JU-06A

Roland

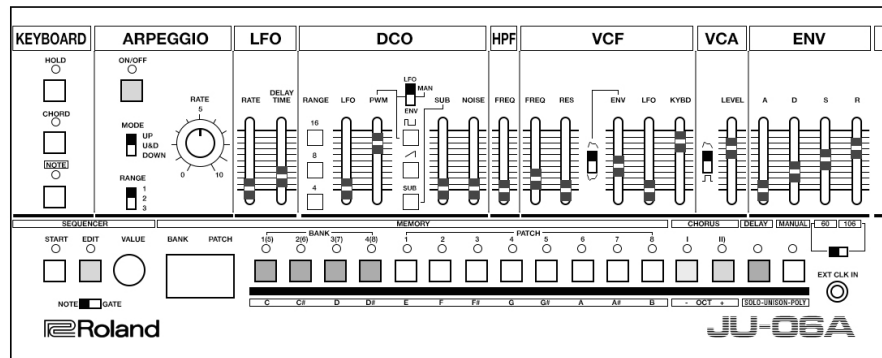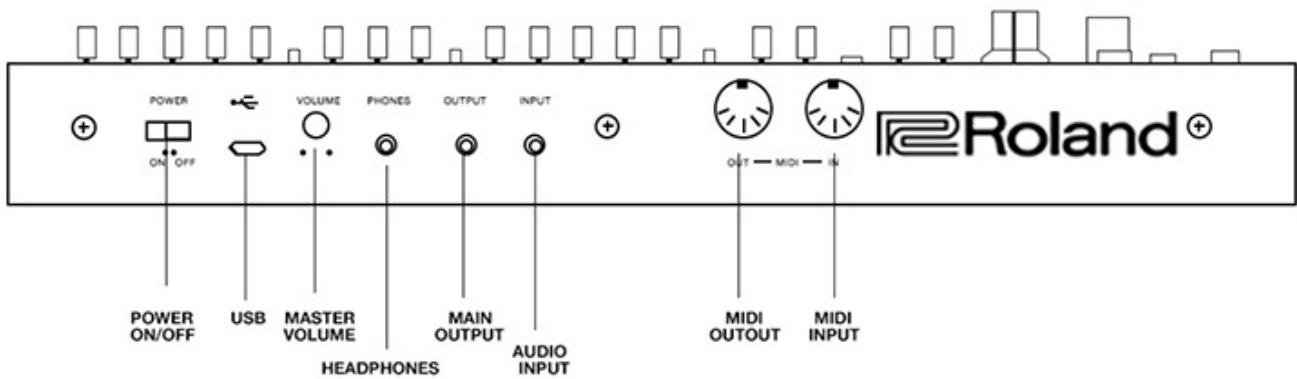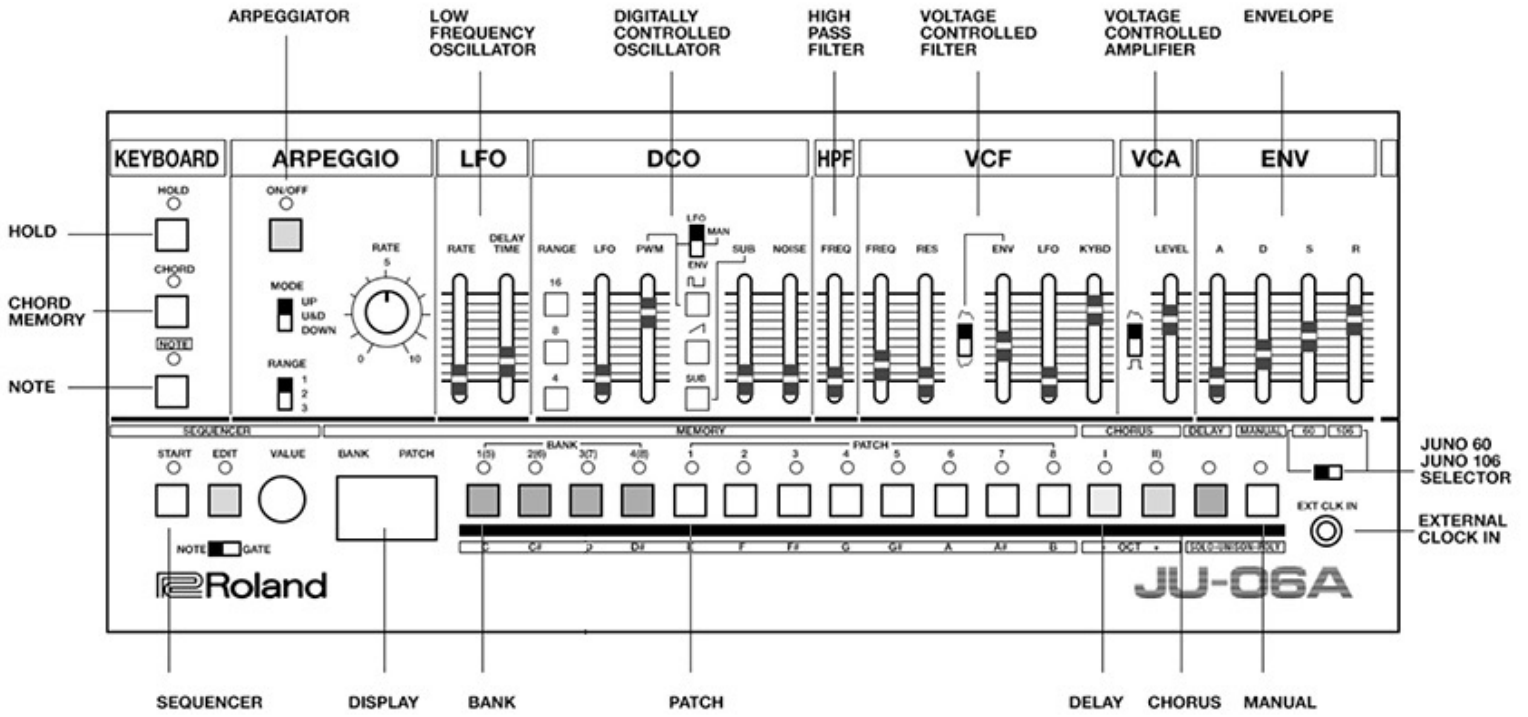## Operation Manual

NOTES

This is not an official document from the Roland Corporation or anyone employed by, or associated with Roland at all. This is a remix of the leaflet that comes with the Roland JU-06A sound module. It's a re edsign by Sunshine Jones for clarity, and utility. It was made with love, and intended to be distributed free of charge. If someone is trying to charge you for this document, give them a piece of your mind and then head over to http://sunshine-jones.com and score it for free.

