

Roland

JD-XA

Owner's Manual



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Owner's Manual (this document)

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



PDF Manual (download from the Web)

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



To obtain the PDF manual

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

Before using this unit, carefully read "USING THE UNIT SAFELY" and "IMPORTANT NOTES" (leaflet "USING THE UNIT SAFELY" and Owner's Manual (p. 18)). After reading, keep the document(s) including those sections where it will be available for immediate reference.
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English

日本語

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Italiano

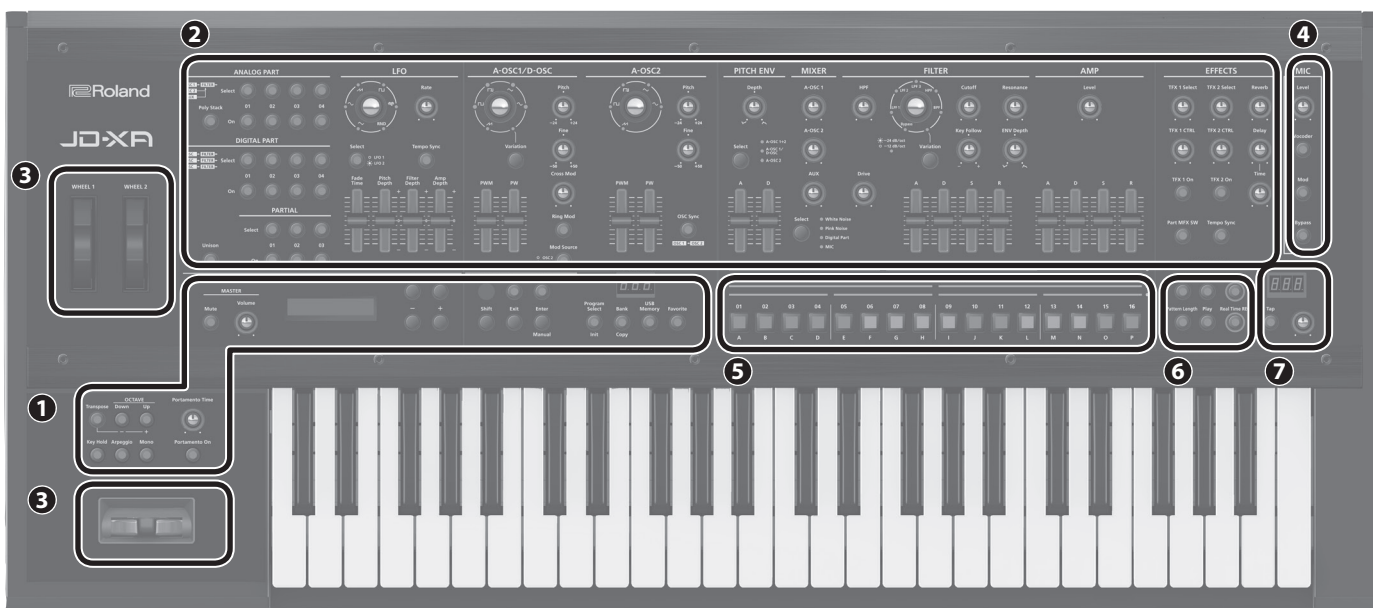
Español

Português

Nederlands

Panel Descriptions

Top Panel



1 Common section

Here you can make the following settings for the JD-XA.

Controller	Explanation
MASTER [Mute] button	Mutes the sound from the OUTPUT L/MONO and R jacks and the ANALOG DRY jack.
MASTER [Volume] knob	Adjusts the volume of the sound that's output from the OUTPUT L/MONO and R jacks and the PHONES jack.
Display	Shows various information for the operation. * The explanations in this manual include illustrations that depict what should typically be shown by the display. Note, however, that your unit may incorporate a newer, enhanced version of the system (e.g., includes newer sounds), so what you actually see in the display may not always match what appears in the manual.
Cursor [◀] [▶] buttons	Move the cursor left/right.
[–] [+] buttons	Change the value at the cursor position.
[MIDI CTRL] button	Lets you use the JD-XA's controllers to control an external MIDI device. ➔ "Using the JD-XA as a MIDI Controller" (p. 11)
[Menu] button	Accesses the Menu screen. ➔ "Accessing the Menu Screens" (p. 12)
[Write] button	Saves the edited data. ➔ "Saving a Program (Write)" (p. 7)
[Shift] button	When used in conjunction with other buttons or knobs, lets you view parameters or edit different parameters. ➔ "List of Shortcut Keys" (p. 16)
[Exit] button	Returns you to the previous screen. In some screens, this cancels the operation currently being executed. When used in conjunction with a knob, lets you view the current parameter without changing its value.
[Enter] (Manual) button	Press this to confirm a value or execute an operation. If you press this button while holding down the [Shift] button, the positions of all knobs and sliders are applied to the sound you're editing (Manual).
PROGRAM No. display	Displays the currently selected program number (001–16). If the program or pattern has been edited, the decimal point is lit.
[Program Select] (Init) button	Lets you use the [01]–[16] buttons to select programs. If you hold down the [Shift] button and press this button, the Init Menu screen appears. ➔ "Initializing a Sound (Init)" (p. 7)
[Bank] (Copy) button	Press this button to make it blink, and then use the [01] (A)–[16] (P) buttons to select the program bank. When you've selected the program bank, the button goes dark, returning to its previous state. If you hold down the [Shift] button and press this button, the Copy Menu screen appears. ➔ "Copying a Sound or Pattern (Copy)" (p. 7)
[USB Memory] button	Lets you use programs that are stored on a USB flash drive.
[Favorite] button	Lets you register and recall frequently-used program numbers as favorites (Favorite).
[Transpose] button	Turns the transpose function on/off. Hold down the [Transpose] button and use the OCTAVE [Down] [Up] buttons to specify the amount of transposition.
OCTAVE [Down] [Up] buttons	Switch the octave of the keyboard.
[Key Hold] button	Holds the notes that are currently pressed on the keyboard.
[Arpeggio] button	Turns the arpeggio function on/off. ➔ "Playing an Arpeggio" (p. 9)
[Mono] button	Switches the part's mono/poly setting (only for a digital part).
[Portamento Time] knob	Specifies the portamento time.
[Portamento On] button	Turns portamento on/off.

2 Synthesizer section

ANALOG PART

Here you can select and edit an analog part.

DIGITAL PART

Here you can select and edit a digital part.

3 Controllers

Pitch bend/modulation lever

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

Wheel 1/2

You can assign MIDI messages of your choice to these wheels and use them as controllers.

➔ "Making System Settings (SYSTEM)" (p. 12)

4 MIC

Controller	Explanation
[Level] knob	Specifies the volume of the microphone.
[Vocoder] button	The microphone is used as a vocoder.
[Mod] button	The microphone is used for modulation.
[Bypass] button	The sound of the microphone is output without change.

5 [01]–[16] buttons

Use these buttons to select programs or banks, or when recording on the pattern sequencer.

6 PATTERN SEQ (pattern sequencer)

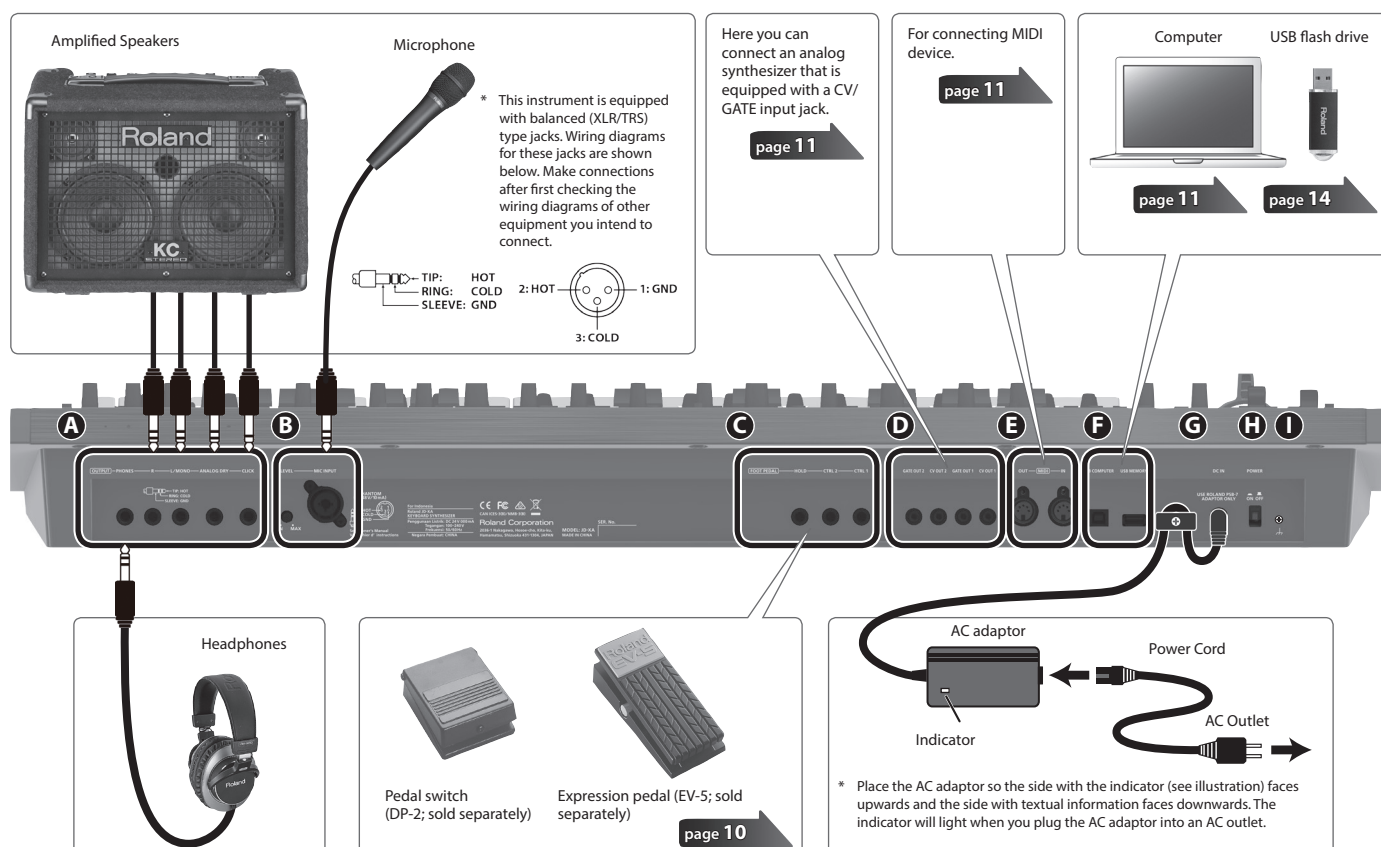
Here you can record your keyboard performance and knob operations, and play them back repeatedly.

7 TEMPO

Here you can specify the tempo of the arpeggio or the pattern sequencer.

Controller	Explanation
TEMPO display	Displays the tempo value.
[Tap] button	You can change the tempo by pressing the [Tap] button three times or more at quarter-note intervals of the desired tempo.
[TEMPO] knob	Specifies the tempo.

Rear Panel



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

A OUTPUT jacks

Jack	Explanation
PHONES jack	You can connect a set of headphones here.
L/MONO, R jacks	Connect these jacks to your amplified speakers. Use the L/MONO jack if you're outputting in monaural.
ANALOG DRY jack	Outputs the dry sound (without effects) of the analog parts.
CLICK jack	Outputs the metronome click sound.

B MIC INPUT

page 10

Controller/jack	Explanation
[LEVEL] knob	Adjusts the input level of the MIC INPUT jack.
MIC INPUT jack	Connect a microphone here. The MIC INPUT jack supports both XLR type and TRS type plugs. The XLR type connection supports 48 V phantom power, allowing you to connect a condenser microphone that supports phantom power (phantom power: DC 48 V, 10 mA max.).

C FOOT PEDAL jacks

page 10

Jack	Explanation
HOLD jack	You can connect a pedal switch (such as the DP-2; sold separately) here and use it as a hold pedal.
CTRL 1/2 jacks	You can connect an expression pedal (EV-5; sold separately) or pedal switch (such as the DP-2; sold separately) here and use it to control various parameters or operations.

* Use only the specified expression pedal (EV-5; sold separately). By connecting any other expression pedals, you risk causing malfunction and/or damage to the unit.

D CV/GATE jacks

page 11

Jack	Explanation
GATE OUT 1/2 jacks	These jacks output note-on/off. They output +5 V.
CV OUT 1/2 jacks	These jacks output pitch. If you've specified a transpose or octave shift setting, the voltage changes according to the setting. These jacks support OCT/V (Hz/V is not supported).

E MIDI connectors (IN/OUT)

page 11

These connectors can be connected to other MIDI devices to receive and transmit MIDI messages.

