

# J-STATION



# USER'S GUIDE



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### Safe by Instructions

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CONDUCTOR	WIRING CODE	
	Neutral	Ab
L LINE	BROWN	BLACK
N NEUTRAL	BLUE	WHITE
E EARTH/GND	GREEN/YL	GREEN

Warning: If the ground plug is not used, the cable is not suitable for use in applications where it is exposed to high voltage or high current. The use of this cable in such applications may result in fire or explosion.

### Warning

For your protection please read the following.

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### Electromagnetic Compatibility

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# DECLARATION OF CONFORMITY

Manufacturer's Name: **Johnson Amplification**  
Manufacturer's Address: 8760 S. Sandy Parkway  
Sandy, Utah 84070, USA

declares that the product:

Product Name: **J-Station**  
Product Options: All (requires a Class II power adapter that conforms to the requirements of EN60065, EN60742, or equivalent.)

conforms to the following Product Specifications:

Safety: EN 60065 (1993)  
IEC 65 (1985) with Amendments 1, 2 & 3

EMC: EN 55013 (1990)  
EN 55020 (1991)

Supplementary Information:

The product herewith complies with the requirements of the Low Voltage Directive 73/23/EEC and EMC Directive 89/336/EEC as amended by Directive 93/68/EEC.

**Johnson Amplification**  
Vice-President of Engineering  
8760 S. Sandy Parkway  
Sandy, Utah 84070, USA  
Tel: 801-566-8800  
Fax: 801-566-7005

Effective March 31, 2000

European Contact: Your Local Johnson Amplification Sales and Service Office or

Harman Music Group  
8760 S. Sandy Parkway  
Sandy, Utah 84070, USA  
Tel. 801-568-7638  
Fax 801-568-7642

# Warranty

We at **Johnson Amplification** are proud of our products and back-up each one with the following warranty:

- 1. The warranty registration card must be mailed within ten days after purchase date to validate this warranty.*
- 2. Johnson Amplification warrants this product, when used solely within the U.S., to be free from defects in materials and workmanship under normal use and service.*
- 3. Johnson amplification liability under this warranty is limited to repairing or replacing defective materials that show evidence of defect, provided the product is returned to Johnson amplification WITH RETURN AUTHORIZATION, where all parts and labor will be covered up to a period of one year. A Return Authorization number may be obtained from Johnson amplification by telephone. The company shall not be liable for any consequential damage as a result of the product's use in any circuit or assembly.*
- 4. Proof-of-purchase is considered to be the burden of the consumer.*
- 5. Johnson amplification reserves the right to make changes in design, or make additions to, or improvements upon this product without incurring any obligation to install the same on products previously manufactured.*
- 6. The consumer forfeits the benefits of this warranty if the product's main assembly is opened and tampered with by anyone other than a certified Johnson amplification technician or, if the product is used with AC voltages out - side of the range suggested by the manufacturer.*
- 7. The foregoing is in lieu of all other warranties, expressed or implied, and Johnson amplification neither assumes nor authorizes any person to assume any obligation or liability in connection with the sale of this product. In no event shall Johnson amplification or its dealers be liable for special or consequential damages or from any delay in the performance of this warranty due to causes beyond their control.*

**NOTE:** The information contained in this manual is subject to change at any time without notification. Some information contained in this manual may also be inaccurate due to undocumented changes in the product or operating system since this version of the manual was completed. The information contained in this version of the owner's manual supersedes all previous versions.

# Table of Contents

Safety Information .....	I
Declaration of Conformity .....	II
Warranty .....	III
Table of Contents .....	IV

## Section One - Introduction

Congratulations .....	1
Included Items .....	1
Features .....	1
Quick Start .....	2
A Guided Tour .....	3
The Front Panel.....	3
The Rear Panel .....	5
The Side Panels .....	5
Getting Started.....	6
Making Connections.....	6
Mono/Stereo.....	6
S/PDIF Digital Output .....	6
Applying Power .....	6
About the J-Station .....	7
The Presets.....	7
Bypass Mode.....	7
Edit Mode .....	7
Tuner Mode .....	8
Utility Mode .....	8

## Section Two - Editing Functions

Editing/Creating Presets.....	9
Top Level Editing .....	9
Selecting an Amp Model .....	9
Amp Model Editing.....	9
Amp Controls .....	10
Effects Editing.....	10
Delay Editing.....	11
Reverb Editing .....	11
Compressor Editing .....	11
Noise Gate Editing .....	11
Deep Level Editing.....	12
Storing/Copying a Preset.....	15

## Section Three - Effects

About the Effects.....	16
Effects Definitions .....	16
Compressor.....	16
Wah Wah.....	17
Amp Modeling .....	18
Cabinet Emulator .....	19
Noise Gate.....	19
Effects.....	20
Chorus .....	20
Flanger .....	20
Phaser.....	21
Tremolo .....	21
Rotary Speaker.....	21
AutoWah .....	22
Pitch/Detune.....	22
Delay .....	22
Reverb .....	23

## Section Four - Tutorial

Guided Example.....	24
Choose a Preset .....	24
Turn the Compressor Off.....	24
Select the Amp Model .....	24
Adjust the EQ.....	24
Adjust the Noise Gate.....	25
Select the Phaser.....	25
Turn the Delay Off .....	26
Adjust the Reverb.....	26
Set the Preset Level .....	26
Store the Preset.....	26

## Section Five - Other Functions

Utilities.....	27
Assign Menu .....	27
Output Mode.....	28
Dry Track .....	28
Digital Output Level.....	28
Global Cabinet Emulator.....	28
MIDI.....	29
MIDI Loop Back .....	29
MIDI Channel.....	29
Sysex Dump.....	29
Continuous Control.....	30
Factory Reset.....	30
Foot Controller Options.....	31
Editor/Librarian .....	31

## Section Six - Appendix

Factory Preset List .....	32
MIDI Implementation .....	32
Specifications.....	33

***Congratulations*** on your purchase of the Johnson J-Station! You now have one of the most powerful studio tools available anywhere. The J-Station is a professional guitar amp modeling, bass amp modeling, and effects processing system, complete with a digital output for direct recording. There is no other direct recording device quite like the J-Station in the world. The J-Station includes 14 of the most popular guitar amp models, 3 bass amp models, 2 acoustic guitar models, and 12 different effects to choose from. The simple user interface provides intuitive controls and an obvious operating system. Although the operating system is extremely simple, carefully reading this User's Guide will help you get the most satisfaction out of your J-Station.

## ***Included Items***

The utmost care was taken as your J-Station was being manufactured. Everything should be included and in perfect working order. Please make sure that you have received the following items:

- **J-Station**
- **PS0913B or PSS3 Power Supply**
- **Editor/Librarian Software for Windows**
- **User's Guide**
- **Warranty Registration Card**

Please take a moment to complete the Warranty Card. It is your safe guard in the unlikely event that your J-Station malfunctions. Save all packing materials and use them to return your J-Station should a problem arise.

## ***Features***

- 14 Guitar Amp Models
- 3 Bass Amp Models
- 2 Acoustic Models
- 12 Studio Quality Effects
- S/PDIF Digital Output
- Full MIDI Implementation
- 24 bit Processing
- Chromatic Tuner
- Editor/Librarian Software
- Dry Track Capability
- External Power Supply
- 30 Factory/30 User Presets
- Foot Control Options: J3 and J8



## Quick Start

We have included this handy Quick Start guide for those of you who are anxious to get started and prefer to play now and read later.

### Making Connections:

Connect your instrument to the input jack on the right side of the J-Station. Connect the Left and/or Right Outputs to the input(s) of your mixer.

### Apply Power:

Turn the **Master Volume** knob on the front panel of the J-Station all the way down (fully counter clockwise). Connect the plug of the power supply to the power jack on the J-Station. Connect the other end of the power supply to an AC outlet. Turn the power switch located on the left side of the J-Station to the on position. Turn your mixer's power switch to the on position and adjust the volume(s) to their nominal position (0 dB). Gradually increase the J-Station's **Master Volume** knob to achieve the desired volume. Be sure that the input(s) of your mixer are not clipping. If clipping occurs, reduce the level of the J-Station's **Master Volume**.

### Select the Desired Output Mode:

Select either Mono or Stereo Output Mode. To do this, press the **Shift** button. Then press the **Tuner/Utility** button. Press the **Tap-It (>)** button until **SE** shows in the Display. Rotate the **Data** knob to select **SR** for Stereo Mode, or **MF** for Mono Mode. Press the **Tuner/Utility** button again to exit the Output Mode selection.

### Select Preset:

The J-Station comes loaded with 30 pre-programmed Factory Presets, and 30 User Presets. From the factory, the User Presets are exact duplicates of the Factory Presets. This allows you to experiment without running the risk of losing any of the original sounds contained in the J-Station. Use the **Data** knob to select different Presets. Once you have found Presets that suit your taste, you can alter the sounds to your specific needs.

### Customize Your Sound:

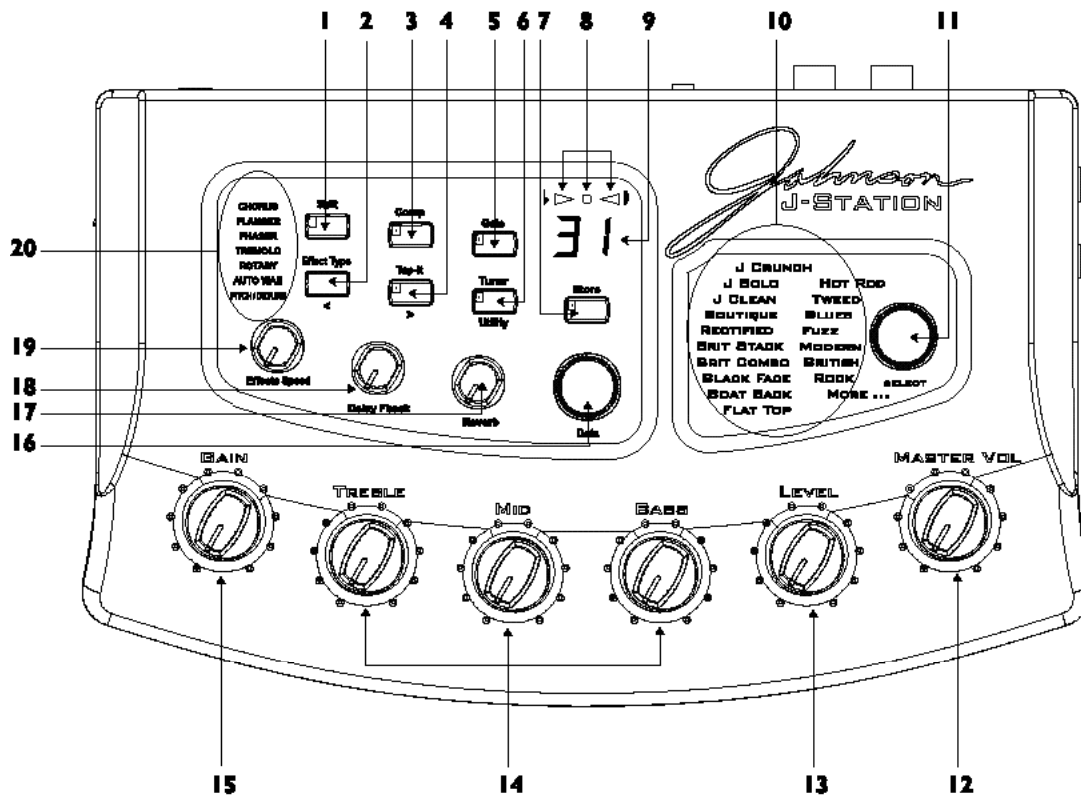
Rotate the **Gain** knob to adjust the amount of distortion. The **Treble**, **Mid**, and **Bass** knobs will adjust the EQ, and the **Level** will adjust the volume of the Preset. Rotate the **Select** knob to change Amp Models. The **Comp** button turns the Compressor on and off, and the Compression Ratio can be adjusted by pressing and holding the **Compressor** button and rotating the **Data** knob. The Compressor Gain can be adjusted by pressing the **Shift** button, and then pressing and holding the **Compressor** button and rotating the **Data** knob. The **Gate** button turns the Noise Gate on and off, and the Gate Threshold can be adjusted by pressing and holding the **Gate** button and rotating the **Data** knob. The Gate Attack Time can be adjusted by pressing the **Shift** button, then pressing and holding the **Gate** button and rotating the **Data** knob. Successive presses of the **Effect Type** button will select the Modulation/Pitch Shift Effect, which will be indicated by the Effect name lighting on the left side of the J-Station console. The level of these Effects can be adjusted with the **Effects** knob, and the speed, pitch or sensitivity (depending on the type of Effect selected) may be adjusted by pressing the **Shift** button and rotating the **Effect/Speed** knob. The Delay Level can be adjusted with the **Delay** knob, and the feedback is adjusted by pressing the **Shift** button and rotating the **Delay/Feedback** knob. Repeated presses of the **Tap-It** button will set the Delay time to the rate at which it is tapped. The **Reverb** knob will adjust the level of Reverb.

