Roland

JD-Xi

Owner's Manual



A crossover synthesizer: analog + digital

- In the JD-Xi, real analog synth sounds generated by analog circuits are fused with Roland's acclaimed professional-grade SuperNATURAL synth sound engine.
- Use powerful and unique sounds to freely express yourself.

Pattern sequencer

- The built-in pattern sequencer lets you intuitively record phrases and drum patterns that come to mind. As the recording mode, you can choose TR-REC, realtime recording, or step recording, so you'll have no trouble creating loop tracks even if keyboard playing is not your strength.

Plenty of vocal functions

- In addition to vocoder and AutoPitch functions that use your voice to create distinctive sounds, there's an Auto Note function that lets you "play" the keyboard using the pitch of your voice. The JD-Xi is packed with functions that are fun to use even with just your voice.

Synchronize with your computer or other equipment

- The JD-Xi provides USB audio/MIDI functionality that lets you record your performance and voice into your computer DAW. There are also MIDI connectors that let you connect other hardware for synchronized performance. Using USB and MIDI, you can enjoy using the JD-Xi together with a variety of other equipment.

English
日本語
Deutsch
Français
Italiano
Español
Português
Nederlands

Contents

Panel Descriptions 2
- Top Panel 2
- Rear Panel 3

Introduction 4
- Getting Acquainted with the JD-Xi 4
- Turning On/Off the Power 4
- Choosing a Sound (Program) 5
- Using Favorite Sounds (Programs) (Favorite) 5

Performing 6
- Playing an Arpeggio 6
- Applying Pitch Bend or Vibrato 6
- Changing the Keyboard Range in Octave Units 6
- Shortcut to the Portamento Setting Screen 6
- Switching the Favorite Bank 6
- Using the Microphone 7
- Using an External Device Instead of a Microphone 7

Editing the Sound 8
- Audio Flow in a Program 8
- Adjusting the Brightness and Thickness (FILTER) 8
- Adjusting the Loudness and Envelope (AMP/ENV) 8
- Modulating the Sound (LFO) 9
- Adding Power and Spaciousness (EFFECTS) 9
- Editing Program and Effect Settings 9
- Saving a Sound (Program) (WRITE) 9

Playing and Recording Patterns 10
- Basic Operation of the Pattern Sequencer 10
- TR-REC 11
- Realtime Recording 11
- Step Recording 12
- Recording Methods Other Than TR-REC, Step Recording, and Realtime Recording 12

Overall Settings for the JD-Xi 13
- Making System Settings (SYSTEM) 13
- Accessing the Menu Screens 14
- Returning to the Factory Settings (FACTORY RESET) 14
- Backing Up and Restoring Data 14
- Settings for Using a Commercially Available Mic 15
- Synchronization and Recording with Other Devices 15
- Outputting the Click Out from Only the Right Side 15

Shortcut List 16

Troubleshooting 17

USING THE UNIT SAFELY 18

IMPORTANT NOTES 18

Owner's Manual (this document)

Read this first. It explains the basic things you need to know in order to use the JD-Xi.

PDF Manual (download from the Web)

- **Parameter Guide (English)**
  This explains all parameters of the JD-Xi.
- **MIDI Implementation (English)**
  This is detailed information about MIDI messages.

To obtain the PDF manual

1. Enter the following URL in your computer.

http://www.roland.com/manuals/

▼

2. Choose "JD-Xi" as the product name.

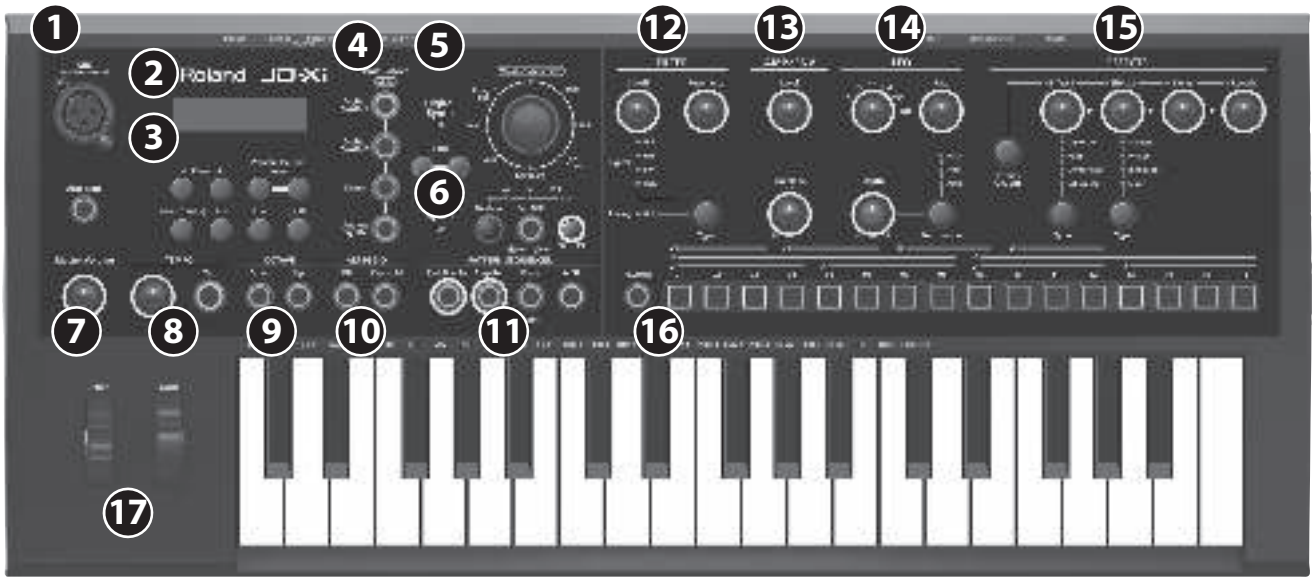
Before using this unit, carefully read the sections entitled "USING THE UNIT SAFELY" and "IMPORTANT NOTES" (leaflet "USING THE UNIT SAFELY" and Owner's Manual (p. 18)). These sections provide important information concerning the proper operation of the unit. Additionally, in order to feel assured that you have gained a good grasp of every feature of your new unit, read Owner's Manual in its entirety. This manual should be saved and kept on hand as a convenient reference.

Copyright © 2015 ROLAND CORPORATION

All rights reserved. No part of this publication may be reproduced in any form without the written permission of ROLAND CORPORATION.

Panel Descriptions

Top Panel



1 Microphone

page 7

MIC jack

Connect the included microphone here. If an external device is connected to the rear panel INPUT jack, the INPUT jack takes priority.

* **If you're using a commercially available microphone, be sure to set the SYSTEM parameter Mic Sel to "Other" (p. 15).**

[Auto Note] button

Turns the Auto Note function on/off (p. 7).

2 Display

Shows various information for the operation.

* The explanations in this manual include illustrations that depict what should typically be shown by the display. Note, however, that your unit may incorporate a newer, enhanced version of the system (e.g., includes newer sounds), so what you actually see in the display may not always match what appears in the manual.

3 Operation

Cursor [◄] [►] buttons

Move the cursor left/right.

Program (Pattern) Value [-] [+] buttons

Select a program.

To switch banks, hold down the [Shift] button and use the Value [-] [+] buttons.

Use these buttons to edit values in the various edit screens.

[Menu/Write] button

Accesses the Menu screen.

To save edited data, hold down the [Shift] button and press the [Menu/Write] button.

[Exit] button

Returns you to the previous screen.

In some screens, this cancels the operation currently being executed.

[Enter] button

Press this to confirm a value or execute an operation.

[Shift] button

Use this button in conjunction with other buttons or knobs to access edit screens for each function.

4 Part Select (Part Mute)

page 5

Here you can select the part that's played by the keyboard.

5 Digital Synth

page 5

Here can select tones for the Digital Synth part or Drums part.

6 Analog Synth

page 5

Here you can select a tone for the Analog Synth part.

7 Master Volume

[Master Volume] knob

Adjusts the volume that is output from the OUTPUT jacks and PHONES jack.

8 TEMPO

Tempo knob

Specifies the tempo of the arpeggio or pattern sequencer.

[Tap] button

Press the button at least three times, at quarter-note intervals of the desired tempo.

9 OCTAVE

page 6

[Down] [Up] buttons

Raise or lower the keyboard in steps of one octave.

10 ARPEGGIO

page 6

You can play an arpeggio simply by holding down a chord on the keyboard.

11 PATTERN SEQUENCER

page 10

You can record your keyboard playing or knob movements and replay them repeatedly.

12 FILTER

page 8

Here you can make filter settings.

13 AMP/ENV

page 8

Here you can specify the volume and time-varying volume change.

14 LFO
page 9

By using the LFO to modulate various aspects of the audio signal, you can apply effects such as vibrato or tremolo.

15 EFFECTS
page 9

Here you can make effect settings.