F USB port

Port	Explanation
USB COMPUTER port	If the JD-XA is connected to your computer via a commercially available USB 2.0 cable, you can synchronize it with a DAW on your computer via USB MIDI, and record the sound of the JD-XA into your DAW via USB audio. ➔ "Connecting a Computer via USB" (p. 11)
USB MEMORY port	You can connect a USB flash drive here. You can use a USB flash drive to save programs and back up data. ➔ "Restoring Backup Data from a USB Flash Drive" (p. 15) * Use a USB flash drive sold by Roland. We cannot guarantee operation if other products are used.

G DC IN jack

Connect the included AC adaptor here.

* To prevent the inadvertent disruption of power to your unit (should the plug be pulled out accidentally), and to avoid applying undue stress to the jack, anchor the power cord using the cord hook, as shown in the illustration.

H [POWER] switch

This turns the power on/off.

➔ "Turning On/Off the Power" (p. 4)

I Ground terminal

Depending on the circumstances of a particular setup, you may experience a discomforting sensation, or perceive that the surface feels gritty to the touch when you touch this device, microphones connected to it, or the metal portions of other objects, such as guitars. This is due to an infinitesimal electrical charge, which is absolutely harmless. However, if you are concerned about this, connect the ground terminal (see figure) with an external ground. When the unit is grounded, a slight hum may occur, depending on the particulars of your installation. If you are unsure of the connection method, contact the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page.

Unsuitable places for connection

- Water pipes (may result in shock or electrocution)
- Gas pipes (may result in fire or explosion)
- Telephone-line ground or lightning rod (may be dangerous in the event of lightning)

English

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Introduction

Turning On/Off the Power

- * Once everything is properly connected (p. 3), be sure to follow the procedure below to turn on their power. If you turn on equipment in the wrong order, you risk causing malfunction or equipment failure.
- * Before turning the unit on/off, always be sure to turn the volume down. Even with the volume turned down, you might hear some sound when switching the unit on/off. However, this is normal and does not indicate a malfunction.

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

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

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

3. Turn on the [POWER] switch located on the rear panel.

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

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

Turning Off the Power

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

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

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

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

About the Auto Off Function

The power to this unit will be turned off automatically after a predetermined amount of time has passed since it was last used for playing music, or its buttons or controls were operated (Auto Off function). If you do not want the power to be turned off automatically, disengage the Auto Off function.

➔ "Making the Power Automatically Turn Off After a Time (Auto Off)" (p. 15)

NOTE

- Any settings that you are in the process of editing will be lost when the power is turned off. If you have any settings that you want to keep, you should save them beforehand.
- To restore power, turn the power on again.
➔ "Turning On/Off the Power" (p. 4)

Selecting a Sound (Program)

About the program select screen



A program consists of a total of eight parts: four analog parts and four digital parts. After editing a program, you can save it in internal memory (INT:A01–INT:P16) or on a USB flash drive (USB:A01–USB:P16).

Selecting a Program

1. Press the [Program Select] button so it's lit.

The program select screen appears.

The [01]–[16] button corresponding to the currently selected program number is lit.

2. Press one of the [01]–[16] buttons.

The program changes.

Saved location [USB Memory]	Bank [Bank] → [01] (A)–[16] (P)	Number [01]–[16]
Internal memory ([USB Memory] button unlit)	INT:A–INT:P	01–16
USB flash drive ([USB Memory] button lit)	USB:A–USB:P	01–16

MEMO

If no USB flash drive is connected, the [USB Memory] button does not light even if you press it.

Switching banks

1. In the program select screen, press the [Bank] button to make it light.

The [01] (A)–[16] (P) button corresponding to the currently selected bank number (A–P) blinks.



2. Press one of the [01] (A)–[16] (P) buttons.

The bank is switched, and the [Bank] button goes dark.

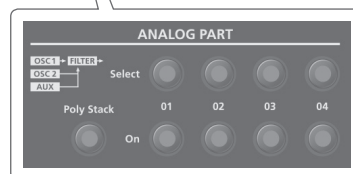
3. Use the [01]–[16] buttons to select a program.

Selecting a Part

Each analog part is monophonic.

The [Poly Stack] button lets you make the four monophonic analog parts operate in four-voice polyphony (p. 5).

Selecting an ANALOG Part



Function	Operation
Select a part to edit	Press a Select [01]–[04] button to make it light. You can select multiple parts by pressing multiple buttons simultaneously. You can't select analog parts and digital parts simultaneously.
Select a part to play from the keyboard	Press an On [01]–[04] button to make it light. If the button is unlit, that part won't produce sound.
Part mute	Hold down the [Shift] button and press an On [01]–[04] button (blinking: muted / lit: unmuted). The mute status is shown while you hold down the [Shift] button.

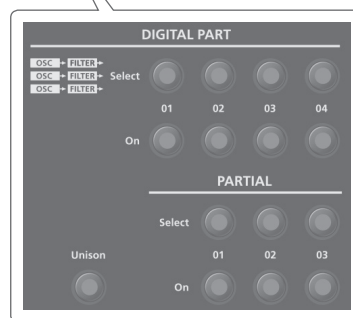
MEMO

Since the analog synth parts consist of analog circuitry, their sound may be affected by the temperature, the power supply, and the environment in which the instrument is located.

Selecting a DIGITAL Part

The digital parts are polyphonic.

Each part is a three-partial SuperNATURAL synthesizer, and you can use four such parts.



Function	Operation
Select a part to edit	Press a Select [01]–[04] button to make it light. You can select multiple parts by pressing multiple buttons simultaneously. You can't select analog parts and digital parts simultaneously. Each digital part consists of three partials.
Select a part to play from the keyboard	Press an On [01]–[04] button to make it light. If the button is unlit, that part won't produce sound.
Part mute	Hold down the [Shift] button and press an On [01]–[04] button (blinking: muted / lit: unmuted). The mute status is shown while you hold down the [Shift] button.

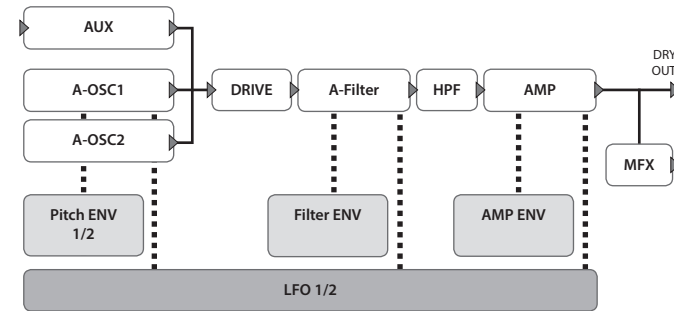
Selecting a partial (Digital part only)

Function	Operation
Select a partial to edit	Press a Select [01]–[03] button to make it light. You can select multiple partials by pressing multiple buttons simultaneously.
Play a partial's sound	Press an On [01]–[03] button to make it light. If the button is unlit, that partial won't produce sound.

Editing a Sound (Program)

Editing an Analog Part

ANALOG PART



➔ For details of the overall structure, refer to the “JD-XA Structure Diagram” inside the front cover.

When you move a controller, the corresponding parameter is shown in the screen (the value changes in tandem with the controller).
If you move the controller while holding down the [Exit] button, the parameter is displayed without changing its value; this lets you check the current value.



ANALOG PART

Controller	Explanation
Select [01]–[04] buttons	Select the part that is edited by panel operations.
On [01]–[04] buttons	Select the part that is played from the keyboard.
[Poly Stack] button	Lets you use the four analog parts as one four-voice poly part. If the Poly Stack is on, only one part is on. Use the On [01]–[04] buttons to select the parts that are used for poly stack.
[Unison] button	Selects unison. This is available only if poly stack is on.

LFO

Controller	Explanation
Wave knob	Selects the LFO waveform. (Triangle wave), (Sine wave), (Sawtooth wave), (Square wave), (Sample and Hold), (Random wave)
[Rate] knob	Determines the speed of the LFO modulation. * If the [Tempo Sync] button is on, you can specify the LFO modulation speed in terms of a note value relative to the tempo.
[Select] button	Selects the LFO that will be edited. LFO1 (unlit), LFO2 (lit)
[Tempo Sync] button	Synchronizes the LFO modulation speed to the tempo.
[Fade Time] slider	Specifies the time from when the tone sounds until the LFO reaches its maximum amplitude.
[Pitch Depth] slider	Allows the LFO to modulate the A-OSC pitch, producing a vibrato effect.
[Filter Depth] slider	Allows the LFO to modulate the FILTER CUTOFF (cutoff frequency), producing a wah effect.
[Amp Depth] slider	Allows the LFO to modulate the AMP LEVEL (volume), producing a tremolo effect.

A-OSC1

Controller	Explanation
Wave knob	Selects the oscillator waveform. (Sawtooth wave), (Square wave), (Asymmetrical square wave), (Triangle wave), (Sine wave), Variation (not used with A-OSC)
[Variation] button	Not used with analog parts.
[PWM] slider	When (asymmetrical square wave) is selected as the oscillator waveform Specifies the amount of LFO modulation applied to PW.
[PW] slider	When (asymmetrical square wave) is selected as the oscillator waveform Specifies the pulse width.
[Pitch] knob	Specifies the oscillator pitch.
[Fine] knob	Fine adjustment of the oscillator pitch.
[Cross Mod] knob	Specifies the amount by which the A-OSC2/AUX waveform modifies the frequency of A-OSC1.
[Ring Mod] button	Gives the sound a metallic character by multiplying A-OSC1 and A-OSC2/AUX.
[Mod Source] button	Selects the modulation source waveform (A-OSC2/AUX).

A-OSC2

Controller	Explanation
Wave knob	Selects the oscillator waveform. (Sawtooth wave), (Square wave), (Asymmetrical square wave), (Triangle wave), (Sine wave),
[PWM] slider	When (asymmetrical square wave) is selected as the oscillator waveform Specifies the amount of LFO modulation applied to PW.
[PW] slider	When (asymmetrical square wave) is selected as the oscillator waveform Specifies the pulse width.
[Pitch] knob	Specifies the oscillator pitch.
[Fine] knob	Fine adjustment of the oscillator pitch.
[OSC Sync] button	Creates a complex waveform by forcibly returning A-OSC1 to the beginning of its cycle in synchronization with the cycle of A-OSC2.

PITCH ENV

Controller	Explanation
[Depth] knob	Specifies the direction and amount of the pitch change.
[Select] button	Selects the pitch envelope editing target.
[A] slider	These sliders operate similarly to the [A] [D] [S] sliders of the AMP section (they affect the pitch rather than the volume).
[D] slider	

MIXER

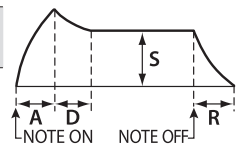
Controller	Explanation
[A-OSC 1] knob	Specifies the A-OSC1 volume.
[A-OSC 2] knob	Specifies the A-OSC2 volume.
[AUX] knob	Specifies the AUX volume.
[Select] button	Specifies the AUX source. White Noise, Pink Noise, Digital Part, MIC
	* The digital part that can be selected as the AUX source will be the same part number as the analog part. It is not possible to select a different part.

FILTER

Controller	Explanation
[HPF] knob	Specifies the cutoff frequency of the high-pass filter.
[Drive] knob	Adjusts the drive.
Filter type select knob	Selects the filter type. LPF1–3 (Low Pass Filter), HPF (High Pass Filter), BPF (Band Pass Filter)
[Variation] button	Not used with analog parts.
[Cutoff] knob	Specifies the cutoff frequency.
[Resonance] knob	Specifies the resonance.
[Key Follow] knob	Allows the filter cutoff frequency to vary according to the key that you play. If the knob is turned toward the right, the cutoff frequency becomes higher as you play higher notes. If the knob is turned toward the left, the cutoff frequency becomes lower as you play lower notes.
[ENV Depth] knob	Specifies the direction and amount of the change in cutoff frequency.
[A] slider	These sliders operate similarly to the [A] [D] [S] [R] sliders of the AMP section (they affect the cutoff frequency rather than the volume).
[D] slider	
[S] slider	
[R] slider	

AMP

Controller	Explanation
[Level] knob	Specifies the AMP Level.
[A] slider (Attack time)	Specifies the time from the moment you press the key until the maximum volume is reached.
[D] slider (Decay time)	Specifies the time from when the maximum volume is reached, until it decays to the sustain level.
[S] slider (Sustain level)	Specifies the volume level that will be maintained from when the attack and decay times have elapsed until you release the key.
[R] slider (Release time)	Specifies the time from when you release the key until the volume reaches its minimum value.



