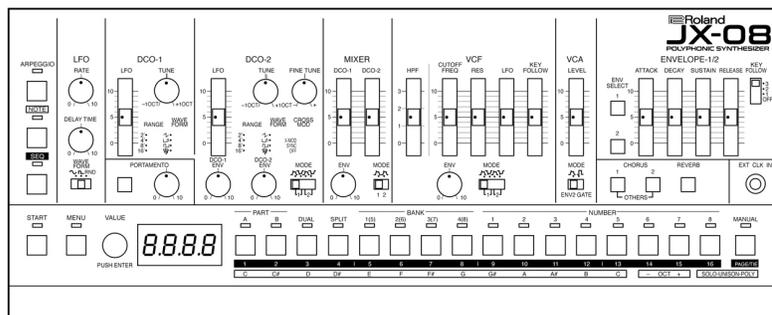




MIDI POLYPHONIC SYNTHESIZER

JX-08

Owner's Manual



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NOTES

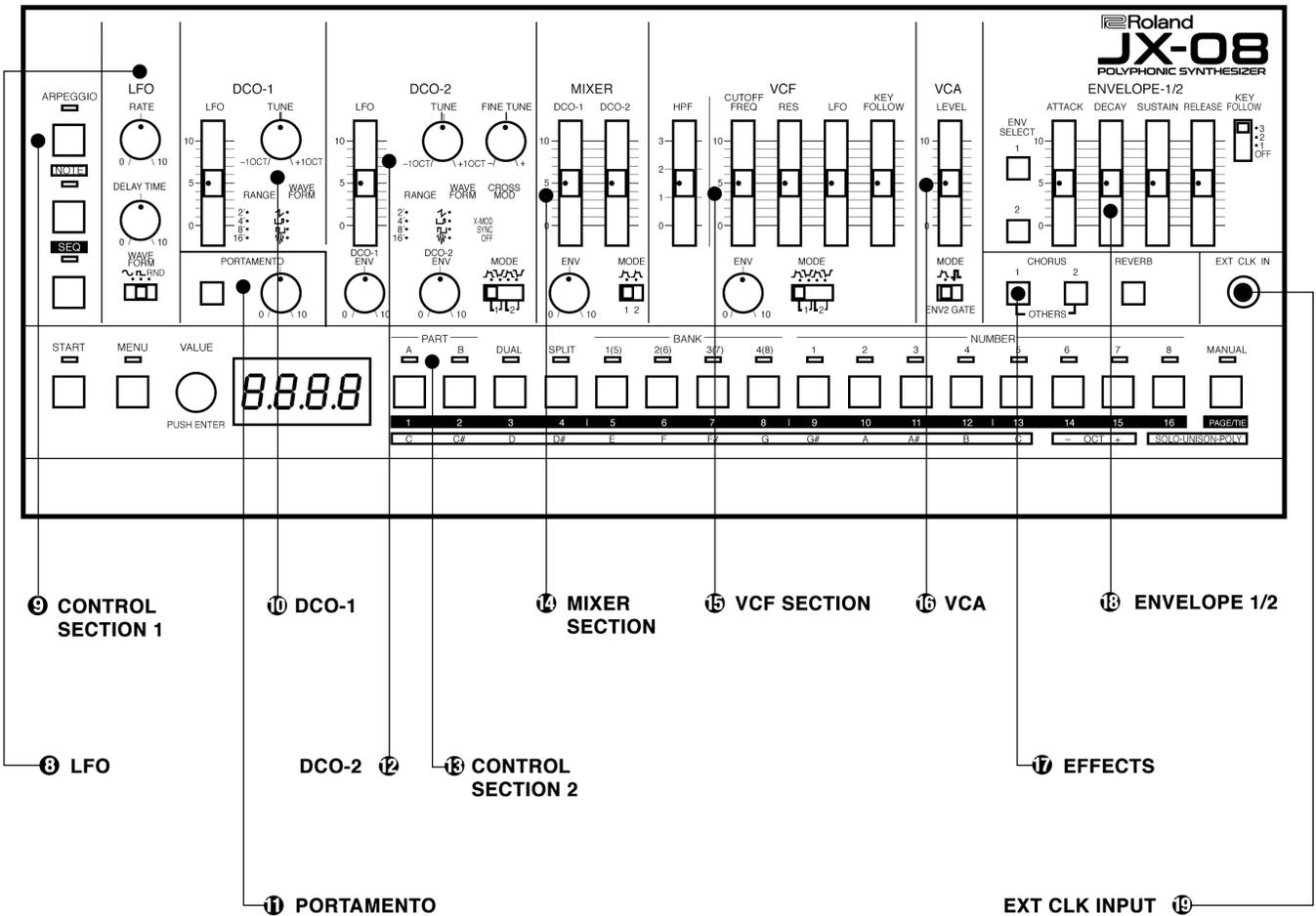
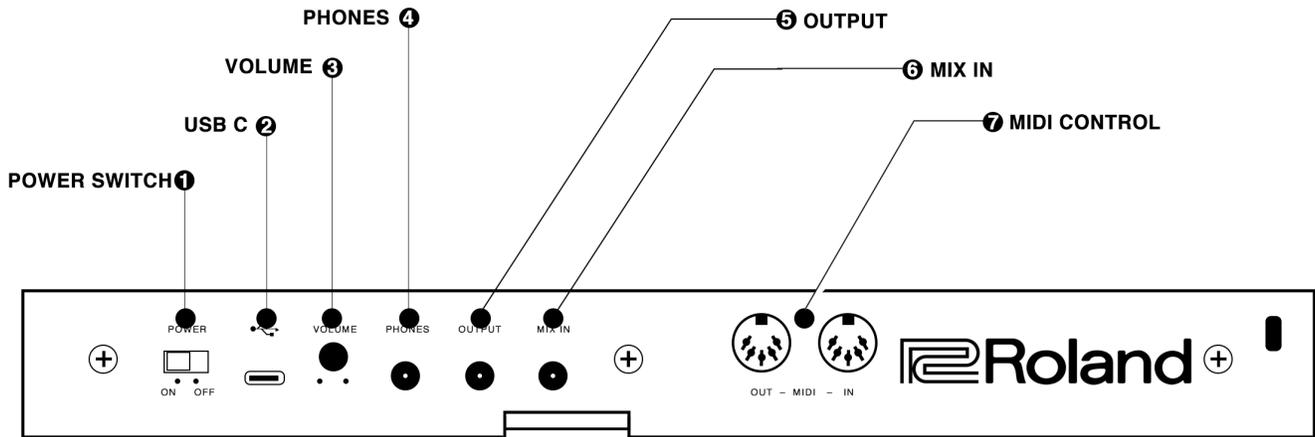
This is not an official document from the Roland Corporation or anyone employed by, or associated with Roland in any way. This is a remix of the information gathered about the Roland JX-08 sound module. It was illustrated, designed, and annotated by Sunshine Jones for clarity and utility.

This manual was made with love, and is intended to be distributed free of charge always.

If someone is trying to charge you for this document, give them a piece of your mind and then head over to <http://sunshine-jones.com> and score it for free.

Version 0.01A March 2022

1 PANEL DESCRIPTION



FEATURES

The Roland Boutique JX-08 is a 20 voice programmable digital bi-timbral synthesizer with dual and split capabilities. The 2 part multi-timbral engine allows us to access two identical synthesizers at once, either from the keyboard, or via independent MIDI channels. It's memory retains up to 256 patch programs; 32 presets from the JX-8P and 111 new sounds, and 113 additional slots which are freely programmable. Additionally there is a 2 part 63 step polyphonic sequencer with motion recording, random pattern generator, and memory for 128 patterns. There is also a full featured arpeggiator. The sequencer and the arpeggiator can be clocked internally, via MIDI or using the external clock input for use with vintage clock, drum machine trigger outputs, or modern analog sequencers and other devices. The external clock allows for one step per pulse operation of both the sequencer and the arpeggiator.

- There is no longer any need for an optional M-64C cartridge. Patches may be saved and backed up via USB.
- While not completely one knob per function, with the assistance of a few sub menus all features of the JX-08 may be edited on the panel of the synthesizer without the need for an optional programmer, or the endlessly frustrating edit slider, or alpha dial. But those programmers in their cases were really cool weren't they? It's a shame

these little boutiques don't come in a silver case with a shoulder strap and a snap to close the cover. That would be amazing.

- The JX-08 does not allow for naming our tone colors (not even sure that it considers our patches to be "tone colors" anymore) so we do this by remembering their bank and slot number (A11, C14 etc.) Honestly, I'm kind of glad there aren't names, or a big screen. I like to hear my patches, and think of them musically rather than being grossed out by presets like "Rave-o-tron" and "Trancemagik" and things like that. I mean honestly, if you were considering making a trance track, would you ever in a million years immediately go for a preset called "Trancemagik"? Such a turn off. Silly names often drive me away from instruments, rather than drawing me in. I think numbers are neutral, and leaves the creativity to us.
- There is no longer a patch chain function included in the JX-08. The JX-8P used this as a way of quickly stepping through up to 8 patch programs during a live performance in a user defined order. It made jumping between sounds really easy for songs which required manual patch changes.
- Incorporated with MIDI, the JX-08 also uses USB-C for power and communication with computers.

Manufacturer / importer Certificate

It is hereby certified that the

PROGRAMMABLE POLYPHONIC SYNTHESIZER JX-08

(Device, Type, Designation)

in accordance with provisions of

Vfg 1046 / 2022

(Official Gazette)

is interference suppressed.

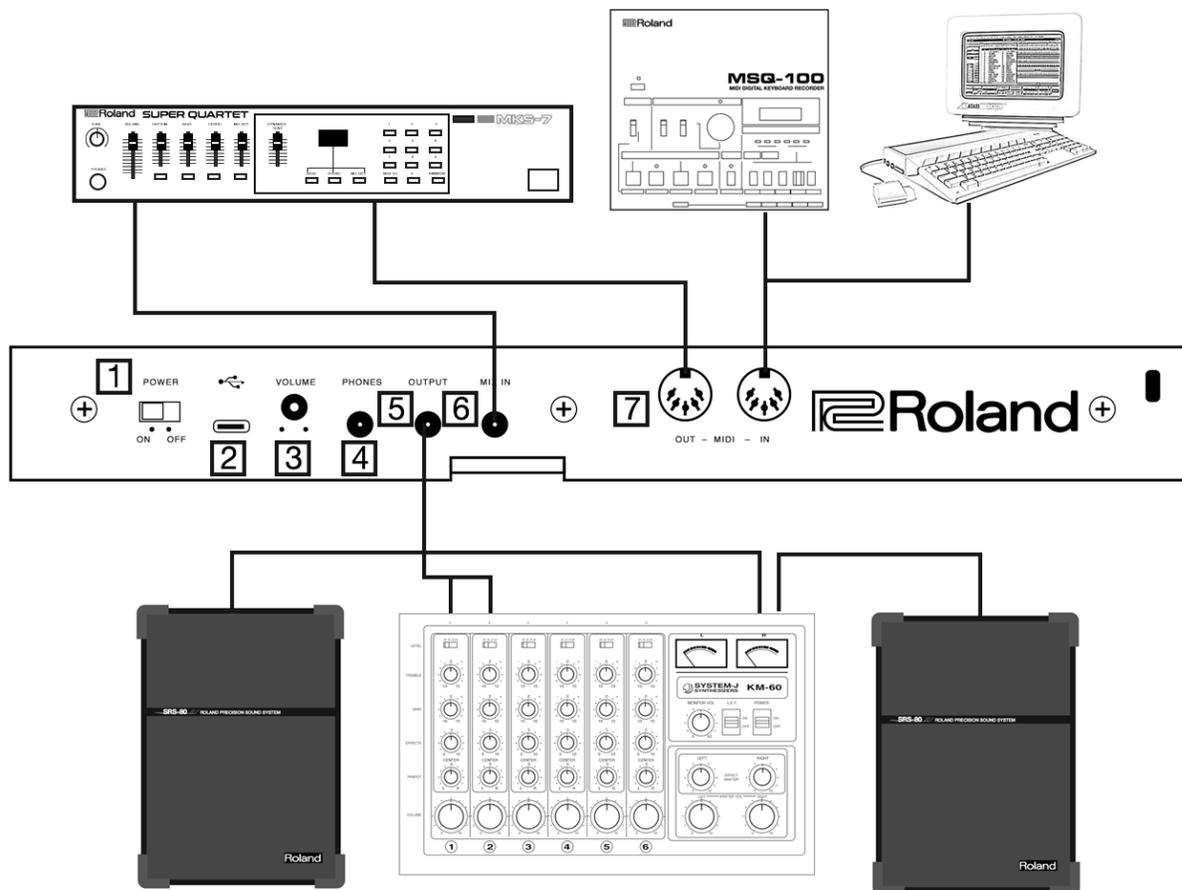
The German Federal post office was notified that this device was being put into circulation and was authorized to check the series for compliance with all regulations.

Roland Corporation

(Name of Manufacturer / Importer)

2 CONNECTION

Before making or breaking the connections, be sure to turn the relevant units off.



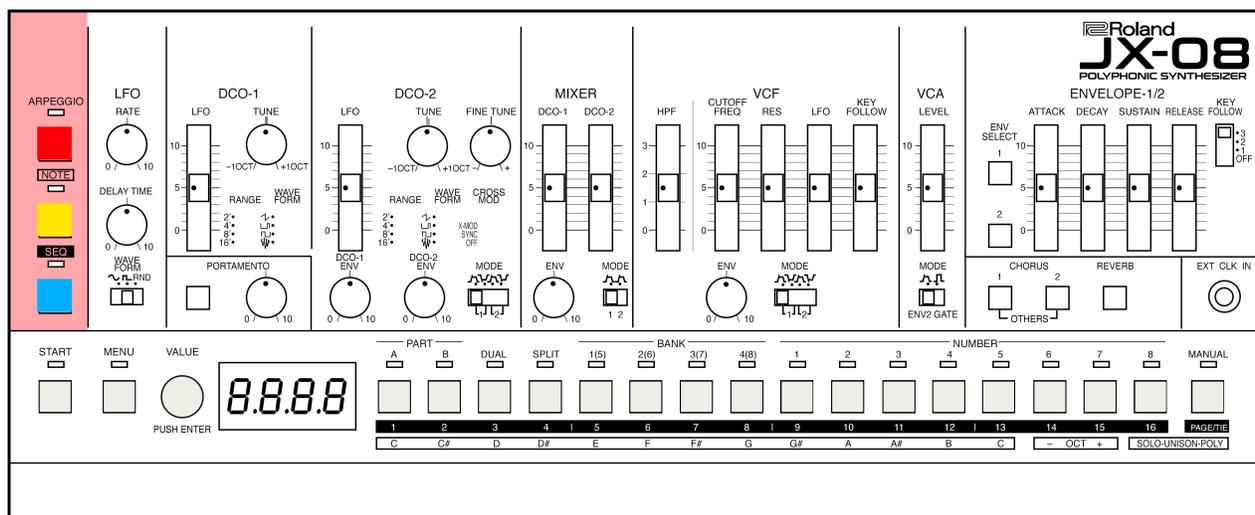
- 1. POWER** - Turns the power on/off
- 2. USB-C Port** - Use a commercially available USB Type-C cable to connect this port to your computer. This is used to transfer USB MIDI and USB audio.

You must install the USB driver if you want to connect this unit to your computer. Download the software from the Roland website.
- 3. VOLUME KNOB** - Adjusts the volume
- 4. PHONES** - Used for connecting headphones
- 5. OUTPUT** - Connect this jack to your mixer, amp or speakers. You can use either a mono type connector, or a single to dual TRS cable for 3.5mm stereo to dual mono connection with a mixer or other stereo input device.
- 6. MIX INPUT** - Used for inputting audio. The sound from connected devices is output from the PHONES and OUTPUT jacks, but is not influenced by the filter or other front panel settings.
- 7. MIDI** - Connect a MIDI device to these connectors using a standard 5 pin din MIDI cable. This allows the JX-08 to control other devices via MIDI, or for the synth to be controlled by external sequencers, computers, or other MIDI keyboards.