Version 0.01C   March 2021
Blank patch notes added for rev C

Top panel (front)

ARPEGGIATOR   **LOW FREQUENCY OSCILLATOR**   **DIGITALLY CONTROLLED OSCILLATOR**   **HIGH PASS FILTER**   **VOLTAGE CONTROLLED FILTER**   **VOLTAGE CONTROLLED AMPLIFIER**   **ENVELOPE**

| KEYBOARD | ARPEGGIO | LFO | DCO | HPF | VCF | VCA | ENV |

HOLD

CHORD MEMORY

NOTE

HOLD   CHORD   NOTE

ON/OFF

MODE   UP   U&D   DOWN

RANGE   1 2 3

RATE   5   0   10

RATE   DELAY TIME

RANGE   LFO   PWM   LFO   MAN   ENV   SUB   NOISE

16   8   4   SUB

FREQ

FREQ   RES   ENV   LFO   KYBD

LEVEL

A   D   S   R

SEQUENCER   MEMORY   CHORUS   DELAY   MANUAL   60   106

START   EDIT   VALUE   BANK   PATCH

BANK   1(5)   2(6)   3(7)   4(8)

PATCH   1 2 3 4 5 6 7 8

CHORUS   I   II

NOTE / GATE

C   C#   D   D#   E   F   F#   G   G#   A   A#   B   OCT -   OCT +   SOLO/UNISON/POLY

Roland

JU-06A

JUNO 60 JUNO 106 SELECTOR

EXT CLK IN

EXTERNAL CLOCK IN

SEQUENCER   DISPLAY   BANK   PATCH   DELAY   CHORUS   MANUAL

Bottom panel (rear)

POWER ON/OFF   USB   VOLUME   PHONES   OUTPUT   INPUT   OUT MIDI IN   Roland

POWER ON/OFF   USB   MASTER VOLUME   HEADPHONES   MAIN OUTPUT   AUDIO INPUT   MIDI OUTOUT   MIDI INPUT

The JU-06A is a sound module that can be used in conjunction with the K-25m keyboard unit (sold separately). The sound can be heard through the built-in speakers.

The JU-06A can operate on batteries or on USB bus power. If you are using batteries, insert four AA batteries, making sure that the batteries are oriented correctly.
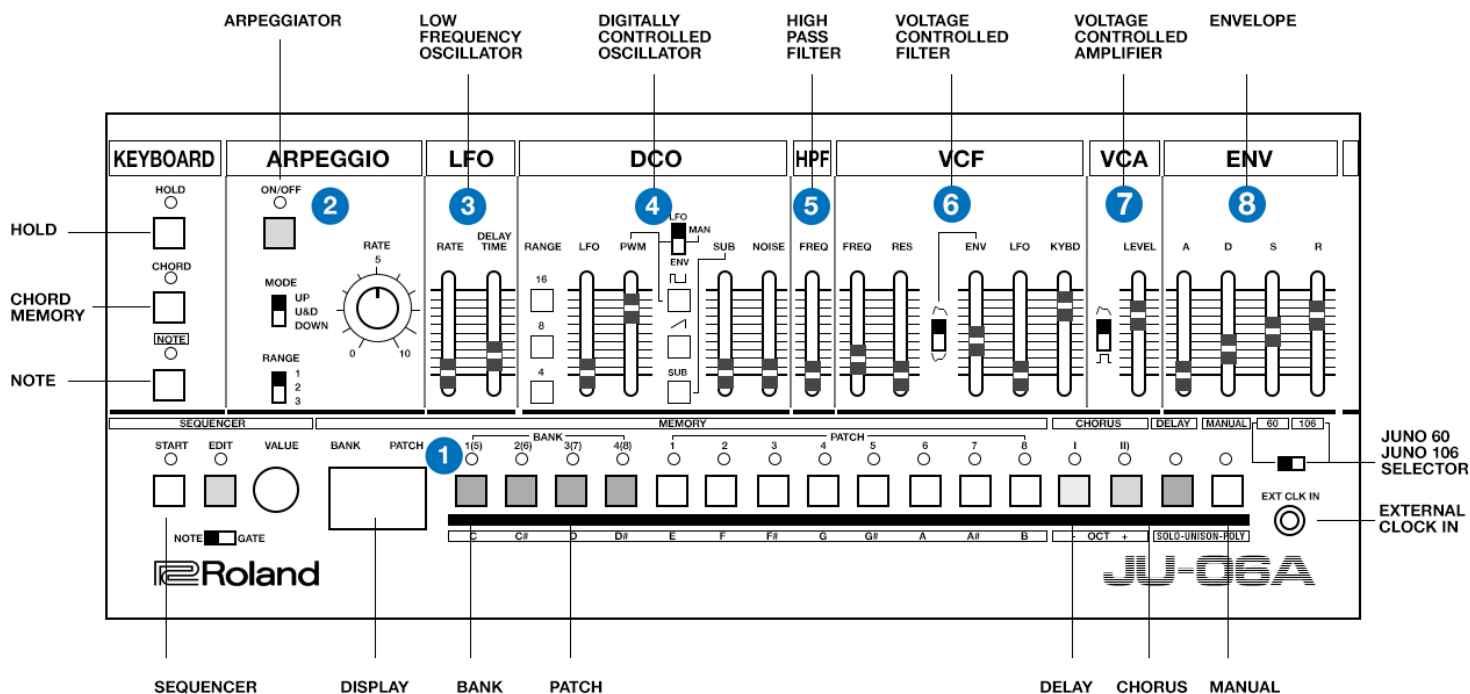
When turning the unit over, be careful so as to protect the buttons and knobs from damage. Also, handle the unit carefully; do not drop it.

