.

PASTE: The parameters copied to the clipboard are pasted.

INITIALIZE: Initializes the parameters.

VOLUME

Adjusts the overall volume.

▲ ▼ buttons

Recall the previous or next patch.

[PATCH] button

Displays the Patch Select window.

[NAME] button

Edits the patch name.

Display (left)

Shows information about the currently selected patch (sound).

* Click inside this area to show and select from a list of patches.

Display (right)

Shows the parameter name controlled in the PALETTE and its setting (for TONE A–TONE D).

[SOLO] button

Sets whether the tones play as single notes (monophonic) or as chords (polyphonic) when you play multiple keys.

[SOLO LEGATO] button

This effect is applied when SOLO is on. When this is on and you hold down a key and then play another key, the sound of the second note played smoothly transitions from the first note without an attack.

[UNISON] button

Turn unison on to play multiple sounds as a layer for each key pressed.

Tone Edit 1

LFO1 / LFO2

LFO2 works the same as LFO1.

[SYNC] button

Turn this on to sync the LFO cycle with the tempo.

RATE

When the [SYNC] button is off, the LFO cycle is set irrespective of the tempo. The larger the value, the shorter the LFO cycle.

When the [SYNC] button is on, the LFO cycle is set to a note length.

DELAY

Sets the time it takes before the LFO effect begins after you press a key. The larger the value, the longer it takes for the LFO effect to start after you play the keyboard. The setting above 100 is "REL." The "REL" setting makes the LFO start right after you release the key.

FADE

Sets the time-based change of the LFO as it takes effect. Set this to "+" to make the LFO amplitude gradually ramp up to maximum. Set this to "-" to make the LFO amplitude gradually ramp down to zero. No time-based change occurs when this is set to "0." The larger the absolute value, the more time required for change.

[WAVEFORM] button

These buttons set the LFO waveform.

[OFFSET] button

Moves the center value for the LFO waveform (the pitch or cutoff frequency) up or down.

[KEY TRIG] button

Sets whether to synchronize the start of the LFO cycle with the timing you use to play the keys ("ON" to synchronize, "OFF" to disable).

PITCH ENV

VELO

Use this to set how much the pitch envelope changes in response to how hard you play the keys. Set this to a "+" value to make the pitch envelope respond more when you play harder, and set this to a "-" value to make it respond less when you play harder.

TIME VELO

Use this to set how much the Time1 (time) value of the pitch envelope changes in response to how hard you play the keys. Set this to a "+" value to make the Time1 value longer when you play harder, and set this to a "-" value to make the value shorter when you play harder.

TIME KEY FOLLOW

Use this to set how much the Time2–Time4 values (pitch envelope time) change according to the keys you play. When you set this to a "+" value, playing higher notes makes the time shorter (with the pitch envelope time at C4 or middle C as the base value); and when you set this to a "-" value, playing higher notes makes the time longer. Larger values produce greater change.

[L0] [L1] [L2]

These set the pitch envelope levels. Use these knobs to determine how much the pitch changes at each point in relation to the base pitch. Use "+" values for pitches higher than the base pitch, and use "-" values for pitches lower than the base pitch.

[T1] [T2] [T3]

These set the pitch envelope times. Larger values make the time to reach the next pitch longer (for example, T2 sets the time it takes to go from L1 to reference pitch).

TVF ENV

VELO

Use this to set how much the TVF envelope changes in response to how hard you play the keys. Set this to a "+" value to make the TVF envelope respond more when you play harder, and set this to a "-" value to make it respond less when you play harder.

TIME VELO

Use this to set how much the Time 1 (time) value of the TVF envelope changes in response to how hard you play the keys. Set this to a "+" value to make the Time 1 value shorter when you play harder, and set this to a "-" value to make the value longer when you play harder.

TIME KEY FOLLOW

Use this to set how much the Time2–Time 4 values (TVF envelope time) change according to the key you play. When you set this to a "+" value, playing higher notes makes the time shorter (with the Filter envelope time at C4 or middle C as the base value); and when you set this to a "-" value, playing higher notes makes the time longer. Larger values produce greater change.

[L1] [L2] [SUSTAIN LEVEL] [L4]

These set the TVF envelope levels. Use these knobs to determine how much the cutoff frequency changes at each point in relation to the base cutoff frequency (the CUTOFF FREQ value).