While you may also use USB-MIDI to connect a computer interface, it is also possible, and often practical, to use a MIDI interface with your computer for better control of more than one device.

3 OPERATION

CONTROL SECTION MODES



ARPEGGIO MODE

Turns the arpeggiator on/off.

- Hold NOTE and tap ARPEGGIO to quickly enable/disable the HOLD function.
- Long-press the button displays the arpeggiator menu.

See the section on the ARPEGGIATOR for more about this mode.

NOTE MODE

In note mode, we can use the [1]–[13] buttons as a keyboard. This works for general playback, demo notes during programming, as well as for Sequencer input and with the Arpeggiator.

See the section on NOTE for more information about this mode.

SEQ MODE

Engages the sequencer.

- Change, create, and edit sequences in this mode.
- Long-press the button to display the sequencer settings menu.

See the section on Operating the Sequencer for more information about this mode.

PLAY MODE

When no mode buttons are lit, the JX-08 is in “normal” or play mode.

We can select and edit the tones here.

MANUAL MODE

Press the MANUAL button, it will flash, and then press again to confirm and enter manual mode. Here, rather

than preset sounds, we hear exactly what is set on the panel of the JX-08. This is a great mode for learning to program your own sounds.

We can even switch between preset sounds and manual mode, or create two manual sounds using SPLIT or DUAL mode.

MODE CONTROL

Regardless of mode, the START, MENU, and VALUE controllers are useful for quickly accessing additional layers of features for the mode we are currently in.

START

Plays back (the button lights up) or stops the sequencer (the button goes dark).

Press this button together with the [1]–[16] buttons to switch to different patterns.

MENU

Displays the menu screen.

VALUE

Turn: Edits the parameter’s value.

Press: Confirms an operation or value.

Display

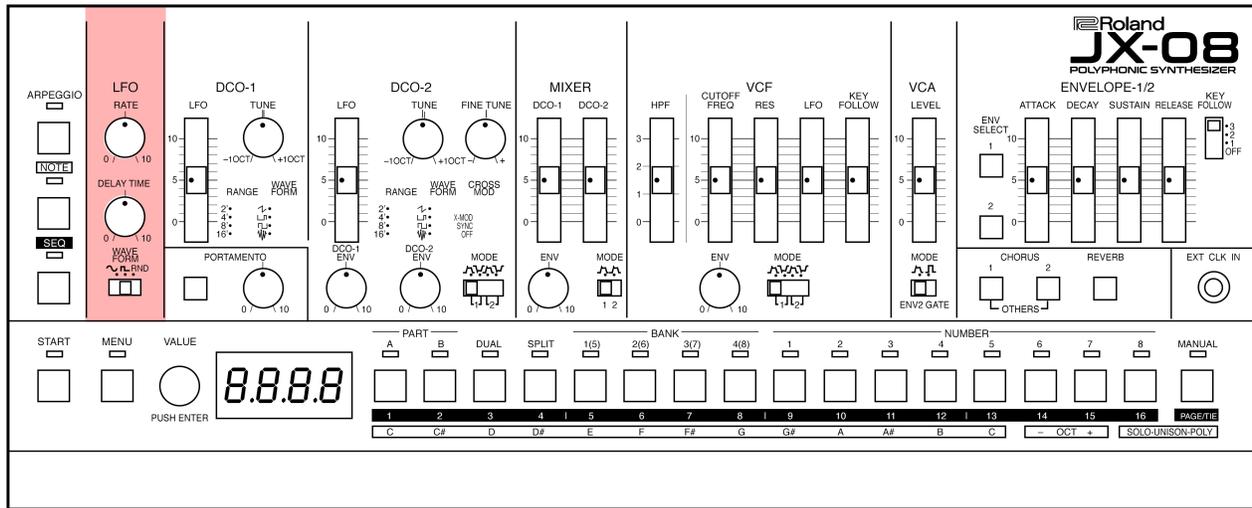
Shows the bank and patch number, parameter value and tempo.

[1]–[16], PAGE/TIE Use these buttons to switch between tones (number/bank), and to input notes into the sequencer.

CONTROL SECTION PANEL DESCRIPTION

LFO

Low Frequency Oscillator which can add modulation to the DCO or VCF. There is only 1 LFO on the JX-08, and this is where we determine its rate, shape, and timing.



LFO RATE

Sets the speed of the LFO cycle.

LFO DELAY TIME

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 begin.

WAVEFORM

Selects the LFO waveform.

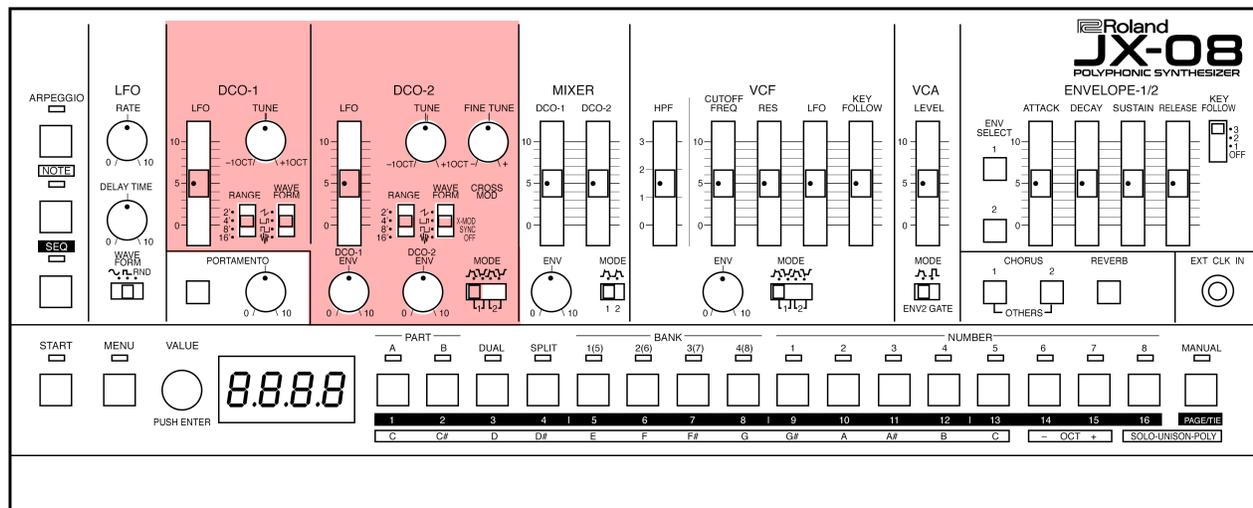
~ (sine wave)

⌏ (square wave)

RND (random)

DCO-1/DCO-2

This section is where we choose the source waveforms which make up our sound. We can select waveforms, address tuning, range, sync, cross mod, modulation, and envelope.



LFO

Sets how much LFO modulation is applied to DCO-1 and DCO-2.

TUNE

-1OCT – +1OCT

Shifts the pitch in units of a semitone.

FINE TUNE

—+

Finely adjusts the pitch.

RANGE

2', 4', 8', 16'

Sets the octave for DCO-1 and DCO-2.

WAVEFORM

This knob sets the waveform.

- ⚡ Sawtooth wave
- ▭ Pulse wave
- ▭ Square wave
- 🔊 Noise

CROSS MOD

This selects the mode in which the modulation operates

X-MOD

The DCO-1 and DCO-2 interact to generate the pitch, harmonic components and output waveform.

SYNC

Synchronizes the oscillators. This creates a complex waveform by forcibly restarting DCO-2 so that it syncs with the cycle of DCO-1.

OFF

Cross modulation is turned off. DCO-1 and DCO-2 each generate their own pitches and waveforms.

DCO-1 ENV / DCO-2 ENV

0–10

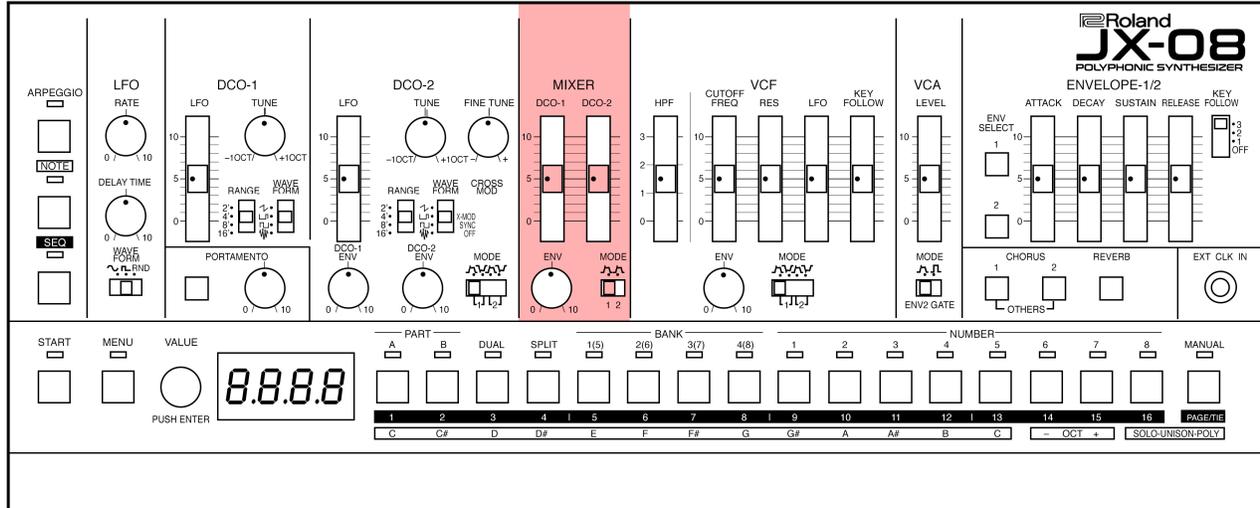
Adjusts how much the envelope selected with the MODE switch is used to modulate DCO-1 and DCO-2.

MODE

- Envelope 1 (NORMAL)
- Envelope 1 (INVERSE)
- Envelope 2 (NORMAL)
- Envelope 2 (INVERSE)

MIXER

This section allows us to balance the level between the two DCO voices, and address DCO-2 with an envelope, and allows us to choose which envelope we'd like to use.



DCO-1

Adjusts the volume of DCO-1

DCO-2

Adjusts the volume of DCO-2

ENV

0–10

Sets how much the DCO-2 volume is changed by the envelope selected with the MODE switch.

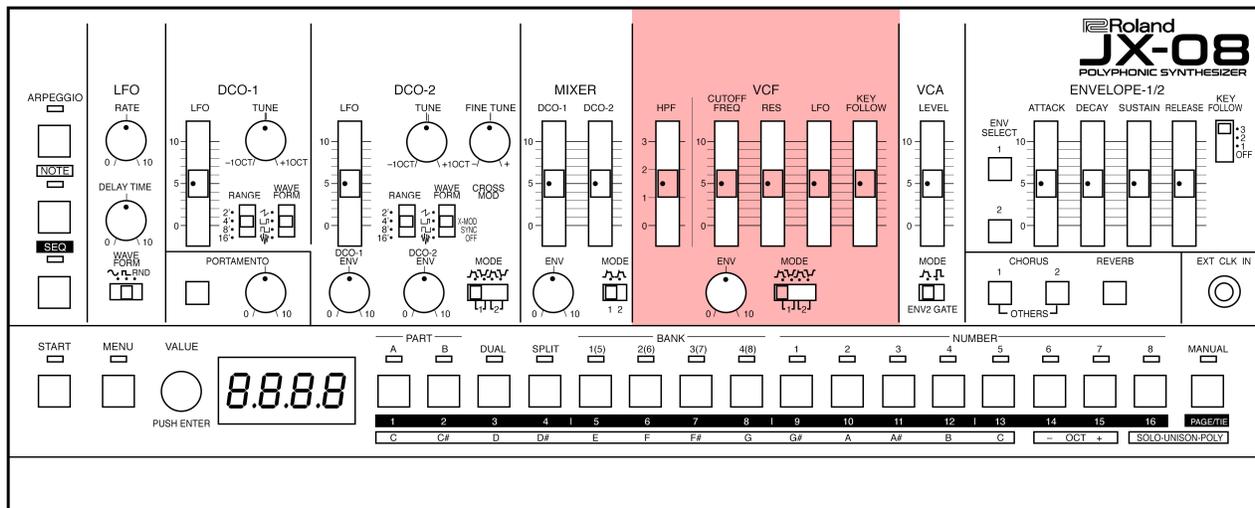
MODE

1, 2

Sets the envelope used for DCO-2

VCF SECTION

This section controls the filter to adjust the sound of the tone. VCF stands for “voltage controlled filter” and here there are two filters (hi pass and low pass) plus modulation and control options to create with.



HPF

0–3

Specifies the cutoff frequency of the high-pass filter.

CUTOFF FREQ

0–10

Sets the cutoff frequency of the low-pass filter. This gives the sound a more mellow feel, by removing frequency components that are higher than the cutoff frequency.

RES

0–10

Increasing the value emphasizes the frequencies around the cutoff frequency for a more unusual sound. Excessively high settings can produce oscillation, causing the sound to distort.

LFO

0–10

Sets how much LFO modulation is applied to the cutoff frequency.

KEY FOLLOW

0–10

Changes the cutoff frequency according to the keys you play.

With a larger value, playing notes above C4 (middle C) on the keyboard increases the cutoff frequency the higher you go.

ENV

0–10

Sets how much effect that the envelope you selected using the MODE switch has on the cutoff frequency.

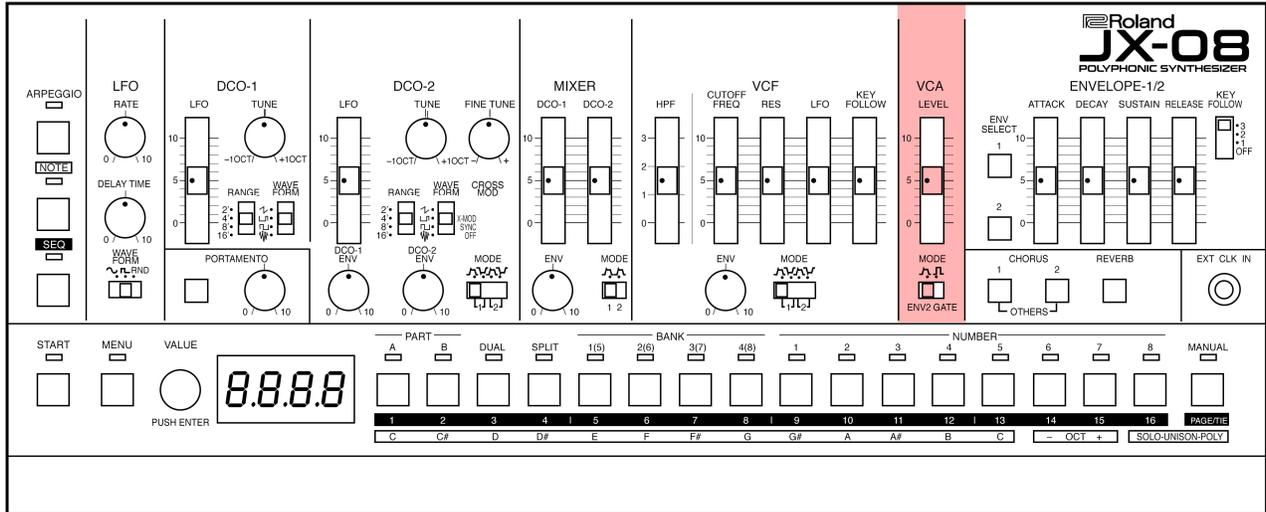
MODE

- 1 (NORMAL)
- 1 (INVERSE)
- 2 (NORMAL)
- 2 (INVERSE)

Selects the envelope and polarity that controls the VCF.