Remember that you are not at risk of losing any sounds the J-Station came with because the User Presets are duplicates of the Factory Presets. So, don't be afraid to experiment.



# Guided Tour

## Front Panel



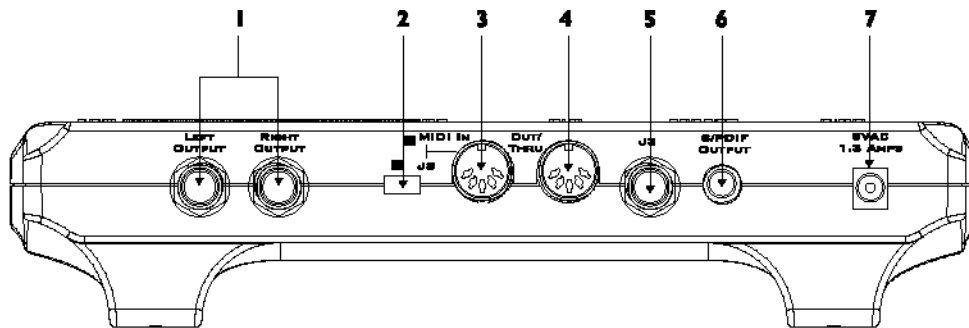
- 1. Shift** - This button is used to access alternate functions for various editing functions. Pressing and holding this button for 3 seconds will access the Deep Level editing mode. See page 12 for more information on Deep Level editing.
- 2. Effect Type** - This button is used to select the type of Modulation or Pitch Shifting effect in the currently active Preset. Successive presses of this button will advance through all of the available Modulation or Pitch Shifting effects. The Effects button is also used to select the previous menu (<) in the Deep Level editing mode and Utility functions.
- 3. Comp** - This button turns the Compressor on and off. Pressing and holding this button accesses the Ratio. It is also used in conjunction with the Shift button to access the Compressor's gain parameter.
- 4. Tap-It** - This button is used to synchronize the Delay repeats with the tempo of the music. Tapping this button will set the Delay Time at the rate in which it is tapped. It is also used to select the next menu (>) in the Deep Level editing mode and Utility functions.
- 5. Gate** - This button turns the Noise Gate on and off. Pressing and holding this button provides access to the Noise Gate's Threshold. It is also used in conjunction with the Shift button to access the Noise Gate's Attack Time Parameter.
- 6. Tuner/Utility** - This button is used to activate and deactivate the Tuner. It is also used in conjunction with the Shift button to access the Utility functions.
- 7. Store** - This button is used to save custom settings to the User Presets. Pressing this button once allows you to choose the User Preset where the custom settings will be stored, and the second press of the Store button saves the settings to the selected User Preset.





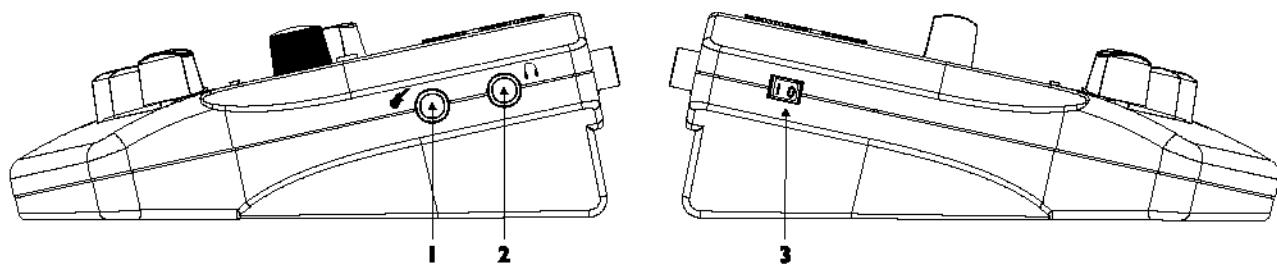
8. **Tuner Indicators** - These LEDs provide a visual reference while the Tuner is active. The arrow on the left indicates the note is flat. The arrow on the right indicates the note is sharp, and the green LED in the middle lights when the note is in tune.
9. **Numeric Display** - The Display shows the currently active Preset number while in Performance mode, and Parameter values during certain editing functions.
10. **Model Matrix** - The Model Matrix provides a visual indication as to which Amp Model is currently active. The name of the currently active Amp Model will light.
11. **Model Select** - This knob is used to select the desired Amp Model.
12. **Master Volume** - The Master Volume adjusts the output level of all Presets.
13. **Level** - This knob adjusts the individual volume level of the currently active Preset.
14. **EQ Knobs** - These knobs adjust the amount of Treble, Midrange, and Bass frequency enhancement for the model in the currently active Preset.
15. **Gain** - This knob adjusts the amount of drive or distortion content in the model in the currently active Preset.
16. **Data** - This knob is used to select Presets, and to increase or decrease the value of a selected Parameter.
17. **Reverb** - This knob adjusts the amount of Reverb effect added to the currently active Preset.
18. **Delay/Fback** - This knob adjusts the amount of Delay effect added to the currently active Preset. It is also used in conjunction with the Shift button to adjust the number of repeats (Feedback) the Delay will produce.
19. **Effects/Speed** - This knob is used to adjust the level of Modulation or Pitch Shifting effect in the currently active Preset. It is also used in Conjunction with the Shift button to adjust the Speed of the Modulation Effects, the Amount of the Shifted Pitch or Detune, and the Sensitivity of the Auto Wah.
20. **Effects Matrix** - The Effect Matrix provides a visual indication of the selected type of Modulation or Pitch Shifting Effect in the the currently active Preset.

## Rear Panel



1. **Left/Right Outputs** - Connect one of these jacks to a channel input on your mixer for mono applications, or both of these jacks to two channel inputs on your mixer for stereo applications. Be sure to select the desired output mode from the Utility menu. See page 28 for more information on selecting the output mode.
2. **MIDI In/J8 Selector Switch** - This switch is used to select whether the 5 pin DIN jack will be used for the Johnson J8 Foot Controller, or as a MIDI input. Push this switch to the right for MIDI applications, and to the left for J8 use.
3. **MIDI In/J8 Jack** - Connect either the J8 Foot Controller, or the MIDI Out of your computer to this jack for remotely controlling, or programming the J-Station. Be sure to set the MIDI In/J8 selector switch to MIDI before connecting any MIDI device.
4. **MIDI Out/Thru** - Connect from this jack to either the MIDI Input on your computer for sending information from the J-Station to the computer, or to the MIDI Input on other MIDI devices you wish to control.
5. **Footswitch Jack** - Connect the J3 Footswitch to this jack for Bank Up, Bank Down, and Preset select.
6. **S/PDIF Digital Output** - This is the digital output from the J-Station. The signal at this output is in a stereo digital format, and is to be connected to a digital S/PDIF input such as those found on digital recording devices.  
**ATTENTION:** Do not connect the S/PDIF output to analog auxiliary, CD, phono, or tape inputs on consumer electronic devices. It is not compatible with these inputs.
7. **Power Jack** - Connect only the provided PS0913B or PSS3 power supply to this jack.

## Side Panels



1. **Input** - Connect your instrument to this jack.
2. **Headphone Output** - Connect stereo headphones to this jack. **Do not** connect a mono plug here as doing so may damage the output driver.
3. **Power Switch** - This switch is used to turn the J-Station on and off.

# Getting Started

## Making Connections

Before connecting the J-Station, make sure that the power amplifier for your speakers is turned off, and that the power switch on the J-Station is off.

There are several different connection options available when using the J-Station. You may run mono into one channel, stereo into two channels, connect digitally to the input of a digital recorder or mixer, or a combination of these. The following diagrams show the connections for some of these options.

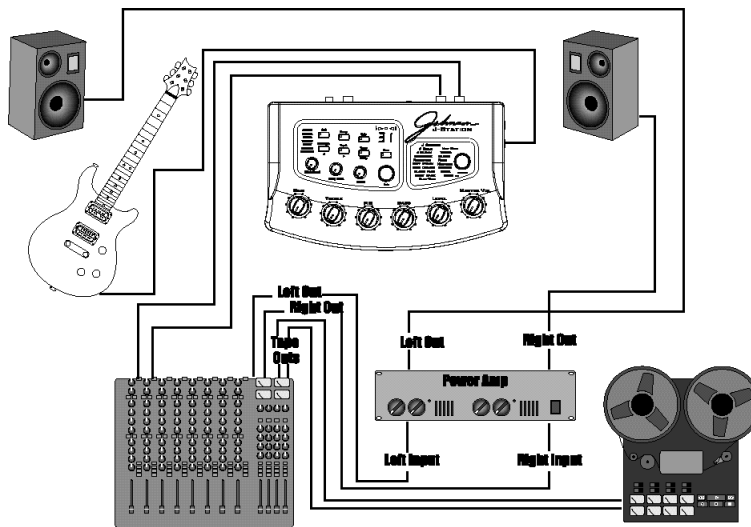
### Mono/Stereo Set Up

Connect your instrument to the input of the J-Station. Connect the Left (for mono) or Left and Right (for stereo) outputs of the J-Station to the line inputs of a mixer. Connect the provided Power Supply from the Power Jack on the J-Station to an AC outlet.

### S/SPDIF Digital Set Up

The J-Station includes a S/SPDIF digital output eliminating multiple A/D and D/A conversions when recording digitally. Connect from the S/SPDIF output of the J-Station to the S/SPDIF input on your digital mixer or recorder. You must have S/SPDIF inputs on the receiving device in order to use this output. You may use the analog and digital outputs of the J-Station simultaneously. Be sure to use a 75 ohm or RCA video cable to connect from the Digital Output to a recording device.

**ATTENTION: Do not connect the S/SPDIF output to analog auxiliary, CD, phono, or tape inputs on consumer electronic devices. It is not compatible with these inputs.**



### Applying Power

Once the audio connections have been made, turn the **Master Volume** all the way down (counterclockwise). Turn the **Power Switch** located on the left side of the J-Station to the on position. Select your desired Output mode in the Utility menu. See page 28 for more on selecting the Output mode. Turn your mixer and the power amp for your speakers to the on position. Set the channel faders of your mixer to the nominal level (0 dB). Turn the **Master Volume** of the J-Station up to achieve the desired volume level.