When the batteries run low, the display indicates "bLo." Please install fresh batteries.

Using the JU-06A in conjunction with the DK-01 Boutique Dock (sold separately)
For installation / removal / angle adjustment, refer to the DK-01's Owner's Manual.

Using the JU-06A with the K-25m keyboard unit (sold separately)
For installation / removal / angle adjustment,, refer to the K-25m's Owner's Manual.

Playing the JU-06A via MIDI or USB
You can also play the JU-06A via MIDI or USB. For details, refer to "Rear Panel (Connecting Your Equipment)."

TOP PANEL

1 KEYBOARD

CONTROLLER	EXPLANATION
[HOLD] button	If you press this button to make it light, the sound of the key you played most recently continues to be heard even after you release your hand. If you play a different key while hold is applied, the sound also changes.
[CHORD] button	Turns chord memory on.
[NOTE] button	If you press this button to make it light, the 10 step buttons can be used as a keyboard. For details, refer to "Using the Buttons as a Keyboard (NOTE)".

2 ARPEGGIO

[ON/OFF] button	Turns the arpeggiator on/off.
[MODE] switch	Selects the arpeggiator mode. UP (upward) U&D (up and down) DOWN (down)
[RANGE] switch	Selects the range the arpeggiator spans. 1–3 octaves

[RATE] knob	Specifies the note length for each step of the arpeggiator. 4 (quarter note) 4t (quarter note triplet) 8 (8th note) 8t (8th note triplet) 16 (16th note) 16t (16th note triplet) 32 (32nd note) 32t (32nd note triplet) 64 (64th note) 64t (64th note triplet)

3 LFO
Here you can create cyclic change (modulation) in the sound.

CONTROLLER	EXPLANATION
[RATE] slider	Specifies the LFO's modulation speed.
[DELAY TIME] slider	Specifies the time from when the tone sounds until the LFO reaches its maximum amplitude.

4 DCO
Here you can select the waveform that determines the character of the sound, and specify its pitch.

CONTROLLER	EXPLANATION
RANGE [16] [8] [4] buttons	Specifies the octave of the oscillator.
[LFO] slider	Allows the **3** LFO to modulate the pitch, producing a vibrato effect
[PWM] slider	When the [LFO/MAN/ENV] switch is "MAN" (MANUAL) Adjusts the value of the pulse width. When the [LFO/MAN/ENV] switch is "LFO" Adjusts the depth of modulation produced by the LFO. When the [LFO/MAN/ENV] switch is "ENV" Adjusts the depth of modulation produced by the ENV. WHAT IS PULSE WIDTH? Pulse width is the amount of the upper portion of the pulse wave, expressed as a percentage of the overall wavelength. If the upper and lower widths are not the same, the waveform is called an asymmetric pulse wave.
[LFO/MAN/ENV] switch	Selects whether the pulse width value is the fixed value specified by the [PWM] slider (MAN), is modulated by the **3** LFO (LFO), or is modulated by the **8** ENV (envelope).
[SQUARE/PULSE]	Selects the waveform that is the basis of the sound.

Button (Square wave/Asymmetrical pulse wave).
[SAW/RAMP] Button

[SUB] Button   Turns the sub-oscillator on/off.

[SUB] Slider   Adjusts the volume of the sub oscillator.

[NOISE] Slider   Adjusts the volume of the noise.

5 HPF
This is a high-pass filter that passes the high frequencies and cuts the low frequencies.

CONTROLLER	EXPLANATION
[FREQ] slider	Specifies the cutoff frequency of the high-pass filter. Frequency components below the cutoff frequency are cut.

6 VCF
This is a low-pass filter that passes the low frequencies and cuts the high frequencies.

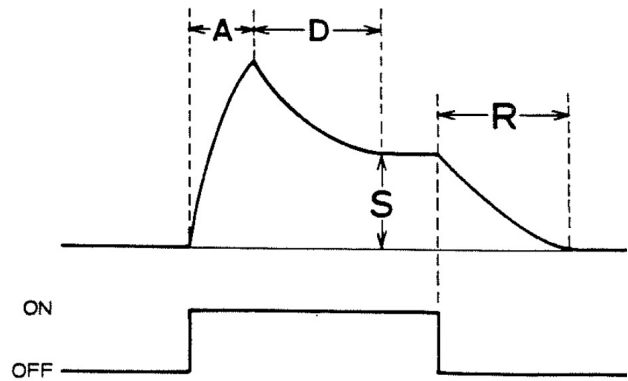| CONTROLLER	EXPLANATION
[FREQ] slider	Specifies the cutoff frequency of the low-pass filter. Frequency components above the cutoff frequency are cut, making the sound mellower.
[RES] slider	Resonance boosts the sound in the region of the filter's cutoff frequency. Higher settings produce stronger emphasis, creating a distinctively "synthesizer-like" sound.
[POLARITY] switch	Selects the polarity (direction) of the envelope.
[ENV] slider	Adjusts the depth by which the **8** ENV (envelope) controls the cutoff frequency.
[LFO] slider	Uses the **3** LFO to vary the cutoff frequency.
[KYBD] slider	Adjusts the way in which the pitch of the note affects the cutoff frequency (key follow) when using the keyboard to control cutoff frequency. If this slider is moved upward, the cutoff frequency rises as you play higher notes.