[T1] [T2] [T3] [T4]

These set the TVF envelope times. Larger values make the time to reach the next cutoff frequency longer (for example, T2 sets the time it takes to go from L1 to L2).

TVA ENV

VELO

Set this to change the tone volume according to how hard you play the keys. Set this to a "+" value to make the tone louder when you play harder, and set this to a "-" value to make the tone softer when you play harder.

TIME VELO

Use this to set how much the Time 1 (time) value of the TVA envelope changes in response to how hard you play the keys. Set this to a "+" value to make the Time 1 value shorter when you play harder, and set this to a "-" value to make the value longer when you play harder.

TIME KEY FOLLOW

Set this to change the TVA envelope time (Time2–Time4) according to the keys you play. When you set this to a "+" value, playing higher notes makes the time shorter (with the AMP envelope time at C4 or middle C as the base value); and when you set this to a "-" value, playing higher notes makes the time longer. Larger values produce greater change.

[L1] [L2] [SUSTAIN LEVEL]

These set the TVA envelope levels. Use these knobs to determine how much the volume changes at each point in relation to the base pitch (the tone level value).

[T1] [T2] [T3] [T4]

These set the TVA envelope times. Larger values make the time to reach the next volume level longer (for example, T2 sets the time it takes to go from L1 to L2).

Tone Edit 2

WG

WAVEFORM
Click to select the waveform to play from the list that is shown.

GAIN
Specifies the gain (amplitude) of the waveform. The value will change in 6 dB (decibel) steps. Each 6 dB increase doubles the gain.

[PITCH COARSE] knob
Shifts the pitch in units of a semitone.

[PITCH FINE] knob
Finely adjusts the pitch in units of one cent.

PITCH RANDOM
Sets the width of change at which the pitch randomly changes with each key press. To disable this random change, set this to "0."

KEY FOLLOW
Sets the width of pitch change when the key is shifted one octave (12 keys) up. To make the pitch change over one octave like regular keyboards, set this to "+100." To make the pitch change two octaves over the range of one octave, set this to "+200." Set this to a negative value to make the pitch go down as you play higher notes. To play the same pitch no matter which key you press, set this to "0."

[A-TOUCH BEND] button
Sets whether MIDI aftertouch bend messages are received (ON) or not (OFF).

[BENDER] button
Sets whether MIDI pitch bend messages are received (ON) or not (OFF).

A-TOUCH MOD
This sets the depth of vibrato that is controlled by aftertouch. Set the value to the maximum vibrato depth you want when applying maximum aftertouch.

LFO1/LFO2
Adjusts the intensity at which LFO1/LFO2 modulates OSC.

LEVER
Sets the depth of vibrato that is controlled by the modulation lever.
When this is set for LFO1, the LFO1 waveform is used for vibrato; and when this is set for LFO2, the LFO2 waveform is used for vibrato. Set this to "0" to turn vibrato off.

TVF

[MODE] button
This button selects the TVF filter type.
HPF: High-pass filter. This cuts off frequencies below the cutoff frequency. This filter type is useful for creating percussion sounds and the like that have a distinctive high end.
BPF: Band-pass filter. This cuts off frequencies except for those around the cutoff frequency. This filter type is useful for making sounds with a unique character.
LPF: Low-pass filter. This cuts off frequencies above the cutoff frequency. Cutting off the high frequencies makes the sound more mellow. This is the most frequently-used type.

CUTOFF FREQ
Sets the frequency at which the filter that is applied to the frequency components of the waveform begins to take effect (the cutoff frequency).

RESO
Emphasizes the portion of the sound around the cutoff frequency, adding character to the sound. Excessively high settings can produce oscillation, causing the sound to distort.

ENV
This sets the intensity of the TVF envelope. Larger values produce a greater change in the filter envelope. Setting this to a negative value inverts the envelope's shape.

KEY FOLLOW
Set this to make the cutoff frequency change according to the keys you play. When you set this to a "+" value, playing higher notes raises the cutoff frequency (with the cutoff frequency of the key you specified in CUTOFF FREQ as the base value); and when you set this to a "-" value, playing higher notes lowers the cutoff frequency.

[LFO SELECT] button
Selects whether to apply either LFO1 or LFO2 to the cutoff frequency.