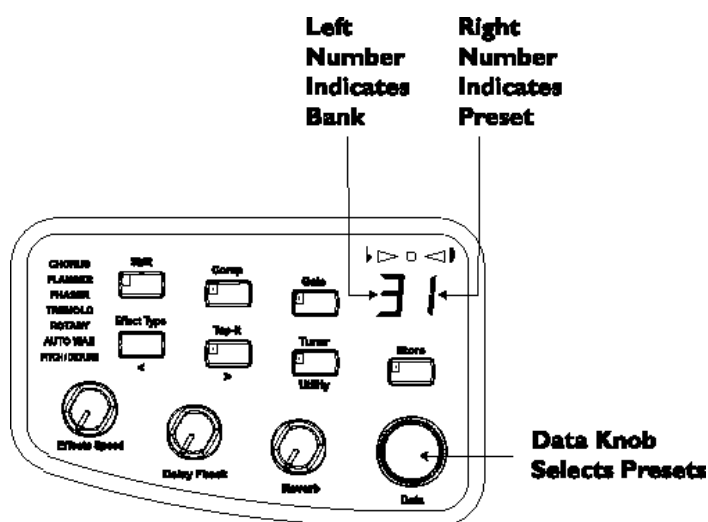


## About the J-Station

### The Presets

Presets are numbered locations of programmed sounds which reside in the J-Station. Presets can be recalled with the **Data** knob. The J-Station comes with 30 Factory and 30 User Presets available. The Factory Presets will not allow you to store any changes to them. The User Presets are locations where your creations may be stored. From the factory, the 30 User Presets are exact duplicates of the 30 Factory Presets. This allows you to make your own Presets without the worry of losing any of the sounds that the J-Station came with. When you first turn your J-Station on, it will default to the last preset that had been selected. When you select a Preset, the number of the Preset will be shown in the Display. An LED in the right corner of the Display indicates whether you are in a User Preset or a Factory Preset.

To select a preset, simply rotate the **Data** knob located in the center of the front panel. The numeric display will change with each click of the Data knob to indicate the current preset. The Presets are arranged in 10 User Banks and 10 Factory Banks with 3 Presets in each Bank. The left number in the Display indicates the Bank and the right number indicates the Preset.



After selecting a Preset, all Parameter values will relate to the values of the knobs at the time the Preset was stored. The current position of the knobs will not reflect the values that you are hearing. The knobs must be turned at least one whole number before the J-Station will update the Parameter value to the position of the knob.

### Bypass Mode

The J-Station does not have a total bypass function. Some effects can be bypassed, other effects can in essence be bypassed by turning the level down, but the Amp Modeling will always be active.

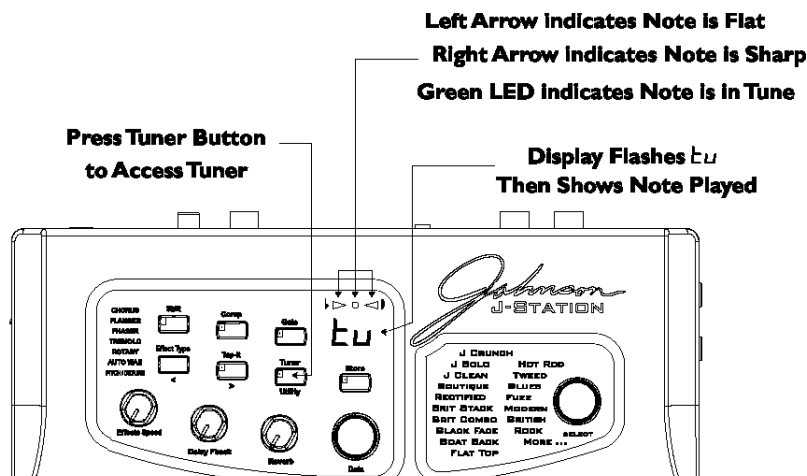
### Edit Mode

The J-Station allows you to customize Presets to suit your particular needs and applications. Editing functions allow you to replace, or modify several aspects of the effects which make up the Preset. When a Preset is selected on the J-Station, the settings which were stored to that particular Preset will be recalled. There are 2 different levels of Edit Mode: Top Level and Deep Level. Top Level editing provides quick access to commonly adjusted Parameters. Deep Level edit mode provides access to all Parameters. Pressing any buttons (except Tuner or Store), or turning any knobs will access the Top Level Edit Mode. Pressing and holding the **Shift** button will access the Deep Level Edit Mode. Editing functions are also accomplished through the use of a computer and the J-Station Editor/Librarian software. No edits will be stored to the Preset unless the Store function is performed. See page 9 for more information on editing functions.



## Tuner Mode

The Tuner in the J-Station allows you to accurately tune your instrument prior to a recording session. Enter Tuner mode by pressing the **Tuner** button. The Tuner button will light, and the display will briefly show  $\text{E}\flat$  indicating that you are in Tuner mode. To begin tuning, play a note on your instrument (a harmonic at the 12th fret usually works best). The display window will show the note being played, and the Tuning LEDs above the Display will indicate whether you are sharp, flat, or in tune. The arrow to the left indicates the note is flat and should be tuned up. The arrow to the right indicates the note is sharp and should be tuned down. When your note is in tune, the green center led will light.



In Tuner mode, you can change your tuning reference by rotating the **Data** knob. The default factory setting is A=440 Hz which will be displayed as  $\text{4}\square$ . The tuning reference ranges from 427 Hz (displayed as  $\text{2}\text{7}$ ) to 453 Hz (displayed as  $\text{5}\text{3}$ ), which is the equivalent of  $\pm 50$  cents (1/2 semitone) in either direction from 440 Hz. When you scroll down from 427 Hz, you will also find alternate dropped tunings. Alternate tunings are A = Ab (1 semitone down displayed as  $\text{A}\flat$ ), A = G (1 whole tone down displayed as  $\text{G}$ ), and A = Gb (3 semitones down displayed as  $\text{G}\flat$ ). The display window will briefly show the currently selected tuning reference.

Exit Tuner mode by pressing the Tuner button again.

## Utility Mode

The Utility Mode contains several menus affecting global functions for the J-Station. The **Tuner/Utility** button is used in conjunction with the **Shift** button to gain access the Utility Mode. Once the Utilities have been accessed, pressing the **Effect Type** button (<) will select the previous Utility menu, and pressing the **Tap-It** button (>) will move forward through the Utility selections. Rotating the **Data** knob will change the value or status of the selected Utility. Pressing the **Tuner/Utility** button will exit the Utility menu and return the J-Station to the previous mode. See page 27 for detailed information regarding the Utility functions.



## Section Two - Editing Functions

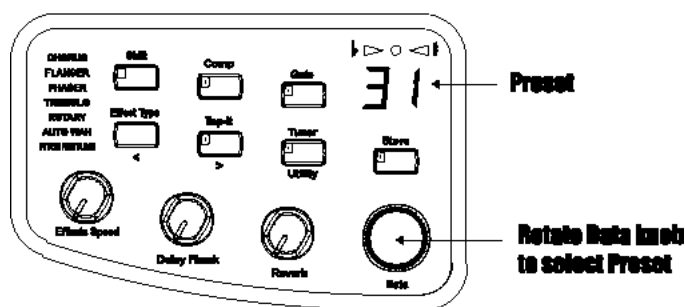
### Editing/Creating Presets

Creating your own signature sound with the J-Station is easy and intuitive. The J-Station lets you create your own Presets, or fine tune existing Presets to suit your needs. There are two levels of editing in the J-Station. The Top Level editing allows simple adjustments such as level, and speed. The Deep Level editing allows all parameters of every effect to be adjusted.

Regardless of whether you are creating a Preset using the Top Level or Deep Level editing modes, you must first start with one of the User or Factory Presets. It is not possible to start with a completely empty Preset. The Preset number does not necessarily need to be the location which you intend to have it reside, as you can save your creation to any User Preset location during the Store process.

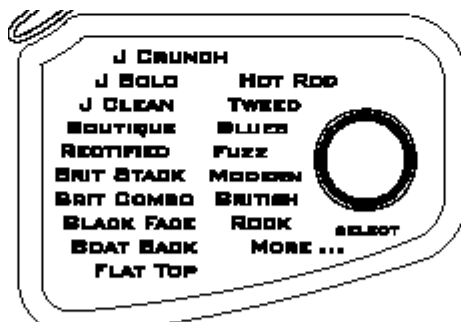
### Top Level Editing

Select a Preset as your starting point by rotating the **Data** knob. Once you have selected a Preset, several aspects of the sound can be edited.



### Selecting an Amp Model

The J-Station provides 14 Guitar Amp Models, 3 Bass Amp Models, and 2 Acoustic Models. Only one Model can be used at a time. The Models are chosen by rotating the **Select** knob. The name of the currently active Model will light in the Model Matrix.



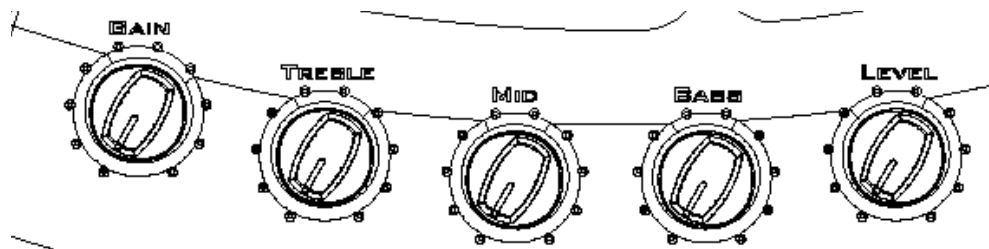
### Amp Model Editing

Once you have selected the Amp Model that you intend to use, you can edit the gain and tonal characteristics of that Model, as well as assigning a volume level for the preset. This is done through the use of the knobs located along the bottom of the J-Station. Each Amp Model defaults with a specific type of Speaker Cabinet Emulation. However, you can select alternate Cabinet types. See page 19 for more information on selecting Cabinet types.



## Amp Controls

The amp control section consists of a Gain, Treble, Mid, Bass, and Level knob. These knobs adjust the selected amp models Drive, EQ, and Volume. Each amp model has a default knob setting when it is selected. When you first select an amp model, the knobs will not necessarily reflect the current values associated with the sound you are hearing. In other words, the amp does not “look” at the current setting of the knob when an amp model is first selected. Once a knob is turned at least one whole number, the sound will update to reflect the knobs current position. The following is a description of each knobs function.



**Gain** - This knob controls the amount of distortion gain (drive).

**Treble** - This knob is used to increase or decrease the amount of high frequency enhancement.

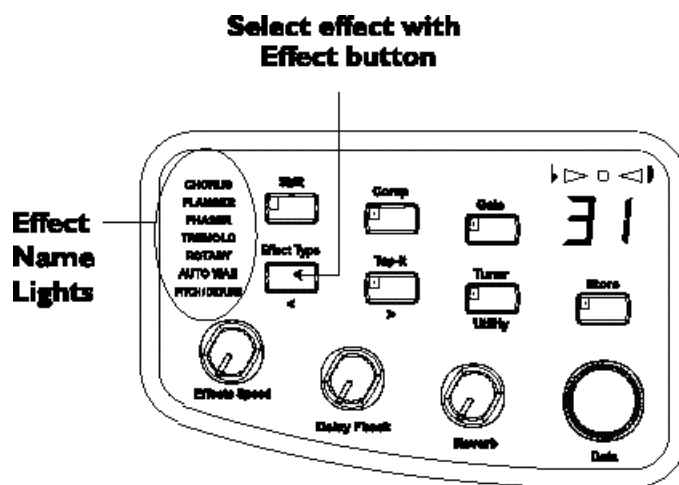
**Mid** - This knob is used to increase or decrease the amount of mid-range enhancement.