7 VCA
Here you can adjust the amount of time-varying change (envelope) for the volume.

CONTROLLER	EXPLANATION
[ENV/GATE] switch	Selects whether the volume is controlled by **8** ENV (envelope) or by the gate signal.
[LEVEL] slider	Adjusts the volume of the patch.

8 ENV
Here you can create time-varying change (envelope).

CONTROLLER	EXPLANATION
[A] slider	Attack time
[D] slider	Decay Time
[S] slider	Sustain time
[R] slider	Release time

9 SEQUENCER

CONTROLLER	EXPLANATION
[START] button	Makes the sequencer play (lit) or stop (unlit).
[EDIT] button	Lets you edit the step sequencer.
[NOTE/GATE] switch	Switches the target of editing (note number or gate time).
[VALUE] knob	Use this to edit values.

10 COMMON SECTION
Here you can switch the sound (patch/bank).

CONTROLLER	EXPLANATION
Display	Shows the bank number and patch number.
	During patch editing, a decimal point " . " is shown at the right of the patch number.
	If the SEQUENCER [EDIT] button is lit, this shows the tempo or the sequencer value that you're editing.

BANK [1(5)]-[4(8)]
buttons
PATCH [1]-[8] buttons

What is "Patch/Bank"?
Here you can save or recall 64 sounds taken from the JUNO-60 (8 patches × 8 banks) and another 64 sounds taken from the JUNO-106.

To switch the bank/patch
1. Press the BANK [1 (5)]–[4 (8)] buttons to switch the bank. Each time you press the same bank button, you alternate between banks 1–4 and 5–8.

To select banks 5–8, you can also hold down the bank (5–8) that you want to

select and then press another bank button to select it.

2. Press the PATCH [1]–[8] buttons to switch the patch.
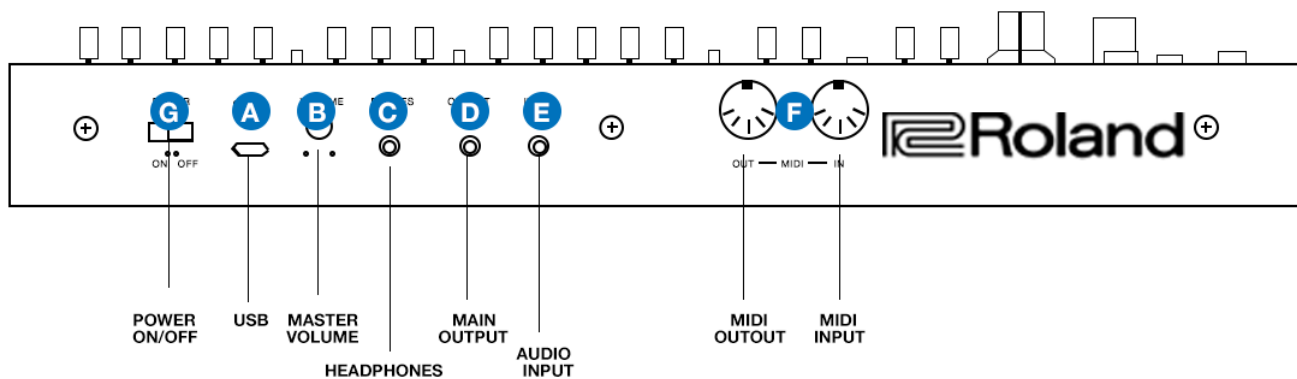
To store the patch
* When you edit a patch, a dot appears in the display. 1-1.

1. Press the save-destination BANK [1 (5)]–[4 (8)] button. Each time you press the same bank button, you alternate between banks 1–4 and 5–8.

To select banks 5–8, you can also hold down the bank (5–8) that you want to select and then press another bank button to select it.

2. Long-press the save-destination PATCH [1]–[8] button.

[CHORUS I] button [CHORUS II] button	Turns the chorus effect- I/II On/Off.
[DELAY] button	Turns the delay effect On/Off.
[MANUAL] button	Causes sound to be produced according to the current settings of the sliders.
[60/106] switch	Switches between JUNO-60 sounds and JUNO-106 sounds.
EXT CLK IN jack	Inputs a clock signal from an external device. You can make the sequencer's steps advance in synchronization with the clock (pulse) that is input.

REAR PANEL

A MICRO USB PORT

Use a commercially available USB 2.0 cable (A-micro B) to connect
this port to your computer. It can be used to transfer USB MIDI and
USB audio data.

You must install the USB driver when connecting the JU-06A to your computer. Download the USB
driver from the Roland website. For details, refer to Readme.htm which is included in the download -
https://www.roland.com/support/

B [VOLUME] knob
Adjusts the tone.

C PHONES jack
Connect headphones (sold separately) here.

D OUTPUT jack
Connect this jack to your amp or monitor speakers.

E MIX IN jack
This is the audio input jack. Sound from the connected device is
output from the OUTPUT jack and PHONES jack.

F MIDI port
You can play the JU-06A by connecting a MIDI device via a
commercially available MIDI cable.

G [POWER] switch
This turns the power on/off.

TURNING THE JU-06A ON

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.

When handling the sound module while adjusting its angle or during installation into the K25M or Base unit, please be careful not to get your fingers pinched between the movable part and the unit. In places where small children are present, make sure that an adult provides supervision and guidance. Once a kid sees that these can be adjusted, they'll be sure to want to try it too. This can be treacherous for small fingers, so either keep the unit out of the case, or up and safely away from offspring when you aren't with them, cool?

Don't use any old micro USB charger cable. Charge-only cables cannot transmit data. You want to get a proper USB Micro Type B cable as opposed to something in a drawer that came with your phone.

USING THE BUTTONS AS A KEYBOARD

If you don't have a midi controller, or the K25 keyboard attachment, you can still play the JU-06A as an instrument without anything else. It's odd, but it's also nice to be able to just bring it with you, and nothing else.