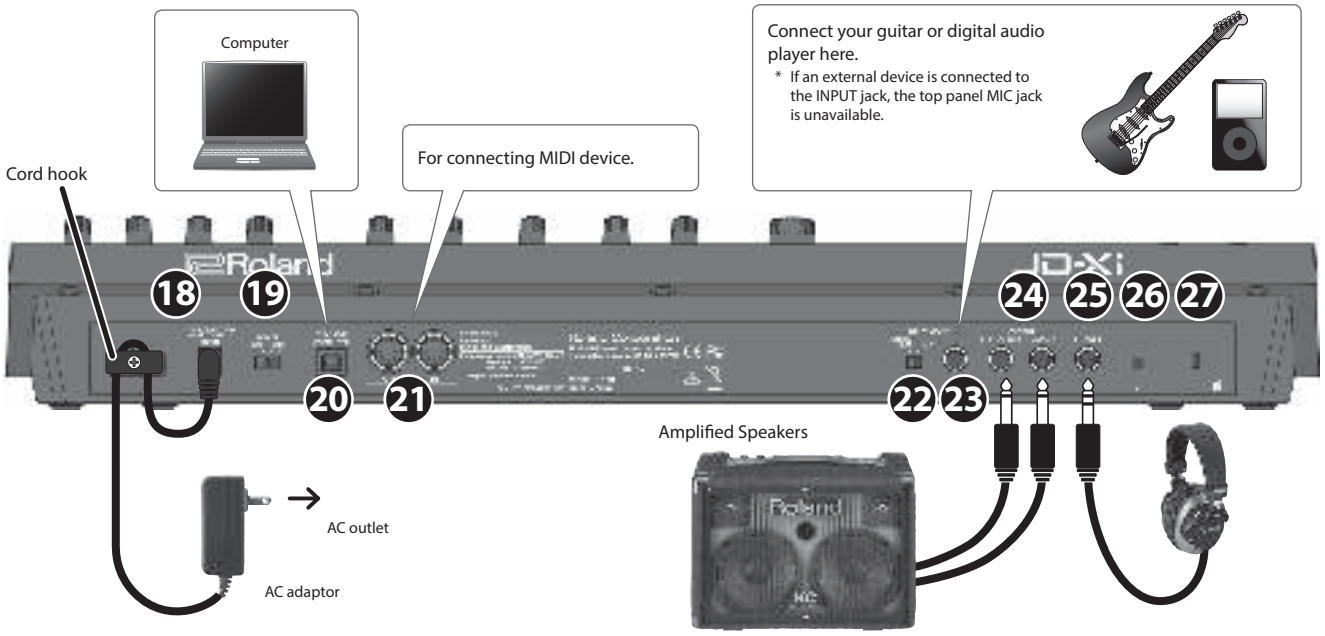
16 Favorite/Pattern Sequencer
page 5
page 10

Here you can manage favorite sounds and operate the pattern sequencer.

17 Pitch Bend/Modulation
page 6

You can use this to modify the pitch or to apply vibrato.

Rear Panel



* To prevent malfunction and equipment failure, always turn down the volume, and turn off all the units before making any connections.

18 DC IN jack

Connect the included AC adaptor here.

* 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.

19 [POWER] switch

This turns the power on/off (p. 4).

20 USB COMPUTER port

By using a commercially available USB 2.0 cable to connect this port to your computer, you can synchronize the JD-Xi with your computer's DAW via USB MIDI, or record the sound of the JD-Xi into your DAW via USB audio (p. 15).

21 MIDI port (IN/OUT)

These connectors can be connected to other MIDI devices to receive and transmit MIDI messages (p. 15).

22 LINE/GUITAR select switch

Switches the input impedance of the INPUT (MONO) jack. Choose either LINE or GUITAR as appropriate for the device that's connected.

23 INPUT (MONO) jack

Connect your guitar or digital audio player here.

* When connection cables with resistors are used, the volume level of equipment connected to the INPUT (MONO) jack may be low. If this happens, use connection cables that do not contain resistors.

24 OUTPUT (L/MONO, R/CLICK OUT) jacks

Connect these jacks to your speakers.

Use the L/MONO jack if you're outputting in monaural.

If you like, you can output just the metronome click tone separately (p. 15).

25 PHONES jack

You can connect a set of headphones here.

26 Ground terminal

Depending on the circumstances of a particular setup, you may experience a discomforting sensation, or perceive that the surface feels gritty to the touch 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 (see figure) 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, or an authorized Roland distributor, as listed on the "Information" page.

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)

27 Security Slot ( )

http://www.kensington.com/

Getting Acquainted with the JD-Xi

Controller section

The controller section is what you use for performing.

For example, a performer's actions such as "playing the keyboard" are sent to the sound generator section, causing it to produce sound.

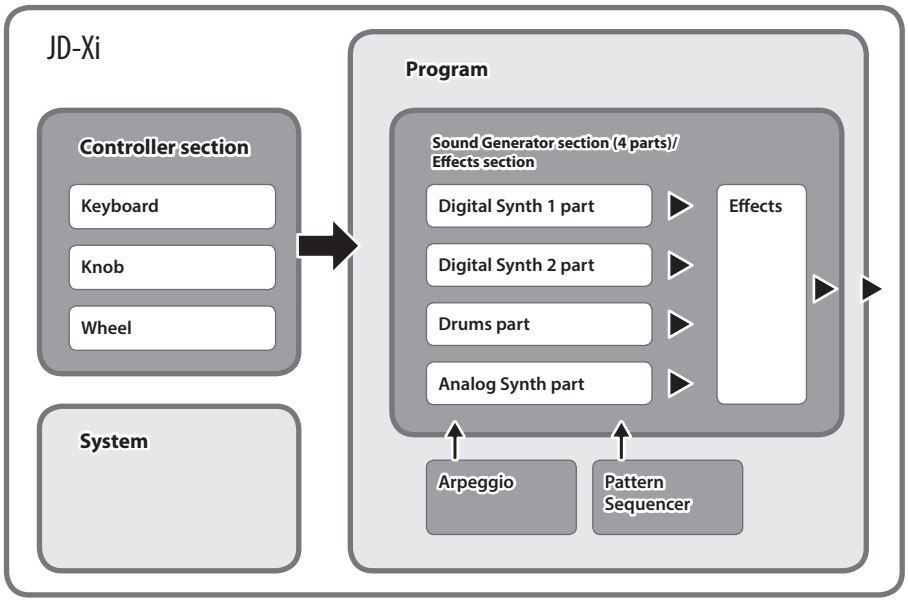
The controller section of the JD-Xi consists of the keyboard, the pitch bend and modulation wheels, and the panel buttons and knobs.

Sound generator section

The sound generator section creates the sound.

In response to the performance data sent from the controller section, this section electrically generates the waveform that is the basis of the sound, and modifies the brightness and loudness to produce an incredible diversity of sounds.

The JD-Xi's sound generator section lets you use the panel knobs and buttons to instantly change various aspects of the sound, such as its waveform and pitch, brightness, and loudness.



Program

A program consists of four parts: Digital Synth 1, Digital Synth 2, Drums, and Analog Synth.

A program you edited can be saved as a user program (64 programs in each bank E–H).

Program	Bank	Number
Preset program	A–D	01–64
User program	E–H	01–64

Tone

You can select one tone for each part.

* For an analog synth tone, the oscillator, sub-oscillator, and filter sections consist of analog circuits.

Effects section

The JD-Xi contains four effect units. Effect settings are saved within each program (p. 9).

Arpeggio

This function automatically plays an arpeggio according to the keys that you hold down. Arpeggio settings are saved within each program (p. 6).

Pattern sequencer

This function lets you perform while patterns of several measures play back. You can also create your own original patterns and save them in a program (p. 10).

System

This area stores system parameter settings that determine how the JD-Xi operates (p. 13).

Turning On/Off the Power

* Once everything is properly connected (p. 3), be sure to follow the procedure below to turn on their power. If you turn on equipment in the wrong order, you risk causing malfunction or equipment failure.

* Before turning the unit on/off, always be sure to turn the volume down. Even with the volume turned down, you might hear some sound when switching the unit on/off. However, this is normal and does not indicate a malfunction.

1. Before turning on the JD-Xi's power, consider these two questions:

- Are your speakers or headphones connected correctly?
- Is the connected equipment powered-off?

2. Turn the [Master Volume] knob on the top panel all the way to the left.

3. Turn on the [POWER] switch located on the rear panel of the JD-Xi.

* This unit is equipped with a protection circuit. A brief interval (a few seconds) after turning the unit on is required before it will operate normally.

4. Switch on power to the connected equipment, and raise the volume to an appropriate level.

Turning Off the Power

1. Before turning off the power, consider these two questions:

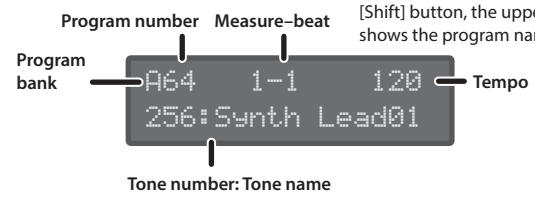
- Have you minimized the volume of the connected equipment?
- Have you saved any sounds or patterns that you created?

2. Turn off the power for all connected audio devices.

3. Turn off the [POWER] switch of the JD-Xi.

Choosing a Sound (Program)

Top screen



* While you hold down the [Shift] button, the upper line shows the program name.

* Sounds that don't show a tone number are sounds that have been edited for an individual program. If you want to return to the original sound after you've switched or edited the sound, hold down the [Shift] button and press the [Enter] button.

Choosing a Program



1. Use the Program (Pattern) Value [-] [+] buttons to select a program.

To switch banks, hold down the [Shift] button and use the Value [-][+] buttons (preset banks A–D, user banks E–H).

Choosing a Part to Play

Part Select buttons



[Digital Synth 1] button

[Digital Synth 2] button

[Drums] button

[Analog Synth] button

1. Press the Part Select button of the part that you want to play.

MEMO

You can't select and perform on multiple parts simultaneously. However you can make multiple parts be heard simultaneously by recording them to a pattern.

Choosing a Tone

Digital Synth 1/2 part



Category dial (Category indicator)

Here's how to select the category that specifies the basic type of sound.
The category whose indicator is lit is selected.

Tone [-] [+] buttons

Select a tone.

1. Use the Part Select buttons to select Digital Synth 1/2.

2. Turn the category dial (category indicator) to select the category that specifies the basic type of sound.

* Vocoder/AutoPitch can be used for only one part. Also, the Analog Synth part becomes unavailable if you select Vocoder/AutoPitch.

3. Use the Tone [-] [+] buttons to select a tone.

Drums part



Tone [-] [+] buttons

Select a tone (drum kit).

1. Use the Part Select buttons to select Drums.

2. Use the Tone [-] [+] buttons to select a tone (drum kit).

The Drums part lets you play a different instrument on each key. The instrument name is printed above each key; for example "BD1."

Analog Synth part



[Oscillator] button (waveform indicator)

This selects the waveform that is the basis of the Analog Synth part's sound. The waveform whose indicator is lit is selected.
(Sawtooth wave), (Triangle wave), (Square wave)

[Sub OSC] button

This layers an additional sound onto the Oscillator. You can choose 1 octave down (lit) or 2 octaves down (blinking).
The sub-oscillator is square wave only.

