

Waveforms

You can select the output waveform of the DCO. (Each of them can be switched on and off individually.)

PWM Mode Switch

To select the pulse width controlling signal.

Pulse Width Modulation Knob

<MANUAL> When the PWM Mode Switch is set to MAN, this knob sets the pulse width ratio.
<LFO> When the same Switch is set to LFO, this knob sets the depth of the modulation.

LFO Modulation Knob

It adjusts the depth of the vibrato effect.

Range Selector Switches

These switches are used to shift the range of the keyboard. (1 octave up or down)

Delay Time Knob

This determines the time required for the LFO modulation (Vibrato or Grawl effect) to start.

RATE Knob

This controls the rate of the LFO.

Assign Mode Switches

Poly 1: for usual performance
Poly 2: for performance with portamento effect.

Key Transpose Button

Hold this button down and press the key to which you want to transpose.

Portamento Time

Volume Knob

This controls the Volume.

Portamento Switch

Band Sens Knob

This control sets the maximum effect of the BENDER.

LFO Sens Knob

This sets the depth of the Bender modulation.

Bender Lever

Moving this lever to the left or right changes the pitch, and pushing it backward will result in vibrato effect.

Noise Level Knob

This is the volume knob for another sound source, Noise.

Sub Oscillator Level Knob

This adjusts the Sub Oscillator's volume.

HPF Cutoff Frequency Knob

As you raise the knob, fundamental and low frequency harmonics are cut off. (The sound is getting brighter.)

Cutoff Frequency Knob

As you lower the knob, high frequency harmonics are cut off. (The sound is getting softer.)

Resonance Knob

This emphasizes the Cut-off Point (creating unusual sounds.)

Polarity Switch

This determines the polarity of the Envelope. (Negative polarity is for special effect.)

ENV Modulation Knob

This adjusts the level of the ENV signal which controls the Cutoff Point of the VCF.

LFO Modulation Knob

This adjusts the depth of the growl/wah effects.

Key Follow Knob

As you lower the knob, the difference of the tone colors between different notes becomes larger.

Control Signal Selector Switch

This selects the signal which controls the VCA. (It decides whether to change the volume by using ENV signal or Gate signal.)

VCA Level Knob

This controls the volume level in writing mode.

Attack Time Knob

This controls the time needed for the voltage to reach its maximum level after the key is pressed.

Decay Time Knob

This determines the time needed for the voltage to reach the Sustain level.

Sustain Level Knob

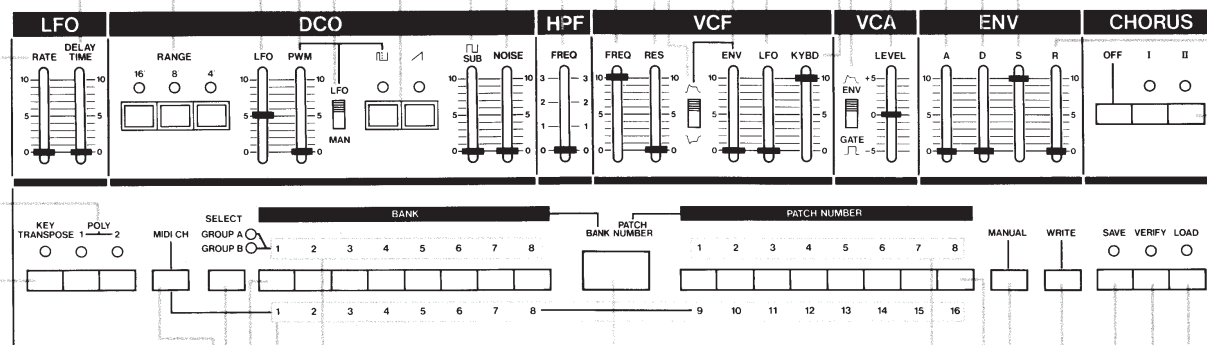
This determines the Sustain level to which the voltage falls at the end of the Decay time.

Release Time Knob

This sets the time required for the sound to finally fade out after the key is released.

Chorus Mode Switch

The effect becomes stronger from left to right, that is II is stronger than I. It is not possible to use I and II at the same time.



BANK NUMBER

MIDI Channel Numbers

With the MIDI Channel Button depressed, the Bank Buttons and Patch Number Buttons will serve as MIDI Channel Number Setting Buttons (1 to 16).

Bank Number/MIDI Channel Number Button

This is used to select a Bank or change the Channel Numbers (1 to 8).

Bank Group Selector Button

This selects either Bank Group A or B.

MIDI Channel Button

Pressing this Button will cause the Display Window to show the current Channel Number. To change MIDI Channels, press an appropriate Bank or Patch Number Button while holding this Button down.

Display Window

This shows Bank/Patch Number, MIDI Channel Number, Manual, Error, Memory Protect, Key (A to G), etc.

Patch Number

Patch Number/MIDI Channel Number Button

This is used to assign a Patch Number or MIDI Channel Number (9 to 16).

Manual Button

Press this button when synthesizing without using a patch program at all.

Load Button

This button is used to load the data onto a tape into the Juno-106's memory.

Verify Button

Press this button when checking the recorded Data.

Save Button

Press this button when saving the patch programs onto a tape.

Write Button

Press this button when storing a patch program into memory.