1. Press the KEYBOARD [NOTE] button to make it light. Step buttons [1]–[12] are lit.

2. Perform by pressing step buttons [1]–[12].
You can use step buttons [13] and [14] to shift the keyboard's pitch range in one-octave units. You can use step buttons [15] and [16] to switch between solo/unison/poly modes.

MODE	EXPLANATION
SOLO	Plays monophonically.
UNISON	Plays all sounds in unison.
POLY	Plays polyphonically.

USING THE ARPEGGIATOR

The arpeggiator is a welcome addition to the JU-06A. It represents what people seemed to really adore about the Juno-60 (in addition to how wonderful it sounded) but was excluded from the Juno-106. Instead we got an optional MSQ-100 mini sequencer which magnetically mounted right on top, and looked perfect there. It's really a treat that the apreggiator is added to this little replicant. You can play it and adjust it using the internal settings, or you may sync it from midi. Sadly, at this writing, the developers at Roland have overlooked the ability to sync the arpeggiator from the external clock input. This had to have been an error which no one has gotten around to correcting yet. In fact this user's guide took a long time to produce because externally clocking an arpeggiator is one of my personal favorite things to do… advancing the arpeggiator one step per pulse from a pattern programmed on an external machine (like a TR-08) and using live played chords to be played back almost like a sequencer is endless fun and inspiration for me as a musician. And I wanted to write a few pages about this and share the love. I waited a year for Roland to update the firmware, and it didn't happen. No one from Roland even replied. So I gave up the ghost and wrote this user's guide for you anyway. We've waited long enough. IF they ever do update the firmware to include clocking the arpeggiator from the external clock input, I will include the pages I've written about this at that time. For now, it's just a sad tale of error, and if you even read this, may have even bummed you out. Sorry about that.

Here's how you use the arpreggiator:

1. Press the ARPEGGIO [ON/OFF] button to make it light.

2. Use the [MODE] switch to select the arpeggio mode.

UP (upward), U&D (upward & downward), DOWN (downward)

3. Use the [RANGE] switch to specify the range (1–3 octaves) in which the arpeggio plays

4. Use the [RATE] knob to specify the length of the notes.

5. Hold down multiple keys simultaneously.

You can perform while using this function together with chord memory and the [HOLD] button. You can also use the step buttons to play the keyboard. For details, refer to "Using the Buttons as a Keyboard (NOTE)".

Why does it say "ARPEGGIO" and you keep calling it an arpeggiator?
This is a great question. It's possible that it's a translation issue. But an arpeggio is a flourish of notes. An arpeggiator creates these flourishes of notes. So it's common sense that the device which produces arpeggios is not an arpeggio itself, but rather an argpeggiator which then produces arpeggios or arpeggiation. Got it? Cool.

CHORD MEMORY

Chord memory has been around since the 70's. Early synths were capable of it, but we didn't see a lot of use of it unitl the 80's. Think of Kevin Saunderson's infectious keys on Inner City's 'Good Life' and what would come to be the classic "rave" chord sound. That's chord memory. We program more than one note to play with the touch of one key and the result is a chord being played. It's fun to memorize a progression to play coplex chords with one finger, or to just make a chord and then play that chord all over the whole keyboard and get that MKS/Sampler chord sound for rave-o-matic party fun! Chord memory is really useful in many creative ways. Explore it. See what you can do with it besides using it as a robot piano player for chords you can't remember. Maybe a bass note with two higher notes? Mess around. Get inspired.

 1. Press the [CHORD] button to make it light.
2. Play a key.

You can use the [HOLD] button to make the sound continue.
You can also use the step buttons as a keyboard.
For details, refer to "Using the Buttons as a Keyboard (NOTE)".

1. Selecting a Chord Memory
2. Press the [NOTE] button to make it go dark.
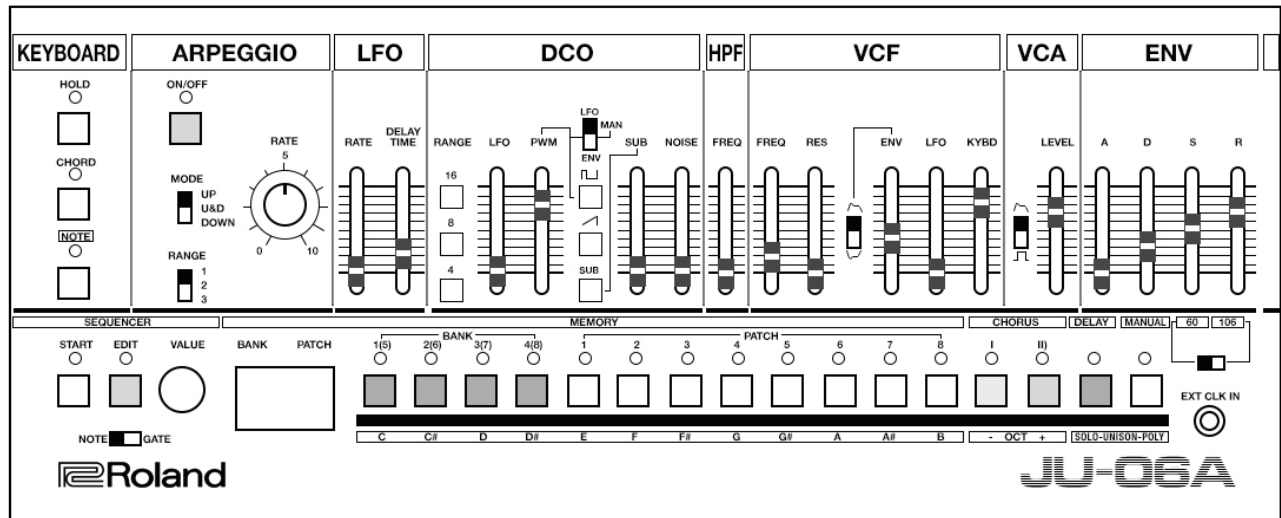3. Hold down the [CHORD] button and press a step button [1](c1)–[16](c16).