LFO
Sets how much LFO1 and LFO2 affect the cutoff frequency.

A-TOUCH
Set this to make the cutoff frequency change according to how much aftertouch you use.

TVA

LEVEL
Adjusts the volume of the tone.

[BIAS DIRECTION] button
UPPER: Changes the volume of the high end from the bias point.
LOWER: Changes the volume of the low end from the bias point.
U&L: Symmetrically changes the volume of the high and low end, centered around the bias point.

BIAS POINT
Sets the base key from which the volume is changed. A value of 64 equals C4 (middle C).

BIAS LEVEL
Sets the slope of volume change respective to the bias direction. Larger values produce greater change. The change is inverted when this is set to a "-" value.

A-TOUCH
Sets the degree to which the tone volume changes in response to aftertouch.

LFO SELECT button
Selects whether to apply either LFO1 or LFO2 to the tone volume.

LFO
Sets how much LFO1 and LFO2 affect the tone volume.

PALETTE

TONE A–TONE D
The last parameter you used is assigned to the TONE A–TONE D sliders, letting you set the same parameter for each tone.

Display (right)

Last parameter used

Values set for each tone

COMMON

[HOLD CONTROL] button
Sets whether the sound of the tone is sustained (held) when you operate the hold pedal.

[VELOCITY CURVE] button
You can select from one of four curves, which affect how much each type of envelope is applied according to how hard you play the keys. The envelopes that are affected include the PITCH ENV, TVF ENV and TVA ENV.

Main Panel: Common/Effects (Original Layout)

BEND

BENDER RANGE

DOWN

Sets the negative pitch bend range. For example, setting this to "48" makes a range of four octaves down.

UP

Sets the positive pitch bend range. For example, setting this to "12" makes a range of one octave up.

A-TOUCH BEND SENS

Sets the amount that the pitch changes in response to aftertouch, in semitones. This changes the pitch of all four tones at the same time.

EQUALIZER

[EQUALIZER] button

Turns the equalizer on/off.

LOW

FREQ

Sets the frequency of the low range.

GAIN

Sets the gain of the low range.

MID

FREQ

Sets the frequency of the middle range.

GAIN

Sets the gain of the middle range.

Q

Sets the width of the mid-frequency range. Higher values make the width more narrow.

HIGH

FREQ

Sets the frequency of the high range.

GAIN

Sets the gain of the high range.

To make fine adjustments, hold down the [shift] key while you drag.

KEY RANGE

TONE A–TONE D

Sets the key range for each tone. Use this when you want to play different tones over different zones on the keyboard. Specify the lower and upper limits for the ranges to set.

PATCH COMMON LEVEL

Adjusts the volume of the patch.

GRP-A (effects on the top row)

[GRP-A] button

Turns the effect GROUP A on/off.

LEVEL

Adjusts the OUTPUT LEVEL for effect GROUP A.

GRP-B (effects on the bottom row)

DRY-WET

Sets the balance between the sound after it passes through effect GROUP A (dry) and the sound that passes through effect GROUP B (wet).

LEVEL

Sets the output volume.

Effect Edit 1 (GRP-A)

Drag the label at the top of each effect left and right to change the order of each effect.

DISTORTION

[DISTORTION] button

Turns the distortion on/off.

TYPE

Sets the type of distortion.

MELLOW DRIVE: Softer distortion with a slightly darker sound.

OVERDRIVE: Distortion that resembles a vacuum tube amp being driven.

CRY DRIVE: Distortion that emphasizes the high end.

MELLOW DIST: Gives the feeling of distortion playing through a large amp.

LIGHT DIST: Strong distortion with a bright sound.

FAT DIST: Thick distortion that emphasizes the low and high ends.

FUZZ DIST: Distortion that's even more powerful that FAT DIST.

DRIVE

Sets the amount of distortion.

LEVEL

Sets the distortion output level.

PHASER

[PHASER] button

Turns the phaser on/off.

MAN

Sets the basic frequency from which the sound is modulated with the phaser effect.

DEPTH

Sets the depth of the phaser modulation.

RATE

Sets the cycle of the phaser modulation.

RESO

Sets the amount of feedback for the phaser. Increasing the value creates a more unusual sound.

MIX

Sets the level of the phase-shifted sound.