VCA

This section controls the volume of the tone's output. Different than the "volume" in that we are controlling the actual amplitude of the internal synth voice. This can be shaped with a fixed gate, or by the envelope, and adjusted to offer headroom and clarity, or to create crunch and noise, depending.



LEVEL

0-100

Adjusts the volume of the tone.

MODE

This selects the mode used to adjust the volume.

ENV 2

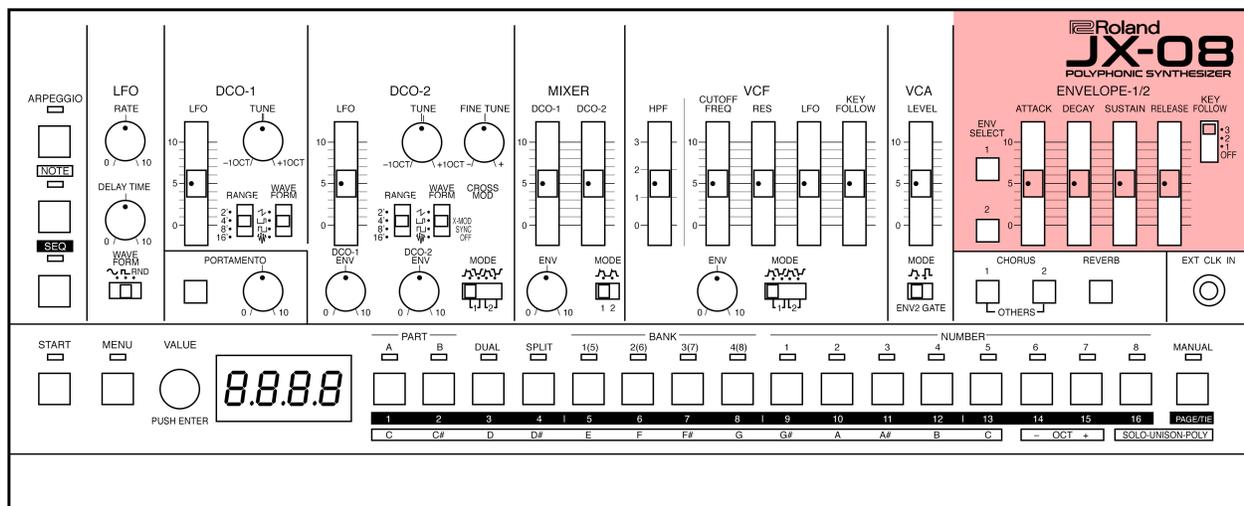
Adjusts the volume amount of the settings of ENVELOPE 2.

GATE

Sound is played at a set volume only while a key is played, and off then the key is released. The envelope is not applied.

ENVELOPE-1/2

This section controls how the volume, pitch and filter changes.



ENV SELECT [1] [2]

1, 2 Selects which envelope is currently being edited.

ATTACK

0–10

Sets the attack time.

DECAY

0–10

Sets the decay time.

SUSTAIN

0–10

Sets the sustain time.

RELEASE

0–10

Sets the release time.

KEY FOLLOW

0–3

Changes the envelope time based on pitch.

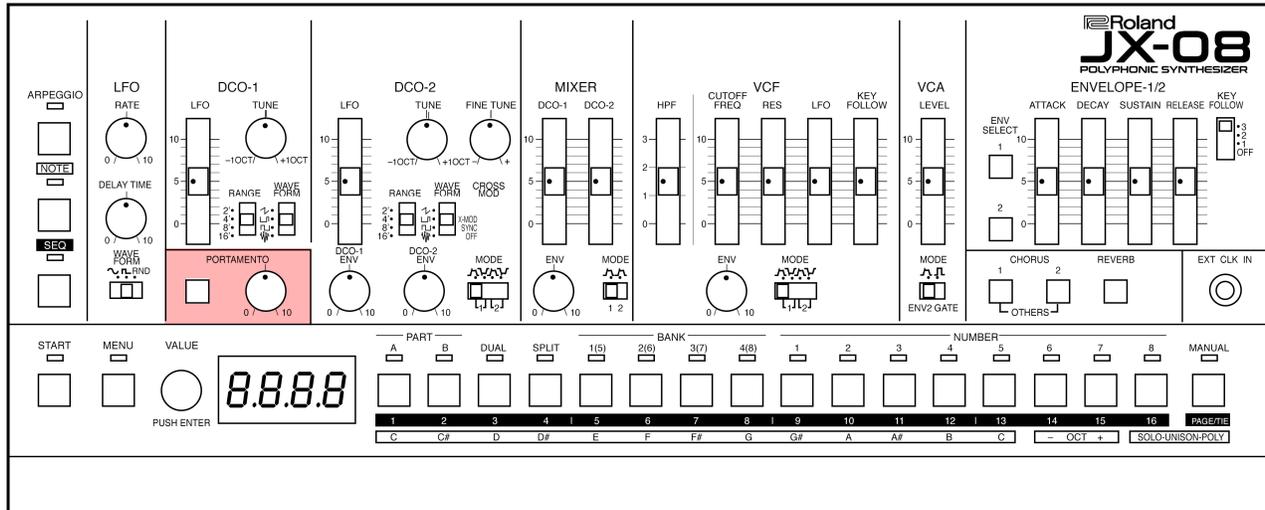
Playing notes higher than C4 (middle C) shortens the envelope time as you go up, and playing notes in the lower range lengthens the envelope time as you go down.

The more key follow added, the stronger the effect on the envelope. So '0' is no effect, and '3' is the maximum effect.

PORTAMENTO

Portamento is the effect that glides the pitch of the first and second notes that you play on the keyboard.

This effect is applied when the PORTAMENTO button is on. And it is off when the button is off.



PORTAMENTO BUTTON

Lit

Plays the notes by smoothly changing the pitch (portamento).

Unlit

Plays the pitches of each note separately.

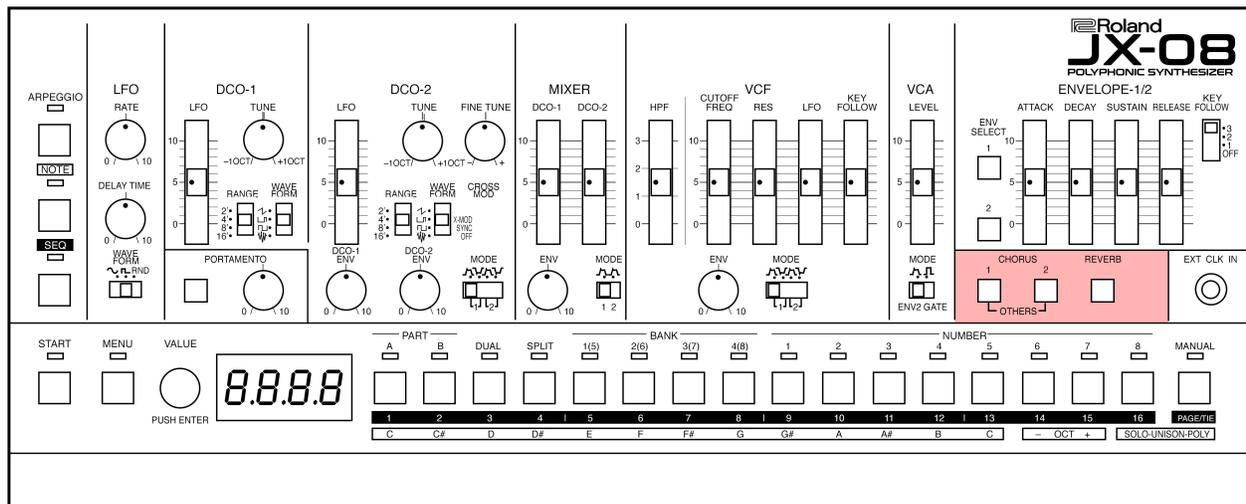
PORTAMENTO KNOB

0-10

Sets the time of the glide effect. Lower settings produce subtle results, and longer settings are much more dramatic.

EFFECTS

This section is used for applying effects to the sound.



CHORUS [1] [2]

Turns the chorus effects I, II on and off.

Long-press the buttons to configure the effects. When you press both CHORUS [1] and [2] buttons at the same time, you can get other effects besides chorus.

REVERB

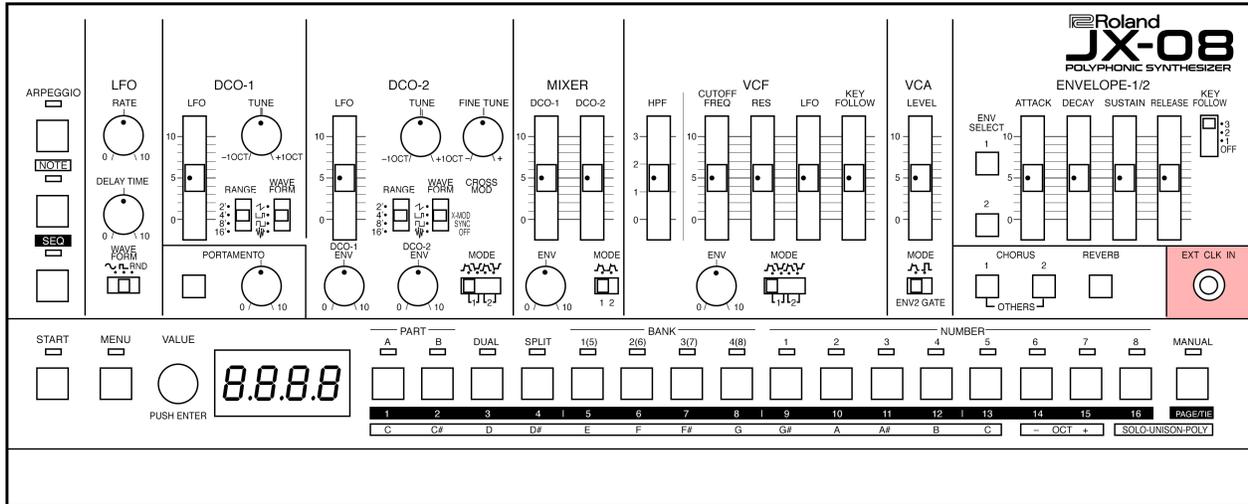
Turns reverb on/off.

Long-press the button to configure the effect.

See the Effects Section in this manual for more details about each of the effects, how to edit them and set them up and use them.

EXT CLK IN

A wonderful mono 3.5mm (1/8") connector which welcomes external analog clock/pulses for the arpeggiator and internal sequencer.

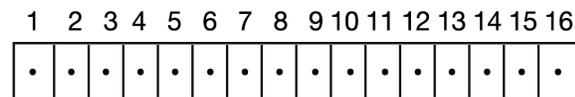


Use this jack to input clock signals from an external source. You can make the steps of the sequencer **or** the arpeggiator advance in sync with the clock (pulse) that's inputted.

The clock almost advances the arpeggiator and the sequencer in the same way: Something pretty close to one step per pulse. This means that more than traditional clocking may happen.

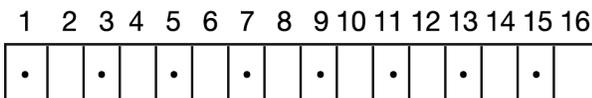
For example:

Sending an 1/16 note clock pulse into the EXT CLK IN from an analog drum machine's trigger output (ie: TR-606, TR-909, TR-808) might look like this:



This will produce a stable, and well synchronized 16th note clock for either the arpeggiator to use when the analog device is the master clock.

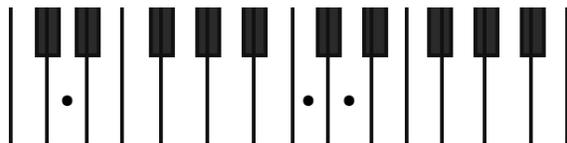
This is an 1/8th note clock doing the same thing, now at half time.



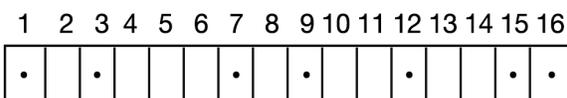
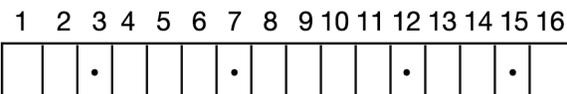
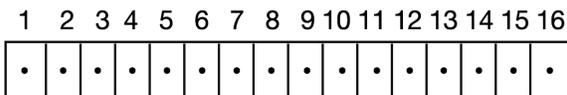
EXPLORE:

Let's get into this idea. It can produce inspiration, so if you have a programmable clock source (a drum machine or an analog sequencer of some kind) then let's explore.

1. Engage the Arpeggiator by pressing the ARPEGGIO mode button.
2. Select HOLD and turn it on. Either use the menu or simply hold the NOTE button, and tap the ARP button
3. Play these notes:



Try These patterns:



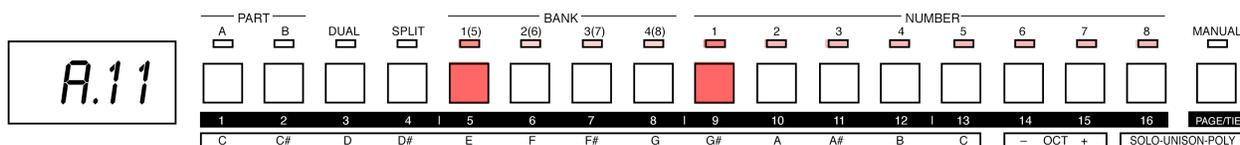
4 PERFORMANCE

tone color selection

SELECTING A TONE COLOR

The settings for each tone color are stored in a block of memory called a “patch.” By selecting patches, you can use a variety of sounds.

The patches are further organized by group (A–D), bank (1–8) and number (1–8), letting you save a total of 256 patches.

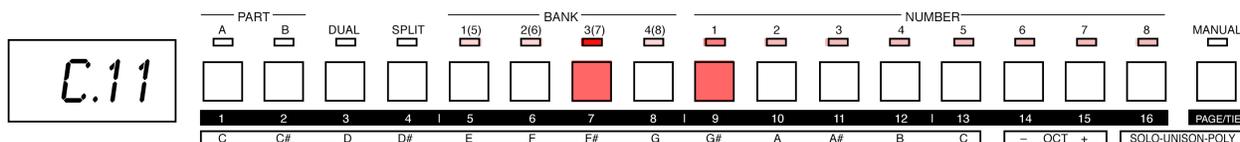


Press the **NUMBER** [1]–[8] buttons.
This selects the patch.

You can also use the **VALUE** knob to select from all of the patches in order.

SELECTING GROUPS AND BANKS

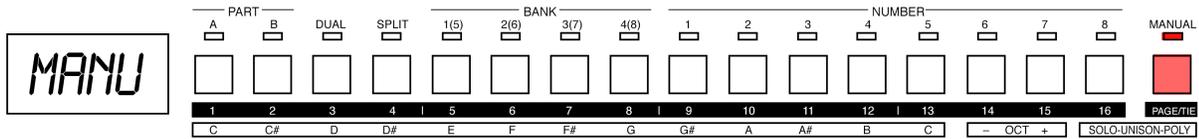
Here’s how to switch the group and bank for the patches.



1. Press the **BANK** [1 (5)]–[4 (8)] buttons.
This selects the bank. The bank (1 D 5, 2 D 6, 3 D 7, 4 D 8) and group (A–D) switches each time you press the same bank button.