Pulse width knob

This specifies the pulse width.
If Oscillator is set to (Square wave), this knob specifies the width of the upper portion of the pulse wave (i.e., the pulse width) as a percentage of a full cycle.
Lowering the value makes the pulse width narrower until it approaches a square wave (pulse width = 50%).
Raising the value makes the pulse width wider, producing a more distinctive sound.

Tone [-] [+] buttons

Select a tone.

1. Use the Part Select button to choose a Analog Synth.

2. Use the Tone [-] [+] buttons to select a tone.

MEMO

You can use the [Oscillator] button to switch the waveform that is the basis of the sound.

Using Favorite Sounds (Programs) (Favorite)



[Favorite] button

Use these button to register and recall your favorite sounds (programs).

[01]–[16] buttons

Use these buttons to select Favorite 01–16.

Selecting a Favorite

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

The number buttons become the Favorite select buttons.

2. Press one of the [01]–[16] buttons to select a favorite sound.

If you press a button in which nothing is registered, the screen indicates "Not Registered!"

Registering a Favorite

1. Select a program that you want to register as a favorite.

2. Hold down the [Favorite] button and press the [01]–[16] button to which you want to register the selected program.

The currently selected program is registered to that button.

NOTE

If you've edited a program, save that program first before registering it as a favorite (p. 9).

Deleting a Favorite

1. While the [Favorite] button is on, hold down the [Erase] button and press the [01]–[16] button whose registration you want to delete.

Switching the Favorite Bank

➡ "Switching the Favorite Bank" (p. 6)

Playing an Arpeggio

Press the ARPEGGIO [ON] button to make it light; the arpeggio function turns on.
An "arpeggio" is a performance technique in which the notes of a chord are played at different times.



ARPEGGIO [ON] button

Turns the arpeggio function on/off.

ARPEGGIO [Key Hold] button

Turns the hold function on/off.

1. **Press the ARPEGGIO [ON] button so it's lit.**
2. **Hold down some notes.**
   An arpeggio plays.

Selecting an Arpeggio Style

1. **Hold down the [Shift] button and press the ARPEGGIO [ON] button.**
2. **Use the Value [-] [+] buttons to select an arpeggio style.**
3. **Use the Cursor [◄] [►] buttons to switch parameters, and use the Value [-] [+] buttons to change the value.**
4. **When you've finished making the setting, press the [Exit] button several times to return to the top screen.**

Changing the Tempo

1. **Turn the tempo knob.**
   Alternatively, you can set the tempo by pressing the [Tap] button three or more times at quarter-note intervals of the desired tempo.

MEMO

- The tempo is saved for each individual program.
  ➡ "Saving a Sound (Program) (WRITE)" (p. 9)
- The tempo setting is shared with the pattern.

Using the Hold function

1. **Press the ARPEGGIO [Key Hold] button.**
   The hold function turns on. If you play a different chord while hold is turned on, the arpeggio also changes.

MEMO

When the arpeggio is off, pressing the ARPEGGIO [Key Hold] button turns Key Hold on. This lets you sustain the notes as if you were pressing the damper pedal.

Editing the Arpeggio

1. **Hold down the [Shift] button and press the ARPEGGIO [ON] button.**



MEMO

This screen also appears if you press the [Menu/Write] button and select "Arpeggio Edit."

2. **Use the Cursor [◄] [►] buttons to move the cursor to the item that you want to edit.**
3. **Use the Value [-] [+] buttons to set the desired value.**
   ➡ For details on the parameters, refer to "Parameter Guide" (PDF).
4. **When you've finished making the setting, press the [Exit] button several times to return to the top screen.**

Saving

The sound you create will change if you move a knob or select a different program, and will be lost when you switch off the JD-Xi's power.
When you've created a sound you like, you should save it as a program.
➡ "Saving a Sound (Program) (WRITE)" (p. 9)

Applying Pitch Bend or Vibrato

[Pitch] wheel

This varies the pitch.
Moving the wheel toward yourself lowers the pitch. Moving it away from yourself raises the pitch.
When you release your hand from the wheel, it returns to the center.



[Mod] wheel

This applies vibrato.
When the wheel is all the way toward yourself, no effect is applied. Moving the wheel away from yourself increases the effect.
The wheel does not move from its position when you release your hand.

Changing the Keyboard Range in Octave Units

OCTAVE [Down] [Up] buttons



These shift the keyboard in steps of one octave (maximum ±3 octaves).
If the octave is shifted, the OCTAVE [Down][Up] buttons are lit.
Pressing the OCTAVE [Down][Up] buttons simultaneously resets the value to 0.

* The OCTAVE [Down][Up] buttons don't affect the Drums part.

MEMO

The octave setting can be made individually for each part, and is saved in the program.
➡ "Saving a Sound (Program) (WRITE)" (p. 9)

Shortcut to the Portamento Setting Screen

1. **Long-press the [Menu/Write] button.**
   The PORTAMENTO screen appears.

Button	Explanation
[Tap] button	Turns portamento on/off.
[Tempo] knob	Adjusts the portamento time.

2. **Press the [Exit] button to exit this screen.**

Switching the Favorite Bank

Favorites are organized into 16 banks.
You can register 16 of your favorite sounds (programs) in each bank.

1. **Press the [Favorite] button to enter Favorite mode.**
2. **Long-press the [Shift] button; one of the [01]–[16] buttons blinks.**
   The blinking button indicates the current bank.
3. **To switch banks, press a button that is not blinking.**
   For example if the [01] button is blinking, pressing the [02] button switches from Bank 01 to Bank 02.

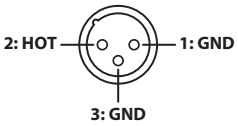
MEMO

A favorite remembers the part that had been selected when you registered the favorite. When you switch favorites, the program is recalled with the remembered part selected.
For example if you want to instantly recall the Analog part, make sure that the Analog part is selected when you register the favorite; when you later recall that favorite, it is recalled with the Analog part selected.

Using the Microphone



* **If you're using a commercially available microphone, be sure to set the SYSTEM parameter Mic Sel to "Other."**
  When using a commercially available microphone, adjust the INPUT Level parameter.
* This instrument is equipped with XLR type input jack. Wiring diagrams for this jack is shown in the illustration. Make connections after first checking the wiring diagrams of other equipment you intend to connect.



* Acoustic feedback could be produced depending on the location of microphones relative to speakers. This can be remedied by:
  - Changing the orientation of the microphone(s).
  - Relocating microphone(s) at a greater distance from speakers.
  - Lowering volume levels.

1. Connect the included microphone to the MIC jack.

After you've connected the microphone, adjust its direction and angle.
Instead of the included microphone, you can also use a commercially available dynamic microphone or a device connected to the INPUT jack.

You can't use the mic if a device is connected to the INPUT jack.

If devices are connected to both the MIC jack and the INPUT jack, the JD-Xi is designed to give priority to the INPUT jack, meaning that the MIC jack is not available.
If you want to use the microphone, disconnect any device from the INPUT jack.

Setup

1. Press the [Menu/Write] button.

2. Use the Cursor [◄] [►] buttons to select "SYSTEM," and press the [Enter] button.

3. Use the Cursor [◄] [►] buttons to select a parameter, and use the Value [-] [+] buttons to edit that parameter's value.

Menu [Shift] + Cursor [◄] [►]	Parameter Cursor [◄] [►]	Value Value [-] [+]
INPUT	Level (Input level)	-20–+40 dB (input level for MIC and INPUT)
	Mic Sel (Mic select)	Attached (when using the included microphone), Other (when using a commercially-available dynamic microphone)
	NS SW	OFF, ON (turns the noise suppressor on/off) (cuts noise during silent periods)
	NS Threshold	0–127 (volume at which noise suppression begins)
	NS Release	0–127 (time from when noise suppression begins until the volume reaches 0)

4. When you've finished making settings, press the [Exit] button several times to return to the top screen.

The settings are saved automatically.

Vocoder/Auto Pitch

The "Vocoder" adds effects to a human voice. If you run your voice through the vocoder, you can give it a toneless, robotic tone.
Control the pitch by playing the keyboard.
AutoPitch sounds suppress pitch irregularity, producing a pitch-corrected sound. By applying a stair-step constraint to pitch change, this creates a mechanical effect.

1. Use the category dial to select "Vocoder/AutoPitch."

2. Use the Tone [-] [+] buttons to select a tone.

3. Vocalize into the mic while you play the keyboard.

If you've selected an AutoPitch tone, there's no need to play the keyboard.

Setup

1. Press the [Menu/Write] button.

2. Use the Cursor [◄] [►] buttons to select "Vocoder Edit" or "AutoPitch Edit," and then press the [Enter] button.

3. Use the Cursor [◄] [►] buttons to select a parameter, and use the Value [-] [+] buttons to edit that parameter's value.

➡ For details on the parameters, refer to "Parameter Guide" (PDF).

4. When you've finished making settings, press the [Exit] button several times to return to the top screen.

Vocoder and AutoPitch settings are saved individually for each program.
➡ "Saving a Sound (Program) (WRITE)" (p. 9)

Note when using Vocoder and AutoPitch

- Vocoder and AutoPitch can be used only on one Digital Synth part.
- If Vocoder or AutoPitch are selected, the Analog Synth part does not produce sound.
- The effect might not work correctly if you input sound other than human voice, or if you're using the system in a noisy environment.

Auto Note

Auto Note is a function that detects the pitch of your voice, and plays that pitch. By inputting your voice, you can play notes as if you were playing the keyboard.

1. Press the [Auto Note] button to make it light.

2. Input your voice from the microphone; sound is heard even though you're not playing the keyboard.

MEMO

If you use Auto Note to record a pattern, the Pitch Bend Range is fixed at 24. If you turn Auto Note OFF and play back the pattern, the pitch change might be different than when recording. If you want a pattern that was recorded with Auto Note to play back in the same way as when it was recorded, change the Pitch Bend Range to 24.
➡ For details on the parameters, refer to "Parameter Guide" (PDF).