* You can also make a selection by holding down the [CHORD] button and turning the [VALUE] knob.

EDITING A CHORD MEMORY

Select the chord memory (c1–c16) that you want to edit.
Press the [NOTE] button to make it light.
Hold down the [CHORD] button and press the [1]–[14] buttons as desired.
Use these buttons to edit the settings of the selected chord memory.

BUTTON   EXPLANATION

[1]-[12]   Specify the notes of the chord (C-B)
[13],[14]   Change the octave

You can also edit the chord memory by holding down the [CHORD] button and pressing keys on the K-25m.

USING STEP SEQUENCER MODE
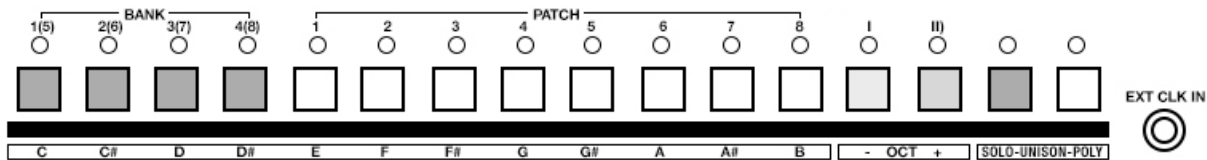
What is a step sequencer?
The step sequencer lets you input a note at each of up to 16 steps, and play back the notes as a loop. change the number of steps between 1 and 16. Up to 16 patterns can be stored.

What's that mean? Well, it means you can program patterns into the JU-06A and switch between them and make songs, or sets, or whatever you want. It's dope.

Limitations are that we still can't pattern chain, something of an oversight which I do not understand. Chaining patterns is when we press two or three patterns at the same time and then the sequencer will play all of them in a row. So if you wanted to play a bassline which was 32 steps long, program the first half into pattern 2 and the second half into pattern 3 and to play the whole thing back you would press patterns 2 and 3 and then they would play the whole thing. 2, then 3, and then 2, and then 3 etc. But this can't do that. So blah.

Further, whenever the sequencer receives midi clock, it will start playing. This has disturbed many users and every few days someone asks "How do I make it not play?" It's not just Roland. The Moog Mother 32 does the same thing, and I disliked their software so much that I didn't even keep it. Even with a blank pattern in position 1, the sequencer needed to be manually stopped in order to play sound from it remotely. This made performing with the Mother 32 cumbersome, and tedious. So I accepted that while it sounded amazing, it was made by people who do not play live. So I bailed.

The solution to this problem on the JU-06A (and all of the roland boutique synths) is to simply erase pattern 1. Keep it blank, and save it that way. You erase it be going into sequence mode, and pressing all the keys until none of them are lit up. Then save. This leaves us with a blank pattern 1. And so when you send midi clock to the synth, it won't start playing the bassline to "Charlie Says" and scare you to death.

Step button [1]–[16]

In step sequencer mode, the [1]–[16] buttons are called "step buttons."

SELECTING/PLAYING PATTERNS

1. Hold down the [START] button and press a [1]–[16] button to select a pattern.
The display shows the pattern number.

* You can also select a pattern by holding down the [START] button and turning the [VALUE] knob.

2. Press the [START] button to play the pattern.
Each time you press the button, the pattern plays or stops. You can also select the next pattern while a pattern is playing. When the current pattern finishes playing, the next pattern starts playing.

CHANGING THE TEMPO

1. Press the SEQUENCER [EDIT] button to make it light. The display indicates the tempo.

2. Use the [VALUE] knob to change the tempo.

TURNING STEPS ON/OFF

1. Press the SEQUENCER [EDIT] button to make it light.

2. Press the step [1]–[16] buttons that you want to turn on/off.

Lit (on): The note that is entered for the step will play.
Unlit (off): The note that is entered for the step will not play.

You can choose whether turning a step off makes that step a rest or causes playback to skip that step and proceed to the next step (refer to "Sequencer Settings").

ENTERING A PATTERN WITH AUTOMATICALLY ADVANCING STEPS

1. Hold down the SEQUENCER [EDIT] button and press the [START] button.
Step button [1] blinks, the display indicates "S 1," and the unit is in step entry mode.

2. Press the KEYBOARD [NOTE] button to make it blink.

3. Use step buttons [1]–[12] to enter the pitch.
The gate time value will be 50.

4. The step advances automatically each time you play a note. When you have entered 16 steps, entry mode ends.

If using the K-25m enter notes using the keyboard of the K-25m instead of steps 2–3.

ENTERING/EDITING NOTES

Press the SEQUENCER [EDIT] button to make it light.

Set the [NOTE/GATE] switch to the "NOTE" position.

Hold down the step button for which you want to enter a note, and use the [VALUE] knob to select the note number.

The display shows the note number.

You can also select a note number by holding down a step number and playing a note on the keyboard of the K-25m.

By holding down multiple step buttons and turning the [VALUE] knob, you can enter the same note number for all of the buttons that you're holding down.

A lit step button indicates note-on, and an unlit step button indicates note-off.

ENTERING/EDITING THE GATE TIME

1. Press the SEQUENCER [EDIT] button to make it light.

2. Set the [NOTE/GATE] switch to the "GATE" position.

3. While holding down the step button at which you want to enter a gate, use the [VALUE] knob to select the gate time.
The display indicates the value.

By holding down multiple step buttons and turning the [VALUE] knob, you can enter the same gate time for all of the buttons that you're holding down.

ENTERING A TIE

1. Press the SEQUENCER [EDIT] button to make it light.

2. Hold down the step button for which you want to enter a tie, and press the SEQUENCER [EDIT] button.

You can enter a tie for the following step as well by pressing the SEQUENCER [EDIT] button again. If you turn a step button off, that step's tie is deleted.

SAVING

If you modified the settings, the modified settings are lost if you turn off the power or select another patch, chord memory, or pattern.
If you want to keep the changes that you made, perform the Write operation.