SPECTRUM

[SPECTRUM] button

Turns the spectrum on/off.

BAND

1

Sets the gain (amount of boost/cut) in the 250 Hz range.

2

Sets the gain (amount of boost/cut) in the 500 Hz range.

3

Sets the gain (amount of boost/cut) in the 1000 Hz range.

4

Sets the gain (amount of boost/cut) in the 2000 Hz range.

5

Sets the gain (amount of boost/cut) in the 4000 Hz range.

6

Sets the gain (amount of boost/cut) in the 8000 Hz range.

WIDTH

Sets the bandwidth for changing the levels, common to all bands.

ENHANCER

[ENHANCER] button

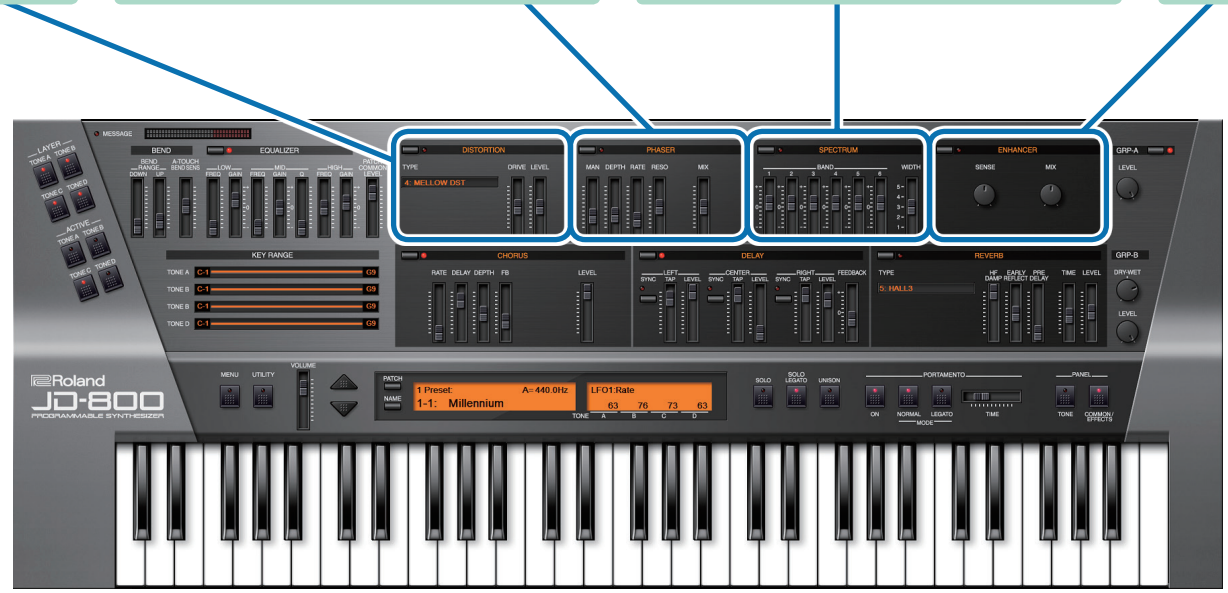
Turns the enhancer on/off.

[SENSE] knob

Sets how easily the enhancer effect is applied.

[MIX] knob

Sets the ratio at which the harmonics generated by the enhancer are mixed with the original sound.



Effect Edit 2 (GRP-B)

Drag the label at the top of each effect left and right to change the order of each effect.

CHORUS

[CHORUS] button

Turns the chorus on/off.

RATE

Sets the rate of modulation for the chorus. Higher values produce a faster rate.

DELAY

Sets the delay time for the chorus. This sets the time it takes from the start of the original sound to when the chorus effect begins. Larger values produce longer delays, creating a wider sound.

DEPTH

Sets the depth of modulation for the chorus. Higher values produce a greater modulation depth.

FB

Sets the feedback value, meaning how much of the chorus output signal is sent back to the effect input. Set what percentage of the normal phase/reversed phase (+/-) of the output signal goes back to the input. When this is set to "0," no feedback is applied.

LEVEL

Sets the volume for the chorus sound.

DELAY

[DELAY] button

Turns the delay on/off.

LEFT/CENTER/RIGHT

SYNC

Turn this on to synchronize the delay times of the left, center and right delay sounds with the tempo.

TAP

Sets the delay time.