**Bass** - This knob is used to increase or decrease the amount of low frequency enhancement.

**Level** - This knob is used to increase or decrease the volume level for the preset. This adjustment differs from the Master Volume in that the master volume will increase, or decrease the level of all presets. The level knob will only increase or decrease the volume of the selected preset.

## Effects Editing

The Effects section includes Chorus, Flanger, Phaser, Tremolo, Rotary Speaker, AutoWah, Pitch Shifting, and Detuning. These Effects are accessed by pressing the **Effect Type** button. Only one of these Effects can be used at a time. The name of the currently selected Effect will light in the Effect Matrix. Successive presses of the **Effect Type** button will advance through all available Effects. Once the desired Effect is selected, the level of the Effect can be adjusted by rotating the **Effect** knob. Pressing the **Shift** button and rotating the **Effect/Speed** knob will adjust the Speed of any Modulation Effect (Chorus, Flanger, Phaser, Tremolo, Rotary Speaker), the Sensitivity of the AutoWah Effect, or the Amount of Pitch/Detune.



### ***Delay Editing***

The Delay effect includes adjustments for the Delay Level, Delay Time, and Regeneration Parameters. Rotating the **Delay** knob will adjust the Level of the delay in the currently active Preset. Pressing the **Shift** button and rotating the **Delay** knob will adjust the Regeneration (number of repeats) of the Delay effect. The **Tap-It** button is used to adjust the Delay Time (the length of time between repeats). Tapping this button synchronizes the repeats to the rate at which it was tapped.

### ***Reverb Editing***

The Reverb Level is the only Reverb parameter available for adjustment in the Top Level edit mode. Rotating the **Reverb** knob will adjust the amount of Reverb added to the signal.

### ***Compressor Editing***

The Compressor provides smooth and transparent compression with the ability to adjust the Ratio, Gain and bypass or activate the Effect. Pressing the **Compressor** button will turn the Compressor on and off. Pressing and holding the **Compressor** button will access the Ratio and rotating the **Data** knob will change the Ratio. Pressing the **Shift** button and then pressing and holding the **Compressor** button will access the Compressor's Gain Parameter and rotating the **Data** knob will adjust the Gain.

### ***Noise Gate Editing***

The Noise Gate is an extremely useful effect that stops noise from coming through your amp when you are not playing. Pressing the **Gate** button will turn the Noise Gate on and off. Pressing and holding the **Gate** button will access the Gate Threshold and rotating the **Data** knob will adjust the Threshold. Pressing the **Shift** button and then pressing and holding the **Gate** button will access the Noise Gate's Attack Time. The Attack Time can then be adjusted by rotating the **Data** knob. The Attack Time is the length of time it takes the Noise Gate to open once you begin playing.





## Deep Level Editing

Select a Preset which will be your starting point by rotating the **Data** knob. Once you have selected a Preset, every aspect of the sound can be edited in the Deep Level edit mode. To access the Deep Level editing, press and hold the **Shift** button for 3 seconds. The Shift button will begin to blink and the word *Ed it* will briefly scroll across the display. Then the Display will show a number between 0 and 39 which corresponds to the 40 different Parameters available for adjustment. Use the **Effect Type** (<) button to select the previous Parameter number, and the **Tap-It** (>) button to select the next Parameter number. Once the desired Parameter has been selected, the Display will alternate between showing the selected Parameter number, and the value for the Parameter. Rotate the **Data** knob to change the value of the selected Parameter. The following charts list every Parameter, the corresponding Parameter number, and the possible values for each parameter.

Parameter	Parameter Number	Parameter Values
<b>Compressor</b>		
On/Bypass	00	00 = Bypass 01 = On
Threshold	01	0 to 50 = -50dB to 0dB
Ratio	02	00 = 1.1:1 01 = 1.2:1 02 = 1.5:1 03 = 2:1 04 = 3:1 05 = 4:1 06 = 6:1 07 = 8:1 08 = 10:1 09 = infinity:1
Gain	03	00 to 30 = 0dB to 30dB
Frequency	04	00 = 50 Hz 01 = 63 Hz 02 = 80 Hz 03 = 100 Hz 04 = 125 Hz 05 = 160 Hz 06 = 200 Hz 07 = 250 Hz 08 = 315 Hz 09 = 400 Hz 10 = 500 Hz 11 = 630 Hz 12 = 800 Hz 13 = 1 kHz 14 = 1.25 kHz 15 = 1.6 kHz 16 = 2 kHz 17 = 2.5 kHz 18 = 3.15 kHz 19 = Full Range



Parameter	Parameter Number	Parameter Values
<b>Wah/Pitch</b>		
On/Bypass	05	00 = Bypass 01 = On
Wah Type	06	00
Wah Heel	07	00 - 127
Wah Toe	08	00 - 127

Parameter	Parameter Number	Parameter Values
<b>Amp Modeling</b>		
Model Type	09	00 = J Crunch 01 = J Solo 02 = J Clean 03 = Boutique 04 = Rectified 05 = Brit Stack 06 = Brit Class A 07 = BlackFace 08 = Boat Back 09 = Flat Top 10 = Hot Rod 11 = Tweed 12 = Blues 13 = Fuzz 14 = Modern 15 = British 16 = Rock 17 = More A1 18 = More A2
Gain	10	00 - 90
Treble	11	00 - 90
Mid	12	00 - 90
Bass	13	00 - 90
Level	14	00 - 90

Parameter	Parameter Number	Parameter Values
<b>Cabinet Emulator</b>		
Cabinet Type	15	00 = No Cabinet 01 = Brit 4x12 02 = Johnson 4x12 03 = Fane 4x12 04 = Johnson 2x12 05 = American 2x12 06 = Jennings Blue 2x12 07 = Tweed 1x12 08 = Blonde 2x12 09 = Bass 4x10 w/ Tweeter 10 = Folded Horn 1x18 11 = Flexi Bass

Parameter	Parameter Number	Parameter Values
<b>Noise Gate</b>		
On/Bypass	16	00 = Bypass 01 = On
Attack Time	17	00 - 10
Threshold	18	01 - 99



Parameter	Parameter Number	Parameter Values
<b>Effects</b>		
On/Bypass	19	00 = Bypass 01 = On
Type	20	00 = Chorus 01 = Flanger 02 = Phaser 03 = Tremolo 04 = Rotary Speaker 05 = Envelope Filter 06 = Pitch/Detune
Level	21	Effect Dependent
Speed/Pitch/Type	22	Effect Dependent
Depth/Detune	23	Effect Dependent
Regeneration	24	Effect Dependent
Position	25	00 = Pre Amp Modeling 01 = Post Amp Modeling

Parameter	Parameter Number	Parameter Values
<b>Delay</b>		
On/Bypass	26	00 = Bypass 01 = On
Type	27	00 = Mono Delay 01 = Analog Delay 02 = Pong Delay 03 = Analog Pong Delay
Level	28	00 - 99
Delay Time Course	29	00 - 30
Delay Time Fine	30	01 - 99
Delay Feedback	31	00 - 99

Parameter	Parameter Number	Parameter Values
<b>Reverb</b>		
On/Bypass	32	00 = Bypass 01 = On
Type	33	00 = Club 01 = Studio 02 = Bathroom 03 = Plate 04 = Soundstage 05 = Garage 06 = Hall 07 = Church 08 = Arena 09 = 2 Spring 7" 10 = 2 Spring 14" 11 = 3 Spring 14" 12 = Rattle & Boing
Level	34	00 - 99
Diffusion	35	00 - 99
Density	36	00 - 99
Decay	37	00 - 09

Parameter	Parameter Number	Parameter Values
<b>Volume</b>		
Master Level	38	00 - 127
Volume Pedal	39	00 - 127

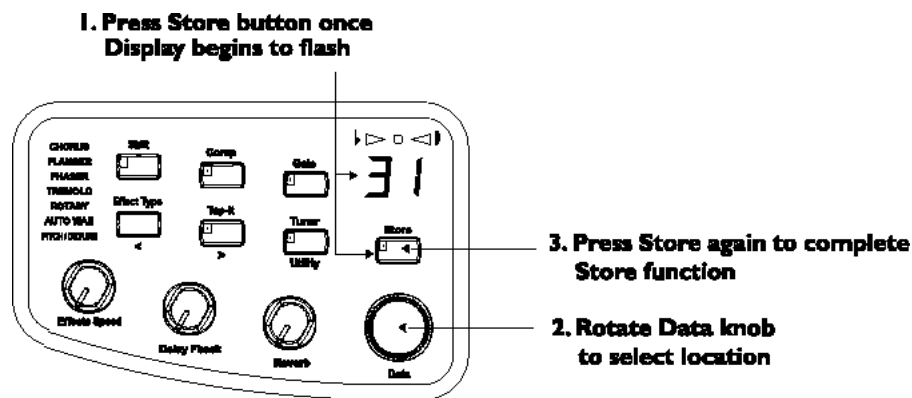


## Storing/Copying a Preset

After a Preset has been edited to your liking, the changes must be stored to a User Preset if the J-Station is to remember your modification. Selecting a new Preset, or turning the J-Station off before performing the Store function will cause the modifications that you had made to be lost. The **Store** button is used to save any modifications that you had made to a Preset, or to copy a Preset to a different location. The following steps outline the procedure for Storing or copying a Preset:

1. Press the **Store** button once. The Display will begin to flash the Preset number indicating that you can select a new Preset location.
2. Rotate the **Data** knob to select the Preset location where changes will be saved.
3. Press the **Store** button again to complete the Store function.

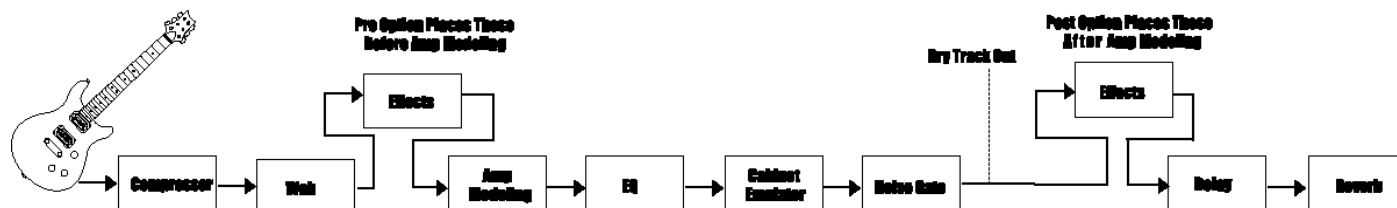
To copy a Preset to a new location, select the Preset you wish to copy and then follow steps 1 through 3.



# Section Three - Effects

## About the Effects

The J-Station can be thought of as several different "virtual" amps, Bass Amps, and Acoustic guitars, combined with a studio full of high quality effects. The order in which the effects are connected can make a big difference in how good the overall sound is. Whether the effects are placed before the amp, or in the amp's effects loop will also make a difference. The J-Station has the Effects connected in the most logical, and best sounding order. However, you do have the choice of running certain effects either before or after the Amp Modeling. The following chart shows the order of the effects and Amp Modeling in the J-Station.



## Effect Definitions

Each Effect within the J-Station is fully programmable to suit your personal tastes and application. Understanding how these Effects will alter the sound, and how each Parameter will alter the Effect will help you achieve the sound you are looking for. The following overview of the J-Station's effects outlines what each Effect and Parameter does.

### Compressor

The Compressor in the J-Station can be used to increase sustain, and tighten up guitars. A Compressor sets boundaries for a signal's strength. When a signal exceeds the set boundary, it is forced back into the set boundary. As the signal fades to a point where it no longer exceeds the boundary, the compressor expands the signal strength and increases sustain. Compression Parameters are as follows:

**On/Bypass** - Turns the Compressor on and off. This Parameter may be accessed with the **Compressor** button, or by selecting Parameter number 0 in the Deep Level edit mode where a value of 00 will relate to bypass and 01 is on.

