

 **JV-1080**
SUPER JV SYNTHESIZER

TURBOSTART

••• ROLAND JV-1080 TURBO FACTS •••

The JV-1080 Super JV Synthesizer module is a powerful instrument based on a 32-bit RISC processor. It is 64 note polyphonic, and offers 16 part multitimbral capability. In addition to its 8 MBytes of onboard ROM waveforms, the user can install up to four 8 MByte Expansion Boards (from the SR-JV80 Series) for a total of 40 MBytes of accessible waveforms. There are 512 Preset Patches and 128 User Patches. The effects include reverb and chorus, plus 40 Insert Effects like Rotary, Distortion, Flanging, Phasing, and MultiTap Delays.

• **Initialize**

- 1) Press UTILITY.
- 2) Use the CURSOR buttons to select FACTORY PRESET.
- 3) Press ENTER.

• **Play the ROM Demos**

- 1) Hold SHIFT and press ENTER.
- 2) Use the VALUE DIAL to select desired song.
- 3) Press ENTER to begin play and EXIT to stop.

• **Selecting Patches**

There are 512 Preset Patches in the JV-1080 as well as 128 User Patches. Any installed expansion boards also have patches that can be accessed directly from the JV-1080's front panel.

- 1) Press PATCH.
- 2) Use the USER/CARD, PRESET and EXP buttons to select the desired group of patches.
- 3) Use the A/B/C/D buttons to determine which bank of Patches you wish to use.
- 4) Use the VALUE DIAL to choose Patches; notice that turning the dial moves through Patches one-by-one, and turning the dial while pressing it in moves through Patches in increments of 10. (This feature works in all editing pages as well!)

• **Editing Patches**

- 1) Press PATCH.
- 2) Notice that there are 4 Tone Switch buttons under the display. Any tone(s) that are lit are active in the Patch you have chosen. To enable or disable any tone(s), press its Tone Switch button.
- 3) Make sure that the Tone Select button is lit to correspond to an active Tone; otherwise, you will not be able to hear any edits that you make.
- 4) Press PARAMETER; you are now in Edit Mode.
- 5) Press WAVE (written in orange); this will show you the Waveform being used for the selected tone. Notice the arrow in the display; this indicates that you can access more Wave parameters by using CURSOR UP or DOWN.

• **Editing Patches (cont.)**

- 6) All other Patch parameters are accessed by pressing a corresponding button (i.e. COMMON, EFFECTS, CONTROL, etc).
- 7) You can press the PALETTE button at any time to view the selected parameter setting for all 4 tones simultaneously.

• **Storing an edited Patch**

To store a modified Patch to a User location:

- 1) Press UTILITY.
- 2) Select WRITE by using the CURSOR buttons.
- 3) Press ENTER.
- 4) Use the VALUE dial to choose the Patch location you wish to write to.
- 5) Press ENTER.
- 6) Press UTILITY to write the Patch.

• **Sequencing**

The JV-1080 is a 16-part multitimbral instrument. There are 64 Preset Performances and 32 User Performances. To select a Performance:

- 1) Press PERFORMANCE.
- 2) Press USER/CARD or PRESET to choose a Performance Bank.
- 3) Use the VALUE dial to select a Performance.

To change a Patch for a Part, or adjust levels, panning and other Part parameters:

- 1) Press PARAMETER.
- 2) Press PART (written in blue). This shows the Patch currently selected for this Part.
- 3) To access the Patches for other Parts, press PARAMETER again (turning it off). Now you can use the 8 PART SELECT buttons (written in blue) to choose which Part you want to edit; the 1-8/9-16 button will choose between Parts 1 through 8 or 9 through 16.
- 4) You can select other Part parameters by pressing PARAMETER again and then pressing any PERFORMANCE EDIT button written in blue (i.e. COMMON, EFFECTS, MIDI, etc).
- 5) You can also press the PALETTE button to view the parameter setting for Parts 1-8 or 9-16.

• **Using the JV-1080 for General MIDI**

The Super JV contains all of the sounds required by General MIDI; they are found in Preset bank D. If you want to play GM sequences through the JV-1080, you can quickly set-up all 16 parts for General MIDI by doing the following:

- 1) Press and hold SHIFT.
- 2) Press GM.
- 3) To exit the GM mode, press the PERFORMANCE or PATCH buttons.