2. Press the **NUMBER** [1]–[8] buttons.
The selected group and bank’s patch is selected (the unit switches to that patch).

MANUAL MODE

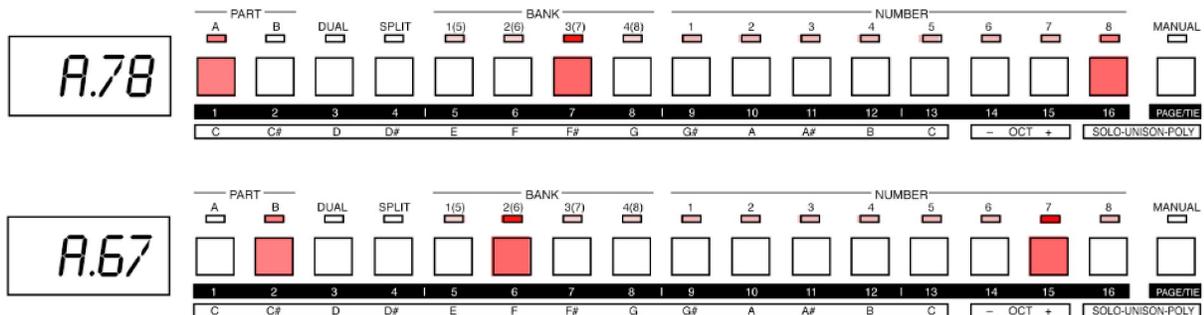


Press the **MANUAL** button, it will flash, and then press again to confirm and enter manual mode. Here, rather than preset sounds, we hear exactly what is set on the panel of the JX-08. This is a great mode for learning to program your own sounds.

We can even switch between preset sounds and manual mode, or create two manual sounds using **SPLIT** or **DUAL** mode.

SWITCHING BETWEEN PARTS

The JX-08 features two sound generator parts, you can switch between the parts when you play. Also, you can select a patch for each part.



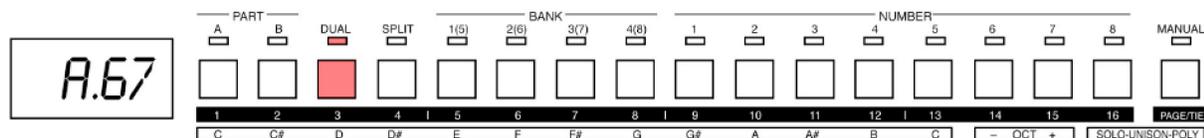
1. Press the PART [A] or [B] button.
This switches between parts.

If you switch patches here, you can change the tone of this part.

By holding down the [NOTE] button and pressing the PART [A] or [B] button, the unit switches to that part, regardless of the current mode.

DUAL MODE

In DUAL mode, both PART A and PART B sound at the same time when you play the keyboard.

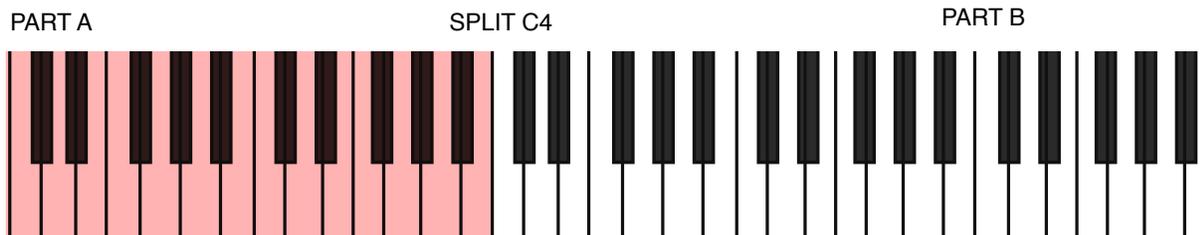


Press the [DUAL] button to make the indicator light.
DUAL mode turns on.

Press PART A to select the patch for part A
Press PART B to select the patch for part B

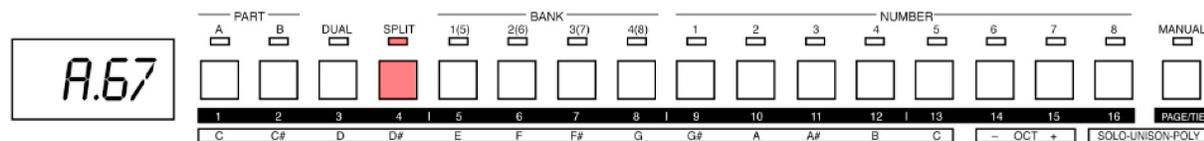
These will now play together as a single patch. Each layer of dual mode may be edited, changed, receive program changes and more .

SPLIT MODE



In **SPLIT** mode, the keyboard is divided into two zones, and either PART A or PART B plays depending on which zone you play in.

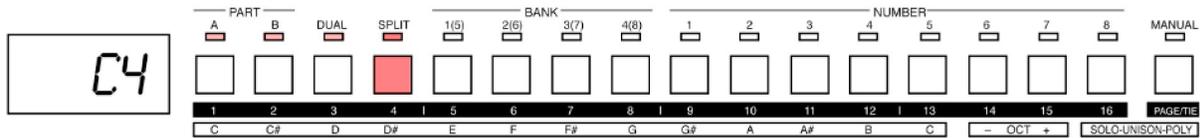
All notes you play in the lower zone of the keyboard at or below the position on the keyboard that divides the zones (called the “split point”) play PART A, and all notes played in the higher zone play PART B.



Press the **SPLIT** button to make the indicator light.
SPLIT mode turns on.

SPLIT POINT

You can change the split point on this unit.



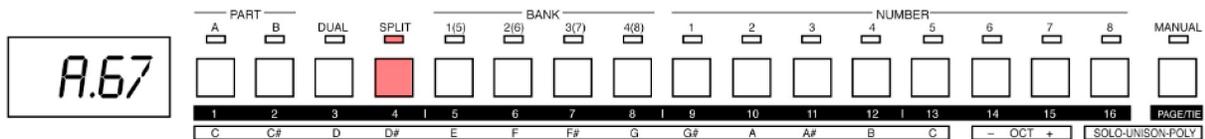
1. Press the **MENU** button.
The MENU screen appears.
2. Use the **VALUE** knob to select “KEY,” and press the **VALUE** knob.
The **KEY** setting screen appears (Keyboard Settings).
3. Use the **VALUE** knob to select “SPLt,” and press the **VALUE** knob.
4. Use the **VALUE** knob to select the split point (key).
5. To exit the settings, press the **MENU** button.

ACCESSORY NOTE:

When a K-25m is connected, you can hold down the **SPLIT** button and press a key to set the split point.

SAVING A TONE

Any settings you have edited for a tone color are lost if you select a different patch or turn off the power after editing. For this reason, be sure to save your important settings.



A dot is shown in the display once you edit a tone.

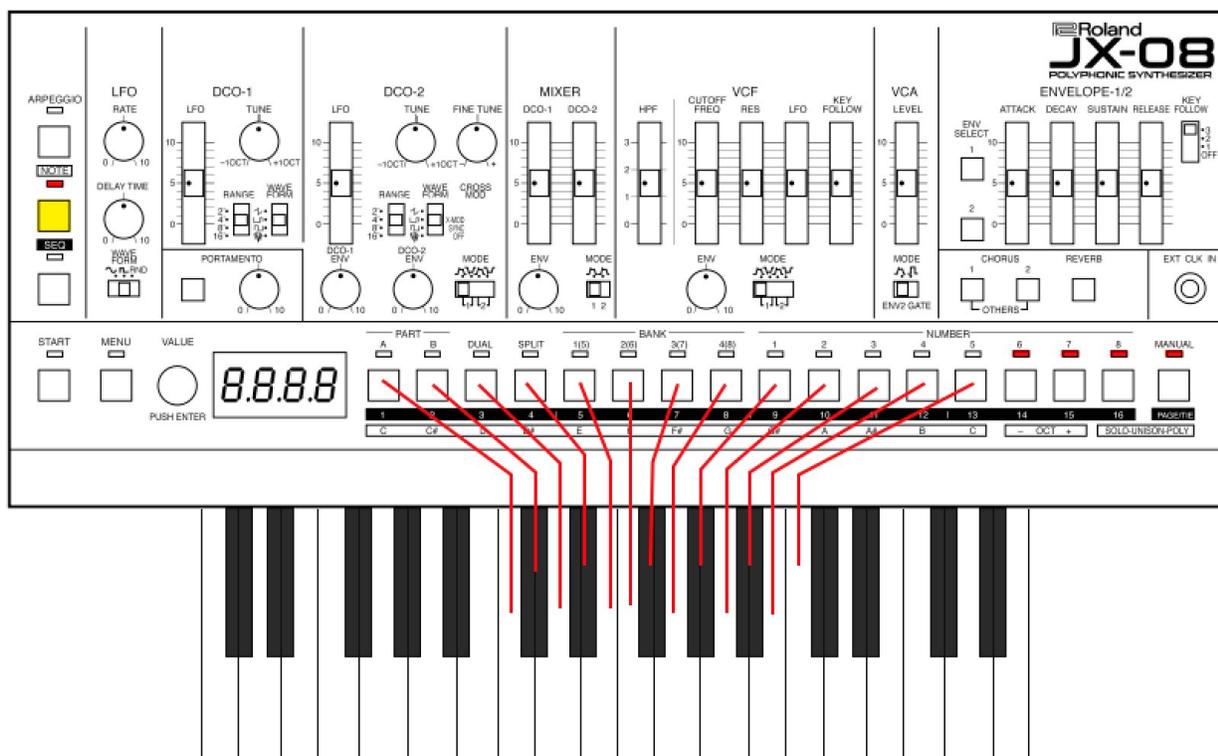
1. Press the **BANK** [1 (5)] – [4 (8)] buttons to select the group and bank where you want to save the data.
2. Long-press one of the **NUMBER** [1]–[8] buttons to select the patch number you wish to save to.
The display blinks several times. The tone is saved in the patch number you selected.

PERFORMANCE SECTION

NOTE MODE

USING THE BUTTONS AS A KEYBOARD

You can play the [1]–[13] buttons like a keyboard.



Press the **NOTE** button.

The [1]–[13] buttons light up.

Now we can use the [1]–[13] buttons as if they were keys on a keyboard.

OCTAVE + -

Use the [14] or [15] button (the OCT [-] and [+] buttons) to switch the tonal range of the keyboard in octaves.

SOLO

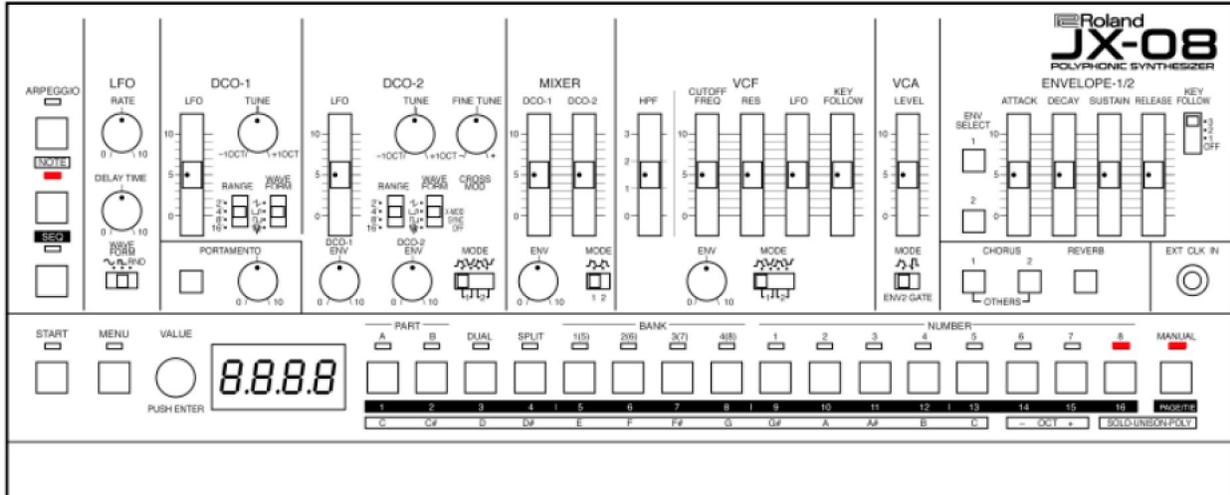
Press the [16] button to switch to solo mode (**SOLO** button), and the **PAGE/TIE** button to switch to poly mode (**POLY** button).

Also, you can switch to unison mode by pressing the **PAGE/TIE** button while holding down the [16] button (**SOLO + POLY**).

When you hold down the **NOTE** button and press the [16] button or the **PAGE/TIE** button, you can switch to solo mode, poly mode or unison mode, regardless of what mode the [1]–[16] buttons are in.

PERFORMANCE SECTION SOUND MODES

Here's how to set the way the sound generator of the JX-08 plays.



Press the **NOTE** button to make the indicator light.

Press the [16] button or **PAGE/TIE** button.
This selects the sound mode

SOLO MODE

Press [16]
Plays single tones.
The SOLO indicator lights up.

POLY MODE

Press **PAGE/TIE**
Plays multiple tones (polyphonic).
The POLY indicator lights up.

UNISON MODE

Hold [16] and press **PAGE/TIE**
Plays in unison.
The SOLO and POLY indicators light up.

UNISON SOLO MODE

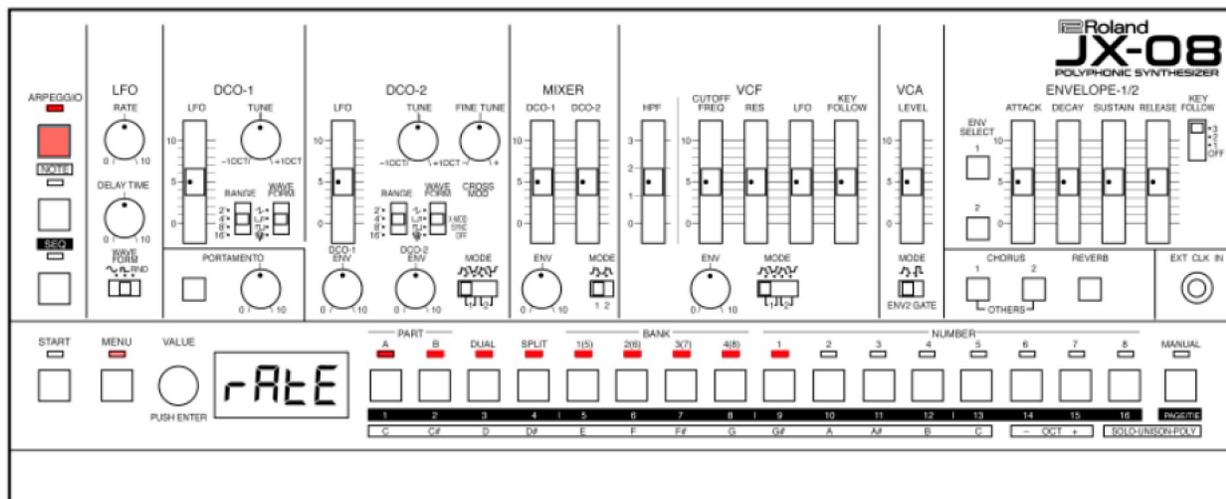
In unison mode, hold [16] and press **PAGE/TIE**
Plays single tones in unison.
The SOLO and POLY indicators blink.

ROTATE

Hold **NOTE** and press [16] or **PAGE/TIE**
Switch between solo mode, poly mode, unison mode or unison solo mode, regardless of what mode the [1]–[16] buttons are in.

PERFORMANCE SECTION ARPEGGIATOR

The arpeggio function is used to make the notes of the chords you play sound separately (with “chords” meaning any stack of two or more different pitches).



