

Using JUNO-DS Tone Manager

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1. Introduction

JUNO-DS Tone Manager is an application that lets you use your computer to manage JUNO-DS patches, drum kits, performances, and samples in a library, and to edit their parameters. Using your computer, you'll be able to efficiently manage and edit large numbers of tones.

* JUNO-DS Tone Manager can also be used with the XPS-30. In this manual, simply read references to "JUNO-DS" as "XPS-30."

2. Connections and Settings

As described in the JUNO-DS owner's manual, connect the JUNO-DS to your computer.

If it's not connected correctly, JUNO-DS Tone Manager might not work correctly.

2-1. About the JUNO-DS's Screen Indications

While using JUNO-DS Tone Manager, press the **[Exit]** button so that the left screen and right screen of the JUNO-DS both show the top page.

If a screen other than the top screen is shown, the system might not work correctly.



Patch screen top page



Performance screen top page (using Split)

While data is being read or written, the JUNO-DS's display indicates "PC Mode," and it no longer accepts operations.

When reading or writing is completed, the JUNO-DS automatically returns to its normal state.

If a problem occurs during reading or writing, and the JUNO-DS does not return from PC Mode, press the **[Exit]** button to return to the normal state.

2-2. Connecting via USB Cable

If the JUNO-DS is connected to your computer by a USB cable, you must power up the JUNO-DS before you start up JUNO-DS Tone Manager.

If connecting via a USB cable, and the JUNO-DS's screen shows the message "Go to DAW Control menu?," press the **[EXIT]** button to exit the screen.

When using the software for the first time, you must set up MIDI devices using the procedure below.

1. On the JUNO-DS itself, set the USB driver setting to "VENDOR."

[MENU] button → "SYSTEM" → "MIDI" tab → "USB Driver"

* For details on switching the USB driver, refer to the JUNO-DS Parameter Guide.

2. Download the USB driver from the Roland website, and install it on your computer.

3. Start JUNO-DS Tone Manager.

4. Use the menu's **[System]** button to open the System screen, and select "JUNO-DS" for both the INPUT and the OUTPUT DEVICE.

NOTE

Do not disconnect the USB cable connected to the JUNO-DS while JUNO-DS Tone Manager is running.

2-3. Connecting via MIDI Cables

If you want to connect JUNO-DS Tone Manager via MIDI cables, you'll also need a MIDI interface.

Using MIDI cables, connect both the MIDI IN and MIDI OUT connectors on the MIDI interface connected to your computer to the MIDI connectors on the JUNO-DS.

When using this for the first time, be sure to use the menu's **[System]** button to open the System screen, and for both the INPUT and the OUTPUT DEVICE, select the port to which the JUNO-DS is connected.

3. Overview of the JUNO-DS Tone Manager

Broadly speaking, JUNO-DS Tone Manager provides the following three modes.

Librarian

You can copy, add, delete, or re-order patches, drum kits, and performances, and to edit the names or memos. In addition, you can load or save library files and backup data for the JUNO-DS.

Editor

You can edit the parameters of patches, drum kits, and performances. In addition, you can edit user samples and multisample parameters.

Sample Creator

You can import audio files, and create WAV data that can be imported by the JUNO-DS as user samples. In addition to editing the parameter settings, you can delete unwanted portions of a sample, and process the sample so that loops are smoothly connected.

Audio files that can be imported

WAV/AIFF/SF2 formats (on Mac OS, CoreAudio compatible files are also included)

There's also a System mode that lets you make settings for JUNO-DS Tone Manager. To switch between these modes, use the mode buttons located in the upper part of the screen.



3-1. Librarian Mode

[Select All] button

Selects all items in the list.

[Clear] button

Clears all selections in the list.

[Load] button

Loads library files or backup data. The loaded file is added at the far right as a new list.

[Save] button

Saves data from the list as a library file (.DSL) or as backup data (.SVD).

[New] button

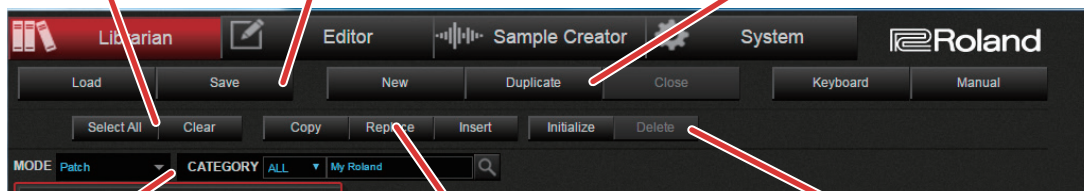
Adds a new list.

[Duplicate] button

Duplicates a list, adding it as a new list.

[Close] button

Closes the list.



MODE select

Switches between lists of patches, drum kits, or performances.

Finder

In the currently selected list, searches the specified category for matching text in the NO., NAME, or MEMO fields.

[Copy] button

Copies the selected item ([Ctrl] key + [C] key does the same). If you execute this on the left-most list, only the parameters are copied; the sample file is not copied.

[Replace] button

Overwrites the copied item onto the selected item ([Ctrl] key + [R] key does the same). If you execute this on the left-most list, only the parameters are copied; the sample file is not copied.

[Insert] button

Inserts the copied item below the selected item ([Ctrl] key + [V] key does the same). If you execute this on the left-most list, only the parameters are copied; the sample files are not copied.

[Initialize] button

Initializes all parameters of the selected item.

[Delete] button

Deletes the selected item.