Using an External Device Instead of a Microphone

You can connect a guitar or audio player to the rear panel INPUT (MONO) jack and use it with the vocoder or Auto Note function in the same way as when using a microphone.

1. Connect your device to the rear panel INPUT jack.

If a device is connected to the rear panel INPUT (MONO) jack, the top microphone input is disabled.

2. Set the LINE/GUITAR select switch appropriately for the device that you connected.

Select the GUITAR position if you connected a guitar, and select the LINE position if you connected a keyboard or an audio player.

3. Adjust the input level as described in steps 2–5 of "Using a Microphone."

NOTE

- The Vocoder, AutoPitch, and Auto Note functions are optimized for vocal input. Unexpected sound may result if you input audio from a guitar or an audio player.
- The effect might not work correctly if you input sound other than human voice, or if you're using the system in a noisy environment.

To obtain the Parameter Guide (PDF)

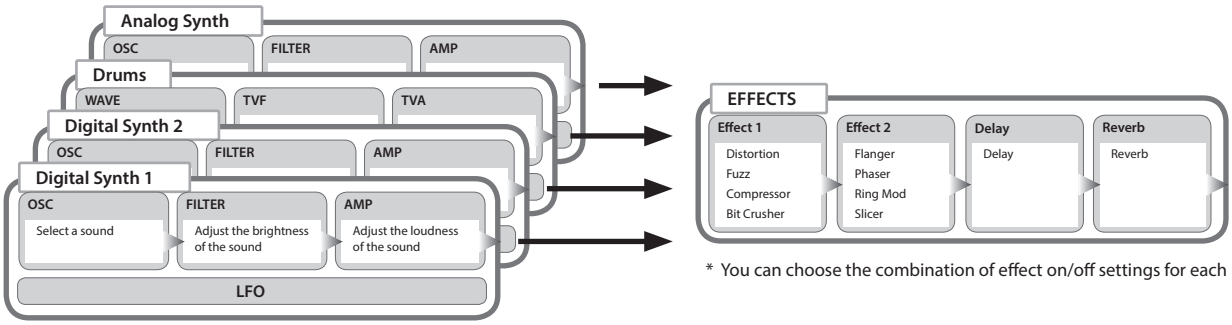
1. Enter the following URL in your computer.
http://www.roland.com/manuals/

2. Choose the "JD-Xi" as the product name.

Editing the Sound

Audio Flow in a Program

A program consists of four parts. The sound of each part is sent to the effect section.
Although the settings of the effect section are shared by the entire program, effects can be turned on/off individually for each part.



* You can choose the combination of effect on/off settings for each part (p. 9).

Adjusting the Brightness and Thickness (FILTER)

The FILTER section contains parameters that determine the character and distinctive features of the sound.



[Cutoff] knob (Cutoff indicator)

This knob specifies the filter cutoff frequency.
The filter whose indicator is lit is selected.

[Type] button

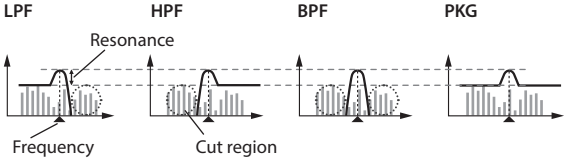
This button switches the filter type (for Analog Synth, only LPF is available).

[Resonance] knob

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

Digital Synth/Drums part

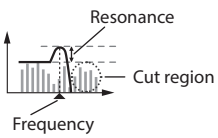
You can use Digital LPF (Low Pass Filter), HPF (High Pass Filter), BPF (Band Pass Filter), or PKG (Peaking Filter).
Analog LPF is not available.
You can change the slope of the filter.
➡ For details, refer to "Parameter Guide" (PDF).



Analog Synth part

Only Analog LPF is available.

Analog LPF



* Since the Analog LPF uses an analog circuit, the sound might be affected by the temperature and the state of the power supply.

Adjusting the Loudness and Envelope (AMP/ENV)

The AMP section contains parameters that control the volume.
The "envelope" is the shape of the volume changes from when an instrument begins sounding until it decays to silence. On a keyboard instrument, the envelope specifies the way that the volume changes, starting when you press a key, and how it decays after you release the key.



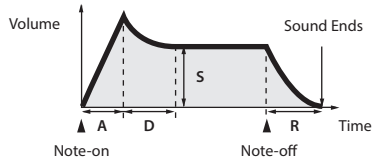
[Level] knob

This sets the volume.

[Envelope] knob

Turning the knob toward the left produces a shorter sound with a stronger attack; turning the knob toward the right makes the attack softer and the release longer.

Envelope



A: Attack time	Time from when you press the key until the sound reaches its maximum level
D: Decay time	Time over which the level decays from the maximum to the sustain level.
S: Sustain time	Volume at which the sound will be sustained while you hold down the key
R: Release time	Time over which the sound decays after you release the key

The [Envelope] knob effectively adjusts the A/D/S/R parameters in a single operation.
For the Drums part you can edit this individually for each instrument (note).
If you want to edit A/D/S/R separately, enter "Tone Edit" and make settings ([Menu/Write] button → choose "Tone Edit").
➡ For details, refer to "Parameter Guide" (PDF).

To obtain the Parameter Guide (PDF)

1. **Enter the following URL in your computer.**
   http://www.roland.com/manuals/
2. **Choose the "JD-Xi" as the product name.**

Modulating the Sound (LFO)

LFO stands for Low-Frequency Oscillator. This is an oscillator with a very low frequency. It can output several different waveforms, including sine wave, triangle wave, square wave, and sawtooth wave.
By using the LFO to modulate various aspects of the audio signal, you can apply effects such as vibrato or tremolo.



Waveform select knob

This selects the waveform of the LFO.
The waveform whose indicator is lit is selected.
(Triangle wave), (Sine wave), (Sawtooth wave), (Square wave), (Sample and Hold), RND (Random wave)

[Rate] knob

This determines the speed of the LFO.

[Depth] knob

This specifies the depth of the LFO.

[Destination] knob

This specifies what the LFO will affect.
The destination whose indicator is lit is selected.

Destination	Explanation
Pitch	Applying LFO to the pitch produces vibrato.
Filter	Applying LFO to the filter produces a wah effect.
Amp	Applying LFO to the amp produces tremolo.

NOTE

The LFO effect is not applied to the Drums part.

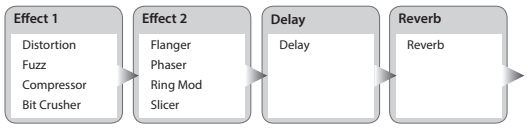
Adding Power and Spaciousness (EFFECTS)

"Effects" allow you to modify or enhance the sound in various ways, such as by adding reverberation or delaying the sound.



[Effects ON/OFF] button

You can specify the effects that are used by each part. The combination changes each time you press the [Effects ON/OFF] button. The indicators at the upper left of each knob light to indicate the available effects.
The audio passes through "Effect 1" → "Effect 2" → "Delay" → "Reverb" in that order, and only the effects that are turned on will apply.



➡ For details on each effect's parameters and a routing diagram, refer to "Parameter Guide" (PDF).

[Effect 1/2] knob

These adjust the depth of the effect.

Effect 1/2 [Type] button

These select the type of effect.

Effect 1	Distortion, Fuzz, Compressor, Bit Crusher
Effect 2	Flanger, Phaser, Ring Mod, Slicer

[Delay] knob

This adjusts the depth of delay.

[Reverb] knob

This adjusts the depth of reverb.

Effect settings are saved individually for each program.
➡ "Saving a Sound (Program) (WRITE)" (p. 9)

Editing Program and Effect Settings

1. **Press the [Menu/Write] button.**
2. **Use the Cursor [◄] [►] buttons to select "Program Edit," "Tone Edit," or "Effects Edit," and then press the [Enter] button.**
   The edit screen for each item appears.
3. **Use the Cursor [◄] [►] buttons to select the parameter that you want to edit, and use the Value [-] [+] buttons to edit the value of that parameter.**
   ➡ For details on the parameters, refer to "Parameter Guide" (PDF).
4. **When you've finished editing, press the [Exit] button several times to return to the top screen.**

Saving a Sound (Program) (WRITE)

A sound that you create will change if you move the knobs or if you select a different tone or program. It will also be lost if you power-off the JD-Xi.
When you've created a sound that you like, you should save it as a program.

1. **Hold down the [Shift] button and press the [Menu/Write] button.**
   The name input screen appears.



2. **Use the Cursor [◄] [►] buttons to move the cursor, and use the Value [-] [+] buttons to select characters.**
3. **When you've specified the name, press the [Enter] button.**
4. **Use the Program (Pattern) Value [-] [+] buttons to select the save-destination.**
   * If you specify a number in which data is already saved, the program name is shown in the lower line. Saving to this number will overwrite the program, erasing the previous data.
5. **Press the [Enter] button.**
   A confirmation message appears.
6. **Press the [Enter] button.**
   A screen indicating Complete ! appears, and the data is saved.
   If you decide to cancel, press the [Exit] button.
   * NEVER turn the power off while you are saving settings.

Basic Operation of the Pattern Sequencer

The pattern sequencer lets you record keyboard performance and knob operations, and play them back repeatedly.
When you record, the part that's selected by Part Select is recorded.



[Real Time Rec] button

Create a pattern by recording your keyboard performance in real time.

[Step Rec] button

Create a pattern by recording your keyboard performance one step at a time.

[Erase] button

Erase a recorded pattern or a portion of a pattern.

[►/■] button

Play or stop the pattern.

Changing the Number of Measures

You can create a pattern that's up to four measures long.
You can change this as follows.

1. **Press the [Menu/Write] button.**
2. **Use the Cursor [◄] [►] buttons to select "Pattern Length," and then press the [Enter] button.**
3. **Use the Value [-] [+] buttons to select the number of measures, and press the [Enter] button.**
   The screen asks "With Copying ?"



Button	Explanation
[Enter] button	If the number of measures is being increased, measures are copied from the original pattern.
[Exit] button	Blank measures are added.

* Even if you change the number of measures in the pattern, it will revert to the original number if you select another program before saving the modified program.