EFFECTS

➔ “Editing the Effects” (p. 6)

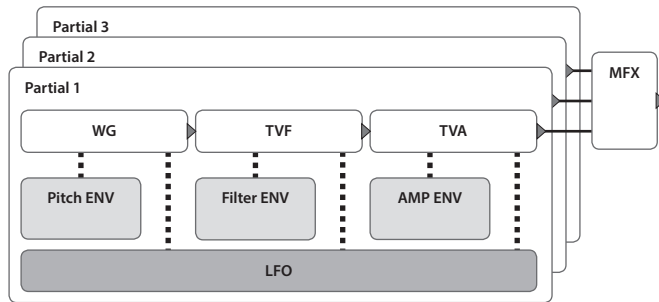
MEMO

- If the program has been edited, the decimal point of the program number is lit.
- The edited sound is saved in the program.
➔ “Saving a Program (Write)” (p. 7)
- Some parameters can be edited without using a controller.
➔ For details, refer to “Parameter Guide (English)” (PDF).



Editing a Digital Part

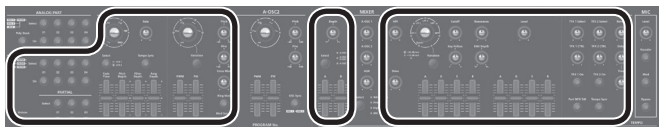
DIGITAL PART (SuperNATURAL Synth)



➔ For details of the overall structure, refer to the “JD-XA Structure Diagram” inside the front cover.

When you move a controller, the corresponding parameter is shown in the screen (the value changes in tandem with the controller).

If you move the controller while holding down the [Exit] button, the parameter is displayed without changing its value; this lets you check the current value.



* Digital parts do not use the A-OSC2 and MIXER sections.

DIGITAL PART

Controller	Explanation
Select [01]–[04] buttons	Select the part that is edited by panel operations.
On [01]–[04] buttons	Select the part that is played from the keyboard.
[Unison] button	Selects unison.

PARTIAL

Controller	Explanation
Select [01]–[03] buttons	Select the partial that is edited by panel operations.
On [01]–[03] buttons	Select the partials that produce sound.

LFO

Controller	Explanation
Wave knob	Selects the LFO waveform. △ (Triangle wave), ~ (Sine wave), 〰 (Sawtooth wave), □ (Square wave), 〰 (Sample and Hold), RND (Random wave)
[Rate] knob	Determines the speed of the LFO modulation. * If the [Tempo Sync] button is on, you can specify the LFO modulation speed in terms of a note value relative to the tempo.
[Select] button	Not used with digital parts.
[Tempo Sync] button	Synchronizes the LFO modulation speed to the tempo.
[Fade Time] slider	Specifies the time from when the tone sounds until the LFO reaches its maximum amplitude.
[Pitch Depth] slider	Allows the LFO to modulate the pitch of the partial, producing a vibrato effect.
[Filter Depth] slider	Allows the LFO to modulate the FILTER CUTOFF (cutoff frequency), producing a wah effect.
[Amp Depth] slider	Allows the LFO to modulate the AMP LEVEL (volume), producing a tremolo effect.

D-OSC

Controller	Explanation
Wave knob	Selects the oscillator waveform. 〰 (Sawtooth wave), □ (Square wave), 〰 (Asymmetrical square wave), ~ (Triangle wave), ~ (Sine wave), Variation (Press the [Variation] button and use the [-] [+] buttons to select the variation waveform.)
[Variation] button	Selects the variation waveform as the waveform of the oscillator.
[PWM] slider	When 〰 (asymmetrical square wave) is selected as the oscillator waveform Specifies the amount of LFO modulation applied to PW.
[PW] slider	When 〰 (asymmetrical square wave) is selected as the oscillator waveform Specifies the pulse width.
	When SuperSaw is selected as the oscillator waveform Specifies the detune.
[Pitch] knob	Specifies the oscillator pitch.
[Fine] knob	Fine adjustment of the oscillator pitch.

Controller	Explanation
[Cross Mod] knob	Not used with digital parts.
[Ring Mod] button	Produces a more complex waveform by multiplying Partial 1's OSC by Partial 2's OSC.
[Mod Source] button	Not used with digital parts.

PITCH ENV

Controller	Explanation
[Depth] knob	Specifies the direction and amount of the pitch change.
[Select] button	Not used with digital parts.
[A] slider	These have the same operation as the PITCH ENV [A] [D] sliders for an analog part.
[D] slider	

FILTER

Controller	Explanation
[HPF] knob	Specifies the cutoff frequency of the high-pass filter.
[Drive] knob	Not used with digital parts.
Filter type select knob	Selects the filter type. The indicator shows the slope of the filter. -12 dB/oct (unlit), -24 dB/oct (lit)
[Variation] button	Selects the variation type as the type of filter.
[Cutoff] knob	Specifies the cutoff frequency.
[Resonance] knob	Specifies the resonance.
[Key Follow] knob	Allows the filter cutoff frequency to vary according to the key that you play.
[ENV Depth] knob	Specifies the direction and amount of the change in cutoff frequency.
[A] slider	
[D] slider	These have the same operation as the FILTER [A] [D] [S] [R] sliders for an analog part.
[S] slider	
[R] slider	

AMP

Controller	Explanation
[Level] knob	Specifies the AMP Level.
[A] slider	
[D] slider	These have the same operation as the AMP [A] [D] [S] [R] sliders for an analog part.
[S] slider	
[R] slider	

EFFECTS

➔ “Editing the Effects” (p. 6)

MEMO

- If the program has been edited, the decimal point of the program number is lit.
- The edited sound is saved in the program.
➔ “Saving a Program (Write)” (p. 7)
- Some parameters can be edited without using a controller.
➔ For details, refer to “Parameter Guide (English)” (PDF).



Editing the Effects

➔ For details of the overall structure, refer to the “JD-XA Structure Diagram” inside the front cover.

Controller	Explanation
[TFX 1/2 Select] knob	Selects the TFX1/2 effect type.
[TFX 1/2 CTRL] knob	Globally controls TFX1/2. Global control is a function that lets you use a single knob to control multiple parameters that make up the effect.
[TFX 1/2 On] button	Turns TFX1/2 on/off.
[Reverb] knob	Specifies the volume of reverb.
[Delay] knob	Specifies the volume of delay.
Delay [Time] knob	Specifies the delay time.
[Part MFX SW] button	Turns the Part MFX on/off.
[Tempo Sync] button	Synchronizes the Part MFX and delay to the tempo. If this is “off,” the Tempo Sync setting of each effect is used.

➔ For details on the parameters, refer to “Parameter Guide (English)” (PDF).

MEMO

Effect settings are saved in the program.

➔ “Saving a Program (Write)” (p. 7)

Initializing a Sound (Init)

Here's how to initialize the settings of a program, part, partial, or pattern.

1. Hold down the [Shift] button and press the [Program Select/Init] button.
The INIT screen appears.
2. Use the cursor [◀] [▶] buttons and the [-] [+] buttons to specify what you want to initialize.

Settings to initialize [-] [+]	Explanation
PROGRAM	Program settings
PART	Part settings (including MFX, the MIDI channel)
PARTIAL	Partial settings (if a digital part is selected)
PATTERN	Pattern

3. Press the [Enter] button.
A confirmation message appears.
If you decide to cancel, press the [Exit] button.

4. Press the [Enter] button.
The screen indicates "Completed!" and initialization is executed.

Copying a Sound or Pattern (Copy)

Here's how to copy settings from a part, partial, or pattern that's saved in another program, or from an INTEGRA-7 or FA-06/08 tone.

1. Hold down the [Shift] button and press the [Bank] (Copy) button.
The COPY screen appears.
2. Use the cursor [◀] [▶] buttons to select the data that you want to copy, and press the [Enter] button.

Settings to copy Cursor [◀] [▶]	Explanation
Part	Part settings (including MFX, excluding the MIDI channel)
Partial	Partial settings (only if a digital part is selected)
Pattern	Pattern
Tone	Tone (only if a USB flash drive is connected) Copying tone settings "SuperNATURAL synth tones" from the INTEGRA-7 or FA-06/08 can be used by a digital part of the JD-XA. Export/save the "SuperNATURAL synth tone" data from an INTEGRA-7 or FA-06/08 to your USB flash drive. Importing that data into the JD-XA is referred to as copying the tone settings. The data to be imported must be saved to the IMPORT folder of the USB flash drive. ➔ For details, refer to "The folder structure of a USB flash drive" (p. 14).

NOTE

If "Part" is selected as the data to copy, the MIDI channel is not copied.

3. Use the [-] [+] buttons to select the copy-source data, and then press the [Enter] button (select Source).
The parameters differ depending on the copy-source you selected.
Repeat this procedure as many times as needed.

MEMO

Depending on the parameters, you can also use [Bank], [01]–[16], and each part's Select [01]–[04] and Partial [01]–[03] buttons.

4. Use the [-] [+] buttons to select the copy-destination, and then press the [Enter] button (select Destination).
The parameters differ depending on what you're copying.
Repeat this procedure as many times as needed.

MEMO

Depending on the parameters, you can also use each part's On [01]–[04] and Partial [01]–[03] buttons.

5. Press the [Enter] button.
A confirmation message appears.
If you decide to cancel, press the [Exit] button.
6. Press the [Enter] button.
The screen indicates "Completed!" and the copy is executed.

Saving a Program (Write)

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

1. Press the [Write] button.
2. Use the Cursor [◀] [▶] buttons to select "PROGRAM," and then press the [Enter] button.
The name input screen appears.

```

PROG NAME: [Ent]
INIT PROGRAM
  
```

3. Use the cursor [◀] [▶] buttons and [-] [+] buttons to edit the characters.

4. When you've finished specifying the name, press the [Enter] button.

5. Use the [-] [+] buttons to select the save-destination.
If you want to save to a USB flash drive, press the [USB Memory] button to make it light.
You can also use the [Bank] and [01]–[16] buttons to select the save-destination.
* If you specify a number in which data is already saved, the program name is shown in the lower line. If you save to this number, the previous data is erased and overwritten by the new program.

6. Press the [Enter] button.
A confirmation message appears.
If you decide to cancel, press the [Exit] button.

7. Press the [Enter] button.
A screen indicating "Completed!" appears, and the data is saved.
* NEVER turn the power off while you are saving settings.

Using Favorite Sounds (Programs) (Favorite)



Controller	Explanation
[Favorite] button	Use these button to register and recall your favorite sounds (programs).
[01]–[16] buttons	Use these buttons to select Favorite 01–16.
[Bank] button	Use this button to select the Favorite bank (A–P).

Selecting a Favorite

1. Press the [Favorite] button so it's lit.
The [01]–[16] buttons become the Favorite select buttons.
2. Press one of the [01]–[16] buttons to select a favorite sound.
If you press a button in which nothing is registered, the screen indicates "Not Registered!"

Switching the Favorite bank

1. When the [Favorite] button is lit, press the [Bank] button.
The [01] (A)–[16] (P) button corresponding to the currently selected bank number (A–P) blinks.
2. Press one of the [01] (A)–[16] (P) buttons.
The bank is switched, and the [Bank] button goes dark.
3. Use the [01]–[16] buttons to select a favorite.

Registering a Favorite

1. Select a program that you want to register as a favorite.
2. Press the [Favorite] button so it's lit.
3. Select the bank in which you want to register the favorite.
➔ "Switching the Favorite bank" (p. 7)
4. Hold down the [Favorite] button and press the favorite number ([01]–[16] buttons) that you want to register.
The currently selected program is registered to that button.
While you hold down the [Favorite] button, the [01]–[16] buttons in which you saved favorites are lit; buttons in which you did not save favorites are blinking.

NOTE

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

➔ "Saving a Program (Write)" (p. 7)

Deleting a Favorite

1. In the Menu screen, choose "FAVORITE UTIL" and press the [Enter] button.
The FAVORITE UTIL screen also appears if you hold down the [Shift] button and press the [Favorite] button.
2. Use the cursor [◀] [▶] buttons to select a favorite bank.
3. Use the [-] [+] buttons to select the favorite that you want to delete.
You can also use the [01]–[16] buttons to select a favorite to delete.
4. Press the [Enter] button to delete the favorite that is shown.

Recording (Pattern Sequencer)

The pattern sequencer lets you record keyboard performance and knob operations, and play them back repeatedly. When you record, the currently selected part is recorded.



Controller	Explanation
[Scale] button	Changes the length of one step. The indicators at the left of the button show the setting. <ul style="list-style-type: none">The [01]–[12] buttons correspond to a recording input range of two beats, allowing you to enter 16th note triplets.The [01]–[12] buttons correspond to a recording input range of one measure, allowing you to enter 8th note triplets.The [01]–[16] buttons correspond to a recording input range of two beats, allowing you to enter 32nd notes.The [01]–[16] buttons correspond to a recording input range of one measure, allowing you to enter 16th notes.
[Erase] button	Erase a recorded pattern or a portion of a pattern.
[Step REC] button	Lets you record your keyboard playing one step at a time.
[Pattern Length] button	Changes the number of measures in the pattern. You can create a pattern up to four measures long. Use the [01]–[04] buttons to specify the length. For some Scale settings, use the [01]–[08] buttons to specify the length.
[Play] button	Play or stop the pattern.
[Real Time REC] button	Create a pattern by recording your performance of the keyboard and controllers in real time.