NOTES:

At the writing of this manual (System Program Ver. 1.02), there are some serious oversights in the ZenCore code for the arpeggiator of the JX-08.

- The arpeggiator does not play for incoming MIDI notes on individual MIDI channels. Only the SYSTEM MIDI Channel is capable of applying the arpeggiator to incoming MIDI notes (see the MIDI section for more about how to do this).

- In SPLIT mode, the arpeggiator does not properly sense the keyboard split, and notes are dropped to accommodate for all notes played (part A and B combined) across the keyboard. The results are unexpected, and unpredictable.

While it is possible to engage the arpeggiator on only one part (A or B) the “note stealing” between parts, despite the much improved polyphony over previous boutiques, makes this feature useless in SPLIT mode.

That said, this is not true in DUAL mode. In DUAL mode either Part A, B or both may be arpeggiated and behavior is as expected without “note stealing”.

Turn the arpeggio on to arpeggiate what you play, using various patterns.

1. Press **ARPEGGIO** to make the indicator light.
2. Play a chord.

We can also use the step buttons on the JX-08 as a keyboard.

CONFIGURING THE ARPEGGIO

Here's how to configure the arpeggio.

1. Long-press the **ARPEGGIO** button. The **ARPEGGIO** settings menu appears.
2. Use the **VALUE** knob to select the item, and press the **VALUE** knob. The parameter setting screen appears.
3. Turn the **VALUE** knob to set the value.
4. To exit the settings, press the **MENU** button.

ARPEGGIATOR PARAMETERS

- [1] **RATE**
4, 8, 8t, 16, 16t, 32
Sets the length of one note for each step that the arpeggio plays.
- [2] **MODE**
Sets the order of notes that are played.
- UP** - *uP*
The notes are played from the lowest key you played to the highest.
- DOWN** - *doDn*
The notes are played from the highest key you played to the lowest.
- UP DOWN** - *uPdN*
The notes are played from the lowest key you played to the highest, and then back down to the lowest.
- RND** - *rNd*
The notes are played in random order.
- NOTE ORDER** - *nOdR*
The notes are played in the order in which you play them.
- [3] **SHUFFLE** - *ShFL*
-100 – 100 (%)
Sets the timing of the upbeat.
- [4] **RESOLUTION** - *rESo*
This sets the note value that the shuffle is based on.
- | | | |
|-------------|------|----------------|
| <i>rESo</i> | 16th | Sixteenth note |
| <i>rESo</i> | 8th | Eighth note |
- [5] **OCTAVE** - *uCl*
-3 – 3
Sets the range in octaves over which the arpeggio plays. “+” value plays up an octave. “-” value plays down an octave.
- [6] **TRANSPOSE** - *trnS*
-36 – 36
Transposes the arpeggiated notes in semitone steps.

- [7] **DURATION** - *dur*
0–100 (%)
Sets the length of each note played by the arpeggiator. Larger values lengthen the note value (tenuto), smaller values shorten the note value (staccato).
- [8] **VELOCITY** - *VELo*
REAL, 1 – 127
Sets the velocity of notes played by the arpeggiator.
- REAL**
Arpeggiated notes play at the velocity played
- 1 - 127**
Set the fixed velocity of the arpeggiated notes.
- [9] **HOLD** - *HoLd*
OFF, On
Set to “On,” the arpeggiator will hold played notes.
- NOTE:** Holding the NOTE button and pressing ARP turns HOLD on and off.

NOTES:

ARPEGGIATOR WITH EXTERNAL MIDI

At first glance, it may appear that the arpeggiator doesn't work at all when using external MIDI notes. By default Part A operates on MIDI CH 2 and Part B operates on MIDI CH 3. Setting the external keyboard to CH 2 allows us to play Part A and CH 3 allows us to freely play Part B. However, the arpeggiator doesn't address either of these MIDI channels.

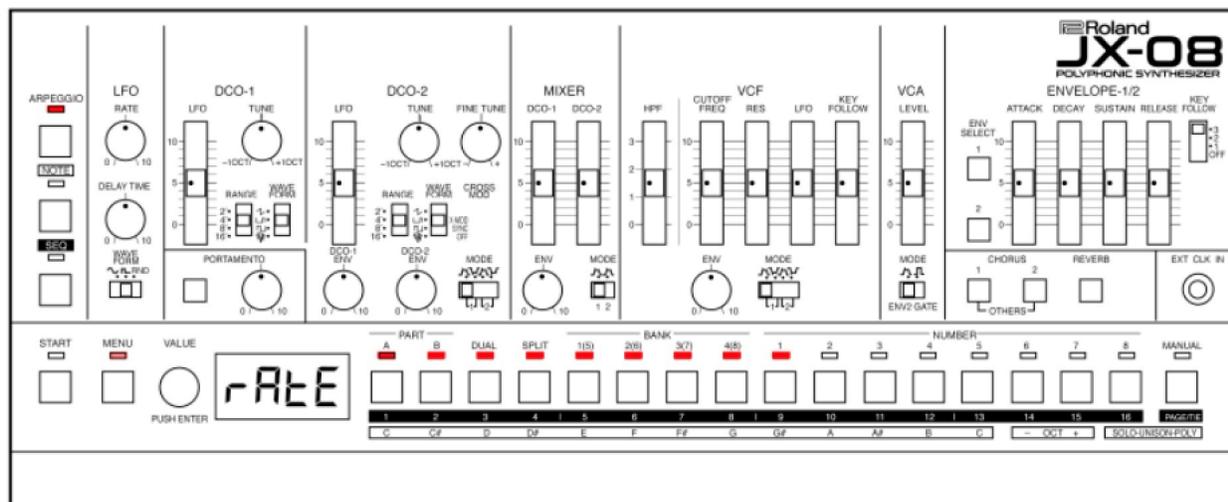
We must access the main features of the JX-08 using the main MIDI channel for the instrument - Default CH 1. Using Channel 1 we can switch between part A and B using SPLIT more, or DUAL mode and control the two parts of the JX-08 using the Arpeggiator for either parts, or both parts freely.

ARPEGGIATOR ERRORS

Attempts to use the arpeggiator in any mode will reveal an oversight in the firmware of the JX-08 (v1.02) where playing in SPLIT mode where one of the Parts (A or B) is arpeggiating, attempts to play any notes with the other part (non arpeggiating, or otherwise) ALL NOTES will be included in the arpeggiating part's pattern, thus resulting in note drops and unexpected results.

At this writing there is no update, or workaround for this fault in the firmware.

PERFORMANCE SECTION SEQUENCER



USING THE SEQUENCER

The sequencer allows us to enter notes into a pattern. Patterns can be looped, and extended from 16 to up to 64 steps per pattern.

Each pattern allows for two tracks per pattern (Part A and B), plus recorded moves from knobs and faders.

Each sequence is saved in a section called a “pattern.” Patterns are called by entering their saved locations.

Patterns are organized by group (A, B), Bank (1 – 8) and number (1 – 8), letting you save a total of 128 patterns.

SELECTING A PATTERN

1. Hold down the **START** button and press the **BANK** [1 (5)] – [4 (8)] buttons. This selects the bank.

You can select the group (A/B) by holding down the **START** button and repeatedly pressing the **BANK** [1 (5)] – [4 (8)] buttons.

2. Hold down the **START** button and press the **NUMBER** [1] – [8] buttons. This selects the pattern.

You can also turn the **VALUE** knob while holding down the **SHIFT** button to select the bank and pattern.

When you press the **MENU** button while holding down the **START** button, the **START** button remains in a pressed-down state. In this case, you can still select

banks and patterns even if you take your finger off the **START** button. To restore the button to normal, press the **MENU** button.

PLAYING PATTERNS

Here’s how to play back a pattern you’ve selected.

1. Select the pattern to play back (Selecting a Pattern).
2. Press the **START** button to make the indicator light.

This plays back the pattern.

By holding down the **START** button and pressing the **PART** [A] or [B] button, you can mute the playback of the respective part. The indicators blink for parts that are muted.

TEMPO SETTINGS

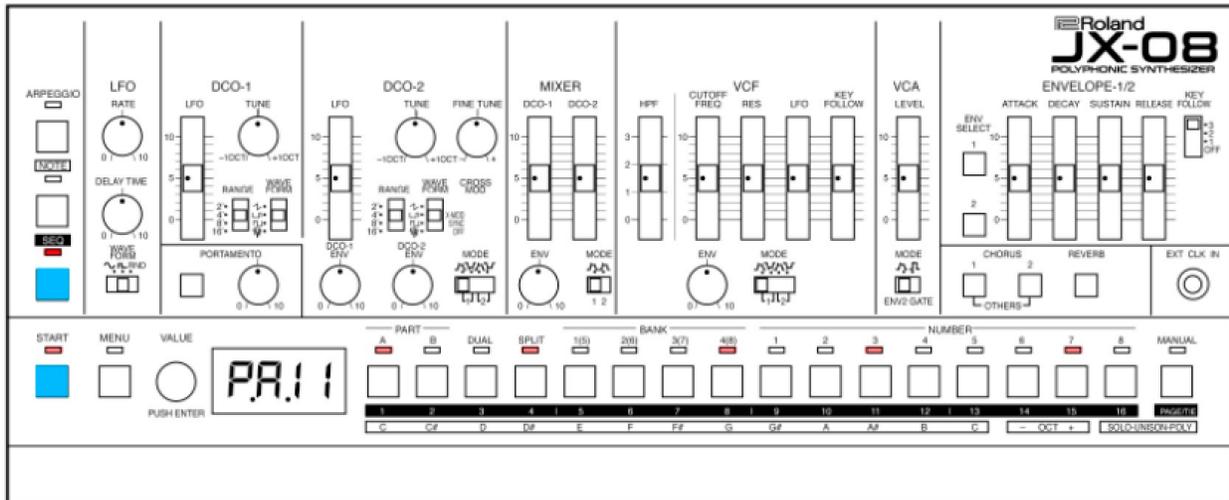
Sets the pattern’s tempo.

1. Press the **SEQ** button to make the indicator light. The unit enters sequencer mode. The current tempo is shown on the display.
2. Turn the **VALUE** knob to set the tempo.

You can switch between the tempo and patch displays with each press of the **VALUE** knob.

CREATING A PATTERN

Input notes into the sequencer to create a pattern.



1. Select the pattern to record (Selecting a Pattern). Press the **SEQ** button to make the indicator light.
2. The unit enters sequencer mode (STEP SEQ). The current tempo is shown on the display.
3. To select the step to record, hold down the desired [1]–[16] button and press the **NOTE** button.
4. Press the [1]–[13] buttons to input the notes.

INPUTTING NOTES USING THE K-25M

Use the K-25m to directly input notes into the steps to record.

1. Select the pattern to record.
2. Press the **SEQ** button to make the indicator light. The unit enters sequencer mode (STEP SEQ). The current tempo is shown on the display.
3. Input the notes using the keyboard while holding down the [1]–[16] buttons corresponding to the steps to record.

USING MORE THAN 16 STEPS

You can switch between step numbers assigned to the [1]–[16] buttons. When you want to input a note whose length stretches into step 17 and afterwards in the pattern, switch the page and then input the note.

1. Select the pattern to record.
2. Press the **SEQ** button to make the indicator light.
3. Press the **PAGE/TIE** button to make the indicator light.

The step numbers for the [1]–[16] buttons change to the step numbers for the next page. The page switches each time you press the **PAGE/TIE** button.

- PAGE 1: Steps 1–16
- PAGE 2: Steps 17–32
- PAGE 3: Steps 33–48
- PAGE 4: Steps 49–64

You can switch pages up to the number of steps that you set as the pattern length.

4. To select the step to record, hold down the desired [1]–[16] button and press the **NOTE** button.

5. Press the [1]–[13] buttons to input the notes.

SELECTING THE PART

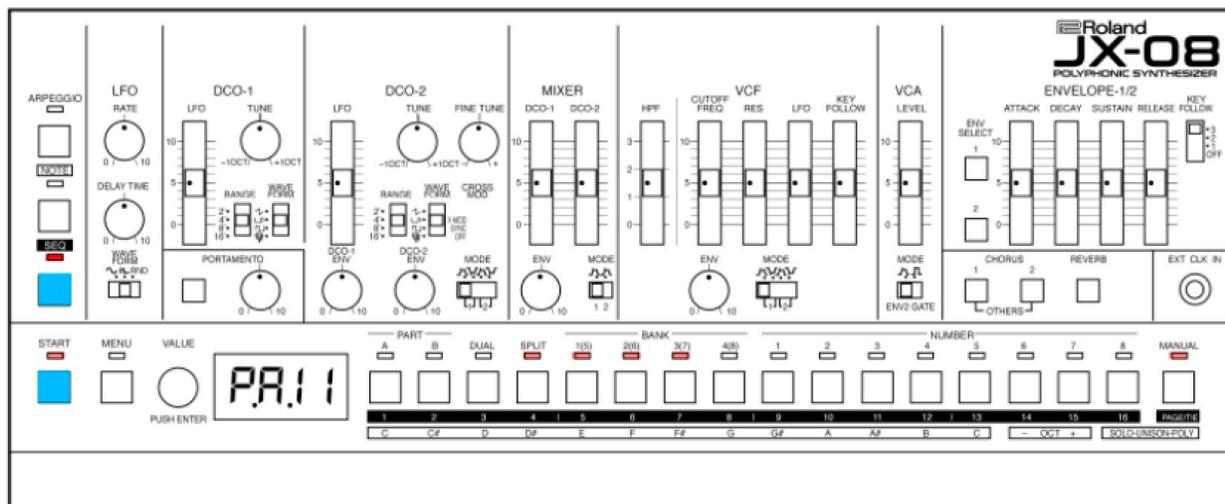
The sequencer has two parts (PART A and PART B), to which you can individually record a sequence. Here we select the part for recording notes.

1. Press the **SEQ** button to turn sequencer mode off.
2. Press the PART [A] or [B] button to select which part to record.

By holding down the **NOTE** button and pressing the PART [A] or [B] button, the unit switches to that part, regardless of the current mode.

TIED NOTES

This shows how to connect two notes with a tie in order to extend them beyond a single step.



1. Select the pattern to record.
2. Press the **SEQ** button to make the indicator light. The unit enters sequencer mode (STEP SEQ). The current tempo is shown on the display.
3. Hold down the [1] – [16] buttons and press the **PAGE/TIE** button to select the step where you want to input a tie.
The note connected by the tie is input into the next step.

When you repeatedly press the **PAGE/TIE** button while holding down a step button, a tie is repeatedly input into the steps following the next step.
When you press the [1] – [16] buttons where notes have already been input (which turns the LED off), those notes are deleted.

STEP INPUT

You can input notes while advancing in steps.

1. Select the pattern to record.
2. Press the **SEQ** button to make the indicator light. The unit enters sequencer mode (STEP SEQ). The current tempo is shown on the display.
3. Hold down the [1] – [16] buttons and press the **START** button to select the first step to record.
4. Press the **NOTE** button to make the indicator light.
5. Press the [1] – [13] buttons to input the notes.

Once you input a note, the sequence automatically advances to the next step. Repeat this for each step. Input mode ends once you input the note for the last step.

REAL TIME RECORDING

You can record notes and note lengths that you play on the keyboard, just as you performed them.

1. Select the pattern to record (Selecting a Pattern).
2. Press the **SEQ** button to make the indicator light. The unit enters sequencer mode (STEP SEQ). The current tempo is shown on the display.
3. Hold down the **NOTE** button and press the **START** button.
The display indicates “REC.” The unit starts recording what you play.
4. Press the **NOTE** button to make the indicator light.
5. Press the [1] – [13] buttons to input the notes. The movement of the knobs and sliders (MOTION) can also be recorded in the pattern.
6. To exit recording, press the **MENU** button.