4. **Press the [Enter] or [Exit] button to change the number of measures.**

Switching the Number of Measures Shown by the [01]–[16] Buttons During Playback or Recording

1. **Hold down the [Shift] button and press one of the [01]–[04] buttons (if the scale setting is 32nd notes, press one of the [01]–[08] buttons).**
   The numerals on the buttons indicate the measure number (half-measures if the scale setting is 32nd notes).
   If the setting is four measures of 16th notes, pressing the [Shift] button makes the [01]–[04] buttons light; the current measure blinks.
   If the setting is four measures of 32nd notes, pressing the [Shift] button makes the [01]–[08] buttons light, allowing you to move in half-measure units.

Changing the Scale

Here's how to change the rhythmic note value of each step.

1. **Press the [Menu/Write] button.**
2. **Use the Cursor [◄] [►] buttons to select "Scale Setting," and then press the [Enter] button.**
3. **Use the Value [-] [+] buttons to select 8th note triplets ( ), 16th notes ( ), or 32nd notes ( ).**
4. **Press the [Exit] button several times to return to the top screen.**

Erasing an Entire Pattern

1. **Hold down the [Shift] button and press the [Erase] button.**
   The Pattern Erase screen appears.



2. **Use the Value [-] [+] buttons to select the part (Digital 1, Digital 2, Drum, Analog, SysEx, All) that you want to erase, and then press the [Enter] button.**

* If you select "All," the patterns of all parts are erased.
* SysEX (system exclusive) messages are MIDI messages that are recorded if the TX Edit Data setting is ON.

Deleting All Notes at a Specific Step

If notes are recorded in the [01]–[16] buttons, turning off a button that contains a note (making the button go dark) prevents that note from sounding. This only mutes the note and does not delete it; if you turn on the button once again (making the button light), its note resumes sounding.

1. **If you want to completely erase the notes of a step, stop the pattern, hold down the [Erase] button, and press the button of the step that you want to erase.**

Copying a Pattern

Here's how to copy a pattern from another program.

1. **Hold down the [Menu/Write] button and press the [10] button.**
   The Pattern Copy screen appears.



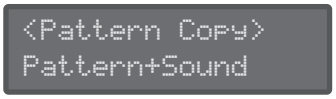
2. **Use the Value [-] [+] buttons to select the copy-source program number, and then press the [Enter] button.**
3. **Use the Value [-] [+] buttons to select the copy-source part and the copy-destination part, and then press the [Enter] button.**



Screen	Copy source	Copy destination
D1->D1	Digital Synth 1 part	Digital Synth 1 part
D1->D2	Digital Synth 1 part	Digital Synth 2 part
D2->D1	Digital Synth 2 part	Digital Synth 1 part
D2->D2	Digital Synth 2 part	Digital Synth 2 part
Drum	Drums part	Drums part
Analog	Analog part	Analog part
All	All parts	All parts

* The pattern data and tones are copied. Programs and effect settings are not copied.

4. **Use the Value [-] [+] buttons to select what you want to copy, and press the [Enter] button.**



Value Value [–] [+]	Explanation
Pattern+Sound	The pattern and sound are copied.
Sound Only	Only the sound is copied.
Pattern Only	Only the pattern is copied.

MEMO

The JD-Xi cannot save sound settings as individual tones.
If you want to use a tone from another program, use the Pattern copy Sound Only setting to copy it. (Effect settings cannot be copied.)

Muting a specific part (Part Mute)

This is convenient when you want to mute a specific part while a pattern is playing.

1. **Hold down the [Shift] button and press the Part Select button.**
   The selected part is muted. You can select multiple parts if you like.
   To return to the original state, once again hold down the [Shift] button and press the Part Select button.

TR-REC

[01]–[16] button



Here's how to specify whether an instrument will or will not sound at each step.

1. **Press a Part Select button to select the part that you want to record.**
   If the Drums part is selected, press a note on the keyboard to specify the instrument that you want to record.
   If you select the Drums part, you'll record separately for each instrument that's assigned to each note of the keyboard (sounds such as kick, snare, etc.).
2. **Press the [01]–[16] buttons to make the button light for each step at which you want the instrument to sound.**
   To erase a note, press the corresponding [01]–[16] button to make it go dark.
3. **Press the [►/■] button to play the pattern.**
   You can change the on/off status of the [01]–[16] buttons even during playback.
   When you've created a pattern that you like, you should save it as a program.
   ➡ "Saving a Sound (Program) (WRITE)" (p. 9)

Digital Synth part/Analog Synth part

You can use TR-REC for a digital synth part or the analog synth part in the same way as for a drum part.

1. **Play the key that you want to record using TR-REC.**
2. **Use the [01]–[16] buttons to illuminate each step at which you want a note to sound.**
3. **Press the [►/■] button to play back the pattern.**

- By pressing the [01]–[16] buttons while you hold down a chord on the keyboard, you can enter chords.
- Note duration (Gate Time) is fixed at 80%. Keyboard dynamics (Velocity) changes depending on the force with which you strike the key.
- If you want to use TR-REC to re-input notes at a step in which you previously input a note, or which contains notes of a preset pattern, you must first delete the existing notes. With pattern playback stopped, hold down the [Erase] button and press the button of the step number that you want to erase. When you use step recording or realtime recording, the original notes are automatically deleted and replaced (overwritten) by the newly entered notes.

What is TR-REC?

TR-REC is the method of using the [01]–[16] buttons to specify the timing at which each instrument will sound.

TR-REC is available any time the phrase is playing or stopped. You can use it while listening to a rhythm that you yourself created.

For example to create the drum pattern shown in figure 1, you would make the settings shown in figure 2.

Figure 1

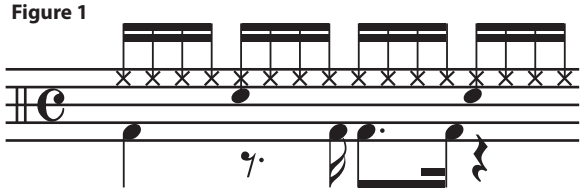
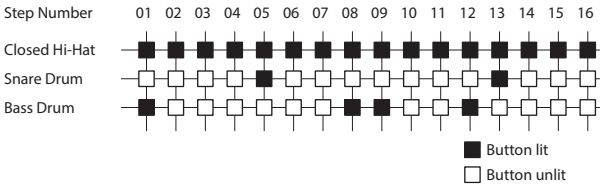


Figure 2



For the Drum part, playing an instrument on the keyboard makes the [01]–[16] buttons light or go dark to indicate the steps on which that instrument will sound.

Pressing one of the [01]–[16] buttons switches it between lit and unlit, changing whether the instrument will or will not sound on that step.

Realtime Recording

Here's how to create a pattern by recording your keyboard performance in real time. Your performance is recorded by layering it onto the selected pattern.

1. **Press a Part Select button to select the part that you want to record.**
2. **Press the [Real Time Rec] button.**
3. **Press the [►/■] button to start recording.**
   During playback, you can also press the [Real Time Rec] button to start recording.
4. **Play the keyboard.**
   If the Drums part is selected, the sounds (instruments) printed above each key will sound. You can also record chords.
   Movements of the knobs and wheels are also recorded.
5. **Press the [Real Time Rec] button to stop recording.**

Metronome Settings

1. **Press the [Menu/Write] button.**
2. **Select "SYSTEM" and then press the [Enter] button.**
3. **Select the Click parameter (p. 13), and use the Value [-] [+] buttons to change the setting.**
4. **Press the [Exit] button several times to return to the top screen.**
   The edited parameters are saved when you exit the system setting screen.

Erasing a Portion of a Phrase or Drum Pattern

During playback/recording, you can hold down the [Erase] button to erase the selected part (in the case of the Drums part, the instrument of the key you pressed most recently) for the duration that you hold down the button.

Tips for Realtime Recording

If you realtime-record while the pattern is playing, realtime recording is automatically defeated when you reach the end of the pattern (i.e., the moment that playback returns to the beginning of the pattern).
If you want to continue realtime recording while the loop plays, turn the SYSTEM parameter "Loop Rec" ON.

Note When Recording Effect Knob Movements

You can use realtime recording to record movements of the Effect 1, Effect 2, Delay, and Reverb knobs.
However since effect knob movements are saved for the entire program, the effect knob movements are not erased even if you erase the entire pattern.

* Since effect knob movements that you record cannot be erased, you'll need to re-record.

Step Recording

Here's how to create a pattern by recording your keyboard performance one step at a time. The newly recorded notes are added to the selected pattern.

[01]–[16] button

The button of the part being recorded is blinking.

1. **Use the Part Select buttons to select the part that you want to record.**
2. **Press the [Step Rec] button.**

   The [01] button blinks.
   The following screen is shown until you stop recording.

   You can use the Cursor [◄] [►] buttons to select a parameter, and use the Value [-] [+] buttons to edit the value of that parameter.

Parameter Cursor [◄] [►]	Value Value [-] [+]
Velocity (keyboard dynamics)	Real (the actually-played dynamics), 1–127 (fixed dynamics)
Gate Time (duration of the note)	5–100%

3. **Play one note on the keyboard.**

   That note is recorded at step 1. The position automatically advances to step 2, and the [02] button blinks.
   You can record a chord by selecting multiple notes.
4. **Repeat step 3 to record each step.**

MEMO

- To erase the data at a step (or to enter a rest), press the [Erase] button.
- To enter a tie, press the ARPEGGIO [Key Hold] button.
- To change the step that you're recording, press one of the [01]–[16] buttons.
- To change measures, hold down the [Shift] button and press one of the [01]–[04] buttons (if the scale setting is 32nd notes, press one of the [01]–[08] buttons).

  ➡ If you want to change the number of measures, refer to "Changing the Number of Measures" (p. 10).

5. **Press the [Step Rec] button to stop recording.**

Recording Methods Other Than TR-REC, Step Recording, and Realtime Recording

You can also record using the following methods.

1. **Hold down the step button ([01]–[16] buttons) at which you want to enter a note.**
2. **While holding down the step button, play the keyboard.**
3. **Release the step button.**
4. **Press the [►/■] button to play back the pattern.**

- With this recording method, the originally existing notes are not deleted; the notes you enter are added to the recording.
- Note duration (Gate Time) is fixed at 80%. Keyboard dynamics (Velocity) changes depending on the force with which you strike the key.