Realtime Recording (Real Time REC)

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

1. Use the ANALOG PART or DIGITAL PART On [01]–[04] buttons to turn on the part that you want to record.
2. Press the [Real Time REC] button (REC STANDBY).
3. Make settings for realtime recording.
Use the cursor [◀] [▶] buttons to select a parameter, and use the [-] [+] buttons to edit the setting.

Parameter Cursor [◀] [▶]	Explanation
Cnt In (Count In) * This is shown only during REC STANDBY.	Selects the way in which recording is started. OFF, 1 MEAS, 2 MEAS, WAIT NOTE
Input Qtz (Input Quantize)	Quantize is a function that automatically corrects inaccuracies in the timing at which you play the keyboard, tightening-up the rhythmic accuracy. You can apply the quantize function during realtime recording. This setting specifies whether quantize will be applied during recording. OFF, GRID, SHFL (shuffle)
Reso (Resolution)	Specifies the note timing value at which quantization is applied. GRID: 1/32 (F)–1/4 (J) SHFL: 1/16 (F)–1/8 (J)
Strength	This setting is used with grid quantize. It specifies the degree to which your notes are moved to precise intervals of the note values specified by the Reso setting. If this is set to "100%", the notes that you record are moved all the way to exact intervals of the specified Reso. With lower percentages, less correction is applied. If this is set to "0%", the timing is not corrected at all. 0–100%
Rate	Use this setting when applying shuffle quantize. With a setting of "50%" the notes are spaced at equal intervals. As you increase this setting, you'll get an increasingly "bouncy" feel as though the notes were dotted.
Loop Rec	Specify whether Real Time REC turns off (OFF) or stays on (ON) when you move to the next loop after recording your performance.
Tempo Rec	Specifies whether tempo changes are recorded (ON) or not recorded (OFF).
Click Switch	Turns the click sound on/off.

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

4. Press the [Play] button to start recording.
During playback, you can also press the [Real Time REC] button to start recording.
5. Play the keyboard.
Movements of the knobs and wheels are also recorded.
6. Press the [Real Time REC] button to stop recording.

Click Settings

1. Press the [Menu] button.
2. Select "SYSTEM" and then press the [Enter] button.
3. Choose the CLICK parameter (p. 13), and use the [-] [+] buttons to change the value.
4. Press the [Exit] button several times to return to the program select screen.
Save the system parameters if necessary.
➔ "Saving the System Settings" (p. 14)

Erasing Only a Portion of a Phrase

1. During playback or recording, press the [Erase] button (Erase Mode).
The button is lit, allowing you to erase notes. The Erase screen appears.
2. Use the [-] [+] buttons to choose what you want to erase, and then press the [Enter] button.
The chosen data is erased while you hold down the button.

MEMO

In erase mode, notes of the key you hold down are erased while you continue holding down that key.
If you hold down two keys, all notes between those two keys are erased.

3. Press the [Erase] button once again.
The button goes dark and the JD-XA returns to its previous state.

Changing the Tempo

➔ "TEMPO" (p. 2)

MEMO

The tempo is saved for each individual program.

➔ "Saving a Program (Write)" (p. 7)

Step Recording (Step REC)

Here's how to create a pattern by recording your keyboard performance one step at a time.
Your new recording replaces the pattern that's selected.

Controller	Explanation
[01]–[16] buttons	The button of the part being recorded is blinking.

1. Use the ANALOG PART or DIGITAL PART On [01]–[04] buttons to select the part that you want to record.
2. Press the [Step REC] button.
The [01] button blinks.
The following screen is shown until you stop recording.



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

Parameter Cursor [◀] [▶]	Value [-] [⏎] [⏏]
Type (Note Type)	Specifies the note value of the notes you'll input.
Gate Time (duration of the note)	Specifies the duration of the notes relative to the note type. 5–200%
Velocity (keyboard dynamics)	Real (the actually-played dynamics), 1–127 (fixed dynamics)

3. Play one note on the keyboard.
Your performance is recorded in step 1; you automatically advance to the next step and the [02] button lights.
You can record a chord by selecting multiple notes.
4. Repeat step 3 to record each step.

MEMO

- To erase the data at a step (or to enter a rest), press the [Erase] button.
- To enter a tie, press the [Enter] button.
- To change the step that you're recording, press one of the [01]–[16] buttons.
- If you want to change the number of measures, press the [Pattern Length] button and then use the [01]–[04] buttons to specify the length (for some scale settings, use [01]–[08] to specify the length).

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

Step Recording 2 (Step REC 2)

While playing or stopped, use the [01]–[16] buttons to record on the selected step (step recording 2).

1. Press the [Step REC] button twice to turn Step REC off.
2. Use the ANALOG PART or DIGITAL PART On [01]–[04] buttons to select the part that you want to record.
3. On the keyboard, play the note that you want to record, and then use the [01]–[16] buttons to turn the step on.

MEMO

- You can also record on a specified step by holding down a note and pressing a [01]–[16] button to specify the step.
- By turning a knob while holding down one of the [01]–[16] buttons, you can record the last state of that knob in the specified step.
- Operation of the knob is recorded on the part selected in the PART Select.

Playing Patterns

1. Press the [Play] button.

You can perform the following operations during playback.

Function	Operation	Explanation
Part Mute	[Shift] + each part's Select [01]–[04] buttons	Mutes the selected part during pattern playback (multiple parts can be selected).
Realtime Erase	<ol style="list-style-type: none"> 1. Press the [Erase] button. 2. Turn on the part that you want to erase. 3. Use [-] [+] to select what will be erased. 4. Data is erased while you hold down the [Enter] button. 	To enter Erase Mode, press the [Erase] button during playback.

2. To stop, press the [Play] button once again.

MEMO

If the pattern exceeds 16 steps, hold down the [Shift] button and press the [01]–[04] buttons to change the range of measures/beats (for some scale settings, use the [Shift] button + [01]–[08] buttons).

Erasing an Entire Pattern (Pattern Erase)

Here's how to erase an entire pattern.

1. Hold down the [Shift] button and press the [Erase] button.

The Erase screen appears.

2. Use the [-] [+] buttons to select what you want to erase.

Value [-] [+]	Explanation
All	Erase the entire contents of the pattern.
Track	Erase only the data of the selected track.
SysEx	Erase only the system exclusive data.
Tempo	Erase only the tempo data.

3. Press the [Enter] button.

The data is erased.

Pattern Utility

You can specify a pattern's output destination settings, and import or export SMF data.

1. Press the [Menu] button.

2. Select "PATTERN UTIL" and then press the [Enter] button.

3. Use the cursor [◀] [▶] buttons to select the function that you want to execute, and then press the [Enter] button.

Function	Explanation
Cursor [◀] [▶]	
Track Settings	<p>Specifies the output destination of each track.</p> <p>INT (JD-XA), EXT (external MIDI device), BOTH (both JD-XA and external MIDI device), OFF (no output)</p> <p>* This setting is saved in the program together with the pattern.</p>
SMF Import	<p>Imports the specified SMF into the temporary area.</p> <p>* When you import, the current state of the temporary area is discarded. The SMF that you want to import must be saved in the IMPORT folder of the USB flash drive.</p> <p>SMF data that can be imported:</p> <ul style="list-style-type: none"> • Only SMF format 0 is supported. • Up to four measures of SMF data can be imported. Subsequent data is not imported. <p>MEMO</p> <p>In the SMF Import screen, you can press the [Play] button to audition the selected SMF.</p> <p>➔ For details, refer to "The folder structure of a USB flash drive" (p. 14).</p>
SMF Export	Exports the pattern currently in the temporary area as an SMF with the name you specify.

Saving a Pattern (Write)

A pattern that you create will loose if you select a different program or if you power-off the JD-XA.

When you've created a pattern that you like, you should save it as a program. The pattern is saved as a program.

➔ **"Saving a Program (Write)" (p. 7)**

Playing an Arpeggio



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

Selecting an Arpeggio Template

1. Press the [Arpeggio] button.

The arpeggio function turns on, and the ARPEGGIO screen appears. By holding down the [Shift] button and pressing the [Arpeggio] button, you can access the ARPEGGIO screen without turning the function on/off.

2. Use the Cursor [◀] [▶] buttons to select "Select Template," and then press the [Enter] button.

3. Use the [-] [+] buttons to select an arpeggio template, and press the [Enter] button.

4. Press the [Exit] button to return to the program select screen.

Editing an Arpeggio Pattern

1. Hold down the [Shift] button and press the [Arpeggio] button.

The ARPEGGIO screen appears without changing the arpeggio on/off state.

ARPEGGIO:
Arp Hold OFF

2. Use the Cursor [◀] [▶] buttons to select "Pattern Edit," and then press the [Enter] button.

3. Use the cursor [◀] [▶] buttons to select "End Step," and specify the number of steps.

4. Select the note number that you want to enter.

You can also use the keyboard to specify the note number and velocity at the same time.

5. Specify the velocity that you want to enter.

You can also use the keyboard to specify the note number and velocity at the same time.

6. Use the [01]–[16] buttons to turn on the button for the step that you want to enter.

Steps beyond the number of steps you've specified will not turn on.

MEMO

You can press the [Step REC] button to step-record an arpeggio style (use the keyboard to enter the data one note at a time).

7. Press the [Exit] button several times to return to the program select screen.

There are also parameters such as Arp Hold and Motif.

➔ **For details on the parameters, refer to "Parameter Guide (English)" (PDF).**

Saving an Arpeggio (Write)

An arpeggio that you create will loose if you select a different program or if you power-off the JD-XA.

When you've created an arpeggio that you like, you should save it as a program. The arpeggio is saved as a program.

➔ **"Saving a Program (Write)" (p. 7)**

Using the Microphone



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

When using a microphone that uses phantom power

The JD-XA's MIC INPUT jack can supply phantom power. You must turn phantom power off unless you have connected a condenser microphone that requires phantom power. Supplying phantom power to a dynamic microphone or an audio playback device can cause malfunctions. For details on the specifications of your microphone, refer to its owner's manual. (The JD-XA's phantom power: DC 48 V, 10 mA max.)

1. Press the [Menu] button.
2. Use the Cursor [◀] [▶] buttons to select "MIC EDIT," and then press the [Enter] button.
The MIC screen appears.
3. Use the cursor [◀] [▶] buttons to select "Phantom Sw," and use the [-] [+] buttons to select "ON."

MEMO

The JD-XA does not remember the phantom power setting. The setting reverts to "OFF" when you power-off the JD-XA.

Adjusting the Input Level

Here's how to adjust the input level of a microphone that's connected to the rear panel MIC INPUT jack.

1. **Adjust the rear panel MIC INPUT [Level] knob.**
If the signal level from the mic input is excessive, the top panel MIC [Level] knob indicator blinks.

MEMO

Once you have adjusted the mic input level, you should generally leave it unchanged. If you want to raise or lower the volume, adjust the top panel MIC [Level] knob.

Using the Vocoder

A "vocoder" is an effect that is typically applied to a human voice. By sending a human voice through a vocoder, you can give it an unexpressive robot-like character. The pitch is controlled by playing the keyboard.

1. Press the [Vocoder] button.
2. Edit the MIC VOCODER parameters.
➔ For details on the parameters, refer to "Parameter Guide (English)" (PDF).
3. While playing the keyboard, vocalize into the microphone.

Using a Microphone to Apply Modulation

Modulation is a function that lets you use your voice to modify the sound that you're playing. Changes in the loudness of your voice can vary a synthesizer parameter of an analog part. You can choose the parameter that apply modulation.

1. Press the [Mod] button.
2. Edit the MIC MOD parameters.
➔ For details on the parameters, refer to "Parameter Guide (English)" (PDF).
3. ANALOG PART Select [01]–[04] buttons to select the part that you want to apply modulation.
4. While playing the keyboard, vocalize into the microphone.

Outputting the Mic's Vocal Input

You can output the vocal that is being input to the microphone.

1. Press the [Bypass] button.
2. Edit the MIC REVERB parameters.
➔ For details on the parameters, refer to "MIC REVERB" (p. 14).
3. Vocalize into the microphone.

MEMO

MIC REVERB is available only when the [Bypass] button is on.