INPUTTING NOTES IN STEPS USING THE K-25M

You can input notes using the keyboard of the K-25m instead of following steps 4 and 5.

VELOCITY/GATE

Here's how to set the loudness or strength of the notes (from the scale on the keys) you play, as well as the length of each note.

1. Select the pattern to edit.
2. Press the **SEQ** button.
Sequencer mode turns on, and the current tempo is shown.
3. Hold down the [1] – [16] buttons and press the **VALUE** knob to select the step to edit.
The step number to be edited is shown.
4. Press the **VALUE** knob.
The current velocity is shown.

U . f Velocity 1
U . 127 Velocity 127

5. Turn the **VALUE** knob to set the velocity, and press the **VALUE** knob.
The current gate time is shown.

G . 0 Gate time 0
G . 100 Gate time 100
G . tie tie

6. Turn the **VALUE** knob to set the gate time, and press the **VALUE** knob.
The display returns to the step number to be edited.
The display repeats consecutively with each press of the **VALUE** knob.

7. To exit the settings, press the **MENU** button.
The display returns to the current tempo.

SAVING A PATTERN

Any settings you have edited for a pattern are lost if you select a different pattern or turn off the power after editing. For this reason, be sure to save your important settings.

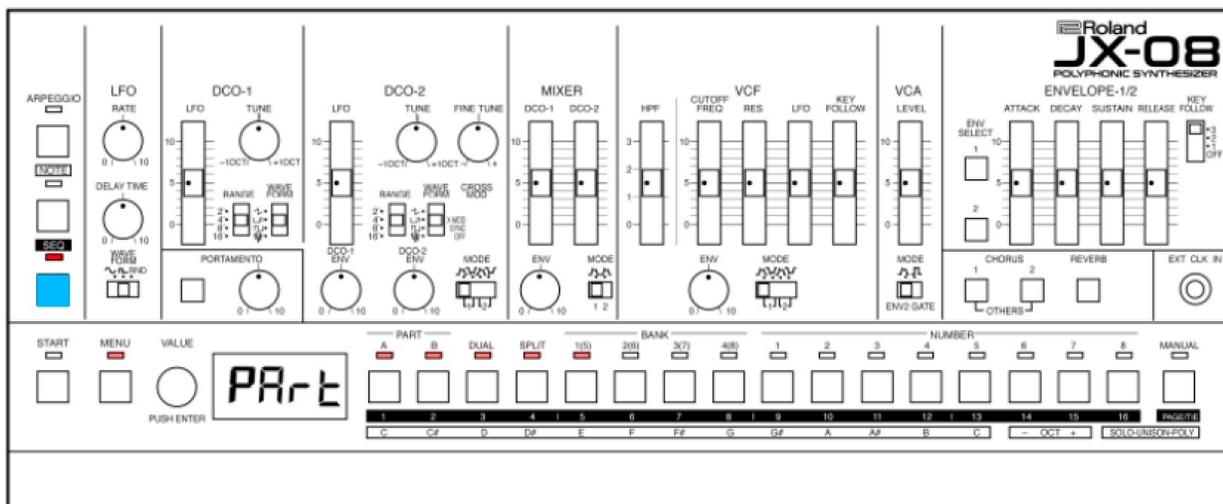
When you've edited a pattern and then long-press the **START** button, a dot is shown next to the pattern number in the display.

1. Press the BANK [1 (5)] – [4 (8)] buttons while holding down the **START** button to select the group and bank where you want to save the data.
2. Long-press the NUMBER [1]–[8] buttons while holding down the **START** button to select the save destination pattern number.

The display blinks several times. The pattern is saved in the pattern number you selected.

SEQUENCER SETTINGS

With these settings, you can set how the sequencer operates, and access useful functions (utilities) for input.



1. While in sequencer mode, press the **MENU** button. The sequencer menu appears.

2. Use the **VALUE** knob to select the item, and press the **VALUE** knob. The setting for the item you selected is shown.

3. Turn the **VALUE** knob to set the value, and press the **VALUE** knob. This confirms the value you set.

4. To exit the settings, press the **MENU** button.

- | | | | |
|-----|--------------|------------------------|---|
| [1] | 5HF L | -90–90 | Sets the timing at which the upbeats play. |
| [2] | 5[RL | 8, 16, 32, 4t, 8t, 16t | Specifies the length of one note for each step. |
| [3] | 5 LEn | 1–64 | Sets the length of the pattern. |
| [4] | d r | DIRECTION | Specifies how the sequencer plays. |
| | F Ld | FORWARD | Forward note order |
| | r E U | BACKWARD | Reverse note order |
| | F - r | PENDULUM | Forward and backward playback |
| | in U | INVERTED | Inverted odd/even note order |
| | r nd | RANDOM | Random order playback |

KEYBOARD
Triggered playback from keyboard

- | | | | |
|------|------------------|-------------------|---|
| [5] | [[| OFF, ON | ON - Sends control change messages.
OFF - No control change messages are sent. |
| [6] | d U P L | DUPLICATE | Duplicates the pattern and appends it. |
| [7] | r nd | RANDOM | Generates random performance data. |
| [8] | U nd o | UNDO | Reverts edits to previous state. |
| [9] | r E d o | REDO | Re-applies undone edits. |
| [10] | [C O P Y | COPY | Copies the performance data. |
| [11] | P S T E | PASTE | Pastes the performance data you copied. |
| [12] | [[L r | CC CLEAR | Deletes the control change messages. |
| [13] | n [L r | NOTE CLEAR | Deletes the note messages from a pattern. |
| [14] | R [L r | ALL CLEAR | Deletes all data from a pattern. |

5 UTILITY

CONFIGURING THE SETTINGS OF THIS UNIT

This shows you how to configure the settings that apply to the entire unit, such as part settings, system settings and so on.

If the **SEQ** button is lit, press the **SEQ** button to turn it off.

1. Press the **MENU** button.
The **MENU** button lights up.

2. Use the **VALUE** knob to select the item, and press the **VALUE** knob.
The parameter setting screen appears.

3. Turn the **VALUE** knob to set the value, and press the **VALUE** knob, or press the step button [1] - [5].

4. To exit the settings, press the **MENU** button.

- [1] *PRRT*
Configures the settings for the selected part.
- [2] *KEY*
Configures the keyboard settings.
- [3] *MIDI*
Configures the MIDI-related settings.
- [4] *SYS*
Configures the system settings.
- [5] *UTIL*
Select this to use the utilities.

PART SETTINGS

These parameters configure the overall settings for the parts.

- [1] *VOL* 0–127
Adjusts the part volume.
- [2] *PAN* L 64–r 63
Sets the pan position for each part.
- [3] *F LYP* 1, 2, 3
Sets the change characteristics, modeled after an analog synthesizer LPF.
- [4] *END* 0–100
Adds a deteriorated effect to the sound.
- [5] *EHP* OFF, On

When this is on, the amount of change made by the LFO RATE, VCO CUTOFF FREQ, VCF RES and VCF ENV is expanded (increased) beyond that of the original model.

- [6] *P VEL* 0–3
Adjusts how much the effect changes the pitch envelope depending on velocity.
- [7] *R VEL* 0–3
Adjusts how much the effect changes the VCA envelope depending on velocity.
- [8] *F VEL* 0–3
Adjusts how much the effect changes the VCF envelope depending on velocity.
- [9] *M VEL* 0–3
Adjusts how much the effect changes the MIXER envelope depending on velocity.
- [10] *BEND* 2, 3, 4, 7 (semitones)
Sets the variable pitch range for the pitch bend.
- [11] *M LFO* -63–63
Adjusts the depth of the modulation effect.
- [12] *P CURV*
This sets the curve used by the portamento effect to change the pitch.
 - ORC* The same curve of change used on the original model is applied.
 - LINE* A linear curve of change is applied.
 - EXP* A non-linear curve (gradual slope) of change is applied.
 - EXP* A non-linear curve (steep slope) of change is applied.
- [13] *RF LF* -63–63
Adjusts how much the LFO is changed by aftertouch.
- [14] *RF FP* -63–63
Adjusts how much the low-pass filter (LPF) is changed by aftertouch.
- [15] *RF LU* -63–63
Adjusts how much the tone is changed by aftertouch.

KEYBOARD SETTINGS

[1] E P05 -5-6

Transposes the pitch range of the keyboard in semitone steps.

[2] VEL0

This configures the function that detects the keyboard velocity.

ERL

The velocity value changes in response to how hard or softly the keys are played.

1-127

Sets the velocity at a fixed value.

[3] U L-U

Specifies the keyboard touch.

L LH

Sets the keyboard to respond with a lighter touch.

Nid

Sets the keyboard to respond with a standard touch.

HEUY

Sets the keyboard to respond with a heavier touch.

[4] SPLE C-G9

When the split function is on, this sets the position of the split (the split point) on the keyboard.

All notes on the keyboard at or below the split point play PART A, and all notes above the split point play PART B.

When a K-25m is connected, you can hold down the **SPLIT** button and press a key to set the split point.

You can also press a step button to select the parameter items.

The E P05 , VEL0 and U L-U settings are available when a K-25m is being used.

MIDI SETTINGS

Here's how to make MIDI-related settings.

[1] CH 1-16, OFF

Sets the MIDI transmitting/receiving channel for the system.

This is essentially the SYSTEM CHANNEL where we send and receive program changes, and have access to the arpeggiator, triggering sequences from the keyboard, and mode functions for the JX-08.

NOTE:

The arpeggiator will not respond to CHA or CHB midi messages. In order to use the arpeggiator with the JX-08 for remote playback from an external keyboard or sequencer, we **MUST** use the System MIDI channel and operate in WHOLE, SPLIT, or DUAL mode in order to make remote use of the arpeggiator.

[2] CH A 1-16

Sets the MIDI transmitting/receiving channel for PART A.

Using CH A will treat PART A as its own tone module, and all of the PART functions are accessible via this MIDI channel. For additional functions (arpeggiator, etc) we will have to use the System MIDI channel.

[3] CH B 1-16

Sets the MIDI transmitting/receiving channel for PART B.

Using CH B will treat PART B as its own tone module, and all of the PART functions are accessible via this MIDI channel. For additional functions (arpeggiator, etc) we will have to use the System MIDI channel.

[4] r FEY

This tells the JX-08 where to look for, and listen when using an external MIDI keyboard, or sequencer.

OFF

Select this when a MIDI keyboard is not connected.

MIDI

Select this when connecting to the MIDI connector.

USB

Select this when connecting to the USB connector.

[5] SYN

This specifies the synchronization signal that this unit's sequencer follows.

AUTO Automatically detects the signal inputted to the jack.

int The unit operates according to its internal clock. Select this when using this unit by itself.

MIDI The unit operates according to the synchronization signal input from the MIDI connector.

USB The unit operates according to the synchronization signal input from the USB port.

[6] **SYN** This sets the jack used to output the synchronization signal.

OFF A synchronization signal is not output.

MIDI A synchronization signal is output from the MIDI connector.

USB A synchronization signal is output from the USB port.

RLL A synchronization signal is output both from the MIDI connector and the USB port.

[7] **thru** OFF, On
If this is ON, MIDI messages that are input from the MIDI IN connector are re-transmitted as-is from the MIDI OUT connector.

SYSTEM SETTINGS

Configures the system settings.

[1] **int LU** 0–127
Adjusts the input level of the MIX IN jack.

[2] **R OFF** OFF, 30, 240 (minutes)
Specifies whether the unit will turn off automatically after a certain time has elapsed.

If you don't want the unit to turn off automatically, choose "OFF" setting.

The setting is disabled (the power does not turn off automatically) when the unit is connected via USB.

[3] **tune** 415.3 – 466.2 (Hz)
Adjusts the overall tuning.

The value shown is the frequency of the A4 key (middle A on a piano keyboard).

You can also press a step button to select the parameter items.

USING THE UTILITIES

The utilities on this unit provide functionality that's useful when editing.

[1] **P CLR** Initializes the selected pattern.

[2] **t CLR**
Initializes the selected tone.

[3] **t rnd**
Replaces the currently selected tone with a random tone.

You can also press a step button to select the parameter items.

RESTORING THE FACTORY SETTINGS

Returns the JX-08 to its factory defaults.

1. While holding down the PART [B] button, turn on the power. The **PAGE/TIE** button blinks. To cancel the factory reset, turn off the power.

2. Press the **PAGE/TIE** button.
Initialization begins. Once the JX-08 is restored to factory default settings, "done" appears in the display.

3. Turn the power of the JX-08 off and then on again.

PRIORITIZING THE BATTERY

This mode lets you operate the JX-08 on battery power, even when connected to another device via USB.

In this mode, this unit does not use (or switch to) USB bus power, even when you connect the unit to another USB port. This lets you use this unit on battery power while the USB port is connected to a device that can't supply it with power. Backing Up Data

You can save (backup) the tones, patterns and system settings stored on the JX-08 to your computer.

This backup data can then be restored to the JX-08 at a later date.

1. Connect your computer to the JX-08 with a USB cable.
While holding down the **MENU** button, turn on the power.
2. The JX-08 operates in USB mass storage mode. The JX-08 is recognized by your computer as an external storage device. It takes around 20 seconds for the connection to be recognized.

3. Open the "JX-08" on your computer.
The "BACKUP" folder is shown in the JX-08.

4. Open the "BACKUP" folder.
The backup file appears.

5. Copy (drag and drop) the backup file to your computer.

6. Disconnect the JX-08 from your computer.

If you're using Windows, click the Safely Remove Hardware icon in the taskbar () and then click "Eject Boutique."

If you're using macOS, drag the JX-08 icon to the trash.

7. Turn off the JX-08.

RESTORING THE SETTINGS

You can use the backup data that you created on your computer to restore the settings of the JX-08.

1. Connect your computer to the JX-08 with a USB cable.
While holding down the **MENU** button, turn on the power.
2. The JX-08 operates in USB mass storage mode. The JX-08 is recognized by your computer as an external storage device. It takes around 20 seconds for the connection to be recognized.
3. Open the "JX-08" on your computer.

The "BACKUP" folder is shown in the JX-08.

4. Delete the "BACKUP" folder.

5. Copy (drag and drop) the backup file that you backed up on your computer to the "RESTORE" folder on the JX-08.

6. Disconnect the JX-08 from your computer.

If you're using Windows, click the Safely Remove Hardware icon in the taskbar () and then click "Eject Boutique."

If you're using macOS, drag the JX-08 icon to the trash.

7. Press the **PAGE/TIE** button on the JX-08.

The restore operation begins, and the **PAGE/TIE** button blinks. "done" is displayed once the restore operation is finished.

8. Turn off the JX-08.

6 EFFECTS

EFFECT PARAMETERS

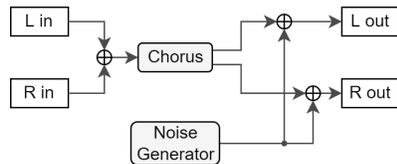
This explains about the parameters of the effects built into the JX-08.

Use the Type parameter to select an effect.

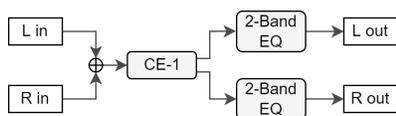
The parameter types that you can configure depend on the effect you've selected.