**Threshold** - This parameter tells the Compressor when to start compressing. It is the signal strength required before the compression kicks in. Low Threshold settings (larger negative numbers) will activate the Compressor with weaker signals. Higher settings will require a stronger signal to activate compression. The Threshold Parameter is only accessible as Parameter number 1 in Deep Level editing and ranges in value from -50 dB (displayed as 50) to 0 dB (displayed as 00).

**Ratio** - Controls the amount of compression applied to the signal once the Threshold has been exceeded. A Ratio of 2:1 means that when an incoming signal exceeds the threshold by 2 dB, the compressor will only allow the output signal to increase by 1 dB. Higher settings yield a tighter, sound and increase sustain. Lower settings allow better dynamics. The Ratio is accessible by pressing and holding the **Compressor** button in Top Level editing, or by selecting Parameter number 2 in Deep Level editing. Values range from 0 to 9 which relate to the following Ratios:

0 = 1.1:1	5 = 4:1
1 = 1.2:1	6 = 6:1
2 = 1.5:1	7 = 8:1
3 = 2:1	8 = 10:1
4 = 3:1	9 = infinity:1

**Gain** - This is the output volume from the Compressor. This parameter should be used to balance the level of the Compressor in order to achieve unity gain. It is possible to clip other effects in the J-Station by setting the Compressor Gain too high. The compressor Gain is accessible in Top Level editing by pressing the **Shift** button and then pressing and holding the **Compressor** button, or by selecting Parameter number 3 in Deep Level editing. Gain ranges from 0 dB (displayed as 00) to +30 dB (displayed as 30) in 1 dB increments.

**Frequency** - The Compressor in the J-Station can be programmed to compress only the lower frequency content of the incoming signal while allowing the higher frequencies to pass through the compressor unaffected. This is extremely useful when compressing a bass guitar. The selected frequency determines the highest frequency which will be compressed. This Parameter is only accessible in Deep Level edit mode by selecting Parameter number 4. Values range from 00 to 19 which relate to the following frequencies:

0 = 50 Hz	10 = 500 Hz
1 = 63 Hz	11 = 630 Hz
2 = 80 Hz	12 = 800 Hz
3 = 100 Hz	13 = 1 kHz
4 = 125 Hz	14 = 1.25 kHz
5 = 160 Hz	15 = 1.6 kHz
6 = 200 Hz	16 = 2 kHz
7 = 250 Hz	17 = 2.5 kHz
8 = 315 Hz	18 = 3.15 kHz
9 = 400 Hz	19 = Full Range

## Wah Wah

Wah Wah is an effect that is controlled by an Expression Pedal and adds a fixed gain increase to a narrow band of frequencies. The frequency changes as the Pedal is rocked back and forth resulting in a guitar sounding as if it is saying Wah. The Wah parameters are only accessible in Deep Level editing and in order to use the J-Station's Wah effect, you will either need a foot controller with an expression pedal (such as the J8), or a MIDI continuous controller.

**On/Bypass** - Turns the Wah on and off. This is accessible by selecting Parameter number 5. A value of 00 will bypass the Wah and 01 will turn the Wah on.

**Type** - This Parameter is reserved for future additions to the J-Station and will be accessed by selecting Parameter number 6. Visit our web site for free downloads of new software versions.

**Heel** - Adjusts the Wah range in the heel down position. This is Parameter number 7 and is adjustable from 00 to 127 (100 through 127 will be denoted by a decimal point in the right corner of the display).

**Toe** - Adjusts the Wah range in the toe down position. This is Parameter number 8 and is adjustable from 00 to 127 (100 through 127 will be denoted by a decimal point in the right corner of the display).



## Amp Modeling

Modeling is a new technology which applies the tone of different amp types to your guitar signal. The J-Station has 14 extremely flexible Amp Models, 3 Bass Amp Models, and 2 Acoustic Guitar Models. These Models are capable of producing emulations of several popular modern and vintage amps, from the smoothest of the blues tones to the full shred of a cranked up stack. The J-Station Modeling also has 2 acoustic guitar simulations. Separate Models, Gain, EQ, and Level settings can be assigned to each Preset.

**Type** - This Parameter selects the Amp Model, or Acoustic Model you wish to emulate. The **Select** knob on the right side of the J-Station is used to choose the Amp Model, or it can be accessed in Deep Level editing by selecting Parameter number 9. The choices and values include:

- |                                                     |                                                    |
|-----------------------------------------------------|----------------------------------------------------|
| 00 J Crunch (based on JM150 Millennium Crunch)      | 10 Hot Rod (based on a Mesa Boogie Mark II C)      |
| 01 J Solo (based on JM150 Millennium Solo)          | 11 Tweed (based on a '57 Fender Tweed Deluxe)      |
| 02 J Clean (based on JM150 Millennium Clean)        | 12 Blues (a dynamic blues setting)                 |
| 03 Boutique (based on a Matchless DC30)             | 13 Fuzz (a 60's fuzz tone)                         |
| 04 Rectified (based on a MesaBoogie Dual Rectifier) | 14 Modern (based on an SWR bass)                   |
| 05 Brit Stack (based on a Marshall JCM900)          | 15 British (based on a Trace Elliot bass amp)      |
| 06 Brit Class A (based on a '63 Vox AC30 top boost) | 16 Rock (based on an Ampeg SVT bass amp)           |
| 07 BlackFace (based on a '65 Fender Twin Reverb)    | 17 *More A1 (Based on a Hiwatt Custom 50)          |
| 08 Boat Back (a piezo acoustic guitar)              | 18 *More A2 '(Based on a '78 Marshall Mstr Volume) |
| 09 Flat Top (a dreadnaught acoustic guitar)         |                                                    |

**\*More:** Johnson Amplification realizes that new amp models may be used as popular music changes. For this reason we have provided the "More" selection which is a location reserved for accessing new amp models as Johnson Amplification updates the software for the J-Station. This prevents your J-Station from ever becoming obsolete. Visit our web site for free downloads of new software versions.

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**Gain** - This knob adjusts the amount of drive applied to the Amp Model. Higher amounts of Gain will produce more break up or distortion. Gain is not available on the Acoustic Modeling selections. Gain is accessed in Deep Level editing, by selecting Parameter number 10 and ranges in value from 00 to 90.

**Treble** - This knob adjusts the amount of enhancement applied to the high frequencies. Treble is accessed in Deep Level editing, by selecting Parameter number 11 and ranges in value from 00 to 90.

**Mid** - This knob adjusts the amount of enhancement applied to the Midrange frequencies. Mid is accessed in Deep Level editing, by selecting Parameter number 12 and ranges in value from 00 to 90.

**Bass** - This knob adjust the amount of low end enhancement applied to your signal. Bass is accessed in Deep Level editing, by selecting Parameter number 13 and ranges in value from 00 to 90.

**Level** - This knob adjusts the Preset volume for the selected Amp Model. Level is accessed in Deep Level editing, by selecting Parameter number 14 and ranges in value from 00 to 90.



## Cabinet Emulator

The J-Station goes above and beyond any other direct recording device on the market by including the most advanced and flexible Speaker Cabinet Modeling ever designed. There are 12 different types of simulated Speaker Cabinets Models which can be applied to the selected Amp Model. When a particular Amp Model is selected, the J-Station automatically applies a specific type of Cabinet. However, you can mix and match the Cabinet type you prefer with each Amp Model. This Parameter is only accessible in Deep Level editing by selecting Parameter number 15. The values and Cabinet types are as follow:

00 = No Cabinet	06 = Jennings Blue 2x12 (a '63 Vox AC30)
01 = Brit 4x12 (Marshall 1960A w/ 75W Celestions)	07 = Tweed 1x12 (a Fender Deluxe 1x12)
02 = Johnson 412V (loaded w/Vintage 30 Celestions)	08 = Blonde 2x12 (a Bassman 2x12)
03 = Fane 4x12 (a Hiwatt SE4123 w/Fanes)	09 = Bass 4x10 w/Tweeter (an SWR 4x10 w/tweeter)
04 = Johnson 2x12 (Open back w/Vintage 30 Celestions)	10 = Folded Horn 1x18 (an Acoustic 360)
05 = American 2x12 (a Fender Twin 2x12)	11 = Flexi Bass (a Ampeg Portaflex)

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## Noise Gate

A Noise Gate is designed to eliminate noise while you are not playing. It looks at the strength of the incoming signal and if the signal exceeds the value set by the Threshold Parameter, the Gate will open and allow the signal to pass. If your signal level drops below the Threshold, the Gate will close and allow nothing through until the Threshold is exceeded again.

**On/Bypass** - Turns the Noise Gate on and off. This Parameter may be accessed with the **Gate** button, or by selecting Parameter number 16 in the Deep Level edit mode where a value of 00 relates to bypass and 01 is on.

**Attack** - This parameter adjusts the length of time it takes for the signal to reach full strength once the threshold has been exceeded. It allows you to select between a normal Noise Gate setting, or an automatic volume swell effect taking up to 2 seconds for the volume to fade in. The Noise Gate's Attack Time is accessible in Top Level editing by pressing the **Shift** button and then pressing and holding the **Gate** button, or by selecting Parameter number 17 in Deep Level editing. Attack Time values range from 00 (being a standard Noise Gate), and 02 (being a quick volume swell) to 10 (being a long volume swell).

**Threshold** - Adjusts the signal level at which the Noise Gate will open or close. The Gate Threshold is accessible by pressing and holding the **Gate** button in Top Level editing, or by selecting Parameter number 18 in Deep Level editing. Values range from 01 (opens the Gate with weak signals) to 99 (requiring strong signals to open).





## Effects

The Effects module in the J-Station is a multi-function module, allowing you to select effects such as; Chorus, Flanger, Phaser, Tremolo, Rotary Speaker, AutoWah (Envelope Filter), Pitch Shift and Detune effects. Only one of these effects can be used at a time. The **Effect Type** button is used to select the currently active Effect in Top Level editing. The selected Effect type will be indicated by the Effect name lighting in the Effect Matrix. Successive presses of the **Effect Type** button will advance through all available Effect Types. After selecting the type of effect in this module, you can then adjust the effects individual parameters.

**On/Bypass** - This Parameter turns the Effects module on and off. This Parameter may be accessed by pressing the **Effect Type** button until no name in the Effect matrix is lit. It is accessed in the Deep Level edit mode by selecting Parameter number 19. A value of 00 relates to bypass and 01 is on.

**Type** - This Parameter allows you to choose the type of Effect. In Top Level editing it is accessed with the **Effect Type** button and in Deep Level editing by selecting Parameter number 20. The value for selecting each of these effects is listed with the effect name. A detailed description of each effect type and the associated Parameters follows is listed below the description of the Level Parameter.

**Mix** - This Parameter adjusts the overall mix of the modulation and pitch shift effects. It is adjusted in Top Level editing by rotating the **Effects/Speed** knob. It is accessed in Deep Level editing by selecting Parameter number 21. The Level values range from 00 to 99.

### Chorus (value 00)

A Chorus adds a short delay to your signal and modulates the delay time which takes the delayed signal slightly in and out of tune. The delayed signal is then mixed back with the original signal to create a thicker sound as if two guitars were playing the same part. Chorus Parameters are as follows:

**Speed** - Controls the rate at which the Chorus modulates. This Parameter is accessed in Top Level editing by pressing the **Shift** button and rotating the **Effects/Speed** knob. It is accessed in Deep Level editing by selecting Parameter number 22. Values range from 00 to 99.

**Depth** - Sets the amount of intensity in the Chorus. Depth is only available in the Deep Level edit mode and is accessed by selecting Parameter number 23. Values range from 00 to 99.