Controlling Your Performance

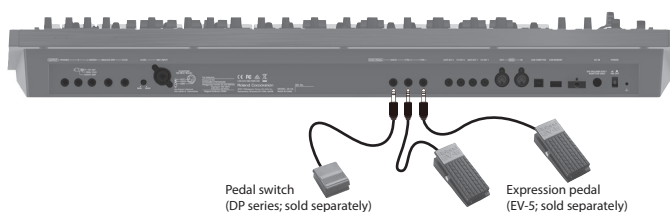
Changing the Pitch/Applying Vibrato (Pitch Bend/Modulation Lever)

Function	Explanation
Pitch bend	While playing the keyboard, move the lever to the left to lower the pitch, or toward the right to raise the pitch.
Modulation	Move the lever away from yourself to apply vibrato. Each tone has two LFOs: an LFO that is always applied to the tone, and a MODULATION LFO that is applied when you move the pitch bend / modulation lever away from yourself. The state specified by the MODULATION LFO setting is applied when you hold down the [Shift] button and move the pitch bend / modulation lever away from yourself. ➔ For details on the parameters, refer to "Parameter Guide (English)" (PDF).

Using an Assigned Function to Modify the Sound (WHEEL 1/2)

Controller	Explanation
WHEEL 1	Controls the parameter assigned by the WHEEL 1/2 Assign setting. If you hold down the [Shift] button and move the wheel, the WHEEL 1/2 setting screen appears.
WHEEL 2	➔ For details on the parameters, refer to "Parameter Guide (English)" (PDF).

Using External Pedals (HOLD/CTRL 1/CTRL 2)



Jack	Explanation
HOLD	You can connect a pedal switch (DP series; sold separately) and use it as a hold pedal.
CTRL 1	You can connect an expression pedal (EV-5; sold separately) or pedal switch (DP series; sold separately) here and use them to control various parameters or functions.
CTRL 2	

Connecting External Devices

Using the JD-XA as a MIDI Controller

The JD-XA's panel operations can be transmitted as MIDI messages from its MIDI OUT connector or from USB MIDI OUT.

1. Press the [MIDI CTRL] button.

Keyboard performance and panel operations transmit MIDI messages on eight channels (channels 9–16 by default) that are separate from those used by the analog parts and digital parts.

When MIDI CTRL is off, the messages are transmitted on the channel settings for the analog parts and digital parts.

When you press the [MIDI CTRL] button, panel operations will be transmitted using the channel settings of MIDI CONTROL PART 01–08 (pattern sequencer messages are always transmitted on channels 1–16).

You can specify the messages transmitted by each knob and slider, and the channel settings for the MIDI control parts.

➔ For details of the overall structure, refer to the “JD-XA Structure Diagram” inside the front cover.

Transmitting MIDI Messages Assigned to Buttons (Trigger Mode)

You can assign MIDI messages to the [01]–[16] buttons so that the assigned MIDI message is transmitted from the MIDI OUT connector or USB MIDI OUT when you press the corresponding button. These messages are not transmitted to the internal sound engine or to the sequencer.

1. Hold down the [Shift] button and press the [MIDI CTRL] button.

The Program No. display changes to “*Tr*”, trigger mode turns on, and the trigger mode parameters appear.

2. When you press the [01]–[16] buttons, the assigned MIDI messages are transmitted.

They are transmitted on the channel of the currently selected part.

* To turn trigger mode off, hold down the [Shift] button and press the [MIDI CTRL] button once again.

Changing the trigger mode settings

1. When trigger mode is on, hold down the [Exit] button and press one of the [01]–[16] buttons.

The parameters transmitted in trigger mode are shown.

2. Use the cursor [◀] [▶] buttons to select the parameter and use the [-] [+] buttons to change the setting.

Button [01]–[16]	Parameter Cursor [◀] [▶]	Value [-] [+]	Explanation
[01]–[16]	Assign		When you change the value, you'll be able to edit any related values.
		NOTE	Number: Note number
			Velocity: Velocity
			Number: Controller number
		CC	On Value: Value when button is turned on
			Off Value: Value when button is turned off
		BEND-DOWN	Outputs a pitch bend message.
		BEND-UP	
		AFT	Outputs a channel pressure message.
			MSB: Bank select MSB
		PC+BS	LSB: Bank select LSB
			PC: Program change
	Type (*)	LATCH	Alternates on/off each time you press the button.
		MOMENTARY	Remains on while you hold down the button. Turns off when you release the button.

* Available if Assign is NOTE, CC, BEND-DOWN, BEND-UP, or AFT.

3. Press the [Exit] button several times to return to the program select screen.

The trigger mode setting is saved in the program.

➔ “Saving a Program (Write)” (p. 7)

Connecting an Analog Synthesizer via the CV/GATE Output

You can connect an analog synthesizer equipped with CV/GATE input jacks, and control its note on/off or pitch.

Jack	Explanation
GATE OUT 1 jack GATE OUT 2 jack	These jacks output note on/off. Outputs +5 V.
CV OUT 1 jack CV OUT 2 jack	These jacks output pitch. If you've made transpose or octave shift settings, this voltage changes accordingly. These jacks support OCT/V (it does not support Hz/V).

➔ For details on these settings, refer to “CV/GATE1/2 OUT” (p. 13).

Connecting a Computer via USB

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

Download the Driver

In order to use the JD-XA with the “VENDOR” setting, you must download the driver from the following URL and install it on your computer.

For details on installation, refer to the following URL.

➔ <http://www.roland.com/downloads/>

NOTE

Do not connect the JD-XA to your computer until you have finished installing the driver.

If you have already connected the JD-XA, disconnect it, and then reconnect it after driver installation is completed.

1. Press the [Menu] button.

2. Use the Cursor [◀] [▶] buttons to select “SYSTEM,” and then press the [Enter] button.

The setting screen appears.

3. Use the Cursor [◀] [▶] buttons to select “USB Drv” and use the [-] [+] buttons to change the setting.

Normally you should use the VENDOR setting (MIDI and audio).

If you use the GENERIC setting, only MIDI is available.

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

This system takes effect when the JD-XA is powered-on following System Write.

4. Press the [Exit] button several times to return to the program select screen.

5. Save the system settings.

➔ “Saving the System Settings” (p. 14)

6. Turn the power of the JD-XA off, then on again.

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

English

日本語

Deutsch

Français

Italiano

Español

Português

Nederlands

Overall Settings for the JD-XA

Accessing the Menu Screens

1. Press the [Menu] button.
2. Use the Cursor [◀] [▶] buttons to select the item that you want to edit, and press the [Enter] button.
The corresponding edit screen appears.
3. Use the Cursor [◀] [▶] buttons to select the parameter that you want to edit, and then use the [-] [+] buttons to edit the setting of that parameter.
4. Press the [Exit] button several times to return to the program select screen.


Editable items

Menu Cursor [◀] [▶]	Explanation
SYSTEM	Make settings of the entire JD-XA.
PROGRAM EDIT	Access the program parameter screen.
PART EDIT	Access the part parameter screen.
TONE EDIT	Access the TONE EDIT screen of the currently selected part.
EFFECTS EDIT	Access the effect edit screen.
MIC EDIT	Access the mic edit screen.
LED CUSTOMIZE	Access a screen where you can specify how the top panel LEDs are illuminated.
PATTERN UTIL	Access the pattern utility and settings screen.
FAVORITE UTIL	Access a screen where you can view or delete favorite registrations.
UTILITY	Access the utility menu.
VERSION INFO	View the software version.

➔ For details on the parameters, refer to “Parameter Guide (English)” (PDF).

Making System Settings (SYSTEM)

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

1. Press the [Menu] button.
 2. Use the Cursor [◀] [▶] buttons to select “SYSTEM,” and then press the [Enter] button.
- 
3. Hold down the [Shift] button and use the Cursor [◀] [▶] buttons to select the menu item that you want to edit.
 4. Use the Cursor [◀] [▶] buttons to select the parameter that you want to edit, and then use the [-] [+] buttons to edit the setting of that parameter.
 5. Press the [Exit] button several times to return to the program select screen.

Menu [Shift]+ Cursor [◀] [▶]	Parameter Cursor [◀] [▶]	Value [-] [+]	Explanation
GENERAL	LCD Contrast	1–10	Adjusts the contrast of the display.
	Auto Off	OFF, 30 min, 240 min	Specifies whether the unit will turn off automatically after a certain time has elapsed. If you don't want the unit to turn off automatically, choose “OFF” setting.
	StartPrg	INT:A01– USB:P16	Specifies the program number that is selected at startup.
	Knob Mode	DIRECT, CATCH	When you operate a knob, this setting specifies whether control data corresponding to the knob's position is always transmitted (DIRECT) or whether control data is transmitted only after the knob passes through the current value of the parameter (CATCH).
	LED Demo	OFF, 1 min–60 min	Specifies the time (minutes) until the LED demo is shown.
	USB Drv	VENDOR, GENERIC	Use the dedicated driver provided by Roland. MIDI and audio are available (VENDOR). Use the default driver provided by the operating system. Only MIDI is available (GENERIC).

Menu [Shift]+ Cursor [◀] [▶]	Parameter Cursor [◀] [▶]	Value [-] [+]	Explanation
KEY TOUCH	Velocity	REAL	The transmitted velocity value will correspond to the force with which you strike the key.
		1–127	The transmitted velocity value will be fixed, regardless of the force with which you strike the key.
	Velo Crv	LIGHT	The keyboard will have a lighter-feeling touch. Since you'll be able to reach fortissimo (ff) without having to play as strongly as with the "MEDIUM" setting, the keyboard will feel lighter. This setting makes it easier for people with reduced finger strength to play the keyboard.
		MEDIUM	This is the standard keyboard touch setting.
		HEAVY	The key will have a heavier-feeling touch. Since you'll need to play more strongly than with the "MEDIUM" setting in order to reach fortissimo (ff), the keyboard will feel heavier. This setting allows you to use your playing dynamics to add more expression to your performances.
	Velo Offset	-10→+9	Adjusts the keyboard velocity curve. Lower values make the keyboard feel lighter. Higher values make the keyboard feel heavier.
	After Sens	0–100	Specifies the aftertouch sensitivity. Increasing this value makes it easier to apply aftertouch. Normally you should leave this set at "100."
PEDAL 1 PEDAL 2	Asgn Src	SYSTEM, PROGRAM	Specifies whether the function controlled by the pedal is determined by the system setting (SYSTEM) or the settings of the program (PROGRAM).
		OFF	No function is assigned.
		CC01–31, 33–95	Controller number 1–31, 33–95
	Asgn	BEND-DOWN	The same effect as moving the pitch bend lever to the left.
		BEND-UP	The same effect as moving the pitch bend lever to the right.
		AFT	Aftertouch
		START/STOP	Start/stop the pattern.
		TAP-TEMPO	The same effect as pressing the panel [Tap] button.
		PROG-DOWN	Switch the program to the previous number.
		PROG-UP	Switch the program to the next number.
		FAV-DOWN	Switch the favorite to the previous number.
		FAV-UP	Switch the favorite to the next number.
		PANEL-DEC	The same effect as pressing the panel [-] button.
	PANEL-INC	The same effect as pressing the panel [+] button.	
Dest	PART-Select, PART-On	Specifies whether the part to which the effect applies is determined by the PART Select setting or by the PART On setting (when CC, BEND, or AFT is selected).	
Polarity	STD, RVS	Selects the polarity of the pedals. Depending on the model of pedal, the result of depressing or releasing the pedal might be the opposite of what you expect. If so, choose the "RVS" setting. If you're using a Roland pedal (that has no polarity switch), choose the "STD" setting.	
HOLD PEDAL	Polarity	STD, RVS	Selects the polarity of the pedal. Depending on the model of pedal, the result of depressing or releasing the pedal might be the opposite of what you expect. If so, choose the "RVS" setting. If you're using a Roland pedal (that has no polarity switch), choose the "STD" setting.
	Cont Hold	OFF, ON	If this is ON, the HOLD jack will support half-pedaling.
WHEEL 1 WHEEL 2	Asgn Src	SYSTEM, PROGRAM	Specifies whether the function controlled by the wheel is determined by the system setting (SYSTEM) or by the settings of the program (PROGRAM).
		OFF	No function is assigned.
	Asgn	CC	Controller number 1–31, 33–95
		BEND	Moving the wheel upward raises the pitch, and moving it downward lowers the pitch. When the wheel is in the center, there is no pitch change.
		BEND-DOWN	The same effect as moving the pitch bend lever to the left.
		BEND-UP	The same effect as moving the pitch bend lever to the right.
	AFT	Aftertouch	
Dest	PART-Select, PART-On	Specifies whether the part to which the effect applies is determined by the PART Select setting or by the PART On setting.	