Saving a Pattern

A pattern you create will disappear if you select a different program or if you power-off the JD-Xi. When you've created a pattern that you like, you should save it as a program.

➡ "Saving a Sound (Program) (WRITE)" (p. 9)

Making System Settings (SYSTEM)

Here's how to make overall settings for the JD-Xi itself.

1. **Press the [Menu/Write] button.**
2. **Use the Cursor [◄] [►] buttons to select "SYSTEM," and then press the [Enter] button.**



3. **Hold down the [Shift] button and use the Cursor [◄] [►] buttons to select the menu item that you want to edit.**
4. **Use the Cursor [◄] [►] buttons to select the parameter that you want to edit, and then use the Value [-] [+] buttons to edit the setting of that parameter.**
5. **Press the [Exit] button several times to return to the top screen.**
   The parameters you edit are saved when you exit the system setting screen.

Menu [Shift] + Cursor [◄] [►]	Parameter Cursor [◄] [►]	Value Value [-] [+]	Explanation
GENERAL	LCD Contrast	1–10	Adjusts the contrast of the display.
	Illumination	ON, OFF	Specifies whether the buttons illuminate when they are waiting for an operation.
	Tempo Lock	OFF	If you switch programs during playback, the tempo switches to the tempo of the newly selected program.
		ON	If you switch programs during playback, the tempo of the previous program is maintained.
	Loop Rec	OFF	When realtime-recording, recording ends when the last step of the pattern is reached.
		ON	Recording continues until you stop realtime-recording (by pressing the [Real Time Rec] button once again).
KEY TOUCH	Velo Curv (Velocity Curve)		Sets the keyboard's touch.
		LIGHT	This sets the keyboard to a light touch. You can achieve fortissimo (ff) play with a less forceful touch than MEDIUM setting, so the keyboard feels lighter. This setting makes it easier for children, whose hands have less strength.
		MEDIUM	This sets the keyboard to the standard touch.
		HEAVY	This sets the keyboard to a heavy touch. You have to play the keyboard more forcefully than MEDIUM setting in order to play fortissimo (ff), so the keyboard touch feels heavier. This setting allows you to add more expression when playing dynamically.
	Curve Offset (Velocity Curve Offset)	-10–+9	Adjusts the keyboard velocity curve. Lower values make the keyboard feel lighter. Higher values make the keyboard feel heavier.
	Velocity		Adjusts the velocity value that will be transmitted when you play the keyboard.
		REAL	Actual keyboard velocity will be transmitted.
		1–127	A fixed velocity value will be transmitted regardless of how you play.
SOUND	Master Tune	415.3–466.2 [Hz]	Adjusts the overall tuning of the JD-Xi. The display shows the frequency of the A4 note (middle A).
	Output Gain	-12–+12 [dB]	Adjusts the output gain from the JD-Xi's output. When, for example, there are relatively few voices being sounded, boosting the output gain can let you attain the most suitable output level for recording and other purposes.
CLICK	Mode		Specifies how the click will be sounded.
		OFF	No click is sounded.
		PLAY-ONLY	The click sounds when a song is playing.
		REC-ONLY	The click sounds when a song is being recorded.
		PLAY&REC	The click sounds when a song is playing or being recorded.
		ALWAYS	The click sounds at all times.
	Level	0–10	Adjusts the click volume.
	Sound		Selects the click sound.
		TYPE1	Conventional metronome sound (first beat is a bell)
		TYPE2	Click sound
		TYPE3	Beep sound
		TYPE4	Cowbell sound
	Accent SW	OFF, ON	Adds an accent to the click sound.
INPUT	Level	-20–+40 dB	Adjusts the input level of the MIC and INPUT (MONO) jacks.
	Mic Sel (Microphone Select)		Selects the microphone that's connected to the MIC jack.
		Attached	If using the included microphone
		Other	If using a commercially available microphone (dynamic microphones only)
	NS SW (Noise suppressor SW)	OFF, ON	Switches the noise suppressor on/off. The noise suppressor is a function that suppresses noise during periods of silence.
	NS Threshold (Noise suppressor Threshold)	0–127	Adjusts the volume at which noise suppression starts to be applied.
	NS Release (Noise suppressor Release)	0–127	Adjusts the time from when noise suppression starts until the volume reaches 0.
MIDI	Local Switch	OFF, ON	Determines whether the internal sound generator is disconnected (OFF) from the controller section (keyboard, pitch bend/modulation wheel, buttons, knobs, and so on); or not disconnected (ON). Normally you'll leave this "ON." Choose the "OFF" setting if you want operations on the JD-Xi to only control DAW software on your computer.
	Prog Rx/Tx Ch	1–16, OFF	Specifies the channel used to transmit and receive MIDI messages for the program.
	Tx Edit Data	OFF, ON	Specifies whether changes you make in the settings of a program will be transmitted as system exclusive messages (ON), or will not be transmitted (OFF).
	Soft Through	OFF, ON	If this is "ON," incoming MIDI messages from the MIDI IN connector will be re-transmitted without change from the MIDI OUT connector.
	Sync Mode		Specifies the synchronization message that the JD-Xi will use for operation.
		MASTER	The JD-Xi will be the master. Choose this setting when using JD-Xi by itself, or when synchronizing another device to the JD-Xi.
		SLAVE	The JD-Xi will be the slave. Choose this setting when you want the JD-Xi to synchronize to MIDI Clock messages received from another MIDI device.
	USB Drv (USB Driver)	GENERIC, VENDOR	Sets the USB driver (p. 15). * This setting will take effect when you turn the power off, then on again.
	ClockSource	MIDI, USB	When the Sync Mode is "SLAVE," this setting specifies whether the JD-Xi synchronizes to synchronization messages from the MIDI IN connector (MIDI) or to synchronization messages from the USB port (USB).

Accessing the Menu Screens

1. **Press the [Menu/Write] button.**
2. **Use the Cursor [◄] [►] buttons to select the item that you want to edit, and press the [Enter] button.**
   The corresponding edit screen appears.
3. **Use the Cursor [◄] [►] buttons to select the parameter that you want to edit, and use the Value [-][+] buttons to edit the value of that parameter.**
4. **Press the [Exit] button several times to return to the top screen.**

Editable items

SYSTEM (p. 13)
Make settings that affect the operating environment of the entire JD-Xi.

Program Edit
Access the Program Edit screen.

Tone Edit
Access the Tone Edit screen.

Effects Edit
Access the Effects Edit screen.

Vocoder Edit
Access the Vocoder Edit screen.

AutoPitch Edit
Access the AutoPitch Edit screen.

Arpeggio Edit
Access the Arpeggio Edit screen.

Pattern Length
Access the screen where you specify the length of the pattern.

Scale Setting
In the pattern sequencer, access the screen where you specify the note value of each step.

UTILITY (p. 14)
Execute various convenient functions.

VERSION INFO
View the version of the JD-Xi system program.

➡ For details on the parameters, refer to "Parameter Guide" (PDF).

Returning to the Factory Settings (FACTORY RESET)

1. **Press the [Menu/Write] button.**
2. **Use the Cursor [◄] [►] buttons to select "UTILITY," and press the [Enter] button.**
3. **Use the Cursor [◄] [►] buttons to select "Factory Reset," and press the [Enter] button.**
   A confirmation message appears.



   If you decide to cancel, press the [Exit] button.
4. **Press the [Enter] button to execute.**
5. **Turn the power of the JD-Xi off, then on again.**

Items initialized by Factory Reset

- All user programs (including arpeggios, patterns, and effects)
- System settings

Backing Up and Restoring Data

You can back up the JD-Xi's data to your computer, and restore this data from your computer to the JD-Xi when necessary.

* Connect the JD-Xi to your computer via USB before you back up or restore.

Backing Up Data (Backup)

1. **Press the [Menu/Write] button.**
2. **Use the Cursor [◄] [►] buttons to select "UTILITY," and press the [Enter] button.**



3. **Use the Cursor [◄] [►] buttons to select "Backup," and press the [Enter] button.**
4. **A folder opens on your computer screen, showing the file that will be backed up.**
   Do not rename the file that is displayed.
5. **Copy the displayed file to your computer.**

MEMO

When you use a USB cable to connect the JD-Xi to your computer and execute Backup, a folder named "JD-Xi" appears on your computer screen. Copy this entire "JD-Xi" folder to your computer.
To restore, copy the entire "JD-Xi" folder.
Backup or restore do not occur correctly if you copy only the "BACKUP" folder located inside the "JD-Xi" folder, or if you copy only some of the files.

6. **On your computer, end (unmount) the connection to the JD-Xi.**
   The JD-Xi returns to its normal screen.

MEMO

When backing up or restoring data, there may be cases in which the backup or restore does not proceed even if you end (unmount) the connection to the JD-Xi on your computer. If so, end the connection on your computer, and then press the JD-Xi's [Exit] button.
If you're using a Mac, end the connection first, and then be sure to press the JD-Xi's [Exit] button last.

Restoring Data (Restore)

1. **Press the [Menu/Write] button.**
2. **Use the Cursor [◄] [►] buttons to select "UTILITY," and press the [Enter] button.**
3. **Use the Cursor [◄] [►] buttons to select "Restore," and press the [Enter] button.**
4. **A folder opens on your computer screen.**
5. **Into the displayed folder, copy the file that you backed up on your computer.**
6. **On your computer, end (unmount) the connection to the JD-Xi.**
   Restore begins when the connection is ended.
   When it is complete, the display indicates "Completed. Turn off power."



7. **Turn the power of the JD-Xi off, then on again.**

Caution in Backup mode

When you enter backup mode, USB MIDI and USB audio functionality is temporarily stopped. During this time, you can't use the JD-Xi as an input/output device for your computer.
When you exit backup mode, USB MIDI and USB audio mode will resume and become available once again.
Be aware that depending on your software, you might need to make input/output device settings again.

Settings for Using a Commercially Available Mic

Different settings are required depending on whether you use the included microphone with the JD-Xi or a commercially available microphone (only dynamic microphones are supported).