**Regen** - This Parameter adjusts the amount of chorus signal fed back to the input of the Module. Regeneration is only available in the Deep Level edit mode and is accessed by selecting Parameter number 24. Values range from 00 to 40.

### Flanger (value 01)

A Flanger uses the same principle as a Chorus does with a modulating delay. The difference being that a Flanger uses a shorter delay time and adds regeneration (or repeats) to the modulating delay. This results in an exaggerated up and down sweeping motion to the effect. Flange Parameters are as follows:

**Speed** - Controls the rate at which the Flange modulates. This Parameter is accessed in Top Level editing by pressing the **Shift** button and rotating the **Effects/Speed** knob. It is accessed in Deep Level editing by selecting Parameter number 22. Values range from 00 to 99.



**Depth** - Sets the intensity in the Flange effect. Depth is only available in the Deep Level edit mode and is accessed by selecting Parameter number 23. Values range from 00 to 99.

**Regen** - This Parameter sets the amount of regeneration which is perceived as the up and down motion of the Flanger. Regeneration is only available in the Deep Level edit mode and is accessed by selecting Parameter number 24. Values range from 00 to 99.

### **Phaser (value 02)**

A phaser splits the incoming signal, and then changes the phasing of the signal. This signal is then taken in and out of phase and mixed back in with the original signal. As the phasing changes, different frequencies get canceled resulting in a warm sort of twisting sound. The J-Station breathes new life into this classic effect by adding regeneration.

**Speed** - Controls the rate of the Phaser sweep. This Parameter is accessed in Top Level editing by pressing the **Shift** button and rotating the **Effects/Speed** knob. It is accessed in Deep Level editing by selecting Parameter number 22. Values range from 00 to 99.

**Depth** - Sets the intensity or amount of Phase change in the split signal. Depth is only available in the Deep Level edit mode and is accessed by selecting Parameter number 23. Values range from 00 to 99.

**Regen** - This Parameter adjusts the amount of phased sound fed back to the input of the Module. High regeneration settings produce dramatic and interesting unnatural sounds. Regeneration is only available in the Deep Level edit mode and is accessed by selecting Parameter number 24. Values range from 00 to 99.

### **Tremolo (value 03)**

A Tremolo effect modulates the volume of the incoming signal at a steady even rate. The incoming signal will go back and forth between getting louder and softer. It is kind of like having a motor on your guitar's volume knob which increases and decreases the volume at an even rate.

**Speed** - Controls the rate of volume modulation. This Parameter is accessed in Top Level editing by pressing the **Shift** button and rotating the **Effects/Speed** knob. It is accessed in Deep Level editing by selecting Parameter number 22. Values range from 00 to 99.

**Depth** - Adjusts the intensity of the Tremolo effect. Depth is only available in the Deep Level edit mode and is accessed by selecting Parameter number 23. Values range from 00 to 99.

### **Rotary Speaker (value 04)**

Rotary Speaker is an emulation of a device that included a spinning horn and woofer. The rotation of these two speakers produced an interesting combination of the sound panning from side to side, as well as a slight pitch change due to the sound coming towards, and then going away from the listener. The rotary speaker parameters are as follow:

**Speed** - Controls the rate of the simulated spinning speakers. This Parameter is accessed in Top Level editing by pressing the **Shift** button and rotating the **Effects/Speed** knob. It is accessed in Deep Level editing by selecting Parameter number 22. Values range from 00 to 99.

**Depth** - Controls the stereo separation of the perceived rotation. Depth is only available in the Deep Level edit mode and is accessed by selecting Parameter number 23. Values range from 00 to 99.



### AutoWah (value 05)

An AutoWah, is as the name implies. It automatically adds a Wah effect to your signal leaving your feet free. The AutoWah alters your sound based upon how hard you play. The softer that you play, the less intense the sweep of the Wah will be. The harder you play, the more intense the sweep will be.

**Type** - Adjusts the frequency range of the AutoWah sweep. Range is only available in the Deep Level edit mode and is accessed by selecting Parameter number 22. Values include 00 (a full range sweep), 01 (a bright sounding sweep), and 02 (a dark sounding sweep).

**Depth** - Adjusts the response of the AutoWah in relation to the attack strength of the incoming signal. This Parameter is accessed in Top Level editing by pressing the **Shift** button and rotating the **Effects/Speed** knob. It is accessed in Deep Level editing by selecting Parameter number 23. Values range from 00 to 99.

### Pitch/Detune

Pitch Shifting makes a copy of the incoming signal, then shifts the pitch of the copy to a different note. The result is two notes playing simultaneously. Detuning takes the copied signal slightly out of tune from the original.

**Pitch** - Controls the interval of the shifted pitch. This Parameter is accessed in Top Level editing by pressing the **Shift** button and rotating the **Effects/Speed** knob. It is accessed in Deep Level editing by selecting Parameter number 22. Displayed values ranges from 00 (being 24 semitones or 2 octaves below), to 48 (being 24 semitones or two octaves above). A value of 24 would be in unison with the input note.

**Detune** - Adjusts the extent that the Detuner will take the shifted pitch out of tune. This is measured in cents (there are 100 cents to one semi-tone). Detune is only available in the Deep Level edit mode and is accessed by selecting Parameter number 23. Displayed values range from 00 (being -30 cents) to 60 (being +30 cents). A value of 30 would add no detuning.

**Position** - This Parameter selects whether the selected Modulation or Pitch Shift Effect will be placed before the amp modeling (as if you were connecting stomp boxes in between your guitar and amp), or after the amp modeling (as if they were in the effects loop of an amplifier). If you are not sure which to select, listen to both to determine which sounds best. Position is only available in the Deep Level edit mode and is accessed by selecting Parameter number 25. Values include 00 (before Amp Modeling) and 01 (after Amp Modeling).

### Delay

Delay is an effect that will record a portion of the incoming signal, and then play it back a short time later. It can repeat the recording several times, or just once. Delay Parameters are as follows:

**On/Bypass** - This Parameter turns the Delay on and off. It is only available in the Deep Level edit mode and is accessed by selecting Parameter number 19. A value of 00 relates to bypass and 01 is on.

**Type** - The J-Station Delay employs four types of Delay circuits. This Parameter is used to select which of these four Delays will be used. Delay Type is only available in the Deep Level edit mode and is accessed by selecting Parameter number 27. The values and Delay types are as follows:

00 = Mono (mono delay with clear concise repeats)

01 = Analog (typical of the older analog delays which had deterioration of each repeat)

02 = Pong (clear concise repeats that alternate between the left and right outputs)

03 = Analog Pong (deteriorating repeats which alternate between the left and right outputs)

**Level** - Controls the volume level of the delay. This Parameter is accessed in Top Level editing by rotating the **Delay** knob. It is accessed in Deep Level editing by selecting Parameter number 28. Values range from 00 to 99.



**Delay Time (course)** - The Delay Time course adjusts the Delay Time in increments of 100 milliseconds. It is only available in Deep Level editing by selecting Parameter number 29. Values range from 00 to 30.

**Delay Time (fine)** - The Delay Time fine adjusts the Delay Time in increments of 1 millisecond. It is only available in Deep Level editing by selecting Parameter number 30. Values range from 01 to 99.

**Feedback** - Controls the number of repeats in the Delay. Feedback is accessed in Top Level editing by pressing the **Shift** button and rotating the **Delay/Fback** knob. It is accessed in Deep Level editing by selecting Parameter number 31. Values range from 00 to 99.

## Reverb

Ambience, or reverberation, is produced when sound energy is reflected off room surfaces and objects. Using reverb in recorded program material gives the listener a sense that the material is being performed in an actual room or hall. It is this similarity to actual acoustic spaces that makes reverberation such a useful tool in recorded music. Reverb Parameters and their functions are as follows:

**On/Bypass** - This Parameter turns the Reverb on and off. It is only available in the Deep Level edit mode and is accessed by selecting Parameter number 32. A value of 00 relates to bypass and 01 is on.

**Type** - Allows you to choose the simulated ambience or environment you want to use. There are 13 different Reverb Types available. Reverb Type is only available in Deep Level editing and is accessed by selecting Parameter number 33. The values and Delay types are as follows:

00 = Club	07 = Church
01 = Studio	08 = Arena
02 = Bathroom	09 = Two 7 inch Springs
03 = Plate	10 = Two 14 inch Springs
04 = Soundstage	11 = Three 14 inch Springs
05 = Garage	12 = Rattle & Boing
06 = Hall	

**Level** - Controls the amount of reverb signal to be mixed in with the dry signal. This is the only Parameter available for the Spring Reverbs. This Parameter is accessed in Top Level editing by rotating the **Reverb** knob. It is accessed in Deep Level editing by selecting Parameter number 34. Values range from 00 to 99.

**Diffusion** - The Reverb Diffusion is a Parameter that adjusts the absorptive materials in the simulated Reverb environment. It selects whether the simulated environment is a carpeted room which absorbs high frequencies quickly, or a tiled room which reflects high frequencies. Diffusion is only available in the Deep Level edit mode and is accessed by selecting Parameter number 35. Values range from 00 (having little absorptive qualities) to 99 (having many absorptive qualities).

**Density** - The Density adjusts the number of reflections or thickness produced by the Reverb effect. This Parameter can be compared to the proximity of one wall in the simulated environment, to another wall. Density is only available in the Deep Level edit mode and is accessed by selecting Parameter number 36. Values range from 00 (minimum density) to 99 (maximum density).

**Decay** - Controls the amount of time it takes for the Reverb to fade to inaudibility. Decay is only available in the Deep Level edit mode and is accessed by selecting Parameter number 37. Values range from 00 (short decay) to 09 (long decay).



## Section Four - Tutorial

### A Guided Example

Suppose you wanted to create your own Preset which used no Compression, the ripping distortion of a Rectified Amp with boosted bass, a Noise Gate with a low Threshold to open quickly, a classic Phaser sound, no Delay, and a little bit of Reverb. The following steps will guide you through the procedure for creating just such a Preset in the J-Station using the Top Level editing mode.

#### Choose a Preset

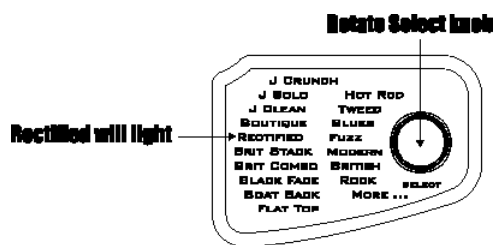
The first step in creating a signature sound is selecting a Preset to be your starting point. You can start with any Preset that you want, but for this example let's start with User Preset 53. Rotate the **Data** knob to select Preset 53.

#### Turn the Compressor Off

In our example, we didn't want to use compression so we need to turn the compressor off. Press the **Compressor** button so that the Compressor LED is not lit. The Compressor will then be disengaged.

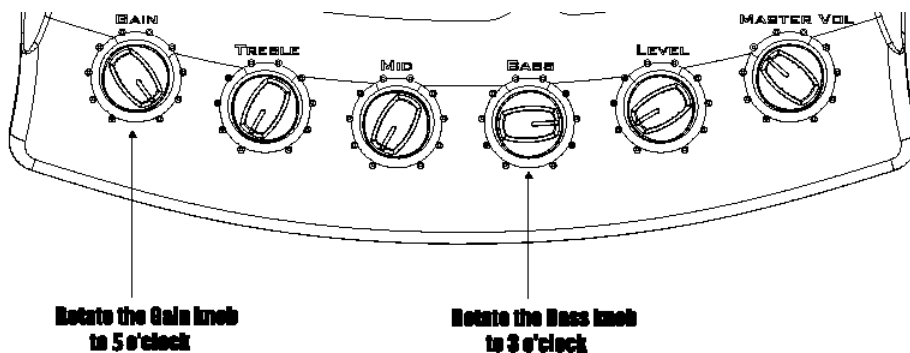
#### Select the Amp Model

We wanted our Amp Model to be a heavily distorted Rectified sound. Rotate the **Select** knob until the word Rectified lights in the Amp Model Matrix.