View in editor

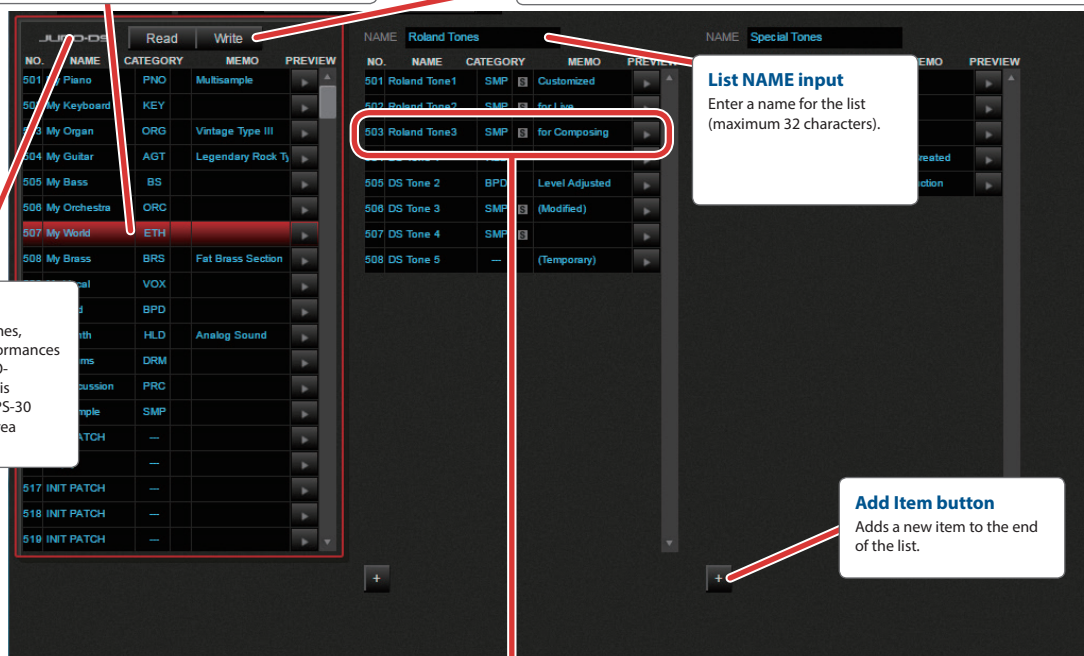
By holding down the [Ctrl] key + [Shift] key and clicking an item in the list, you can switch to editor mode with the parameters of that item shown.

[Read] button

Reads the selected data from the connected JUNO-DS. However, the sample itself is not read.

[Write] button

Writes the data of the selected number to the connected JUNO-DS. However, the sample itself is not written.



JUNO-DS list

Shows a list of patches, drum kits, and performances that are in the JUNO-DS synthesizer that is connected. If the XPS-30 is connected, this area indicates "XPS-30."

List NAME input

Enter a name for the list (maximum 32 characters).

Add Item button

Adds a new item to the end of the list.

Number

Click here to select an item. To select consecutive items, click while you hold down the [Shift] key. To select multiple non-consecutive items, click while you hold down the [Ctrl] key.

NAME input

Enter a name (maximum 12 characters).

S symbol

This is shown if the patch or drum kit uses user samples or multisamples.

MEMO input

Enter a memo (maximum 32 characters).

[PREVIEW] button

Plays a preview phrase for the selected patch or drum kit on the JUNO-DS. (However, if a user sample is used, it must first be correctly imported into the JUNO-DS.)

3-2. Editor Mode

Editor mode has four groups, and each group lets you edit the following content.

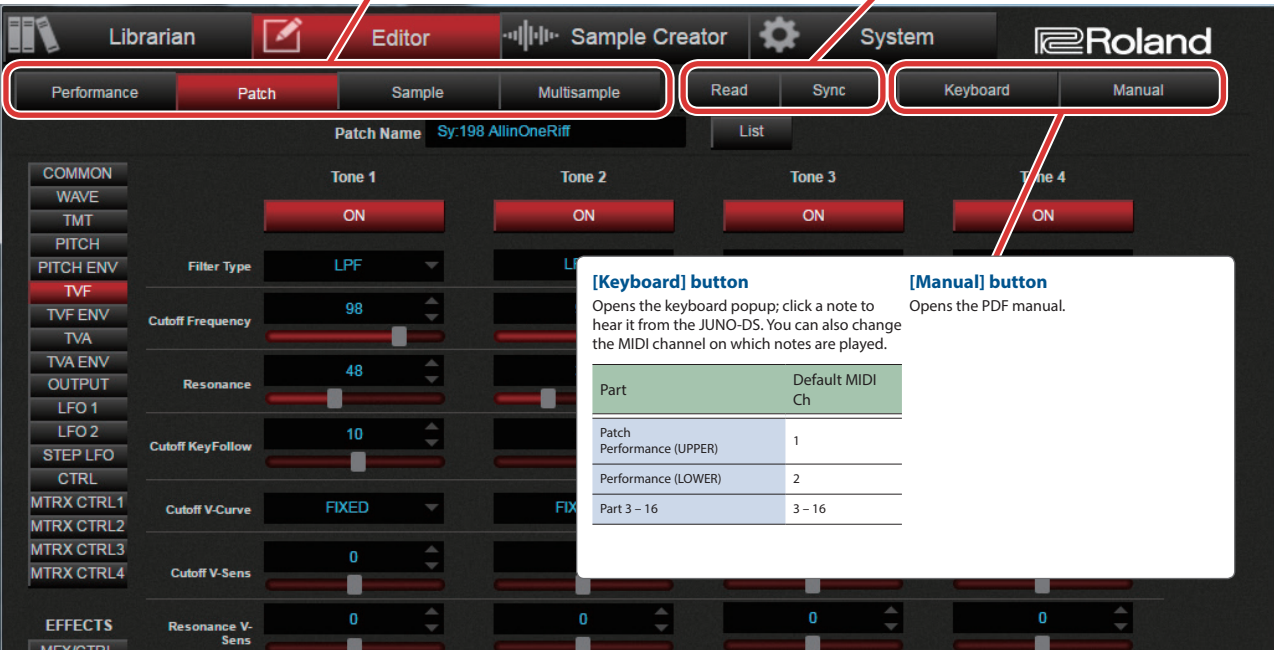
- Performance group**
Edits the parameters of a performance.

Patch group
Edits the parameters of a patch or drum kit.