1. **Press the [Menu/Write] button.**
2. **Use the Cursor [◄] [►] button to select "SYSTEM," and then press the [Enter] button.**
3. **Select "Mic Sel," and then use the Value [-] [+] buttons to select "Other."**



Menu [Shift] + Cursor [◄] [►]	Parameter Cursor [◄] [►]	Value Value [-] [+]
INPUT	Mic Sel (Mic select)	Attached (if using the included microphone)
		Other (if using a commercially available microphone)

NOTE

If this is set to "Attached," 5V of power is supplied from the MIC jack.

If you use a commercially available microphone with the "Attached" setting, the microphone may be damaged. Be sure to choose the "Other" setting.

4. **When you've finished making settings, press the [Exit] button several times to return to the top screen.**

Outputting the Click Out from Only the Right Side

Here's how you can output just the click sound such as the metronome.

1. **Hold down the [Menu/Write] button and press the [16] button.**

The click sound is output from the right side of OUTPUT and the headphones.
The left side outputs the instrumental sound (the sound of the L ch and R ch mixed).
To return to the previous setting, once again hold down the [Menu/Write] button and press the [16] button.

* This setting is temporary; it cannot be saved.

Changing the Click Tone and Volume

In the system settings, in the "CLICK" menu, edit the "Sound" or "Level" parameters.

➡ For details on the system settings, refer to "Making System Settings (SYSTEM)" (p. 13).

MEMO

If you have specified that the click out is sent only from the right side, the click sound from the OUTPUT R jack is mixed with the output if you connect a cable only to the OUTPUT L/MONO jack. In this case, you can connect a cable or a dummy plug to the OUTPUT R side as well so that the click sound is not sent from OUTPUT L.

Synchronization and Recording with Other Devices

The JD-Xi can transmit and receive MIDI clock (F8) messages to synchronize its tempo. It can also send and receive MIDI start (FA) and MIDI stop (FC) messages to start or stop.
The MIDI transmit/receive channels are channel 1 for the Digital Synth 1 part, channel 2 for the Digital Synth 2 part, channel 10 for the Drum part, and channel 3 for the Analog Synth part.
Turning a knob will transmit the corresponding control change message.
For details, refer to "MIDI Implementation" (PDF).

Synchronizing with Other Devices

By connecting commercially available MIDI cables to the JD-Xi you can synchronize it with other devices.
For details on MIDI-related settings, refer to "Making System Settings (SYSTEM)" (p. 13).

Synchronizing and Recording on a DAW via USB

If the JD-Xi is connected to your computer via a commercially available USB 2.0 cable, you can synchronize it with a DAW on your computer via USB MIDI, and record the sound of the JD-Xi into your DAW via USB audio.
For details on operating requirements and supported operating systems, refer to the Roland website.

➡ **http://www.roland.com/support/**

Specifying the USB Driver

Here's how to specify the USB driver that will be used when the JD-Xi is connected to your computer via the USB COMPUTER port.

MEMO

If you want to change this setting, disconnect the USB cable before doing so.

Download the Driver

In order to use the JD-Xi with the "VENDOR" setting, you must download the driver from the following URL and install it on your computer.
For details on installation, refer to the following URL.

➡ **http://www.roland.com/support/**

NOTE

Do not connect the JD-Xi to your computer until you have finished installing the driver.
If you have already connected the JD-Xi, disconnect it, and then re-connect it after driver installation is completed.

1. **Press the [Menu/Write] button.**
2. **Use the Cursor [◄] [►] buttons to select "SYSTEM," and press the [Enter] button.**

The setting screen appears.

3. **Select "USB Drv" and use the Value [-] [+] buttons to change the setting.**

Menu [Shift] + Cursor [◄] [►]	Parameter Cursor [◄] [►]	Value Value [-] [+]
MIDI	USB Drv	VENDOR (Choose this if you want to use a USB driver downloaded from the Roland website.)
		GENERIC (Choose this if you want to use the generic USB driver provided by your computer's operating system.)

4. **Press the [Exit] button several times to return to the top screen.**

The edited parameter is saved when you exit the system setting screen.

5. **Turn the power of the JD-Xi off, then on again.**

After changing the "USB Drv" setting and saving it, you must turn the power off, then on again in order to get the system to operate correctly.

Shortcut List

"[A] + [B]" indicates the operation of "holding down the [A] button and press the [B] button."

Shortcut	Explanation
Value [-] + [+]	To change the value rapidly, hold down one of the buttons and press the other button.
[Shift]	Shows the program name in the top line of the display.
[Shift] + Value [-] [+]	Switches the program bank.
[Shift] + [Menu]	Jumps to the WRITE screen.
[Shift] + Part Select button	Mutes the selected part. You can also select multiple parts. To return to the original state, hold down the [Shift] button and press the Part Select button once again.
[Shift] + [Enter]	Switches sounds within a program, or reverts to the original sound after editing.
[Shift] + ARPEGGIO [ON]	Jumps to the Arpeggio Edit screen.
[Shift] + [01]–[04] button **([01]–[08] buttons when the scale setting is Thirty-second note)**	Switches the measures of the pattern shown by the [01]–[16] buttons during playback or recording. While you hold down [Shift], buttons [01]–[04] indicate the measure (half-measures if the scale setting is Thirty-second note). If the setting is four measures of sixteenth notes, pressing the [Shift] button makes the [01]–[04] buttons light and the current measure blink. If the setting is four measures of thirty-second notes, pressing the [Shift] button makes the [01]–[08] buttons light, allowing you to move in half-measure steps.
When in Favorite mode **[Shift] + [01]–[16] button**	Switches the Favorite Bank.
[Shift] + [Erase]	Jumps to the Pattern Erase screen.
[Shift] + CURSOR [◄] **[Shift] + CURSOR [►]**	In setting screens such as system or edit, moves between major menu items.
Long-press [Menu/Write]	Jumps to the Portamento setting screen.
[Menu/Write] + [10] button	Jumps to the Pattern Copy screen.
[Menu/Write] + [16] button	Sends the click sound from the right side of the headphones and the OUTPUT.
When entering a name **[Shift] + [◄] button**	Deletes the character at the cursor position.
When entering a name **[Shift] + [►] button**	Inserts a space at the cursor position.

If the JD-Xi does not function in the way you expect, first check the following points. If this does not resolve the problem, consult your dealer or a nearby Roland Service Station.

Issues Related to Sound

Problem	Cause/Action
There is no sound	If you do not hear sound when you play the keyboard, check whether the Local Switch is turned OFF. Make sure that the Local Switch setting is turned on.
Specific pitch ranges do not sound	The Drums part does not sound in the high register where no instruments (sounds) are assigned.
The volume level of the instrument connected to INPUT (MONO) jack is too low.	Is the rear panel LINE/GUITAR select switch set appropriately?
	Could you be using a connection cable that contains a resistor? Use a connection cable that does not contain a resistor.
When I play the keyboard, notes do not stop	Could the [Key Hold] button be on? If Key Hold is on, notes you play on the keyboard are sustained. Press the [Key Hold] button to turn it off.
The sound cuts off when I switch sound (program)	The JD-Xi allows you to apply a variety of effects, but when you switch sounds (programs) the type of effect assigned to the sound (program) will change. At this time, the sound is muted to prevent the unexpected sound that would otherwise occur due to the discrepancy between the currently heard sound and the type of effect.
Although the same tone is selected, it sounds different when I listen to it in the Program	Within a program, the specified sound (tone) can be further modified by the parameters of each part, such as the pan and octave settings, the filter cutoff, and the effects. For this reason, the sound may be different than when you recall and play that tone.
I can't play arpeggios. **The pattern won't play**	Could the system setting "Sync Mode" (p. 13) be set to "SLAVE"? If "Sync Mode" is set to "SLAVE," the JD-Xi needs to receive MIDI clock messages from an external device. You should leave "Sync Mode" set to "MASTER" unless you're synchronizing the JD-Xi to an external device.
The sound of the Analog Synth changes	In the Analog Synth part, the oscillator, sub-oscillator, and filter sections consist of analog circuits, so the sound may be affected by the temperature or the state of the power supply.

Issues Related to Microphone

Problem	Cause/Action
There's no sound when I connect a microphone	Could a device be connected to the rear panel INPUT jack? Disconnect the device from the rear panel INPUT jack.
The microphone picks up noise	You can reduce the noise by using the noise suppressor. In the system settings "INPUT" menu, adjust the "NS SW," "NS Threshold," and "NS Release" parameters. ➡ For details on the system settings, refer to "Making System Settings (SYSTEM)" (p. 13).
No sound or insufficient volume from the microphone	Could you be using a condenser microphone? The JD-Xi does not support condenser microphones.
	In the SYSTEM setting INPUT menu, is the "Mic Sel" parameter set appropriately? ➡ For details on the system settings, refer to "Making System Settings (SYSTEM)" (p. 13).

Issues Related to Effects

Problem	Cause/Action
Effects not applied	Check the following points while referring to the parameter guide PDF. • Could the effect switch be off? Check the on/off setting of each effect. • Are the various effect settings correct? • Is each part's Output Assign set to "Effect 1," "Effect 2," "Delay," or "Reverb"? • Effects do not apply if the send level to each effect is set to 0. Check the settings. • Even if the send level to each effect is above 0, effects do not apply if the effect output level, delay level, or reverb level are set to 0. Check each setting.

Issues Related to MIDI or External Devices

Problem	Cause/Action
Exclusive messages are not received	Does the Device ID number of the transmitting device match the Device ID number of the JD-Xi? The device ID number is fixed at "17."
The JD-Xi does not produce sound when an external sequencer or MIDI keyboard is connected to the MIDI IN connector	Make sure that the MIDI transmit channel of your external MIDI device matches the MIDI receive channel of the JD-Xi. The channels used by the JD-Xi to transmit and receive MIDI messages are fixed and cannot be changed.

Part	MIDI receive channel	MIDI transmit channel
Digital Synth 1	1	1
Digital Synth 2	2	2
Drums	10	10
Analog Synth	3	3

It is customary for drum kit performance data to be transmitted and received on MIDI channel 10.