DISPLAY TYPE	EFFECT NAME
[cho1]	JUNO-106 CHORUS
[cho2]	CE-1
[cho3]	SDD-320
dLY1	TimeCtrlDly
dLY2	2Tap PanDly
dLY3	Mod Delay
r_dLY	Reverse Dly
Od	T-Scream
FU--	Fuzz
drU	Fattener
bit C	Bit Crusher
L_CRP	LOFI Comp
PhR1	Script 90
PhR2	M StagePhsr
Filt	SuperFilter
Ptc1	PitchShiftr
Ptc2	2V PShifter

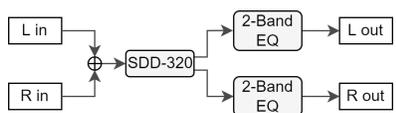
JUNO-106 CHORUS



STEP	PARAMETER	VALUE	EXPLANATION
[1]	TYPE	Cho1	Models the chorus section of the Roland JUNO-106.
[2]	SL	Off, On	Turns the effects on/off.
[3]	modE	1,2,1_2	Chorus types 1 JUNO-106 Chorus I 2 JUNO-106 Chorus II 1_2 JUNO-106 Chorus I & II JX1 JX-8P Chours I JX2 JX-8P Chours II
[4]	no.5	0-127	Volume setting for Chorus Noise
[5]	brL		Wet / Dry Effect Balance 0 Effect sound : Dry sound = 0 : 100 100 Effect sound : Dry sound = 100 : 0
[6]	LVL	0-127	Output level

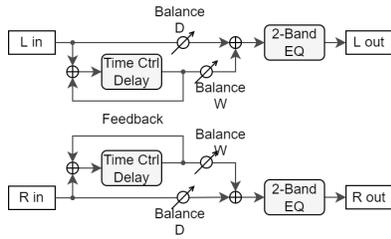
CE-1

STEP	PARAMETER	VALUE	EXPLANATION
[1]	TYPE	Cho2	BOSS CE-1 chorus
[2]	SL	Off, On	Turns the effects on/off.
[3]	int	0–127	Adjusts the volume of the chorus effect.
[4]	L0	-15–15 (dB)	Amount of low range boost/cut
[5]	H1	-15–15 (dB)	Amount of high range boost/cut
[6]	LEV	0–127	Output level

SDD-320

STEP	PARAMETER	VALUE	EXPLANATION
[1]	TYPE	Cho3	DIMENSION D (SDD-320)
[2]	SL	Off, On	Turns the effects on/off.
[3]	mode	Switches the mode. 1, 2, 3, 4 1_4, 2_4, 3_4	Mode buttons on the SDD-320 Mode buttons of the SDD-320 are pressed in combination
[4]	L0	-15–15 (dB)	Amount of low range boost/cut
[5]	H1	-15–15 (dB)	Amount of high range boost/cut
[6]	LEV	0–127	Output level

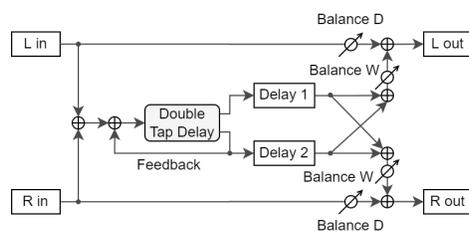
TIMECTRLDLY



STEP	PARAMETER	VALUE	EXPLANATION
[1]	TYPE	dLy1	Delay time can be varied.
[2]	SL	Off, On	Turns the effects on/off
[3]	Sync	Off, On	Synchronizes with the tempo of the rhythm
[4]	TIME	1–1300 (ms)	Delay time
[5]	NOTE	*	Set note values of the delay
[6]	Fb	-98–98 (%)	Adjusts amount of effect fed back into the delay
[7]	BAL	Volume balance between the effect sound and dry (original) sound 0 Effect sound : Dry sound = 0 : 100 100 Effect sound : Dry sound = 100 : 0	
[8]	EQ Lo	-15–15 (dB)	Amount of low range boost/cut
[9]	EQ Hi	-15–15 (dB)	Amount of high range boost/cut
[10]	LEV	0–127	Output level

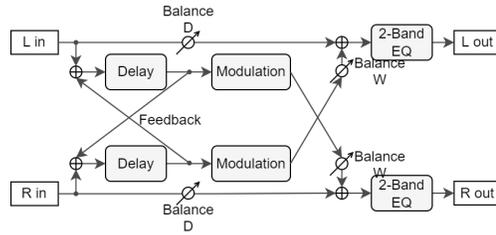
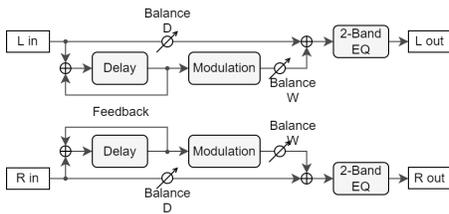
2TAP PANDLY

The delay sound is heard both at the left and at the right.



STEP	PARAMETER	VALUE	EXPLANATION
[1]	TYPE	dLy2	The delay sound is heard both at the left and at the right.
[2]	SL	Off, On	Turns the effects on/off.
[3]	Sync	Off, On	Tempo sync
[4]	TIME	1–2600 (ms)	Delay Time
[5]	note	*	
[6]	Fb	-98–98 (%)	Feedback
[7]	HF	200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000 (Hz), byPS	Center frequency at which the high frequency feedback input is cut
[8]	PRn1	L 64–r 63	Delay 1 pan
[9]	PRn2	L 64–r 63	Delay 2 pan
[10]	LV1	0–127	Delay 1 volume
[11]	LV2	0–127	Delay 2 volume
[12]	EQ Lo	-15–15 (dB)	Amount of low range boost/cut
[13]	EQ Hi	-15–15 (dB)	Amount of high range boost/cut
[14]	bRL	Volume balance between the effect sound and dry (original) sound 0 Effect sound : Dry sound = 0 : 100 100 Effect sound : Dry sound = 100 : 0	
[15]	LEV	0–127	Output level

MOD DELAY



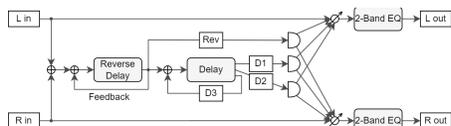
When Feedback Mode is “NORMAL”

When Feedback Mode is “CROSS”

STEP	PARAMETER	VALUE	EXPLANATION
[1]	TYPE	DELAY	Adds a wavering feel to the delay sound.
[2]	SL	Off, On	Turns the effects on/off.
[3]	L_SYNC	Off, On	When this is ON, the effect synchronizes with the tempo of the rhythm.
[4]	L_TIME	1–1300 (ms)	Left Delay Time
[5]	L_SYNC	*	
[6]	R_SYNC	Off, On	When this is ON, the effect synchronizes with the tempo of the rhythm.
[7]	R_TIME	1–1300 (ms)	Right Delay Time
[8]	R_SYNC	*	
[9]	Fb_IN	NORMAL, CROSS	Feedback Input
[10]	Fb	-98–98 (%)	Feedback
[11]	H_CUT	200, 250, 315, 400, 500, 630, 800, 1000, 1250, 1600, 2000, 2500, 3150, 4000, 5000, 6300, 8000 (Hz), byPS	Hi Cut Frequency Center Point
[12]	MOD		These parameters configure the modulation.

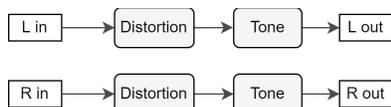
STEP	PARAMETER	VALUE	EXPLANATION
[1]	R_SYNC	OFF, On	Tempo sync
[2]	R_CYCLE	0.05–10.00 (Hz)	Modulation cycle
[3]	R_DEPTH	0–127	Modulation depth
[4]	R_WIDTH	0–180 (deg)	Modulation width
[13]	EQ_LO	-15–15 (dB)	Amount of low range boost/cut
[14]	EQ_HI	-15–15 (dB)	Amount of high range boost/cut
[15]	BAL	Volume balance between the effect sound and dry (original) sound 0 100	Effect sound : Dry sound = 0 : 100 Effect sound : Dry sound = 100 : 0
[16]	LEV	0–127	Output level

REVERSE DLY



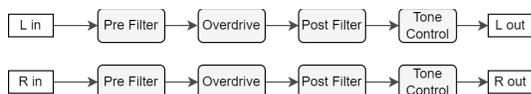
STEP	PARAMETER	VALUE	EXPLANATION
[1]	tyPe	r dLY	Reverse delay and a tap delay.
[2]	S ^l	Off, On	Turns the effects on/off.
[3]	Sync	Off, On	When this is ON, the effect synchronizes with the tempo of the rhythm.
[4]	TINE	1–2600 (ms)	Delay Time
[5]	notE	•	
[6]	Fb	-98–98 (%)	Feedback
[7]	bAL		Wet / Dry Balance
		0	Effect sound : Dry sound = 0 : 100
		100	Effect sound : Dry sound = 100 : 0
[8]	EQ.Lo	-15–15 (dB)	Amount of low range boost/cut
[9]	EQ.Hi	-15–15 (dB)	Amount of high range boost/cut
[10]	LEU	0–127	Output level

T-SCREAM



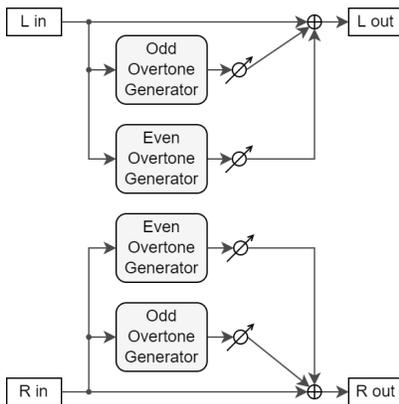
STEP	PARAMETER	VALUE	EXPLANATION
[1]	tYPP	0d	Overdrive
[2]	S ^l	Off, On	Turns the effects on/off.
[3]	d,St	0–127	Adjusts the amount of distortion / volume.
[4]	tOnE	0–127	Sound quality of the overdrive effect
[5]	LEU	0–127	Output level

FUZZ



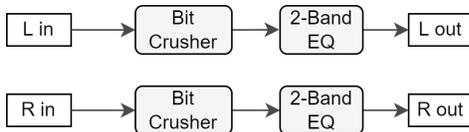
STEP	PARAMETER	VALUE	EXPLANATION
[1]	tYPP	FU--	Adds overtones and intensely distorts the sound.
[2]	S ^l	Off, On	Turns the effects on/off.
[3]	dru	0–127	Adjusts the amount of distortion. The volume also changes.
[4]	tOnE	0–100	Sound quality
[5]	LEU	0–127	Output level

FATTENER



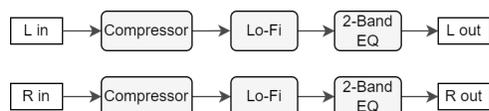
STEP	PARAMETER	VALUE	EXPLANATION
[1]	TYPE	dry	Distortion and harmonic effect
[2]	SL	Off, On	Turns the effects on/off.
[3]	Odd	0–400 (%)	Odd-numbered secondary harmonics are added as value increases.
[4]	Even	0–400 (%)	Even-numbered secondary harmonics are added as value increases.
[5]	LEV	0–127	Output level

BIT CRUSHER



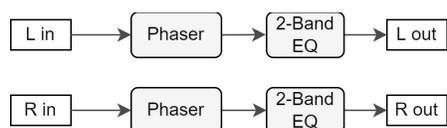
STEP	PARAMETER	VALUE	EXPLANATION
[1]	TYPE	bit.C	Produces an extreme lo-fi effect.
[2]	SL	Off, On	Turns the effects on/off.
[3]	rate	0–127	Adjusts the sample rate.
[4]	bit	0–20	Adjusts the bit depth.
[5]	filter	0–127	Adjusts the filter depth.
[6]	Lo	-15–15 (dB)	Adjusts the amount of low range boost/cut.
[7]	Hi	-15–15 (dB)	Adjusts the amount of high range boost/cut.
[8]	LEV	0–127	Adjusts the output level.

LOFI COMP



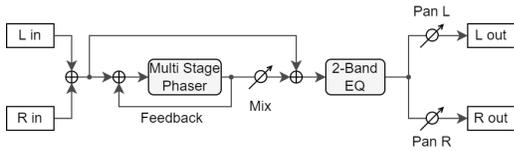
STEP	PARAMETER	VALUE	EXPLANATION
[1]	TYPE	L.CNP	Degrades the tonal character.
[2]	SL	Off, On	Turns the effects on/off.
[3]	COMP	1–6 1: Compressor off 2–6: Compressor on	Selects the type of filter applied
[4]	LoFi	1–9	Degrades the tonal character as this value is increased
[5]	Filter	OFF Filter is not used LPF Cuts the high frequencies HPF Cuts the low frequencies	Selects the type of filter applied to the sound after it passes through the Lo-Fi effect.
[6]	C.F.F	1–16	The center frequency of the post filter
[7]	EQ Lo	-15–15 (dB)	Amount of low range boost/cut
[8]	EQ Hi	-15–15 (dB)	Amount of high range boost/cut
[9]	BR	Volume balance between the effect sound and dry (original) sound 0 Effect sound : Dry sound = 0 : 100 100 Effect sound : Dry sound = 100 : 0	
[10]	LEV	0–127	Output level

SCRIPT 90



STEP	PARAMETER	VALUE	EXPLANATION
[1]	TYPE	PhR	Analog phaser
[2]	SL	Off, On	Turns the effects on/off.
[3]	SPEED	0–100	Modulation speed
[4]	DEPTH	0–127	Depth of modulation
[5]	Lo	-15–15 (dB)	Amount of low range boost/cut
[6]	Hi	-15–15 (dB)	Amount of high range boost/cut
[7]	LEV	0–127	Output level

M STAGEPHSR



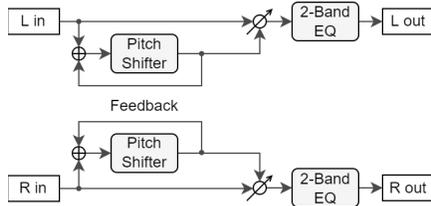
STEP	PARAMETER	VALUE	EXPLANATION
[1]	TYPE	PHR2	Large phase differences
[2]	SL	Off, On	Turns the effects on/off.
[3]	ModE	4, 8, 12, 16, 20, 24 (STAGE)	Number of stages in the phaser
[4]	fnu	0-127	Center frequency
[5]	Sync	OFF, ON	Tempo Sync
[6]	fME	0.05-10.00 (Hz)	Frequency of modulation
[7]	notE		
[8]	dEPt	0-127	Depth of modulation
[9]	rESo	0-127	Amount of feedback
[10]	niE	0-127	Volume of phased sound
[11]	PRn	L 64-r 63	Stereo position of the output sound
[12]	Lo	-15-15 (dB)	Amount of low range boost/cut
[13]	Hi	-15-15 (dB)	Amount of high range boost/cut
[14]	LEU	0-127	Output level

SUPERFILTER



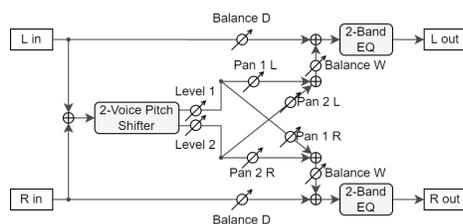
STEP	PARAMETER	VALUE	EXPLANATION
[1]	TYPE	Filter	Sharp slope modulating filter
[2]	SL	Off, On	Turns the effects on/off.
[3]	TYPE	Frequency range that passes through each filter LPF Low Pass Filter BPF Band Pass Filter HPF High Pass Filter NOTCH Notch Filter	
[4]	SLOP	Filter slope -12 (dB) Gentle -24 (dB) Steep -36 (dB) Extremely steep	
[5]	C OFF	0–127	Cutoff frequency of the filter
[6]	RESO	0–100	Filter resonance level
[7]	GR IN	0–12 (dB)	Amount of boost for the filter output
[8]	MOD	Off, On	On/off switch for cyclic change
[9]	MOD .1	These waves control how the cutoff frequency changes. TRI Triangle wave SQW Square wave SIN Sine wave SAW1 Sawtooth wave (upward) SAW2 Sawtooth wave (downward)	
[10]	SYNC	Off, On	Tempo Sync
[11]	RATE	0.05–10.00 (Hz)	Rate of modulation
[12]	NOTCH	*	
[13]	DEPTH	0–127	Depth of modulation
[14]	RATE	0–127	Speed at which the cutoff frequency changes
[15]	LEVEL	0–127	Output level

PITCHSHIFTR



STEP	PARAMETER	VALUE	EXPLANATION
[1]	TYPE	Pitch	A stereo pitch shifter.
[2]	SL	Off, On	Turns the effects on/off.
[3]	CRS	-24-12	Adjusts the pitch of the pitch-shifted sound in semitones.
[4]	FINE	-100-100	Adjusts the pitch of the pitch-shifted sound in 2-cent steps
[5]	SYNC	OFF, ON	Tempo Sync
[6]	TIME	1-1300	Delay Time
[7]	MODE	*	
[8]	Fb	-98-98 (%)	Feedback
[9]	EQ Lo	-15-15 (dB)	Amount of low range boost/cut
[10]	EQ Hi	-15-15 (dB)	Amount of high range boost/cut
[11]	BRL	Volume balance between the effect sound and dry sound 0 Effect sound : Dry sound = 0 : 100 100 Effect sound : Dry sound = 100 : 0	
[12]	LEV	0-127	Output level

2V PSHIFTER



STEP	PARAMETER	VALUE	EXPLANATION
[1]	Effect	Off, On	Dual pitch shift of the dry sound
[2]	Effect	Off, On	Turns the effects on/off.
[3]	Level 1	-24–12	Amount of pitch shift applied for pitch-shift 1 (in semitones)
[4]	Level 2	-100–100	Amount of pitch shift applied for pitch-shift 1 (in units of two cents)

[5] 1.d 4 These are the settings for the pitch-shift 1 delay and feedback parameters.