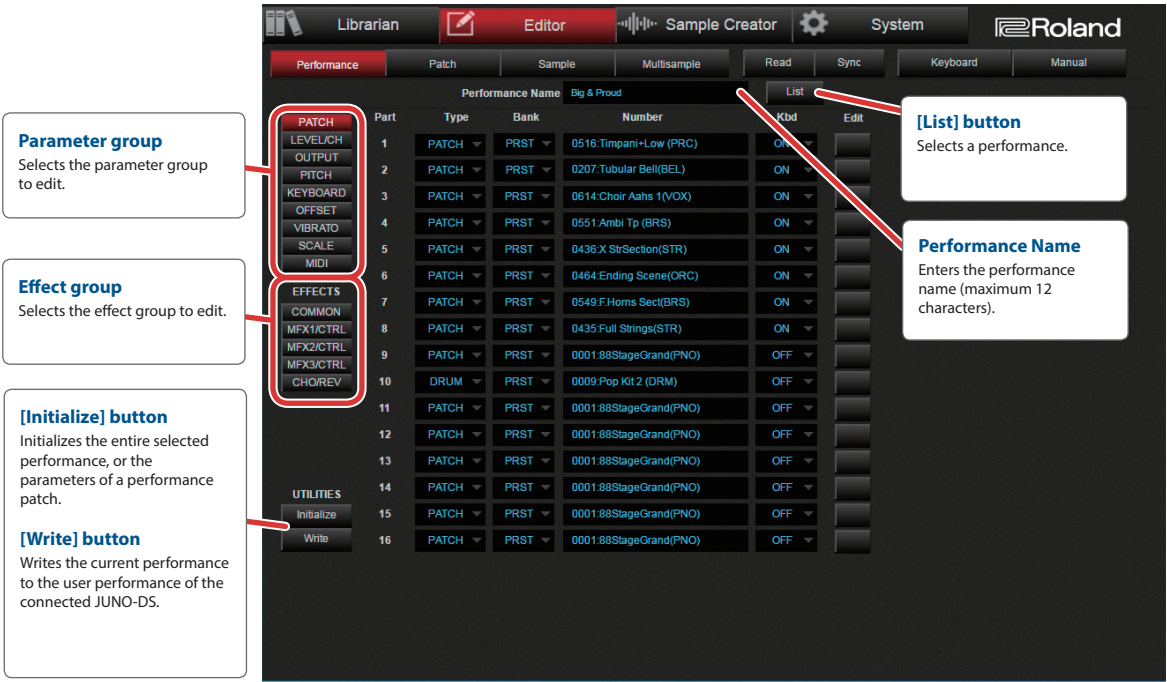
Sample group
Edits the parameters of a user sample.

Multisample group
Creates a multisample or edits its parameters.
- [Read] button**
Reads all of the parameters of a patch or performance group.

[Sync] button
Applies the edited parameters to the panel of the JUNO-DS.



Performance group (Performance screen)



Patches group (Patch screen)

Parameter Group

Select the parameter group that you want to edit.

[Initialize] button

Initializes the parameters of the entire selected patch or of the selected tone.

[Copy Tone] button

Copies the parameters of the specified source tone to the specified destination tone.

[Write] button

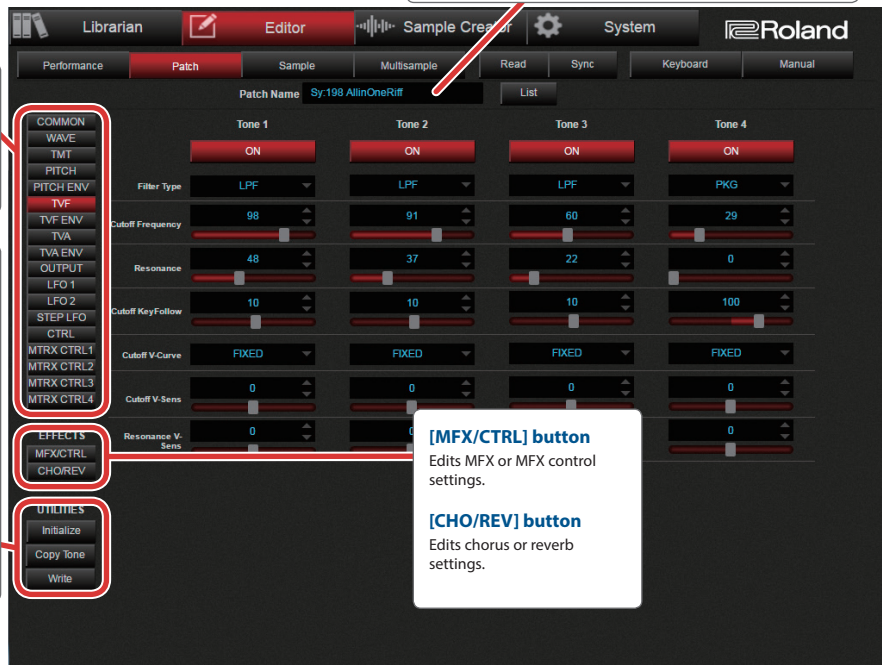
Writes the current patch to the user patch of the connected JUNO-DS.

Patch Name

Shows the patch name.

[LIST] button

Lets you select a patch or drum kit from a category or bank.



[MFX/CTRL] button
Edits MFX or MFX control settings.

[CHO/REV] button
Edits chorus or reverb settings.

Patches group (Drum Kit screen)

Parameter Group

Select the parameter group that you want to edit.

[Initialize] button

Initializes the parameters of the entire selected drum kit or of a note.

[Copy Note] button

Copies the parameters of the specified source note to the specified destination note.