When the [SYNC] button is off, this is set in increments of time (msec).

When the [SYNC] button is on, this is set to a note length.

LEVEL

These set the left, center and right delay sound levels.

FEEDBACK

Sets the feedback value, meaning how much of the center delay output signal is sent back to the effect input. Set what percentage of the normal phase/reversed phase (+/-) of the output signal goes back to the input. When this is set to "0," no feedback is applied. When the center delay sound feeds back, a delay sound with feedback is input to the left and right as well.

REVERB

[REVERB] button

Turns reverb on/off.

TYPE

ROOM1/2: A reverb that simulates a room. ROOM2 has a more reflective and brighter sound than ROOM1.
HALL1/2/3/4: A reverb that simulates a concert hall. The types 1–4 differ in room size, reflections and so on.
GATE: A reverb to which a gate is applied. This mutes the reverberations at a fixed time.
REVERSE: Makes the reverberations grow louder and then mute at a fixed time.
FLYING1/2: Pans the reverberations from left to right (FLYING1) or right to left (FLYING2).

HF DAMP

Sets the frequencies to cut in the high-frequency portion of the reverberation. The high-frequency portion of reverb sounds decays differently depending on the wall material. This parameter simulates this kind of high-frequency decay.

EARLY REFLECT

Sets the sound level of the direct reflections from the walls and the early reflections after the original sound is produced. This is an expression of the distance from the sound source (the original sound) to the walls. Larger values indicate a shorter distance to the walls.

- This parameter is disabled if the "GATE," REVERSE," or "FLYING1/2" early reflection types are selected.
- The early reflection level and reverb level work separately. For this reason, the early reflection can still be heard even when the reverb level is "0."

PRE DELAY

This sets the pre-delay time, meaning the time it takes for the reverberations to sound after the original sound is heard.

Larger values give an impression of being in a larger room.

TIME

Sets the reverberation time. Higher values produce longer reverberations.

LEVEL

Sets the reverberation volume.

Mini Panel (Compact Layout)

Level meter

Shows the output level.

MESSAGE indicator

Lights up when a MIDI message is received.

[MENU] button

Use this to make various settings.

➡ "Setting" (p. 13)

[UNISON] button

Turn unison on to play multiple sounds as a layer for each key pressed.

VOLUME

Adjusts the overall volume.

PALETTE

[LEVEL] [CUTOFF] [RESONANCE] [ATTACK] buttons, Parameter name display (combo box)

Selects the parameter to operate using the palette.

TONE A–TONE D

Sets the selected parameter for each tone.

▲ ▼ buttons

Recall the previous or next patch.

[PATCH] button

Displays the Patch Select window.

Display (left)

Shows information about the currently selected patch (sound).

* Click inside this area to show and select from a list of patches.

Display (right)

Shows the setting controlled by PALETTE (TONE A–TONE D).

Patches and Banks

1. Click the [PATCH] button.

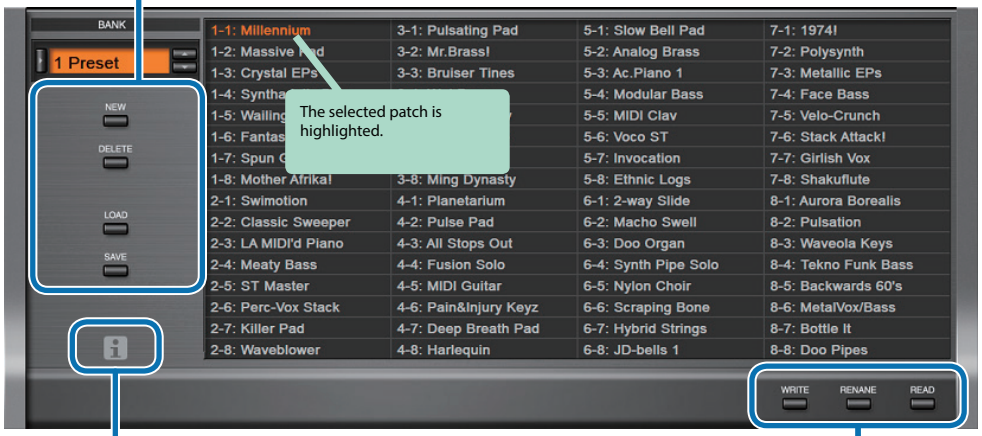
The Patch Select window opens.