* KEYBOARD and ARPEGGIO settings are not saved.

SAVING A PATCH

If you modify the patch settings, a decimal point appears in the display. 1-1.

1. Press the save-destination BANK [1 (5)]–[4 (8)] button.

Each time you press the same bank button, you alternate between banks 1–4 and 5–8.
To select banks 5–8, you can also hold down the bank (5–8) that you want to select and press a different bank button.

2. Long-press the save-destination PATCH [1]–[8] button. When the data is saved, the indicator blinks.

KEYBOARD and ARPEGGIO settings are not saved in the patch.

SAVING A CHORD MEMORY

If you modify the chord memory settings, a decimal point appears in the display. c 1.

1. Press the [NOTE] button to make it go dark.

2. Hold down the [CHORD] button and long-press a step button [1]–[16].
When the data is saved, the indicator blinks.
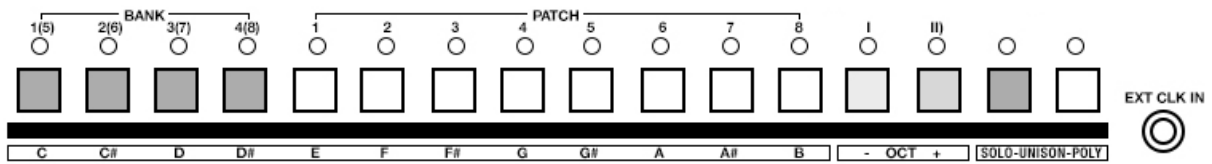
SAVING A PATTERN

If you modify the pattern settings, a decimal point appears in the display. P 1.

1. Hold down the SEQUENCER [START] button and long-press a step button [1]–[16]. When the data is saved, the indicator blinks.

EDITING

Numeric buttons [1]–[16]
In edit mode, the 16 numeric buttons shown in the illustration are called buttons [1]–[16].

PATCH PARAMETERS

1. Press the SEQUENCER [EDIT] button to make it go dark.

2. Hold down the [MANUAL (16)] button and select a parameter by pressing one of the numeric buttons shown in the following table.
3. Use the [VALUE] knob to edit the value.

4. Press the [MANUAL (16)] button once again to exit patch parameter editing.

BUTTON	PARAMETER	VALUE/EXPLANATION
[1]	Portamento Switch	Smoothly changes the pitch from the first-played note to the next-played note. OFF, ON
[2]	Portamento Time	Adjusts the time over which the portamento pitch change occurs. 0-255
[3]	Bend Range	Specifies the pitch bend range in semitone units. OFF, 1-24
[4]	Tempo Sync	Synchronizes the LFO's RATE or the DELAY's TIME to the tempo. OFF, ON
[5]	LFO Waveform	Switches the LFO waveform. Tri (Triangle wave), Sqr (Square wave), SA1 (Sawtooth wave1), SA2 (Sawtooth wave2), Sin (Sine wave), rd1 (Random wave1), rd2 (Random wave2)
[6]	LFO Key Trigger	Specifies whether the LFO cycle is aligned with the timing at which you play the key (on) or is not aligned (off). OFF, On

                                                    * Saved as a patch setting.

DELAY PARAMETERS

1. Press the SEQUENCER [EDIT] button to make it go dark.

2. Hold down the [DELAY (15)] button and select a parameter by pressing one of the numeric buttons shown in the following table.

3. Use the [VALUE] knob to edit the value.

4. Press the [DELAY (15)] button once again to exit delay parameter editing.

BUTTON	PARAMETER	VALUE/EXPLANATION
[1]	Delay Level	Adjusts the volume of the delay sound. 0-15
[2]	Delay Time	Adjusts the time by which the sound is delayed. 0-15
[3]	Delay Feedback	Adjusts the amount of feedback (delay repeats). 0-15

*   Saved as a patch setting.

SEQUENCER SETTINGS

1. Hold down the SEQUENCER [EDIT] button and select a parameter by pressing one of the numeric buttons shown in the following table.

2. Use the [VALUE] knob to edit the value.

3. Press the SEQUENCER [EDIT] button once again to exit sequencer settings editing.

BUTTON	PARAMETER	VALUE	
[1]	Shuffle	Adjusts the timing of the notes for even-numbered steps. -50 - 50	
[2]	Step Order Type	Specifies how the step sequencer plays.	
		NOR	Play forward from the first step
		EOR	Exchange even-numbered steps with odd-numbered steps during playback
		ODD	Play odd-numbered steps
		EVN	Play even-numbered steps
		O-E	Play odd-numbered steps, and then even-numbered steps
		E-O	Play even-numbered steps, and then odd-numbered steps
		RND	Play steps randomly
[3]	Off Step Mode	Specifies how steps that are turned off will play.	
		RST	Play a rest
		SKP	Advance to the next step without playing
[5]	Last Step	Specifies the length of steps that are played L1 - L16	
[6]	Scale	Specifies the note length (scale) of each step. 2T (half note triplet 4 (quarter note) 4T (quarter note triplet) 8 (8th note) 8T (8th note triplet) 16 (16th note) 16T (16th note triplet) 32 (32nd note)	

Shuffle, Step Order Type, and Off Step Mode settings return to their default values when the power is turned off.

Last Step and Scale settings are saved with pattern settings.

SYSTEM SETTINGS

1. Hold down the ARPEGGIO [ON/OFF] button and select a parameter by pressing one of the numeric buttons shown in the following table.