[Write] button

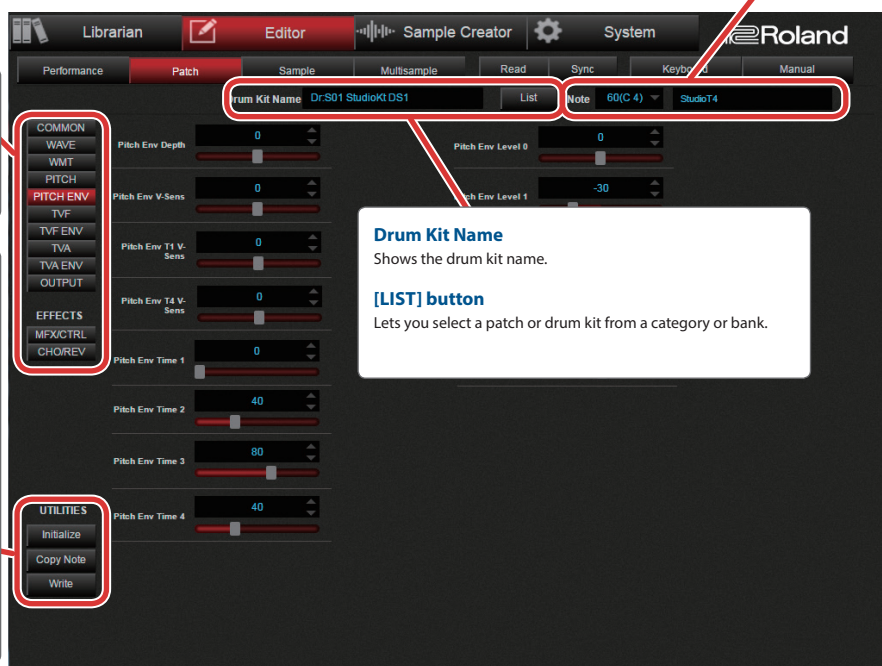
Writes the current drum kit to the user drum kit of the connected JUNO-DS.

Note

Select the drum note.

Note name

Enter the drum note name (up to 12 characters).



Drum Kit Name
Shows the drum kit name.

[LIST] button
Lets you select a patch or drum kit from a category or bank.

Samples group (Sample screen)

Channel indication
"L" and "R" symbols are shown for a stereo sample; an "M" symbol is shown for a mono sample.

[Preview] button
Auditions each sample as it is.

SAMPLE NAME
The sample name. Click this to enter the name (maximum 12 characters).

[Edit Preview] button
Auditions the sample that you're editing. The sound reflects the edited state of the parameters.

[Select] button
Applies the selected sample to the parameter area at the right.

[Write] button
Writes the edited sample into the user sample area of the JUNO-DS.

[Delete] button
Deletes the selected sample.

Sample list
Shows information for all user samples.

[Reload] button
Obtains the latest user sample information from the JUNO-DS.

Sample capacity
Shows the proportion of free space in the JUNO-DS's user memory.

Samples group (Multisample screen)

MULTISAMPLE NAME
Enter the multisample name (up to 12 characters).

[LIST] button
Shows a list from which you can select a multisample.

Channel indication
"L" and "R" symbols are shown for a stereo sample; an "M" symbol is shown for a mono sample.

[Preview] button
Auditions a sample in its original state.

[Write] button
Writes an edited multisample to the multisample area of the JUNO-DS.

[Reload] button
Obtains the latest multisample information from the JUNO-DS.

Keyboard and zone display
Specifies the keys to which the sample is assigned. You can select a consecutive range of keys by holding down the [Shift] key and clicking.

Sample list
Shows information for all user samples.

Zone list
Shows information for the samples/zones that are assigned to the current multisample. Click to see a keyboard diagram of the zones to which the samples are assigned.

[Select] button
Assigns the selected sample to the specified zone.

[Erase] button
Erases the selected zone.

[Erase All] button
Erases all zones that are in use.

3-3. Sample Creator Mode

[Load] button

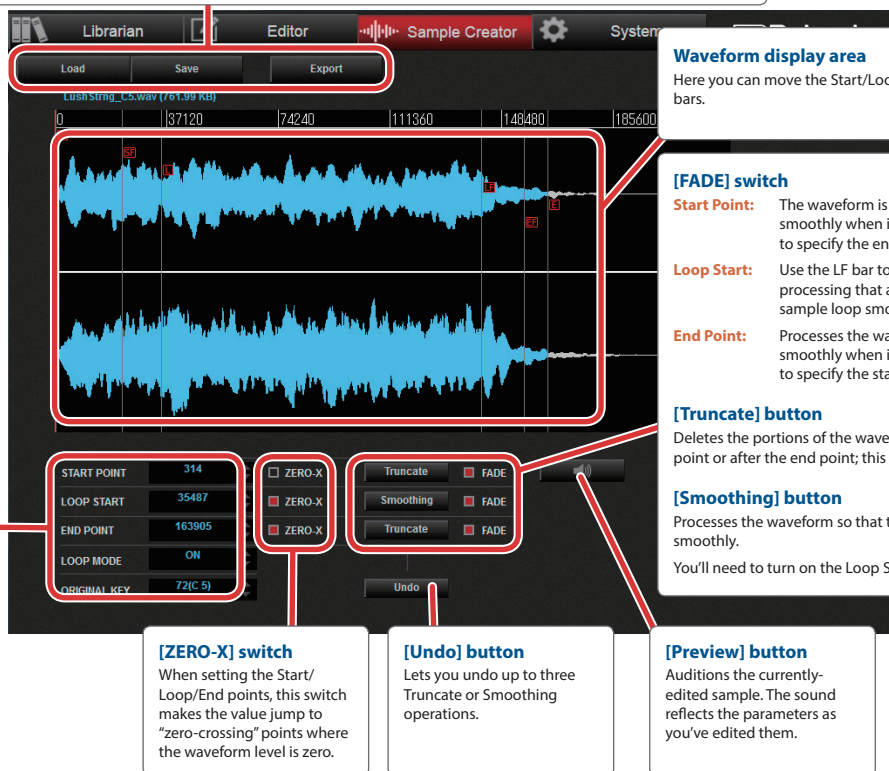
Loads the audio file that you want to edit.

[Save] button

Saves the edited sample.

[Export] button

Exports the edited sample to a USB flash drive so that it can be imported by the JUNO-DS.



Waveform display area

Here you can move the Start/Loop/End/Fade point display bars.

[FADE] switch

Start Point: The waveform is processed so that it starts smoothly when it is truncated. Use the SF bar to specify the end point of the processing.

Loop Start: Use the LF bar to specify the start point of the processing that applies smoothing to make the sample loop smoothly.

End Point: Processes the waveform so that it ends smoothly when it is truncated. Use the EF bar to specify the start point of the processing.

[Truncate] button

Deletes the portions of the waveform that are before the start point or after the end point; this reduces the size of the sample.