Menu [Shift]+ Cursor [◀] [▶]	Parameter Cursor [◀] [▶]	Value [-] [+]	Explanation
SOUND	Local Switch	OFF, ON	Enables/disables the connection between the controller section (keyboard, pitch bend/modulation lever, wheels, panel knobs and buttons, pedals, etc.) and the internal sound engine. Normally you should leave this “ON.” Choose the “OFF” setting if you want operations on the JD-XA to control only an external sound module.
	MasterTune	415.3–466.2	Sets the JD-XA's overall tuning (the frequency of the A4 key).
	MasterKeySft	–24+24	Shifts the JD-XA's overall pitch range in semitone steps.
	Master Level	0–127	Sets the JD-XA's overall volume.
	Output Gain	–12 dB+12 dB	Adjusts the JD-XA's overall output gain.
SYNC/TEMPO	Sync Mode	MASTER	The JD-XA will be the synchronization master. Choose this setting if you're using the JD-XA on its own without synchronizing it to another device, or if you want the tempo of an external MIDI device to synchronize with the JD-XA.
		REMOTE	The JD-XA will obey start, and stop messages from another device, but the JD-XA's own tempo setting is used as the playback tempo.
		SLAVE	The JD-XA will be the synchronization slave. Choose this setting if you want the JD-XA to synchronize to MIDI clock messages received from an external device.
	Sync Output	OFF, ON	Specifies whether clock, start, and stop messages are transmitted to another device (ON) or are not transmitted (OFF).
	Clock Src	MIDI, USB	When the Sync Mode is “SLAVE,” this setting specifies whether the JD-XA will synchronize to synchronization messages from the MIDI IN connector or from the USB port.
	TempoSrc	SYSTEM, PROGRAM	Specifies whether the tempo will use the system tempo setting (SYSTEM) or the tempo setting of the program (PROGRAM).
	Sys Tempo	5.00–300.00	Specifies the JD-XA's system tempo.
	CLICK	Mode	OFF
PLAY-ONLY			The click sounds when a pattern is playing.
REC-ONLY			The click sounds when a pattern is being recorded.
PLAY&REC			The click sounds when a pattern is playing or being recorded.
ALWAYS			The click sounds at all times.
* Regardless of the Mode setting, the click always sounds from the CLICK jack.			
Level		0–10	Adjusts the click volume.
Accent Sw	OFF, ON	Adds an accent to the click sound.	
CLICK OUT	Level	0–127	Adjusts the output volume from the CLICK jack.
	Stereo Sw	MONO, STEREO	Switches the CLICK jack between stereo and mono. Specify “MONO” if you're using a monaural cable, or “STEREO” if you're using a stereo cable.
MIDI	Device ID	17–32	When transmitting and receiving system exclusive messages, the device ID numbers of both devices must match.
	Remote Kbd	OFF, ON	Turn this “ON” if you're using an external MIDI keyboard instead of the JD-XA's keyboard. In this case, the MIDI transmit channel of your external MIDI keyboard does not matter. Normally, this can be left at “OFF.” * If you want to control the arpeggiator from an external MIDI device, turn this “ON.”
	Prog Ctrl Ch	1–16	Specifies the MIDI receive channel on which program change messages to switch programs or control change messages that control parameters of the entire program are received from an external MIDI device.

Menu [Shift]+ Cursor [◀] [▶]	Parameter Cursor [◀] [▶]	Value [-] [++]	Explanation
MIDI	USB MIDI Thru	OFF, ON	<p>Specifies whether MIDI messages received via the USB COMPUTER port/MIDI IN connector will be re-transmitted from the MIDI OUT connector/USB COMPUTER port (ON) or not be re-transmitted (OFF).</p>
	Soft Thru	OFF, ON	If this is ON, MIDI messages that are input from the MIDI IN connector are re-transmitted without change from the MIDI OUT connector.
MIDI TX	Tx Prog Chg	OFF, ON	Specifies whether program change messages will be transmitted (ON) or not be transmitted (OFF).
	Tx Bank Sel	OFF, ON	Specifies whether bank select messages will be transmitted (ON) or not be transmitted (OFF).
	Tx Actv Sens	OFF, ON	Specifies whether active sensing messages will be transmitted (ON) or not be transmitted (OFF).
	Tx Edit Data	OFF, ON	Specifies whether changes you make in the settings of a program will be transmitted as system exclusive messages (ON), or will not be transmitted (OFF).
MIDI RX	Rx Prog Chg	OFF, ON	Specifies whether program change messages will be received (ON) or not be received (OFF).
	Rx Bank Sel	OFF, ON	Specifies whether bank select messages will be received (ON) or not be received (OFF).
	Rx Exclusive	OFF, ON	Specifies whether system exclusive messages will be received (ON) or not be received (OFF).
CV/GATE1/2 OUT	Ch Src	SYSTEM, PROGRAM	Specifies whether the CV/GATE channel setting will use the system setting (SYSTEM) or the setting of the program (PROGRAM).
	Ctrl Ch	1–16, OFF	Specifies the channel whose notes are output from the CV OUT 1/2 and GATE OUT 1/2 jacks.
	Ref Note	C0–C4	Specifies the note number at which the CV OUT is 0 V, in units of octaves.
	Scale	–63→+63	Adjusts the scale of the CV.
	Fine Tune	–50→+50	Adjusts the 0 V of the CV OUT. * This value will fluctuate slightly if the Scale value is changed.
INDICATORS	Part	OFF, ON	Turns on/off the indicator showing that a part is producing sound.
	Beat	OFF, ON	Turns on/off the tempo-synchronized beat indicator.
CONTROL	Src Sel	SYSTEM	Sys Ctrl Src1–4 will be used for tone control.
		PROGRAM	Tone Control Src 1–4 of the program will be used for tone control.
	Sys Ctrl1–4	OFF, CC, BEND, AFT	<p>Specify the MIDI messages that will be used as system controls. System Control settings allow you to specify MIDI messages that will apply in common to the entire JD-XA, and can be used for controlling volume, tone, etc. You can assign up to four MIDI messages for this type of control. If you want to make assignments for realtime control of the sound and effects for each tone independently, use “matrix control” or “multi-effect control.” ➡ For details, refer to “Parameter Guide (English)” (PDF).</p>
MIC	NS Switch	OFF, ON	Switches the noise suppressor on/off. The noise suppressor is a function that suppresses noise during periods of silence.
	NS Threshold	0–127	Adjusts the volume at which noise suppression starts to be applied.
	NS Release	0–127	Adjusts the time from when noise suppression starts until the volume reaches 0.

Menu [Shift]+ Cursor [◀] [▶]	Parameter Cursor [◀] [▶]	Value [-] [+]	Explanation
MIC REVERB	Switch	OFF, ON	Switches the reverb on/off.
	Type	ROOM1, ROOM2, STAGE1, STAGE2, HALL1, HALL2, DELAY, PAN-DLY	Type of reverb
	Time	0–127	Time length of reverberation
	Level	0–127	Volume of the reverb sound
MASTER EQ	Switch	OFF, ON	Switches the master EQ on/off.
	Input Gain	-15 dB→+15 dB	Adjusts the input gain of the master EQ.
	Low Freq	16 Hz–800 Hz	Frequency of the low range.
	Low Gain	-15 dB→+15 dB	Gain of the low frequency range.
	Mid1 Freq	16 Hz–16000 Hz	Frequency of the middle range 1.
	Mid1 Gain	-15 dB→+15 dB	Gain of the middle frequency range 1.
	Mid1 Q	0.5–8.0	Width of the middle frequency range 1. Set a higher value for Q to narrow the range to be affected.
	Mid2 Freq	16 Hz–16000 Hz	Frequency of the middle range 2.
	Mid2 Gain	-15 dB→+15 dB	Gain of the middle frequency range 2.
	Mid2 Q	0.5–8.0	Width of the middle frequency range 2. Set a higher value for Q to narrow the range to be affected.
	Mid3 Freq	16 Hz–16000 Hz	Frequency of the middle range 3.
	Mid3 Gain	-15 dB→+15 dB	Gain of the middle frequency range 3.
	Mid3 Q	0.5–8.0	Width of the middle frequency range 3. Set a higher value for Q to narrow the range to be affected.
	HighFreq	630 Hz–16000 Hz	Frequency of the high range.
	High Gain	-15 dB→+15 dB	Gain of the high frequency range.

Saving the System Settings

System settings revert to their previous state when you turn off the power. If you want to keep these settings even after the power is turned off, you must save the system settings.

1. Press the [Write] button.
2. Use the Cursor [◀] [▶] buttons to select “SYSTEM,” and then press the [Enter] button.
A confirmation message appears.
If you decide to cancel, press the [Exit] button.
3. Press the [Enter] button.
A screen indicating “Completed!” appears, and the data is saved.
* NEVER turn the power off while you are saving settings.

MEMO

You can also save the system settings by pressing the [Write] button in the system setting screen.

Convenient Functions (UTILITY)

These functions let you back up the JD-XA's internal data to a USB flash drive, or to restore data from a USB flash drive into the JD-XA. Other utility functions let you return the JD-XA to its factory-set state, or initialize a USB flash drive.

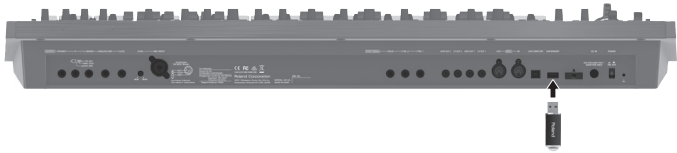
1. Press the [Menu] button.
2. Use the Cursor [◀] [▶] buttons to select “UTILITY,” and then press the [Enter] button.
The UTILITY screen appears.

Menu items Cursor [◀] [▶]	Explanation
BACKUP	Backs up data to a file with the name you specify. System and user setting (.SVD) and pattern (.BIN) files are created. ➔ “Backing Up Data (BACKUP)” (p. 15)
RESTORE	Restores data from the file you specify. Data is restored from the system and user setting (.SVD) and pattern (.BIN) files. ➔ “Restoring Data (RESTORE)” (p. 15)
FACTORY RESET	➔ “Returning to the Factory Settings (FACTORY RESET)” (p. 15)
USB MEM FORMAT	➔ “Formatting a USB Flash Drive (USB MEM FORMAT)” (p. 14)

3. Use the Cursor [◀] [▶] buttons to select the item that you want to edit, and press the [Enter] button.

Formatting a USB Flash Drive (USB MEM FORMAT)

- * Never turn off the power or remove the USB flash drives while the screen indicates “Executing.”
- * Carefully insert the USB flash drives all the way in—until it is firmly in place.



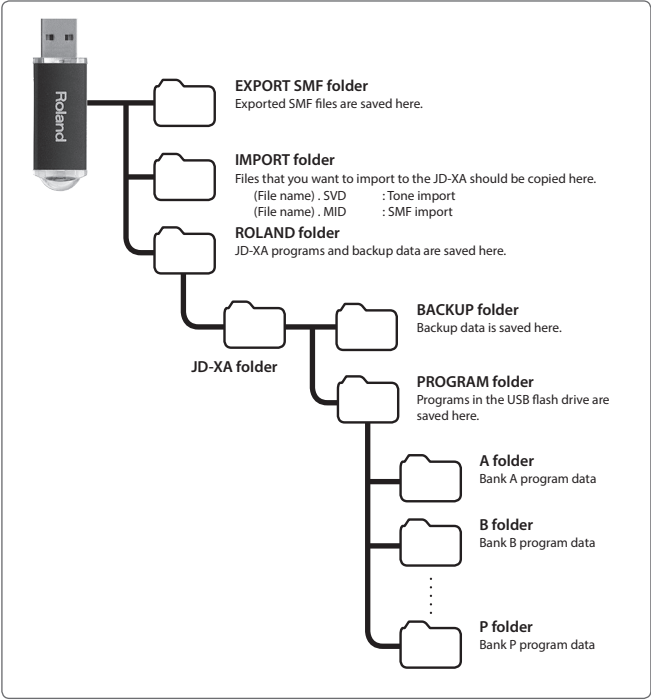
1. Press the [Menu] button.
2. Use the Cursor [◀] [▶] buttons to select “UTILITY,” and then press the [Enter] button.
3. Use the Cursor [◀] [▶] buttons to select “USB MEM FORMAT,” and then press the [Enter] button.
A confirmation message appears.



- If you decide to cancel, press the [Exit] button.
4. Press the [Enter] button to execute.
When formatting is complete, the following screen appears.



The folder structure of a USB flash drive



Restoring Backup Data from a USB Flash Drive

Use a USB flash drive sold by Roland. We cannot guarantee operation if any other product is used.

Backing Up Data (BACKUP)

1. Press the [Menu] button.
2. Use the Cursor [◀] [▶] buttons to select "UTILITY," and then press the [Enter] button.

```
UTILITY  [Ent]
BACKUP    ▶
```

3. Use the Cursor [◀] [▶] buttons to select "BACKUP," and then press the [Enter] button.

The name input screen appears.

```
BACKUP NAME[Ent]
JDXA_BKUP .SVD
```

4. Use the cursor [◀] [▶] buttons to move the cursor, and use the [-] [+] buttons to select characters.

5. When you've specified the name, press the [Enter] button.

A confirmation message appears.

```
Backup?
[Exit]:N [Ent]:Y
```

If you decide to cancel, press the [Exit] button.