#### Adjust the Gain and EQ

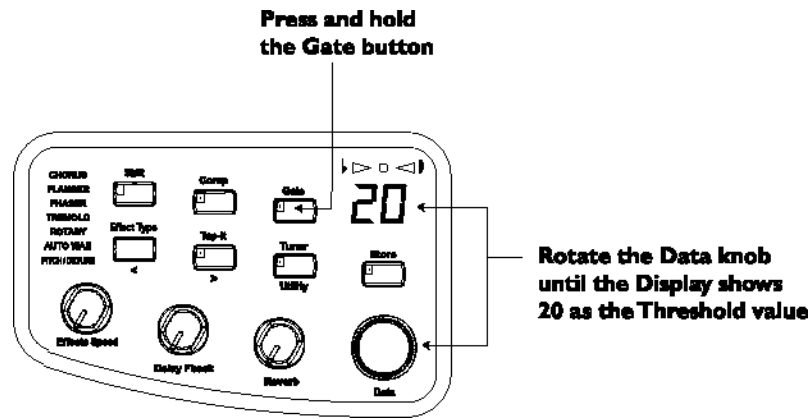
We wanted our Amp Model to have high Gain and boosted Bass for a dark sound, rich in distortion. Rotate the **Gain** knob to the 5 o'clock position and the **Bass** knob to the 3 o'clock position.



We could rotate the **Mid** or **Treble** knobs to adjust the mid range and high frequencies, but for the sake of this example, let's assume that we are satisfied with these EQ settings.

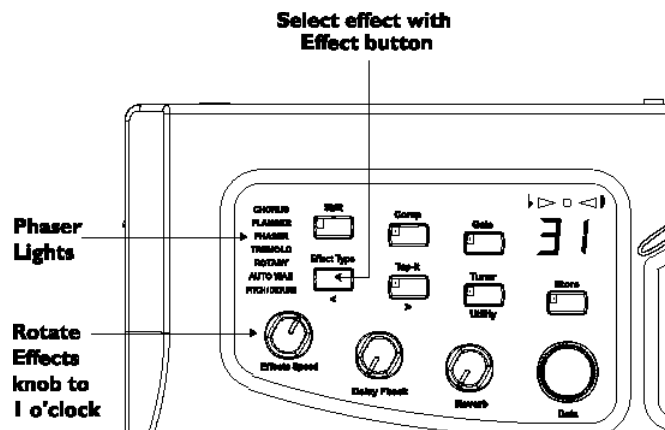
## Adjust the Noise Gate

Now we can move on to our Noise Gate Parameters. Press and hold the **Gate** button. The Display will show the current value for the Gate Threshold. While continuing to hold the **Gate** button, rotate the **Data** knob to select 20 as the Threshold value. This should open the Gate easily with most guitars. However if you have difficulty getting the gate to open, you may need to select a higher numeric value.

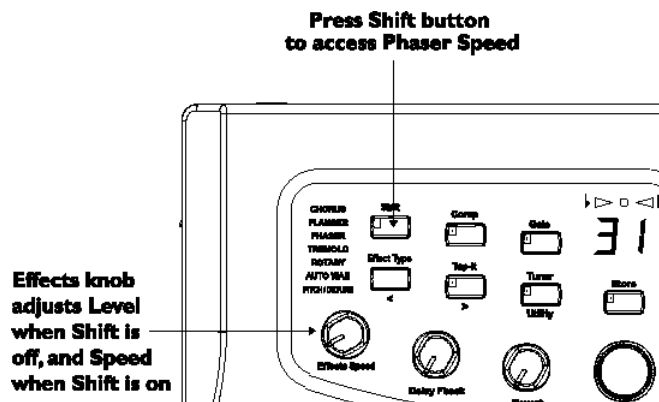


## Select the Phaser

Next we wanted a classic Phaser Effect in our custom Preset. Press the **Effect Type** button until the word Phaser is lit in the Effect Matrix. Then rotate the **Effects/Speed** knob to the 1 o'clock Position.



We wanted a slow setting for the Phaser Speed. Press the **Shift** button to access the Speed and rotate the **Effects/Speed** knob to adjust the Speed of the Phaser to the 8 o'clock position.

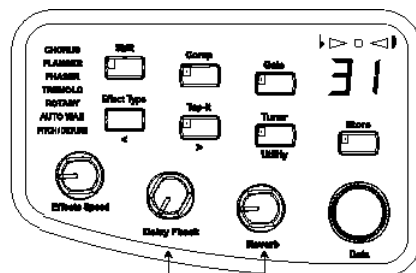


## Turn the Delay Off

In our example Preset we wanted no Delay to be heard. Rotate the **Delay** knob fully counterclockwise. For all practical purposes, the Delay is now bypassed.

## Adjust the Reverb

In our example Preset we also wanted a little bit of Reverb to provide some ambience. Rotate the **Reverb** knob to the 9 o'clock position which will provide just a hint of ambience.

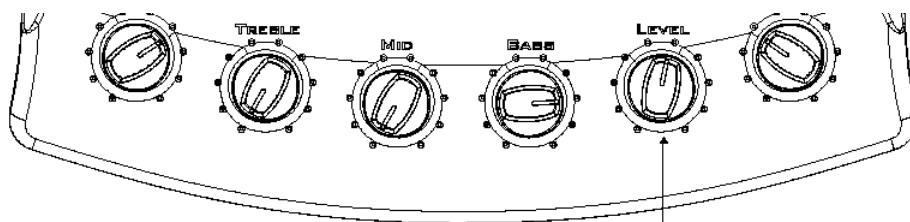


Rotate the Delay knob  
Fully Counterclockwise

Rotate the Reverb knob  
to the 9 o'clock Position

## Set the Preset Level

You may find that the volume of the Preset is too loud due to the heavy distortion that we have chosen. To equalize the volume of the Preset, rotate the **Level** knob until you get a comfortable volume for the Preset.

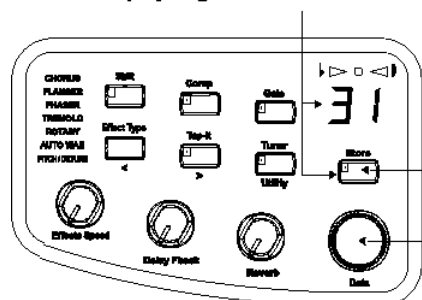


Rotate the Level knob  
to set Preset volume

## Store the Preset

The last step that we need to do is to store our changes to a User Preset. If we changed Presets or turned the J-Station off without storing these settings, it would forget what we had done and revert back to the original Preset. Press the **Store** button once. The Preset number in the Display begins to flash which is asking you where you want to store this new Preset. Rotate the **Data** knob to select 19 as the destination. Press the **Store** button one more time to complete the Store function.

1. Press Store button once  
Display begins to flash



3. Press Store again to complete  
Store function

2. Rotate Data knob  
to select location

Congratulations! You have successfully created a Preset.

## Section Five - Other Functions

### Utilities

The Utility section contains various menus which affect global functions of the J-Station. These menus include: Assign Mode, Output Mode, Dry Track Enable, Digital Output Level, Global Cabinet Emulator, MIDI Loop Back, MIDI Channel, MIDI Dump, and Factory Reset. To access the Utility functions, press the **Shift** button. The Shift button will light. Press the **Tuner/Utility** button and the word *UTIL* will scroll across the display indicating that you are in Utility mode. The Display will then alternate between showing the currently selected Utility menu, and the current status or value for that menu. Once the Utilities have been accessed, pressing the **Effect Type** button (<) will select the previous Utility menu, and pressing the **Tap-It** button (>) will move forward through the Utility menu selections. Rotating the **Data** knob will change the value or status of the selected Utility. Pressing the **Tuner/Utility** button will exit the Utility menu and return the J-Station to the previous mode.

### Assign Menu

The Assign Menu allows you to select which J-Station Parameter you would like to assign to the Expression Pedal on the J8 Foot Controller. In addition to selecting a Parameter to be controlled, you can also set minimum and maximum values the Parameter will reach as you rock the Expression Pedal back and forth. The procedure for selecting Assign mode, and making an assignment is as follows:

1. Press the **Shift** button. The button will light.
2. Press the **Tuner/Utility** button. This button will also light.
3. Press the **Effect Type** (<) button until *AS* (abbreviation for Assign) shows in the display. The Display will then flash between *AS* and the currently assigned Parameter number.
4. Using the Parameter list below, rotate the **Data** knob to select the Parameter you wish to assign.

<i>nL</i> = No Link	<i>08</i> = Effect Level
<i>01</i> = Master Level	<i>09</i> = Effect Parameter 1
<i>02</i> = Volume Pedal	<i>10</i> = Effect Parameter 2
<i>03</i> = Gain	<i>11</i> = Effect Parameter 3
<i>04</i> = Treble	<i>12</i> = Delay Level
<i>05</i> = Mid	<i>13</i> = Delay Feedback
<i>06</i> = Bass	<i>14</i> = Reverb Level
<i>07</i> = Amp Level	

5. Press the **Tap-It** (>) button once and the Display will alternate between showing *PF* (an abbreviation for Pedal Forward) and the currently assigned value the Parameter will reach when the expression Pedal is in the forward (toe down) position. Rotate the **Data** knob to select the desired value.
6. Press the **Tap-It** (>) button again and the Display will alternate between showing *Pb* (an abbreviation for Pedal Back) and the currently assigned value the Parameter will reach when the expression Pedal is in the back (toe up) position. Rotate the **Data** knob to select the desired value.
7. Press the **Tuner/Utility** button again to exit.





## Output Mode

The output mode is used to select whether the J-Station will produce a stereo image or a mono signal at the left and right outputs. Setting the Output mode to On will produce a Stereo image. Setting it to Off will produce a mono signal. The procedure for selecting the Output Mode is as follows:

1. Press the **Shift** button. The button will light
2. Press the **Tuner/Utility** button. This button will also light.
3. Press the **Tap-It** button until **SE** (abbreviation for Stereo) shows in the display. The Display will then flash between **SE** and either **ON** (on) or **OFF** (off).
4. Rotate the **Data** knob to select either on or off.
5. Press the **Tuner/Utility** button again to exit.

## Dry Track

The Dry Track feature allows you to select whether the signal at the S/PDIF digital output is taken before or after the effects modules. Setting the Dry Track mode to On will tap the signal directly after the Noise Gate, and deliver it to the S/PDIF digital output without any effects (unless Pre is the selected value for the Effect Position Parameter). The effects can be monitored at the analog outputs, but the digital out will be a dry signal. Setting it to Off will tap the signal from the end of the effects and deliver it to the S/PDIF digital output with effects. The procedure for selecting the Output Mode is as follows:

1. Press the **Shift** button. The button will light
2. Press the **Tuner/Utility** button. This button will also light.
3. Press the **Tap-It** button until **dE** (abbreviation for Dry Track) shows in the display. The Display will then flash between **dE** and either **ON** (on) or **OFF** (off).
4. Rotate the **Data** knob to select either on or off.
5. Press the **Tuner/Utility** button again to exit.

## Digital Output Level

This menu allows you to adjust the signal strength at the S/PDIF Digital Output. This is useful in preventing digital clipping from occurring as you go into a digital mixer or recorder. The procedure for selecting and adjusting the Digital Output Level is as follows:

1. Press the **Shift** button. The button will light
2. Press the **Tuner/Utility** button. This button will also light.
3. Press the **Tap-It** button until **dO** (abbreviation for Digital Output) shows in the display. The Display will then flash between **dO** and the current Digital Output Level.
4. Rotate the **Data** knob to select the desired Output Level.
5. Press the **Tuner/Utility** button again to exit.