[Smoothing] button

Processes the waveform so that the loop is connected smoothly.

You'll need to turn on the Loop Start [FADE] switch.

Specifies the sample's start point, loop start point, end point, loop on/off, and original key settings.

[ZERO-X] switch

When setting the Start/Loop/End points, this switch makes the value jump to "zero-crossing" points where the waveform level is zero.

[Undo] button

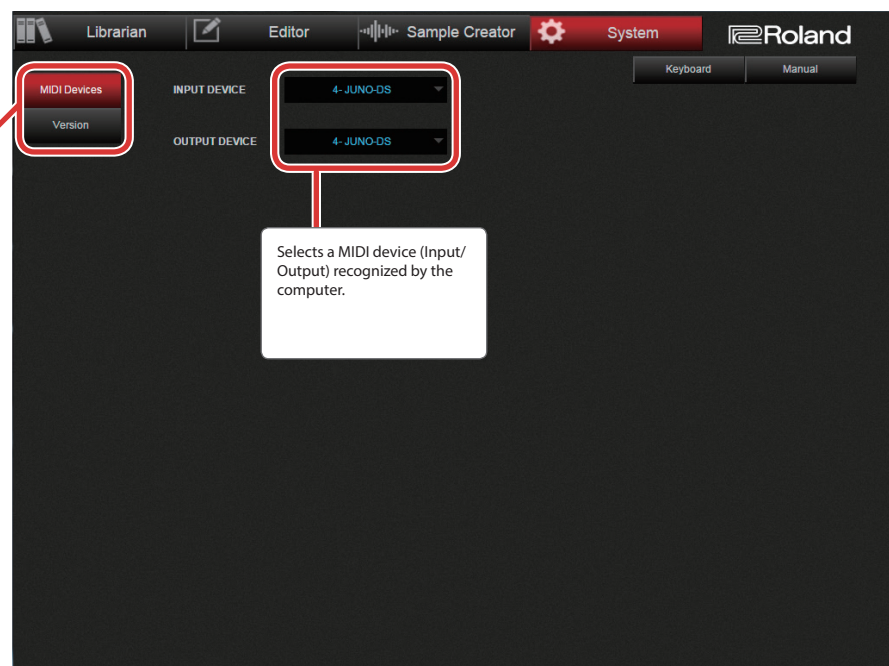
Lets you undo up to three Truncate or Smoothing operations.

[Preview] button

Auditions the currently-edited sample. The sound reflects the parameters as you've edited them.

3-4. System Mode

Lets you select, connect, or disconnect MIDI devices, and shows the software version number of JUNO-DS Tone Manager.



[MIDI Devices] button

Shows the MIDI devices (Input/Output) that are recognized by the computer.

[Version] button

Shows the software version number of JUNO-DS Tone Manager.

Selects a MIDI device (Input/Output) recognized by the computer.

4. Usage Examples (Specific Workflows)

4-1. Reading/Writing Patches, Drum Kits, or Performances from the JUNO-DS

- 1 Select Librarian mode.



- 2 In the left-most list, select user patch, drum kit or performance locations.

If you want to select more than one location, click while holding down the **[Ctrl]** key; if you want to select a contiguous range, click while holding down the **[Shift]** key.



- 3 To read from the JUNO-DS, click the **[Read]** button.

The patches, drum kits, and performances that are read are shown in the list.



- 4 To write to the JUNO-DS, click the **[Write]** button.



4-2. Loading/Saving JUNO-DS Sound Files

JUNO-DS Tone Manager can load or save the following files.

Load

- JUNO-DS library files (.DSL)
 - Backup data created by the JUNO-DS's Backup function (.SVD)
 - JUNO-DS librarian files (.jxl)
 - Sound data files of the Roland E-A7 (.EAL / .UST / .UDK)
- * For sound data files of the Roland E-A7, only the parameters are loaded; the sample data is not loaded. You'll need to separately import and assign the sample data according to the Sample Log that is shown when loading.

Save

- JUNO-DS library files (.DSL)
- Backup data that can be read by the JUNO-DS's RESTORE function (.SVD)

Loading files

- 1 Select Librarian mode.



- 2 Click the [Load] button, and select the file that you want to load.

A list of the loaded files **3** is added at the far right.



Saving files

- 1 Select Librarian mode.



- 2 Select the list that you want to save.



- 3 Click the [Save] button, specify the file name and save-location, and save the sound library file.

About the difference in the save format (.DSL and .SVD)

.DSL: This is a JUNO-DS library file. It does not include system settings or pattern sequencer data.

.SVD: This is a backup file. It contains all the data of the JUNO-DS and can be loaded using the RESTORE function of the JUNO-DS.



4-3. Copying, Replacing, Inserting, Deleting, or Reordering Patches, Drum Kits, or Performances

You can copy, replace, insert, initialize, or delete patches, drum kits, or performances.

- 1 **Select Librarian mode.**



- 2 **In the list, select the patch, drum kit, or performance that you want to manage.**