6. Press the [Enter] button.

Restoring Data (RESTORE)

NOTE

When you execute the restore operation, all user data is rewritten.
If the JD-XA contains important data, back it up on a USB flash drive using a different name before you execute the restore operation.

1. Press the [Menu] button.
2. Use the Cursor [◀] [▶] buttons to select "UTILITY," and then press the [Enter] button.
3. Use the Cursor [◀] [▶] buttons to select "RESTORE," and then press the [Enter] button.
4. Use the [-] [+] buttons to select the file that you want to restore, and then press the [Enter] button.

A confirmation message appears.

```
Restore?
[Exit]:N [Ent]:Y
```

If you decide to cancel, press the [Exit] button.

5. Press the [Enter] button.

When restoring is complete, the following screen appears.

```
Completed.
Turn off power.
```

6. Turn the power of the JD-XA off, then on again.

Returning to the Factory Settings (FACTORY RESET)

1. Press the [Menu] button.
2. Use the Cursor [◀] [▶] buttons to select "UTILITY," and then press the [Enter] button.
3. Use the Cursor [◀] [▶] buttons to select "FACTORY RESET," and then press the [Enter] button.

A confirmation message appears.

```
Factory Reset?
[Exit]:N [Ent]:Y
```

If you decide to cancel, press the [Exit] button.

4. Press the [Enter] button to execute.

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

Items initialized by Factory Reset

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

Making the Power Automatically Turn Off After a Time (Auto Off)

1. Press the [Menu] button.
2. Use the Cursor [◀] [▶] buttons to select "SYSTEM," and then press the [Enter] button.

```
GENERAL:
Auto Off  30min
```

3. Hold down the [Shift] button and use the cursor [◀] [▶] buttons to select "GENERAL."
4. Use the Cursor [◀] [▶] buttons to select "Auto Off" and use the [-] [+] buttons to change the setting.
If you don't want the unit to turn off automatically, choose "OFF" setting.
5. Press the [Exit] button several times to return to the program select screen.

Customizing the Knob and Slider Illumination (LED CUSTOMIZE)

By using the LED Customize settings you can control the way in which the LEDs illuminate regardless of the Part Select status.

1. Press the [Menu] button.
2. Use the Cursor [◀] [▶] buttons to select "LED CUSTOMIZE," and then press the [Enter] button.
3. Use the [-] [+] buttons to specify the LED Customize parameter.
4. Move the knobs and sliders to specify how you want the LEDs to illuminate.
5. Press the [Write] button to save the settings.

MEMO

The LED illumination status changes (all lit ↔ all unlit) each time you hold down the [Shift] button and press the [Program Select] (Init) button in the LED CUSTOMIZE screen.

List of Shortcut Keys

* “[A]+[B]” indicates the operation of “holding down the [A] button and pressing the [B] button.”

Shortcut	Explanation
Part	
[Shift]+ Part On [01]–[04]	Turns part mute on/off (p. 4).
[Arpeggio]+ Part On [01]–[04]	Turns each part's Arpeggio Sw on/off (p. 9).
[Vocoder]+ Part On [01]–[04]	Turns each part's Vocoder Send Sw on/off.
Press Part On [01]–[04] + keyboard twice (to specify the lower and upper limit)	Specifies the key range of each part.
Controllers	
[Shift]+[Modulation] lever	Enters the Modulation LFO setting state. To exit this state, use [Shift] + [Modulation] lever once again.
[Shift] + operate Wheel 1	Displays the Wheel 1 assignment (p. 12).
[Shift] + operate Wheel 2	Displays the Wheel 2 assignment (p. 12).
[Shift]+ operate Pedal 1	Displays the Pedal 1 assignment (p. 12).
[Shift]+ operate Pedal 2	Displays the Pedal 2 assignment (p. 12).
Common section	
[Exit] + controller	Displays the parameter (the value does not change).
[-], [+]	Hold down one button while pressing the other button to make the value change rapidly.
[Shift]+[-] [+]	Makes the value change more greatly.
[Shift]+[◀] [▶]	Moves to the previous/next parameter section.
[Shift]+[MIDI CTRL]	Turns trigger mode on/off (p. 11).
[Shift]+[Menu]	Display Lock on/off. If this is on, the corresponding parameter is not displayed when you move a controller (the value is changed).
[Shift]+[Write]	Displays the LED Customize screen (p. 15).
[Shift]+[Enter]	Executes the Manual function (p. 2).
[Shift]+[Program Select]	Displays the Init screen (p. 7). (In the Arpeggio Edit screen, initializes the arpeggio pattern.)
[Shift]+[Bank]	Displays the Copy screen (p. 7).
[Shift]+[Favorite]	Displays the Favorite Util screen (p. 7).
[Program Select]+[01]–[16]	Selects a program
[Bank]+[01]–[16]	Normally: Switches the program bank (p. 4). Favorites: Switches the favorite bank (p. 7).
[Favorite]+[01]–[16]	Registers the current program number as a favorite (p. 7).
LFO	
[Shift]+ [Tempo Sync]	Analog part: Turns LFO Key Trigger on/off. Digital part: Turns LFO Key Trigger on/off.
[Shift]+ [AMP Depth]	Analog part: No function. Digital part: Adjusts LFO Pan Depth.
OSC1	
[Shift]+[Pitch]	Analog part: No function. Digital part: Adjusts AMP Pan.
Part Select [01]–[04]+[Pitch]	Adjust the pan of each part.
[Shift]+[PW]	Analog part: No function. Digital part: Adjusts OSC PW Shift (Pulse Width Shift).
PITCH ENV	
[Shift]+[Depth]	Analog part: Adjusts Pitch Env Velo Sens (Velocity Sens). Digital part: No function.
FILTER	
[Shift]+[Cutoff]	Analog part: Adjusts FILTER Cutoff Fine. Digital part: No function.
[Shift]+[Key Follow]	Analog part: Adjusts FILTER KF Fine (Key Follow Fine). Digital part: No function.
[Shift]+[Env Depth]	Analog part: Adjusts FILTER Velo Sens (Velocity Sens). Digital part: Adjusts FILTER Velo Sens (Velocity Sens).
AMP	
[Shift]+[Level]	Analog part: Adjusts AMP Velo Sens (Velocity Sens). Digital part: Adjusts AMP Velo Sens (Velocity Sens).
Part Sel [01]–[04]+[AMP Level]	Adjust the volume of each part.
EFFECTS	
[Shift]+[TFX 1 On]	Displays the TFX 1 screen (TFX1 Sw setting does not change).
[Shift]+[TFX 2 On]	Displays the TFX 2 screen (TFX2 Sw setting does not change).
[Shift]+[Part MFX On]	Displays the Part MFX screen (Part MFX Sw setting does not change).

Shortcut	Explanation
PATTERN SEQ	
[Shift]+[01]–[16] [Pattern Length]+[01]–[16]	Use the [01]–[16] buttons to move the region (measures) of performance data that is displayed (p. 8).
[01]–[16] + knob (during Step REC2)	Records the knob operation at the specified step (position) (p. 8).
Keyboard + [01]–[16] (during Step REC2)	Records the keyboard note at the specified step (position).
[Shift]+[Erase]	Displays the Pattern Erase menu (p. 9).
[Erase]+Part On [01]–[04]	Displays the Pattern Erase menu and assigns the specified part as the target for erasure (p. 9).
[Erase]+[01]–[16]	Erases the all recorded data included in the specified step of the applicable Step REC part (p. 8).
[Erase] + knob	During Realtime Erase: Assigns the knob data as the target for erasure (p. 8).
[Shift]+[Step REC]	Displays the Step REC setting screen (p. 8). (The Step REC status does not change)
[Shift]+[Realtime REC]	Displays the Realtime REC setting screen (p. 8). (The Realtime REC status does not change)
[Shift]+[Tap]	Displays the tempo parameter.
At the left side of the keyboard	
[Shift]+OCTAVE [Up] [Down]	Sets Tone Common Oct Shift (Octave Shift).
[Shift]+[Key Hold]	Switches the Kbd Velocity setting (Real ↔ fixed value (default:127)) (p. 12).
[Shift]+[Arpeggio]	Displays the arpeggio screen (p. 9). (The arpeggio switch does not change)

➔ For details on the parameters, refer to “Parameter Guide (English)” (PDF).

Error Messages

If an incorrect operation is performed, or if processing could not be performed as you specified, an error message appears. Refer to the explanation for the error message that appears, and take the appropriate action.

Message	Meaning	Action
Incorrect File!	The SMF being imported cannot be loaded into the JD-XA.	SMF data containing time signature data other than 4/4 cannot be loaded into the JD-XA. Correct the time signature data of the SMF. Set the SMF being imported to Format 0.
USBMem NotReady!	The USB flash drive is not inserted, or is inserted incompletely. The USB flash drive was removed after you selected data that was on the USB flash drive. The format of the USB flash drive is invalid.	Turn off the unit, firmly insert the USB flash drive, and then turn on the unit once again (p. 4). Use the JD-XA to format the USB flash drive (p. 14).
Read Error!	Data could not be read from the USB flash drive. The file is damaged.	Make sure that the USB flash drive is correctly connected. Also make sure that you're using a USB flash drive sold by Roland. Do not use this file.
Write Error!	Data could not be written to the USB flash drive. The format of the USB flash drive is invalid.	Make sure that the USB flash drive is correctly connected. Also make sure that you're using a USB flash drive sold by Roland. Use the JD-XA to format the USB flash drive (p. 14).
USB Memory Full!	There is insufficient space on the USB flash drive.	Delete unneeded data.
INT Memory Full!	There is insufficient space on the internal memory.	Either initialize a pattern of an unneeded program and resave it, or save it to a USB flash drive.
Sys Mem Damaged!	The contents of the JD-XA's save area may be damaged.	Execute the factory reset operation (p. 15). If this does not solve the problem, contact your dealer or customer support.
MIDI Buff Full!	An unusually large amount of MIDI data was received, and could not be processed.	Reduce the amount of MIDI messages that are being transmitted.
MIDI Offline!	The MIDI IN connection was broken.	Check that there is no problem with the MIDI cable connected to the JD-XA's MIDI IN, and that the MIDI cable was not disconnected.
Not Registered!	No favorites have been registered.	Check whether any favorites are registered (p. 7).
No More Regist!	No more favorites have been registered.	Check the currently selected favorite number and the direction ("FAV-UP" or "FAV-DOWN") that's assigned to the pedal (p. 12).
Program Error!	The JD-XA was unable to start up. The program could not be read correctly. Alternatively, the system update program may be invalid.	Use the correct program to perform the update once again. If this does not solve the problem, contact your dealer or customer support.
Now Playing!	Since the JD-XA is playing, this operation cannot be executed.	Stop playback before you execute the operation.

Message	Meaning	Action
Now Recording!	Since the JD-XA is recording, this operation cannot be executed.	Stop recording before you execute the operation.
Rec Overflow!	Since a large amount of recorded data was input all at once, it could not be processed correctly.	Reduce the amount of recorded data.
Pattern Full!	The maximum number of notes that can be recorded in one pattern has been exceeded; the pattern cannot be recorded any further.	Delete unneeded data from the pattern that you're recording.
Not Found!	The file was not found on the USB flash drive.	Make sure that the file exists on the USB flash drive.

Main Specifications

Roland JD-XA: Synthesizer keyboard

Keyboard	49 keys (with velocity and channel aftertouch)
Power Supply	AC adaptor
Current draw	3,000 mA
Dimensions	899 (W) x 388 (D) x 111 (H) mm 35-7/16 (W) x 15-5/16 (D) x 4-3/8 (H) inches
Weight	6.5 kg (excluding AC adaptor) 14 lbs 6 oz
Accessories	Owner's manual AC adaptor Power cord
Options	Keyboard stand (*1): KS-18Z Pedal Switch: DP series Expression Pedal: EV-5 USB Flash Memory (*2) *1 When using the KS-18Z ensure that the height of the unit is one meter or lower. *2 Use USB Flash Memory (supports USB 2.0 Hi-Speed Flash Memory) sold by Roland. We cannot guarantee operation if other products are used.

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

English

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USING THE UNIT SAFELY

WARNING

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

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



Concerning the Auto Off function

The power to this unit will be turned off automatically after a predetermined amount of time has passed since it was last used for playing music, or its buttons or controls were operated (Auto Off function). If you do not want the power to be turned off automatically, disengage the Auto Off function (p. 15).



Use only the stand that is recommended

This unit should be used only with a stand that is recommended by Roland.