2. Use the [VALUE] knob to select the value.

3. Press the ARPEGGIO [ON/OFF] button once again to confirm the value and exit system settings.

BUTTON	PARAMETER	VALUE	EXPLANATION
[1]	Master Tune	433-448hz	Specifies the master tuning. Default 440 Hz
[2]	MIDI Channel 1-16		Specifies the MIDI transmit/ receive channel (1-16)
[3]	MIDI Clock Source	At (Auto)	If MIDI clock is being input to the MIDI IN connector or the USB port, the JU-06A's tempo will automatically synchronize to MIDI clock (default).
		INT (Internal)	The JU-06A operates at the tempo specified on the unit itself. Choose the "INTERNAL" setting if you don't want to synchronize to an external device.
		MID (MIDI)	Always synchronize to the MIDI clock received from the MIDI IN connector.
		USB	Always synchronize to the MIDI clock received from the USB port.
[4]	Transpose *2	-6 - 5	Transposes the keyboard range in semitones. Default: 0
[5]	Key Velocity *1		Specifies how the sound engine responds to velocity data (the force with which you play a note). * This setting also applies to the MIDI output when you play the K-25m.
		TCH (Touch)	The sound engine responds to velocity data.
		64	Regardless of the velocity, the sound engine always operates with a fixed value (64 or 127).
		127	Default: 127

[6]	Velocity Curve *1	Sets the keyboard's touch.	
		LHT (Light)	Sets the keyboard to light touch.
		MED (Medium)	This is the standard keyboard touch setting (default).
		HVY (Heavy)	Sets the keyboard to a heavy touch.
[7]	Auto Off	30	The power turns offautomatically after 30 minutes (default value). Auto Off does not occur while USB-connected.
[8]	LED Demo	OFF	Specifies the time until the LED DEMO is shown.
		1 (1 min)	Default: 3 min
		3 (3 min)	
		10 (10 min)	
[9]	Chain Mode	Although the JU-06A is four-note polyphonic, you can increase the polyphony by using a MIDI cable to connect two or more JU-06A units and turning Chain mode on.	
		OFF	If Chain mode is on, the fifth voice and subsequent notes are passed "thru" via MIDI OUT.
		ON	Default: OFF
[10]	Chorus Noise	OFF (Noise Off)	Specifies the amount of noise when chorus is on. OrG (ORIGINAL) reproduces the noise of the original JUNO's chorus (default value).
		HLF (Half)	
		ORG (Original)	
[11]	Control Change	OFF	Specifies the output destination of the MIDI messages that are transmitted.
		USB	when you edit patch settings (operate the panel).
		MID	Default: USB
		ALL	

| [12] | Arpeggiator Style | 1 | Specifies how the arpeggio plays. 1 (Type 1) reproduces the arpeggio of |
| | | 2 | the original JUNO-60 (default value). |

*1 Only when using the K-25m keyboard unit (sold separately)
Specifies the time until the LED DEMO is shown. Default: 3 min

*2 This setting applies to keyboard performance using the step buttons and to performance using the K-25m keyboard unit.

RETURNING TO THE FACTORY SETTINGS

Here's how to return the JU-06A to its factory-set state.

1. While holding down the BANK [1] button, turn on the power. The ARPEGGIO [ON/OFF] button blinks. If you decide to cancel the factory reset, turn off the power.

2. Press the ARPEGGIO [ON/OFF] button to execute the factory reset. 3. When all buttons blink, turn the JU-06A's power off, then on again.

DATA BACKUP/RESTORE

Backup
1. Connect your computer to the JU-06A's USB port via USB cable.

2. While holding down the BANK [2] button, turn on the power.
It takes about 20 seconds to prepare the drive.

3. Open the "JU-06A" drive on your computer.
The backup files are located in the "BACKUP" folder of the "JU-06A" drive.

4. Copy the backup files into your computer.

5. After copying is completed, eject the USB drive.

Windows 8/7
Right-click on the "JU-06A" icon in "My Computer" and execute "Eject."

Mac OS
Drag the "JU-06A" icon to the Trash icon in the Dock.

6. Turn the JU-06A power off.

Restore

1. As described in the procedure for "Backup" Step 1–3, open the "JU-06A" drive on your computer.

2. Copy the JU-06A backup files into the "RESTORE" folder of the "JU-06A" drive.

3. After copying is completed, eject the USB drive and then press the ARPEGGIO [ON/OFF] button.

4. After the LEDs have completely stopped blinking, turn off the power.

FIXED BATTERY OPERATION MODE

This mode makes the unit operate on batteries without switching to bus power supply even when the USB port is connected.
This lets you use the unit even with a USB port that is not able to supply power.

1. While holding down the PATCH [1] button, turn on the power.

* If you handle batteries improperly, you risk explosion and fluid leakage. Make sure that you carefully observe all of the items related to batteries that are listed in "USING THE UNIT SAFELY" and "IMPORTANT NOTES" (leaflet "USING THE UNIT SAFELY").

CONTROL SURFACE MODE

This makes the unit operate as a control surface. The JU-06A does not produce sound.
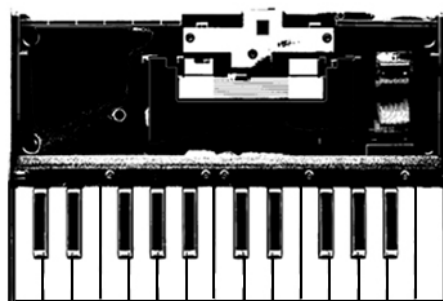1. While holding down the PATCH [8] button, turn on the power.

MAIN SPECIFICATIONS

Roland JU-06A Sound Module

Maximum Polyphony	4 Voices
Power Supply	Ni-MH battery (AA, HR6) x4, Alkaline battery (AA, LR6) x4, USB bus power
Current Draw	500 mA (USB bus power)
Dimensions	300 (W) x 128 (D) x 49 (H) mm 11-13/16 (W) x 5-1/16 (D) z 1-15/16 (H) Inches
Weight	995 g / 2lbs 4 oz (including batteries)
Accessories	Owner's Manual, Leaflet "Using The Unit Safely", AA Batteries x4
Options	

ROLAND DK-01
BOUTIQUE MODULE DOCK

ROLAND K-25M
BOUTIQUE MODULE KEYBOARD

MICRO USB POWER SUPPLY
WALL ADAPTER UNIT FOR STAND ALONE OPERATION

JU-06A PATCH NOTES

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