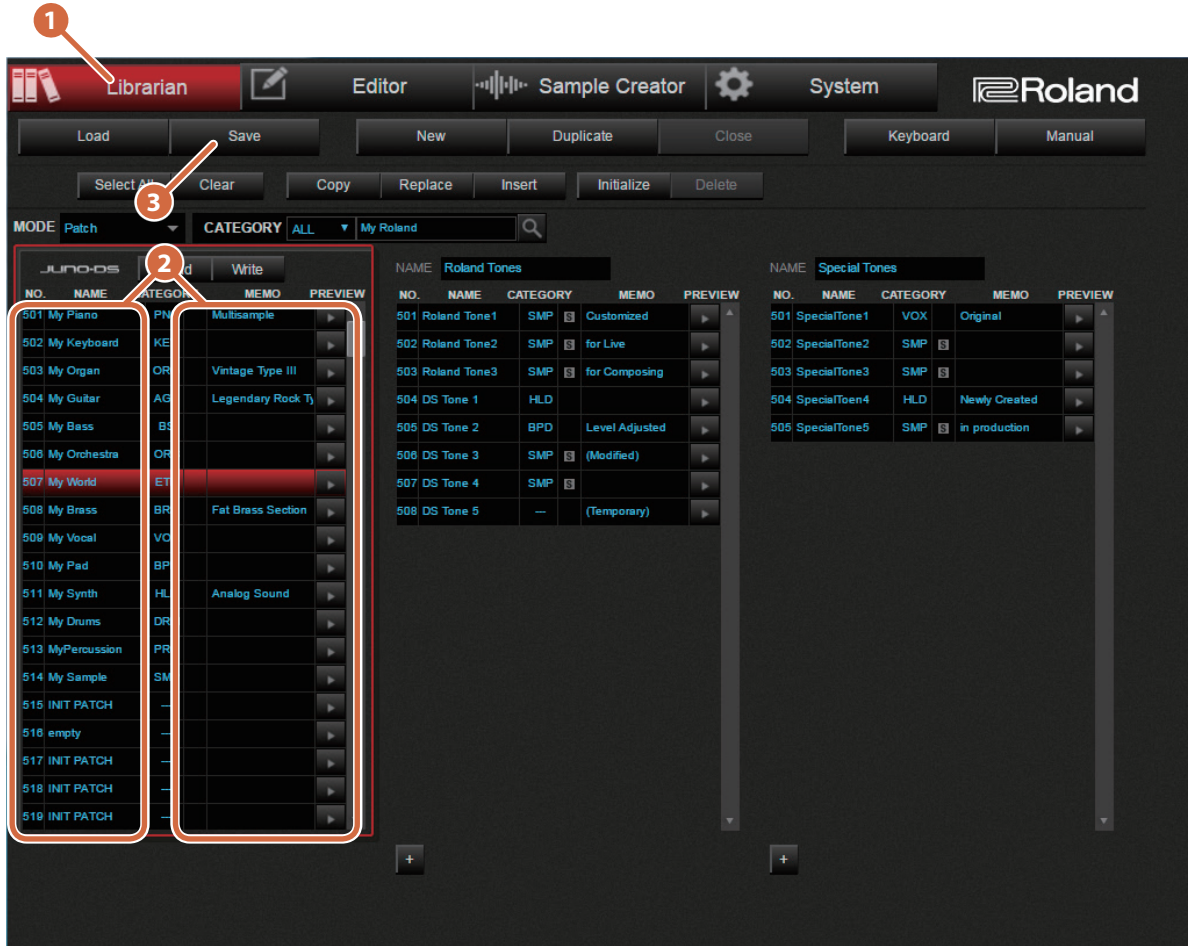
- 3 **Click the desired item to edit the list.**

You can also copy by dragging and dropping a patch, drum kit, or performance number.



4-4. Renaming or Entering a Memo for a Patch, Drum kit, or Performance

- 1 Select Librarian mode.
- ↓
- 2 Select the NAME or MEMO field of patch, drum kit, or performance, and enter the desired name or memo.
- ↓
- 3 Press the [Save] button, enter the file name and save-location, and save the file.



4-5. Adding Data from Another Library to the JUNO-DS

Here's how you can add patches, drum kits, or performances from another library file (or backup data) to your JUNO-DS.

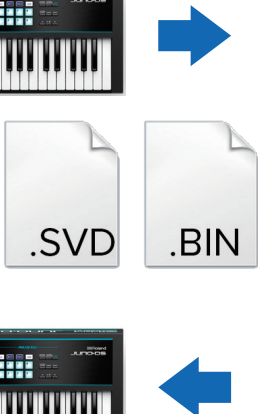
- 1 Create backup data on your JUNO-DS.
- ↓
- 2 In JUNO-DS Tone Manager, select Librarian mode.
- ↓
- 3 Load the created backup data into JUNO-DS Tone Manager (P.9)
- ↓
- 4 Also load into JUNO-DS Tone Manager the library file containing the data that you want to add (P.9).
- ↓
- 5 In the library file list, select the data that you want to add, and copy it to the backup data list (P.3)
- ↓
- 6 When you have finished copying, click the [Save] button, select .SVD, and save it as new backup data (.SVD and .BIN files) (P.10).
- ↓
- 7 Use the JUNO-DS's RESTORE function to load the backup data that you saved.

1 Create backup data



7 Restore backup data





.SVD .BIN



The screenshot shows the Librarian mode interface. Callout 1 points to the 'Librarian' tab. Callout 2 points to the 'Load' button. Callout 3 points to the 'Save' button. Callout 4 points to the 'Copy' button. Callout 5 points to the 'JUNO-DS' library list. Callout 6 points to the 'Save' button in the top bar. Callout 7 points to the 'RESTORE' button in the bottom bar.

NO.	NAME	CATEGORY	MEMO	PREVIEW
501	My Piano	PNO	Multisample	
502	My Keyboard	KEY		
503	My Organ	ORG	Vintage Type III	
504	My Guitar	AGT	Legendary Rock T	
505	My Bass	BS		
506	My Orchestra	ORC		
507	My World	ETH		
508	My Brass	BRS	Fat Brass Section	
509	My Vocal	VOX		
510	My Pad	BPD		
511	My Synth	HLD	Analog Sound	
512	My Drums	DRM		
513	My Percussion	PRC		
514	My Sample	SMP		
515	INT PATCH	---		
516	empty	---		
517	INT PATCH	---		
518	INT PATCH	---		
519	INT PATCH	---		