Do not place in a location that is unstable

When using the unit with a stand recommended by Roland, the stand must be carefully placed so it is level and sure to remain stable. If not using a stand, you still need to make sure that any location you choose for placing the unit provides a level surface that will properly support the unit, and keep it from wobbling.



WARNING

Precautions regarding placement of this unit on a stand

Be sure to follow the instructions in the Owner's Manual carefully when placing this unit on a stand (p. 18).

If it is not set up properly, you risk creating an unstable situation which could lead to the unit falling or the stand toppling, and may result in injury.



Use only the supplied AC adaptor and the correct voltage

Be sure to use only the AC adaptor supplied with the unit. Also, make sure the line voltage at the installation matches the input voltage specified on the AC adaptor's body. Other AC adaptors may use a different polarity, or be designed for a different voltage, so their use could result in damage, malfunction, or electric shock.



Use only the supplied power cord

Use only the attached power cord. Also, the supplied power cord must not be used with any other device.



CAUTION

Use only the specified stand(s)

This unit is designed to be used in combination with specific stands (KS-18Z) manufactured by Roland. If used in combination with other stands, you risk sustaining injuries as the result of this product dropping down or toppling over due to a lack of stability.



Evaluate safety issues before using stands

Even if you observe the cautions given in the owner's manual, certain types of handling may allow this product to fall from the stand, or cause the stand to overturn. Please be mindful of any safety issues before using this product.



Handle the ground terminal carefully

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



Precautions concerning use of phantom power supply

Always turn the phantom power off when connecting any device other than condenser microphones that require phantom power. You risk causing damage if you mistakenly supply phantom power to dynamic microphones, audio playback devices, or other devices that don't require such power. Be sure to check the specifications of any microphone you intend to use by referring to the manual that came with it.



(This instrument's phantom power: 48 V DC, 10 mA Max)

IMPORTANT NOTES

Placement

- Do not allow objects to remain on top of the keyboard. This can be the cause of malfunction, such as keys ceasing to produce sound.
- Depending on the material and temperature of the surface on which you place the unit, its rubber feet may discolor or mar the surface.

Repairs and Data

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

Additional Precautions

- Any data stored within the unit can be lost as the result of equipment failure, incorrect operation, etc. To protect yourself against the irretrievable loss of data, try to make a habit of creating regular backups of the data you've stored in the unit.
- Roland assumes no liability concerning the restoration of any stored content that has been lost.
- Never strike or apply strong pressure to the display.
- Use only the specified expression pedal (EV-5; sold separately). By connecting any other expression pedals, you risk causing malfunction and/or damage to the unit.
- Do not use connection cables that contain a built-in resistor.

Using External Memories

- Please observe the following precautions when handling external memory devices. Also, make sure to carefully observe all the precautions that were supplied with the external memory device.
 - Do not remove the device while reading/writing is in progress.
 - To prevent damage from static electricity, discharge all static electricity from your person before handling the device.

Intellectual Property Right

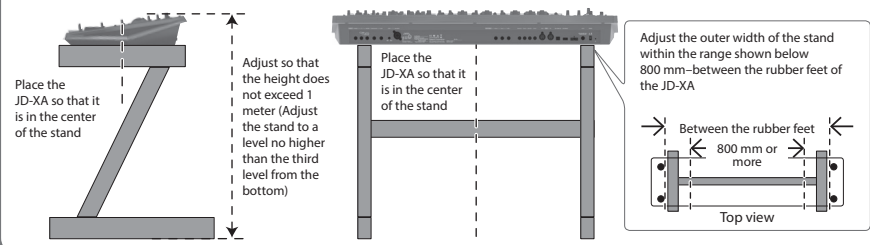
- It is forbidden by law to make an audio recording, video recording, copy or revision of a third party's copyrighted work (musical work, video work, broadcast, live performance, or other work), whether in whole or in part, and distribute, sell, lease, perform, or broadcast it without the permission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

- MMP (Moore Microprocessor Portfolio) refers to a patent portfolio concerned with microprocessor architecture, which was developed by Technology Properties Limited (TPL). Roland has licensed this technology from the TPL Group.
- ASIO is a trademark and software of Steinberg Media Technologies GmbH.
- This product contains eCROS integrated software platform of eSOL Co., Ltd. eCROS is a trademark of eSOL Co., Ltd. in Japan.
- Roland, SuperNATURAL are either registered trademarks or trademarks of Roland Corporation in the United States and/or other countries.
- Company names and product names appearing in this document are registered trademarks or trademarks of their respective owners.

Placing the JD-XA on a Stand

If you want to place the JD-XA on a stand, use the Roland KS-18Z. Be careful not to pinch your fingers when setting up the stand. Place the instrument on the stand as follows.

KS-18Z



For the U.K.

IMPORTANT: THE WIRES IN THIS MAINS LEAD ARE COLOURED IN ACCORDANCE WITH THE FOLLOWING CODE.

BLUE: NEUTRAL
BROWN: LIVE

As the colours of the wires in the mains lead of this apparatus may not correspond with the coloured markings identifying the terminals in your plug, proceed as follows:

The wire which is coloured BLUE must be connected to the terminal which is marked with the letter N or coloured BLACK.
The wire which is coloured BROWN must be connected to the terminal which is marked with the letter L or coloured RED.
Under no circumstances must either of the above wires be connected to the earth terminal of a three pin plug.

For the USA

FEDERAL COMMUNICATIONS COMMISSION RADIO FREQUENCY INTERFERENCE STATEMENT

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

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

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
- (2) this device must accept any interference received, including interference that may cause undesired operation.

This equipment requires shielded interface cables in order to meet FCC class B limit.

Any unauthorized changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

For Canada

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

For Korea

사용자 안내문

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

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



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For EU Countries



- UK** This symbol indicates that in EU countries, this product must be collected separately from household waste, as defined in each region. Products bearing this symbol must not be discarded together with household waste.
- DE** Dieses Symbol bedeutet, dass dieses Produkt in EU-Ländern getrennt vom Hausmüll gesammelt werden muss gemäß den regionalen Bestimmungen. Mit diesem Symbol gekennzeichnete Produkte dürfen nicht zusammen mit den Hausmüll entsorgt werden.
- FR** Ce symbole indique que dans les pays de l'Union européenne, ce produit doit être collecté séparément des ordures ménagères selon les directives en vigueur dans chacun de ces pays. Les produits portant ce symbole ne doivent pas être mis au rebut avec les ordures ménagères.
- IT** Questo simbolo indica che nei paesi della Comunità europea questo prodotto deve essere smaltito separatamente dai normali rifiuti domestici, secondo la legislazione in vigore in ciascun paese. I prodotti che riportano questo simbolo non devono essere smaltiti insieme ai rifiuti domestici.
Ai sensi dell'art. 13 del D.Lgs. 25 luglio 2005 n. 151.
- ES** Este símbolo indica que en los países de la Unión Europea este producto debe recogerse aparte de los residuos domésticos, tal como esté regulado en cada zona. Los productos con este símbolo no se deben depositar con los residuos domésticos.
- PT** Este símbolo indica que nos países da UE, a recolha deste produto deverá ser feita separadamente do lixo doméstico, de acordo com os regulamentos de cada região. Os produtos que apresentem este símbolo não deverão ser eliminados juntamente com o lixo doméstico.
- NL** Dit symbool geeft aan dat in landen van de EU dit product gescheiden van huishoudelijk afval moet worden aangeboden, zoals bepaald per gemeente of regio. Producten die van dit symbool zijn voorzien, mogen niet samen met huishoudelijk afval worden verwijderd.
- DK** Dette symbol angiver, at i EU-lande skal dette produkt opsamles adskilt fra husholdningsaffald, som defineret i hver enkelt region. Produkter med dette symbol må ikke smides ud sammen med husholdningsaffald.
- NO** Dette symbolet indikerer at produktet må behandles som spesialavfall i EU-land, iht. til retningslinjer for den enkelte regionen, og ikke kastes sammen med vanlig husholdningsavfall. Produkter som er merket med dette symbolet, må ikke kastes sammen med vanlig husholdningsavfall.
- SE** Symbolen anger att i EU-länder måste den här produkten kasseras separat från hushållsavfall, i enlighet med varje regions bestämmelser. Produkter med den här symbolen får inte kasseras tillsammans med hushållsavfall.
- FI** Tämä merkintä ilmaisee, että tuote on EU-maissa kerättävä erillään kotitalousjätteistä kunkin alueen voimassa olevien määräysten mukaisesti. Tällä merkinnällä varustettuja tuotteita ei saa hävittää kotitalousjätteiden mukana.
- HU** Ez a szimbólum azt jelenti, hogy az Európai Unióban ezt a terméket a háztartási hulladéktól elkülönítve, az adott régióban érvényes szabályozás szerint kell gyűjteni. Az ezzel a szimbólummal ellátott termékeket nem szabad a háztartási hulladék közé dobni.
- PL** Symbol oznacza, że zgodnie z regulacjami w odpowiednim regionie, w krajach UE produktu nie należy wyrzucać z odpadami domowymi. Produktów opatrzonych tym symbolem nie można utylizować razem z odpadami domowymi.
- CZ** Tento symbol udává, že v zemích EU musí být tento výrobek sbírán odděleně od domácího odpadu, jak je určeno pro každý region. Výrobky nesoucí tento symbol se nesmí vyhazovat spolu s domácím odpadem.
- SK** Tento symbol vyjadruje, že v krajinách EÚ sa musí zber tohto produktu vykonávať oddelene od domového odpadu, podľa nariadení platných v konkrétnej krajine. Produkty s týmto symbolom sa nesmú vyhazovať spolu s domovým odpadom.
- EE** See sümbol näitab, et EL-i maades tuleb see toode olemprügist eraldi koguda, nii nagu on igas piirkonnas määratletud. Selle sümboliga märgitud tooteid ei tohi ära visata koos olmeprügiga.
- LT** Šis simbolis rodo, kad ES šalyse šis produktas turi būti surenkamas atskirai nuo buitinių atliekų, kaip nustatyta kiekvienoje regione. Šiuo simboliu paženklinėti produktai neturi būti išmetami kartu su buitinėmis atliekomis.
- LV** Šis simbols norāda, ka ES valstīs šo produktu jāievāc atsevišķi no mājsaimniecības atkritumiem, kā noteikts katrā reģionā. Produktus ar šo simbolu nedrīkst izmest kopā ar mājsaimniecības atkritumiem.
- SI** Ta simbol označuje, da je treba proizvod v državah EU zbirati ločeno od gospodinjskih odpadkov, tako kot je določeno v vsaki regiji. Proizvoda s tem znakom ni dovoljeno odlagati skupaj z gospodinjskimi odpadki.
- GR** Το σύμβολο αυτό υποδηλώνει ότι στις χώρες της Ε.Ε. το συγκεκριμένο προϊόν πρέπει να συλλέγεται χωριστά από τα υπόλοιπα οικιακά απορρίμματα, σύμφωνα με όσα προβλέπονται σε κάθε περιοχή. Τα προϊόντα που φέρουν το συγκεκριμένο σύμβολο δεν πρέπει να απορρίπτονται μαζί με τα οικιακά απορρίμματα.

DECLARATION OF CONFORMITY Compliance Information Statement

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

有关产品中所含有害物质的说明

本资料就本公司产品中所含的特定有害物质及其安全性予以说明。

本资料适用于2007年3月1日以后本公司所制造的产品。

环保使用期限



此标志适用于在中国国内销售的电子信息产品，表示环保使用期限的年数。所谓环保使用期限是指在自制造日起的规定期限内，产品中所含的有害物质不致引起环境污染，不会对人身、财产造成严重的不良影响。

环保使用期限仅在遵照产品使用说明书，正确使用产品的条件下才有效。
不当的使用，将会导致有害物质泄漏的危险。

产品中有害物质的名称及含量

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

本表格依据SJ/T 11364的规定编制。

○：表示该有害物质在该部件所有均质材料中的含量均在GB/T 26572 规定的限量要求以下。

×：表示该有害物质至少在该部件的某一均质材料中的含量超出GB/T 26572的限量要求。

(企业可在此处，根据实际情况对上表中打“×”的技术原因进行进一步说明。)

お問い合わせの窓口

● 製品に関するお問い合わせ先

ローランドお客様相談センター **050-3101-2555**

電話受付時間： 月曜日～金曜日 10:00～17:00 (弊社規定の休日を除く)

※IP電話からおかけになって繋がらない場合には、お手数ですが、電話番号の前に“0000”
(ゼロ4回)をつけてNTTの一般回線からおかけいただくか、携帯電話をご利用ください。

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● 最新サポート情報

製品情報、イベント／キャンペーン情報、サポートに関する情報など

ローランド・ホームページ <https://www.roland.com/jp/>

ボス・ホームページ <https://www.boss.info/jp/>



Roland Service Centers and Distributors

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

<http://roland.cm/service>



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