## Global Cabinet Emulator

The Global Cabinet Emulator selects whether the J-Station's Cabinet emulation is engaged for recording direct into a console, or turned off for connecting to a guitar amplifier. Setting the Cabinet Emulator mode to On will engage the Cabinet Emulator in all Presets. Setting it to Off will disable it in all Presets. The procedure for selecting the Global Cabinet Emulator is as follows:

1. Press the **Shift** button. The button will light
2. Press the **Tuner/Utility** button. This button will also light.
3. Press the **Tap-It** button until **GC** (abbreviation for Global Cabinet) shows in the display. The Display will then flash between **GC** and either **ON** (on) or **OFF** (off).
4. Rotate the **Data** knob to select either on or off.
5. Press the **Tuner/Utility** button again to exit.



## MIDI

The J-Station utilizes full MIDI implementation to control Parameters and Presets in real time. Every aspect of the J-Station can be controlled using MIDI, as well as programming your presets using the Editor Librarian software.

**ATTENTION:** Before making any MIDI connections to the J-Station, make sure that the J8/MIDI In switch on the rear panel is set to MIDI In. Leaving this switch in the J8 position could damage any connected MIDI equipment.

### MIDI Loop Back

The MIDI Loop Back function selects whether the MIDI Out/Thru jack will merge incoming MIDI data with outgoing MIDI data or send only MIDI data generated from within the J-Station. If the Loop Back is set to on, all incoming MIDI data will be merged with outgoing MIDI data. If the Loop back is set to off, only internally generated MIDI data will be sent. The procedure for selecting the MIDI Loop Back is as follows:

1. Press the **Shift** button. The button will light.
2. Press the **Tuner/Utility** button. This button will also light.
3. Press the **Tap-It** button until **Lb** (abbreviation for Loop Back) shows in the display. The Display will then flash between **Lb** and either **On** (on) or **Off** (off).
4. Rotate the **Data** knob to select either on or off.
5. Press the **Tuner/Utility** button again to exit.

### MIDI Channel

The J-Station's MIDI channel is used for sending and receiving MIDI data. The procedure for accessing or changing the MIDI channel is as follows:

1. Press the **Shift** button once.
2. Press the **Tuner/Utility** button once.
3. Press the **Tap-It** button until **Ch** is shown in the Display. The Display will flash between showing **Ch** and the currently selected MIDI channel.
4. Rotate the **Data** knob to select the desired MIDI channel. Choices include 1 through 16, and **All** (all).
5. Press the **Tuner/Utility** button again to exit.

### Sysex Dump

The Sysex Bulk Dump menu allows up loading of all the J-Station's Presets and Utility data to a sysex librarian, or MIDI recording device. This is useful for making a backup copy of all your customized settings. The procedure for performing a Bulk Dump is as follows:

1. Connect a MIDI cable from the J-Station's MIDI Out to the the MIDI In of a MIDI recording device.
2. Press the **Shift** button once.
3. Press the **Tuner/Utility** button.
4. Press the **Tap-It** button until **dL** (abbreviation for dump) is shown in the Display. The display will flash between **dL** and the currently selected Preset.
5. Rotate the **Data** knob to select either the single Preset you wish to dump, or **All** to dump all Presets.
6. Set the MIDI recording device to record.
7. Press the **Store** button and the Store LED begins to flash.
8. Press the **Store** button again to initiate the dump. The Display will flash -- indicating the dump is in process.

When the dump is complete, the Display will return to showing **dL**.

9. Press the **Tuner/Utility** button to return to Presets.



## Continuous Control (CC)

Continuous Control is a type of MIDI command capable of changing the value of a parameter on any MIDI device in real time. Every Parameter in the J-Station is assigned an individual CC number. These CC commands make up the backbone when using the Windows based Editor/Librarian software to control or program the J-Station. Sending value changes on these CC numbers will change the Parameter setting in real time. Conversely, changing the values on the J-Station's front panel will be displayed on the computer Editor/Librarian control panel. The following list identifies each Parameter's assigned CC number:

Parameters	MIDI CC	Parameters	MIDI CC
Compressor		Effects	
On/Bypass	CC 1	On/Bypass	CC 44
Threshold	CC 2	Type	CC 45
Ratio	CC 3	Level	CC 46
Gain	CC 4	Speed	CC 47
Frequency	CC 5	Depth	CC 48
Wah/Pitch		Regeneration	CC 49
On/Bypass	CC 8	Position	CC 50
Wah Type	CC 9		
Wah Heel	CC 10	Delay	
Wah Toe	CC 11	On/Bypass	CC 52
Amp Modeling		Type	CC 53
Model Type	CC 34	Level	CC 54
Gain	CC 35	Delay Time Course	CC 55
Treble	CC 39	Delay Time Fine	CC 56
Mid	CC 38	Delay Feedback	CC 57
Bass	CC 37		
Level	CC 36	Reverb	
Cabinet Emulator		On/Bypass	CC 59
Cabinet Type	CC 66	Type	CC 60
Noise Gate		Level	CC 61
On/Bypass	CC 41	Diffusion	CC 62
Attack	CC 42	Density	CC 63
Threshold Volume	CC 43	Decay	CC 65
Master Level	CC 7		
Volume Pedal	CC 68	Assignments	
Digital Output		Parameter	CC 70
Level	CC14	Maximum Value	CC 71
		Minimum Value	CC 72

## Factory Reset

The Factory Reset procedure is used to restore the J-Station to its original Factory settings. This procedure will erase all user programmed Presets, and Utility settings.

**ATTENTION: Performing this function will erase all user-programmed data. All such data will be lost forever!**  
*Be sure you want to erase the memory and start fresh before continuing with this procedure.*

The procedure for performing a Factory Reset is as follows:

1. Press the **Shift** button once.
2. Press the **Tuner/Utility** button once.
3. Press the **Tap-It (>)** button until  $F_r$  is shown in the Display.
3. Rotate the **Data** knob clockwise. The Display alternates between  $F_r$  and  $5L$  and the **Store** button begins to flash. This is your last chance to change your mind. Rotating the **Data** counterclockwise or pressing the **Tuner/Utility** button will abort the Reset procedure.
4. If you are sure that you want to reset all user settings, press the **Store** button.
5. Press the **Tuner/Utility** button again to exit.



## Foot Controller Options

The J-Station can be remotely controlled using the optional J3 Footswitch, J8 Foot Controller, or any MIDI controller. The J3 is a three button Footswitch which will Bank up, Bank down, and select Presets. The J8 is a full function foot controller with 6 switches and an expression pedal. The J8 will change Presets, and turn on and off the Modulation and Pitch Shifting Effects, Delay, and Reverb. The J8 displays the active Preset number, and provides access to the Tuner as well as Tuning indicators. The J8's expression pedal controls any assignable Parameter including Volume and Wah. The J8 connects to the **J8/MIDI In** jack on the rear panel of the J-Station, and is phantom powered from the J-Station. A switch on the rear panel of the J-Station next to the **J8/MIDI In** jack is used to select whether the jack will be used with the J8 and provide the phantom power, or as a MIDI input. The J-Station requires that the J8's Expression Pedal be calibrated in order to function correctly. The following steps outline the procedure to Calibrate the Pedal:

1. Turn the J-Station's **Power** switch to the off position.
2. Press and hold the **Tuner/Utility** button while turning the J-Station's **Power** switch on. The J-Station's Display will read **CR** (abbreviation for Calibrate). The Display on the J8 will show the software version followed by **Pb** (abbreviation for Pedal back).
3. Rock the Expression Pedal back to the toe up position, and press any footswitch. The J8 Display now reads **PF** (abbreviation for Pedal forward).
4. Rock the Expression Pedal fully forward to the toe down position and press any footswitch.

This completes the Pedal Calibration procedure. If an error occurs during the Calibration, the J8 Display will read **Er** followed by **Pb** and the Calibration procedure must be repeated.

## Editor/Librarian

The flexibility of the J-Station by itself is impressive. However, the possibilities are virtually endless when you install the power of the PC Editor/Librarian software into your PC, and combine that with the J-Station. Simply connect the MIDI out from your computer to the MIDI In on the J-Station. Connect from the MIDI Out on the J-Station to your computer's MIDI In. Then insert the CD ROM which came with your J-Station, into the CD ROM drive on your Windows PC. If the J-Station setup window does not appear on your monitor automatically, just select Run from your start menu, click on Run, and double click on the Setup.exe file in your CD ROM drive. The Editor/Librarian software is intuitive and includes help menus to answer any questions, as well as guide you through programming and controlling the J-Station.



# Section Six - Appendix

## Preset List

- |                       |                        |
|-----------------------|------------------------|
| 01. JCM900 w/Hall     | 51. Mike's Tone        |
| 02. Classic Blackface | 52. Octa Slam          |
| 03. Boutique Delay    | 53. Johnson Tremolo    |
| 11. Mr. Js Crunch     | 61. Bluesy Delay       |
| 12. Wide Acoustic     | 62. 78 Brit Stack      |
| 13. Rectifier March   | 63. Synth Guitar Swell |
| 21. Rotary Tweed      | 71. Boogie MKII        |
| 22. Voxy              | 72. Wide Solo          |
| 23. Thick Stack Solo  | 73. Acoustic w/Delay   |
| 31. Rockabilly        | 81. Boutique Blues     |
| 32. Hiwatt w/Delay    | 82. Funky Envelope     |
| 33. Jazzy Twin        | 83. Gilmourish         |
| 41. Modern Bass       | 91. Grindy SVT         |
| 42. Envelope Bass     | 92. Fuzzy Face         |
| 43. Rock Bass Delay   | 93. Slide Blues        |

## MIDI Implementation

Function	Transmitted	Received	Remarks
MIDI Channel	1 - 16	1 - 16	
Mode	X	2, 4	
Note Number	X	X	
Velocity	X	X	
After Touch	X	X	
Pitchbend	X	X	
Control Change	X	0 - 127	See MIDI CC List
Program Change	X	0 - 128	
System Exclusive	O	O	
System Common			
Song Position:	X	X	
Song Select:	X	X	
Tune:	X	X	
System Real Time			
Clock	X	X	
Command:	X	X	
Aux Messages	X	X	

Mode 2: Omni On, Mono  
Mode 4: Omni Off, Mono

O: Yes  
X: No



## Specifications

A/D Converter: 24 bit  
D/A Converter: 24 bit  
Sampling Frequency: 44.1 kHz

### DSP Section:

Dual DSP architecture with true 24-Bit stereo processing @ 128 Million Instructions Per Second (MIPS)

### Connections:

Guitar Input and Outputs: 1/4" TS  
Headphone: 1/4" Stereo TRS  
MIDI: In and Out/Thru  
Digital Output: S/PDIF format with RCA Connector

### General (all distortions and effects disabled):

Frequency Response: 25 Hz. – 20 kHz. +1,-3 dB  
S/N ratio: Greater than 101 dB (A weighted); ref = max signal, 22kHz measurement bandwidth.  
Total Harmonic Distortion: Less than 0.02% (1kHz).  
Memory Capacity: 30 Factory/30 User

### Power Requirements:

US and Canada: 120 VAC, 60 Hz  
Japan: 100 VAC, 50/60 Hz  
Europe: 230 VAC, 50 Hz  
UK: 240 VAC, 50 Hz

Power Consumption: 13 watts  
Dimensions: Width 10.5" x Depth 6.5" x Height 2.25" (26.67cm x 16.51cm x 5.72cm)  
Unit Weight: 2.1 lbs. (.95kg)  
Shipping Weight: 4.5 lbs. (2.0kg)



# J-STATION



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Printed in USA 3/00  
Manufactured in the USA

J-Station Manual 18-6350-B

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