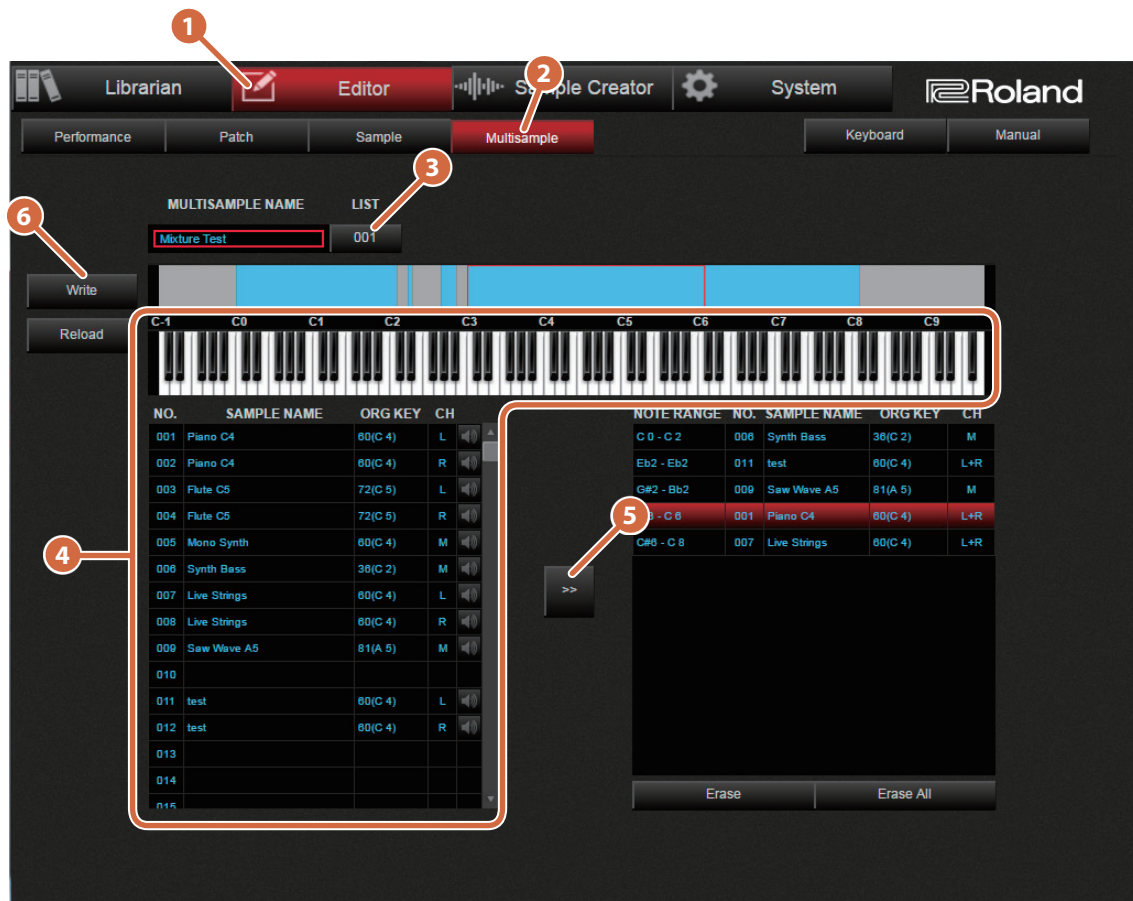
4-6. Editing Sample Parameters

- 1 Select Editor mode.
- ↓
- 2 Click the [Sample] button.
- ↓
- 3 In the sample list, select the sample that you want to edit, and then click the select button.
- ↓
- 4 Edit the parameters.
- ↓
- 5 When you finish editing, click the [Write] button to write the sample into the JUNO-DS.