STEP	PARAMETER	VALUE	EXPLANATION
[1]	Sync	OFF, On	Tempo Sync
[2]	Delay	1–1300	Delay Time
[3]	Feedback	*	
[4]	Fb	-98–98 (%)	Feedback

[6]	Pan 1 L	L 64–R 63	Panning for pitch-shift 1 sound
[7]	Level 1	0–127	Pitch-shift 1 volume
[8]	Level 2	-24–12	Amount of pitch shift applied for pitch-shift 2 (semitones)
[9]	Level 3	-100–100	Amount of pitch shift applied for pitch-shift 2 (cents)

[10] 2.d 4 These are the settings for the pitch-shift 2 delay and feedback parameters.

STEP	PARAMETER	VALUE	EXPLANATION
[1]	Sync	OFF, On	Tempo Sync
[2]	Delay	1–1300	Delay Time
[3]	Feedback	*	
[4]	Fb	-98–98 (%)	Feedback

[11]	Pan 2 L	L 64–R 63	Panning for pitch-shift 2 sound
[12]	Level 2	0–127	Pitch-shift 2 volume
[13]	EQ Lo	-15–15 (dB)	Amount of low range boost/cut
[14]	EQ Hi	-15–15 (dB)	Amount of high range boost/cut

[15] bRL Volume balance between the effect sound and dry (original) sound
 0 Effect sound : Dry sound = 0 : 100
 100 Effect sound : Dry sound = 100 : 0

[16] Level Output level

REVERB

STEP	PARAMETER	VALUE	EXPLANATION
[1]	SEnd	0-127	Adjusts the amount of reverb
[2]	TYPE	Selects the types of reverb. room .1 room .2 hall .1 hall .2 PLATE	Room 1 Room 2 Hall 1 Hall 2 Plate
[3]	P_dLY	0-100	Pre Delay
[4]	t_nE	1-100	Adjusts the decay length of the reverb sound.
[5]	LEVl	0-127	Adjusts the output level of the sound with reverb applied.

* ABOUT NOTE VALUES

INDICATION	EXPLANATION
64t	Sixty-fourth-note triplet
1_64	Sixty-fourth note
32t	Thirty-second-note triplet
1_32	Thirty-second note
16t	Sixteenth-note triplet
1_32.	Dotted thirty-second note
1_16	Sixteenth note
1_8t	Eighth-note triplet
1_16.	Dotted sixteenth note
1_8	Eighth note
1_4t	Quarter-note triplet
1_8.	Dotted eighth note
1_4	Quarter note
1_2t	Half-note triplet
1_4.	Dotted quarter note
1_2	Half note
1t	Whole-note triplet
1_2.	Dotted half note
1	Whole note
2t	Double-note triplet
1.	Dotted whole note
2	Double note

7 SOUND LIST

This is a list of the patches stored in this unit by factory default.

Group/Bank/Patch Number Tone Name

A.11	JX 5th Synth	A.68	BC Pluck	B.48	XMod Compu
A.12	Sqr Lead	A.71	Rnd Filter Synth	B.51	Tech Chord
A.13	Velo Reso Bass	A.72	90's RAVE	B.52	Dub Kick 1
A.14	Gamelon Cans	A.73	JX Poly Brass	B.53	Synth Tom
A.15	Tremolo Synth	A.74	JX Powerbrass	B.54	Noise Tom
A.16	JX Brass Pad	A.75	Polyheimer	B.55	Telephone
A.17	Marimba Echo	A.76	Bend Brass	B.56	Noise Sweep
A.18	Bit Crash Bass	A.77	Velo Brass	B.57	C5 FX Sweep
A.21	Mammoth Strings	A.78	Beef Brass	B.58	Forget About It
A.22	We All Love It!	A.81	Classic Poly JX	B.61	Provement
A.23	Warm in Here 2	A.82	Velo Brassman	B.62	Space Station
A.24	Click Reverse	A.83	Sizzle Brass	B.63	Transending
A.25	Poly JX	A.84	Reso Quack Brass	B.64	Dub Chord2
A.26	Velocity 5ths	A.85	Soft Brass Fader	B.65	Transe Pluck
A.27	Echo Chord Pad	A.86	Galaxy Funk	B.66	Warm in Here
A.28	Mass-5	A.87	Amazement Ld	B.67	Chrystal Mirrors
A.31	Square Dimes	A.88	Hollow Creep Ld	B.68	PIANO 1
A.32	SaiYuSenJiKou	B.11	Square Bottom	B.71	PIANO 2
A.33	5th Synth 1	B.12	Miss Maiden Lead	B.72	PIANO 3
A.34	Scorched Pad	B.13	JX Leader	B.73	LOW STRINGS
A.35	Dynamic Lush Pad	B.14	8bit Lead	B.74	VOICES
A.36	Slow Atk Strings	B.15	Square Mod Bass	B.75	ORGAN I
A.37	Hollow Daddy	B.16	V Drone Wobble	B.76	ORGAN II
A.38	Hinode	B.17	Bit Basher	B.77	SYNTH BASS
A.41	Bowed Synth	B.18	Dark Chorus Bass	B.78	SOUNDTRACK
A.42	Choir Pad	B.21	Velo Filter Bass	B.81	FAT FIFTH
A.43	Ancient One	B.22	Low Blow	B.82	T O M S
A.44	Soft Pad 1	B.23	Delay Bass	B.83	CLAV
A.45	Res-Plasto	B.24	JX Synth Bass	B.84	SQUARELEAD
A.46	Dyna Reso	B.25	Dark Square Bass	B.85	POLY BRASS
A.47	Descender Pad	B.26	DoubleFilter Bs	B.86	SOFT BRASS
A.48	5th Synth 2	B.27	5th Stac Bass	B.87	STAB BRASS
A.51	Reso Sweep 1	B.28	Dub Bass	B.88	AGOGO BELL
A.52	Reso Sweep 2	B.31	Pipe Buzz Bass	C.11	PIANO 4
A.53	Reso Sweep 3	B.32	Body Bass	C.12	PIANO 5
A.54	Severed Strings	B.33	On Backwards	C.13	STRINGBRASS
A.55	Gross dude...	B.34	Break Dancing	C.14	STRINGS 1
A.56	Soft Pad 2	B.35	Storyteller	C.15	STRINGS 2
A.57	Porto Strings	B.36	Microchips	C.16	CHOIR
A.58	Dulci-Synth	B.37	Light Pluck	C.17	MAY.S WIND
A.61	Bend Pad	B.38	Velo Pluck	C.18	MARIMBA
A.62	Square Bell	B.41	Sqr Pluck 1	C.21	HARPSICORD
A.63	Bell Chorus	B.42	Sqr Pluck 2	C.22	XMAS BELL
A.64	Two Chimes	B.43	Toy Darts	C.23	VIBES
A.65	So Dramatic	B.44	Vel Seq Tone	C.24	UPRIGHT BASS
A.66	Random-Pulse	B.45	Puny Pluck	C.25	LOG DRUM
A.67	Quiver	B.46	Fat Fifth 2	C.26	MALLET
		B.47	Crop Chop Short	C.27	POLY SYNTH

8 MIDI IMPLEMENTATION CHART

MIDI IMPLEMENTATION CHART (PART)

Model: JX-08

Date: Oct. 13, 2021 Version: 1.00

Function		Transmitted	Recognized	Remarks
Basic Channel	Default	1-16	1-16	
	Changed	1-16	1-16	
Mode	Default	Mode 3	Mode 3	
	Messages	x	x	
	Altered	-	x	
Note Number		0-127	0-127	
	True Voice	-	0-127	
Velocity	Note On	○	○	
	Note Off	x	x	
Aftertouch	Key's	x	○	
	Channel's	x	x	
Pitch Bend		x	○	
Control Change	1	x	○	Modulation Wheel
	3	○	○	VCF CUTOFF
	5	x	○	PORTAMENTO TIME
	7	x	○	PATTERN PART LEVEL
	9	○	○	VCF RESONANCE
	11	x	○	Expression
	16	○	○	DCO-1 LEVEL
	17	○	○	DCO-2 LEVEL
	18	○	○	MIXER ENV
	19	○	○	MIXER ENVELOPE MODE
	20	○	○	DCO-1 RANGE
	21	○	○	DCO-1 ENEV MOD
	25	○	○	DCO-2 LFO
	26	○	○	DCO-1 LFO
	27	○	○	LFO DELAY TIME
	28	○	○	VCF LFO DEPTH
	29	○	○	LFO RATE
	35	○	○	LFO WAVEFORM
	41	x	○	BEND PITCH
	46	○	○	DCO-1 WAVEFORM
	47	○	○	DCO-1 RANGE
	56	○	○	DCO-2 FINE TUNE
	59	○	○	DCO CROSS MOD
	60	○	○	DCO ENVELOPE MODE
	61	○	○	DCO-2 WAVEFORM
	62	○	○	DCO-2 RANGE
	63	○	○	DCO-2 ENV
64	x	○	Hold Pedal	

	79	○	○	FILTER HPF
	80	○	○	ENV1 DECAY
	81	○	○	VCF ENV
	82	○	○	VCF KEY FOLLOW
	83	○	○	ENVELOPE1 ATTACK
	84	○	○	VCF ENVELOPE MODE
	85	○	○	ENVELOPE1 SUSTAIN
	86	○	○	ENVELOPE1 RELEASE
	87	○	○	DCO-2 COARSE 1OCT
	89	○	○	ENVELOPE2 ATTACK
	90	○	○	ENVELOPE2 DECAY
	91	×	○	Reverb Send Level
	102	○	○	ENVELOPE2 SUSTAIN
	103	○	○	ENVELOPE2 RELEASE
	104	○	○	ENVELOPE1 KEY FOLLOW
	105	○	○	ENVELOPE2 KEY FOLLOW
	109	○	○	AMP ENVELOPE MODE
	110	○	○	AMP LEVEL
	117	○	○	PORTAMENTO TIME
	118	○	○	PORTAMENTO SW
	119	○	○	SOLO/POLY/UNISON
Program Change	LSB	0	0	
	MSB	0-1	0-1	
	PC	0-127	0-127	
System Exclusive		×	×	
System Common	Song Position	×	×	
	Song Select	×	×	
	Tune Request	×	×	
System Realtime	Clock	○	○	
	Commands	○	○	
Aux Messages	All Sound Off	×	○	
	Reset All Controllers	×	○	
	Local On/Off	×	×	
	All Notes Off	×	○	
	Omni Off	×	○	Works the same as "all notes off."
	Omni On	×	○	Works the same as "all notes off."
	Mono Mode On	○	○	Works the same as "all notes off."
	Poly Mode On	×	×	
	Active Sensing	○	○	
	System Reset	×	×	
Notes				

Mode 1: OMNI ON, POLY Mode 2: OMNI ON, MONO
Mode 3: OMNI OFF, POLY Mode 4: OMNI OFF, MONO
○: Yes ×: No

MIDI IMPLEMENTATION CHART (SYSTEM)

Model: JX-08

Date: Oct. 13, 2021

Version: 1.00

Function		Transmitted	Recognized	Remarks
Basic Channel	Default	1-16, OFF	1-16, OFF	
	Changed	1-16, OFF	1-16, OFF	
Mode	Default	Mode 3	Mode 3	
	Messages	x	x	
	Altered	-	x	
Note Number		0-127	0-127	Transmits/receives between the selected part and the system.
	True Voice	-	-	
Velocity	Note On	○	○	Transmits/receives between the selected part and the system.
	Note Off	x	x	
Aftertouch	Key's	x	○	Transmits/receives between the selected part and the system.
	Channel's	x	x	
Pitch Bend		x	○	
Control Change		x	x	
Program Change		0-127	0-127	Selects the step sequencer pattern.
System Exclusive		x	x	
System Common	Song Position	x	x	
	Song Select	x	x	
	Tune Request	x	x	
System Real Time	Clock	○	○	
	Start	○	○	
	Continue	x	○	Works the same as "start."
	Stop	○	○	
Aux Messages	All Sound Off	x	x	
	Reset All Controllers	x	x	
	Local On/Off	x	x	
	All Notes Off	x	x	
	Omni Off	x	x	
	Omni On	x	x	
	Mono Mode On	x	x	
	Poly Mode On	x	x	
	Active Sensing	○	○	
System Reset	x	x		
Notes				

Mode 1: OMNI ON, POLY
Mode 3: OMNI OFF, POLY

Mode 2: OMNI ON, MONO
Mode 4: OMNI OFF, MONO

○: Yes x: No

9 MAIN SPECIFICATIONS

USER MEMORIES

Sound Patch	256
Pattern	128

EFFECTS

Chorus:	3 types
Delay:	4 types
Overdrive	
FUZZ	
Drive	
Bit crusher	
LOFI Comp	
Phaser:	2 types
Filter	
Pitch Shifter:	2 types

STEP SEQUENCER 64 steps 8 notes (Polyphonic)

Display 7 segments, 4 characters (LED)

CONNECTORS

EXT CLOCK IN jack	Mono miniature phone type
PHONES jack	Stereo miniature phone type
OUTPUT jack	Stereo miniature phone type
MIX IN jack	Stereo miniature phone type
MIDI	(IN, OUT) 5 pin din connectors
USB port	USB Type-C (Audio, MIDI)

POWER SUPPLY

Ni-MH battery	(AA, HR6) x 4 or Alkaline battery (AA, LR6) x 4
USB bus power	
Current Draw	500 mA (USB bus power)

Expected battery life under continuous use

Ni-MH battery: Approx. 6 hours (When using batteries having a capacity of 1,900 mAh.)

This can vary depending on the specifications of the batteries, capacity of the batteries, and the conditions of use.

DIMENSIONS

300 (W) x 128 (D) x 47 (H) mm
11-13/16 (W) x 5-1/16 (D) x 1-7/8 (H) inches

WEIGHT

895 g / 2 lbs (including batteries)

ACCESSORIES

Quick Start
Leaflet "USING THE UNIT SAFELY"
Alkaline battery (AA, LR6) x 4

OPTIONS

Keyboard unit: K-25m
Boutique Dock: DK-01