[NEW] button
Creates a new empty bank.

[LOAD] button
Loads a bank from a file.

[DELETE] button
Deletes the selected bank.

[SAVE] button
Exports a bank as a file.



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

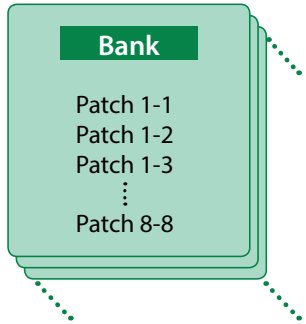
[RENAME] button
Renames the selected patch.

[READ] button
Loads a patch from a bank.

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

Bank

A "bank" contains 64 patches.
By switching banks, you can access a large number of patches.
A bank can be saved as a file.



Switching Banks

1. Click the Bank field.

The bank list window opens.

2. Click the bank that you want to recall.

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

Exporting the Bank

Exports a bank as a file.

1. Click the [SAVE] button.

The file name input window opens.

2. Enter a file name and save.

The file is exported.

Importing a Bank

1. Click the [LOAD] button.

The file selection window opens.

2. Select a file and load it.

The bank is loaded.

Creating/Deleting a Bank

Creating a bank

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

Deleting a bank

Deletes the selected bank.

1. **Select a bank as described in "Switching Banks" (p. 10).**
2. **Click the [DELETE] button.**
   A confirmation message appears.
3. **Click [OK] to delete the bank.**

Renaming a Bank

1. **Select a bank as described in "Switching Banks" (p. 10).**
2. **At the left of the bank field, click [▶] button.**
3. **Edit the name and press the Return (Enter) key.**

Patches

JD-800 Software Synthesizer manages 64 patches as one bank.

Loading a Patch

Here's how to load a patch that's saved in a bank. When you load a patch, its settings are shown in the edit area, allowing you to edit the settings.

1. **Click the number of the patch that you want to load.**
2. **Click the [READ] button. Or press the Return (Enter) key.**
   The patch is loaded.
   * You can also load a patch by double-clicking the patch number.

Saving a Patch

Follow these steps to save your edited patch to a bank.

1. **Click the number of the patch in which you want to save the sound.**
2. **Click the [WRITE] button.**
   The patch is saved in the bank.

Renaming a Patch

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

Changing the Patch Order

Drag the patch numbers to edit the order of the patches.

MIDI Learn Function

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

Procedure

1. **Make only one of the ACTIVE [TONE A]–[TONE D] buttons light up for the tone in which you want to set a MIDI control change message.**
2. **Right-click the sound parameter controller (knob or slider).**
3. **Choose "Learn MIDI CC."**
4. **Operate your external MIDI device to transmit a control change message.**

NOTE

- MIDI control change messages are only set for the tone parameter controllers shown on the main panel.
- You can't assign a MIDI control change message to a single tone parameter controller and use that to operate multiple tones.
- You can't associate more than one MIDI control change with a single controller. Only the most recent setting is used.

Cancelling

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

Setting

Menu

1. Click the [MENU] button.

2. Select items.

A ✓ is shown for the selected item.

Item	Explanation
Original Layout	This is the conventional screen layout.
Compact Layout	The screen is shown in a smaller format, without using extra space.
Zoom	You can change the size (zoom factor) of the main window using the mouse.
Revert MIDI Control Mapping for Tone A/B/C/D	Reverts the mapping of MIDI control change messages to the desired tones (A–D). This clears all existing MIDI control change message mapping.
Clear MIDI Control Mapping	Clears all MIDI control change mapping.
Voice Limit Light	Specifies the maximum simultaneous polyphony. You can reduce the load on the CPU by lowering the polyphony.
Voice Limit Middle	
Voice Limit Heavy	
Authentication...	Performs user authentication for the JD-800 Software Synthesizer.
Help	Displays help.
About	Displays information about JD-800 Software Synthesizer.

Utility

1. Select the target (parameter, tone or patch) you wish to operate.

2. Click the [UTILITY] button.

3. Select items.

Item	Explanation
COPY	The selected parameters are copied to the clipboard.
PASTE	The parameters copied to the clipboard are pasted.
INITIALIZE	Initialize the parameters.