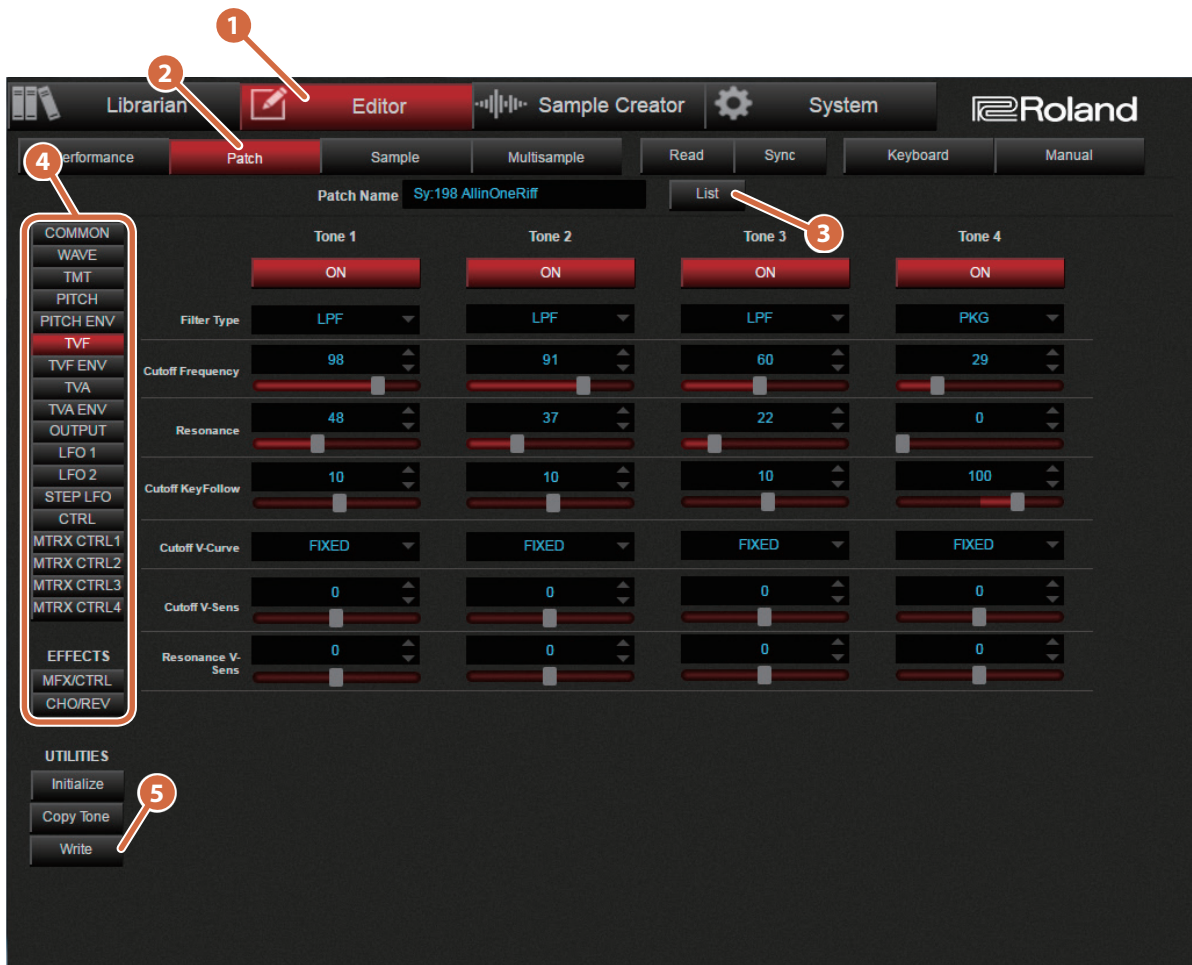
4-7. Editing a Multisample

- 1 Select Editor mode.
- ↓
- 2 Click the [Multisample] button.
- ↓
- 3 From the [LIST] button, select the multisample that you want to edit.
- ↓
- 4 Specify the keyboard region, and select the sample that you want to assign.
- ↓
- 5 Click the select button to assign the sample to the multisample.
- ↓
- 6 When you finish editing, click the [Write] button, specify the multisample name and the save location, and write the multisample to the JUNO-DS.



4-8. Editing a Patch / Drum Kit

- 1 Select Editor mode.
- ↓
- 2 Click the [Patch] button.
- ↓
- 3 From the [LIST] button, select the patch / drum kit that you want to edit.
- ↓
- 4 Select the desired group and item, and edit the parameters.
- ↓
- 5 When you finish editing, click the [Write] button, specify the patch or drum kit name and the save location, and write the patch or drum kit to the JUNO-DS.



4-9. Editing a Performance

1 Select Editor mode.



2 Click the [Performance] button.



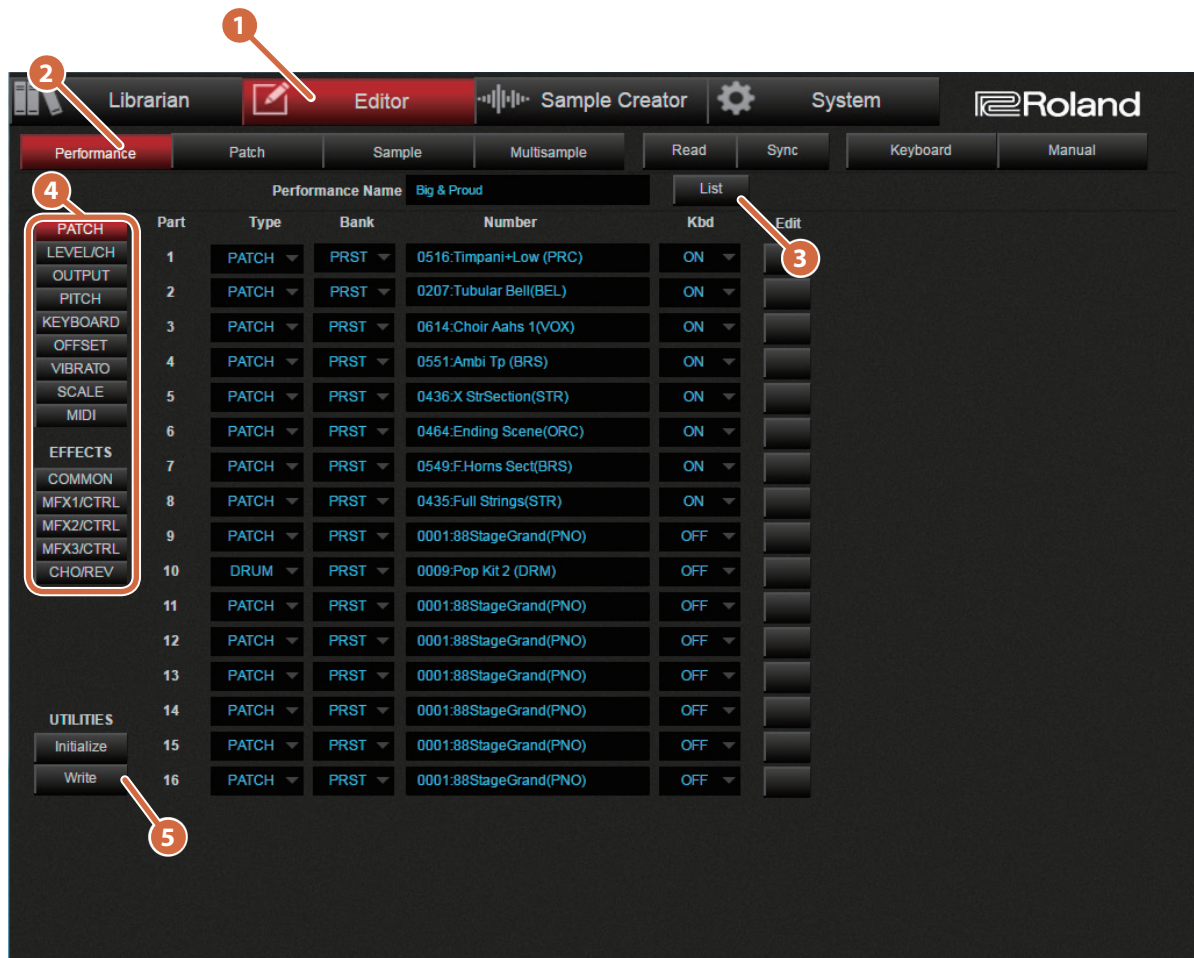
3 From the [LIST] button, select the performance that you want to edit.



4 Select the desired group and item, and edit the parameters.



5 When you finish editing, click the [Write] button, specify the performance name and the save location, and write the performance to the JUNO-DS.



4-10. Creating Samples to Import into the JUNO-DS

- 1 Select Sample Creator mode.
- ↓
- 2 Click the [Load] button and specify the audio file that you want to load.
- ↓
- 3 Edit the sample's waveform and parameters.
- ↓
- 4 When you've finished editing, click the [Save] button, specify the name and the save location, and save the sample as a WAV file.
- ↓
- 5 If you want to import the sample into the JUNO-DS, connect your USB flash drive to the computer, and click the [Export] button to export the sample.

You can connect this USB flash drive to the JUNO-DS and directly select the sample that you want to import.