Specifications Roland JD-Xi: Synthesizer Keyboard

Keyboard	37 mini keys (with velocity)
Power Supply	AC Adaptor
Current Draw	1000 mA
Dimensions	575 (W) x 245 (D) x 85 (H) mm 22-11/16 (W) x 9-11/16 (D) x 3-3/8 (H) inches
Weight	2.2 kg 4 lbs 14 oz

Accessories	Owner's Manual, AC Adaptor, Microphone

* In the interest of product improvement, the specifications and/or appearance of this unit are subject to change without prior notice.

USING THE UNIT SAFELY

⚠ WARNING

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



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

⚠ WARNING

Use only the supplied AC adaptor and the correct voltage



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.

⚠ CAUTION

Handle the ground terminal carefully



If you remove the screw from the ground terminal, be sure to replace it; don't leave it lying around where it could accidently be swallowed by small children. When refastening the screw, make that it is firmly fastened, so it won't come loose.

IMPORTANT NOTES

Placement

- 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.

Maintenance

- 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.

Repairs and Data

- Before sending the unit away for repairs, be sure to make a backup of the data stored within it; or you may prefer to write down the needed information. Although we will do our utmost to preserve the data stored in your unit when we carry out repairs, in some cases, such as when the memory section is physically damaged, restoration of the stored content may be impossible. Roland assumes no liability concerning the restoration of any stored content that has been lost.

Additional Precautions

- Any data stored within the unit can be lost as the result of equipment failure, incorrect operation, etc. To protect yourself against the irretrievable loss of data, try to make a habit of creating regular backups of the data you've stored in the unit.
- Roland assumes no liability concerning the restoration of any stored content that has been lost.
- Never strike or apply strong pressure to the display.

Intellectual Property Right

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

For EU Countries



UK This symbol indicates that in EU countries, this product must be collected separately from household waste, as defined in each region. Products bearing this symbol must not be discarded together with household waste.

DE Dieses Symbol bedeutet, dass dieses Produkt in EU-Ländern getrennt vom Hausmüll gesammelt werden muss gemäß den regionalen Bestimmungen. Mit diesem Symbol gekennzeichnete Produkte dürfen nicht zusammen mit den Hausmüll entsorgt werden.

FR Ce symbole indique que dans les pays de l'Union européenne, ce produit doit être collecté séparément des ordures ménagères selon les directives en vigueur dans chacun de ces pays. Les produits portant ce symbole ne doivent pas être mis au rebut avec les ordures ménagères.

IT Questo simbolo indica che nei paesi della Comunità europea questo prodotto deve essere smaltito separatamente dai normali rifiuti domestici, secondo la legislazione in vigore in ciascun paese. I prodotti che riportano questo simbolo non devono essere smaltiti insieme ai rifiuti domestici. Ai sensi dell'art. 13 del D.Lgs. 25 luglio 2005 n. 151.

ES Este símbolo indica que en los países de la Unión Europea este producto debe recogerse aparte de los residuos domésticos, tal como esté regulado en cada zona. Los productos con este símbolo no se deben depositar con los residuos domésticos.

PT Este símbolo indica que nos países da UE, a recolha deste produto deverá ser feita separadamente do lixo doméstico, de acordo com os regulamentos de cada região. Os produtos que apresentem este símbolo não deverão ser eliminados juntamente com o lixo doméstico.

NL Dit symbool geeft aan dat in landen van de EU dit product gescheiden van huishoudelijk afval moet worden aangeboden, zoals bepaald per gemeente of regio. Producten die van dit symbool zijn voorzien, mogen niet samen met huishoudelijk afval worden verwijderd.

DK Dette symbol angiver, at i EU-lande skal dette produkt opsamles adskilt fra husholdningsaffald, som defineret i hver enkelt region. Produkter med dette symbol må ikke smides ud sammen med husholdningsaffald.

NO Dette symbolet indikerer at produktet må behandles som spesialavfall i EU-land, iht. til retningslinjer for den enkelte regionen, og ikke kastes sammen med vanlig husholdningsavfall. Produkter som er merket med dette symbolet, må ikke kastes sammen med vanlig husholdningsavfall.

SE Symbolen anger att i EU-länder måste den här produkten kasseras separat från hushållsavfall, i enlighet med varje regions bestämmelser. Produkter med den här symbolen får inte kasseras tillsammans med hushållsavfall.

FI Tämä merkintä ilmaisee, että tuote on EU-maissa kerättävä erillään kotitalousjätteistä kunkin alueen voimassa olevien määräysten mukaisesti. Tällä merkinnällä varustettuja tuotteita ei saa hävittää kotitalousjätteiden mukana.

HU Ez a szimbólum azt jelenti, hogy az Európai Unióban ezt a terméket a háztartási hulladéktól elkülönítve, az adott régióban érvényes szabályozás szerint kell gyűjteni. Az ezzel a szimbólummal ellátott termékeket nem szabad a háztartási hulladék közé dobni.

PL Symbol oznacza, że zgodnie z regulacjami w odpowiednim regionie, w krajach UE produktu nie należy wyrzucać z odpadami domowymi. Produktów opatrzonych tym symbolem nie można utylizować razem z odpadami domowymi.

CZ Tento symbol udává, že v zemích EU musí být tento výrobek sbírán odděleně od domácího odpadu, jak je určeno pro každý region. Výrobky nesoucí tento symbol se nesmí vyhazovat spolu s domácím odpadem.

SK Tento symbol vyjadruje, že v krajinách EÚ sa musí zber tohto produktu vykonávať oddelene od domového odpadu, podľa nariadení platných v konkrétnej krajine. Produkty s týmto symbolom sa nesmú vyhadzovať spolu s domovým odpadom.

EE See sümbol näitab, et EL-i maades tuleb see toode olemprügist eraldi koguda, nii nagu on igas piirkonnas määratletud. Selle sümboliga märgitud tooteid ei tohi ära visata koos olmeprügiga.

LT Šis simbolis rodo, kad ES šalyse šis produktas turi būti surenkamas atskirai nuo buitinių atliekų, kaip nustatyta kiekviename regione. Šiuo simboliu paženklinti produktai neturi būti išmetami kartu su buitinėmis atliekomis.

LV Šis simbols norāda, ka ES valstīs šo produktu jāievāc atsevišķi no mājsaimniecības atkritumiem, kā noteikts katrā reģionā. Produktus ar šo simbolu nedrīkst izmest kopā ar mājsaimniecības atkritumiem.

SI Ta simbol označuje, da je treba proizvod v državah EU zbirati ločeno od gospodinjskih odpadkov, tako kot je določeno v vsaki regiji. Proizvoda s tem znakom ni dovoljeno odlagati skupaj z gospodinjskimi odpadki.

GR Το σύμβολο αυτό υποδηλώνει ότι στις χώρες της Ε.Ε. το συγκεκριμένο προϊόν πρέπει να συλλέγεται χωριστά από τα υπόλοιπα οικιακά απορρίμματα, σύμφωνα με όσα προβλέπονται σε κάθε περιοχή. Τα προϊόντα που φέρουν το συγκεκριμένο σύμβολο δεν πρέπει να απορρίπτονται μαζί με τα οικιακά απορρίμματα.

For China

有关产品中所含有害物质的说明

本资料就本公司产品中所含的特定有害物质及其安全性予以说明。
本资料适用于2007年3月1日以后本公司所制造的产品。

环保使用期限



此标志适用于在中国国内销售的电子信息产品，表示环保使用期限的年数。所谓环保使用期限是指在自制造日起的规定期限内，产品中所含的有害物质不致引起环境污染，不会对人身、财产造成严重的不良影响。
环保使用期限仅在遵照产品使用说明书，正确使用产品的条件下才有效。
不当的使用，将会导致有害物质泄漏的危险。

产品中有害物质的名称及含量

部件名称	有害物质					
	铅(Pb)	汞(Hg)	镉(Cd)	六价铬(Cr(VI))	多溴联苯(PBB)	多溴二苯醚(PBDE)
外壳（壳体）	×	O	O	O	O	O
电子部件（印刷电路板等）	×	O	×	O	O	O
附件（电源线、交流适配器等）	×	O	O	O	O	O

本表格依据SJ/T 11364的规定编制。
O：表示该有害物质在该部件所有均质材料中的含量均在GB/T 26572 规定的限量要求以下。
×：表示该有害物质至少在该部件的某一均质材料中的含量超出GB/T 26572的限量要求。
（企业可在此处，根据实际情况对上表中打“×”的技术原因进行进一步说明。）

For the USA

DECLARATION OF CONFORMITY
Compliance Information Statement

Model Name :	JD-Xi
Type of Equipment :	SYNTHESIZER KEYBOARD
Responsible Party :	Roland Corporation U.S.
Address :	5100 S. Eastern Avenue Los Angeles, CA 90040-2938
Telephone :	(323) 890-3700

For the USA

FEDERAL COMMUNICATIONS COMMISSION
RADIO FREQUENCY INTERFERENCE STATEMENT

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:
(1) this device may not cause harmful interference, and
(2) this device must accept any interference received, including interference that may cause undesired operation.

This equipment requires shielded interface cables in order to meet FCC class B limit.
Any unauthorized changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

For Canada

CAN ICES-3 (B)/NMB-3 (B)

For Korea

사용자 안내문

기종별	사용자 안내문
B 급 기기 (가정용 방송통신기자재)	이 기기는 가정용(B 급) 전자파적합기기로서 주로 가정에서 사용하는 것을 목적으로 하며, 모든지역에서 사용할 수 있습니다.

Manufacturer: 2036-1 Nakagawa, Hosoe-cho, Kita-ku, Hamamatsu, Shizuoka 431-1304, JAPAN
Importer: ENA 23 Zone 1 nr. 1620 Klaus-Michael Kuehnelaan 13, 2440 Geel, BELGIUM

CE

Roland Service Centers and Distributors

When you need repair service, access this URL and find your nearest Roland Service Center or authorized Roland distributor in your country.

http://roland.cm/service

Roland

5100042271-06