

JV-XP

EDITOR

USER MANUAL

midiforge

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1. OVERVIEW

JV-XP Editor's is a tool that lets you edit and save the various parameters of your Roland XP/JV series synthesizer. These include all the Patch and Performance parameters (edited in the Patch or Performance mode of the synthesizer). Thanks to the easy-to-use graphic interface, you can edit various parameters of your synthesizer right from your computer – using the mouse to adjust virtual knobs, sliders and buttons and entering values from the computer keyboard. Finally, all the changes you have made can be saved to your computer or transmitted to your synthesizer.

The JV-XP Editor VST, based on the “VST technology” by Steinberg, works as a VST plug-in with any DAW application. Also, it works as the same way as other VST instrument software, allowing you to save the edited settings of your synthesizer, or use them for another project.

This software provides a comprehensive and seamless music production environment – making the use of both hardware and software both easier and much more efficient.



2. DATA STRUCTURE OF THE JV-XP EDITOR

JV-XP Editor let's you create the following data and save them as a single file (extension .syx)

- Current data in the Patch Mode (latest status of the edited Patch)
- Current data in the Performance Mode (consisting of Performance setup and latest status of 16 Patches, including one Rhythm part).
- Current data in the System Mode related to the Scale Tune of 16 Performance Parts and Patch Mode.

Current settings includes the latest settings of the Common and Tone parameters for the Patch last assigned to each of the 1- 16 parts, as well as parameter settings such as pan, volume and effect settings for each part. The JV-XP Editor lets you edit parameters (including Tone parameters) of the Patch assigned to each Part and save the latest edit status as a file or within the application. This means that you can easily recall the latest status of the previous edit simply by opening the JV-XP Editor.

Additionally, the JV-XP Editor lets you create, open, edit and save the following type of files:

- Single Patch files with extension .syx
- Single Rhythm files with extension .syx
- Up to 128 Patches Bank files with extension .syx
- Up to 128 Rhythms Bank files with extension .syx

3. INSTALATION

The zip file contains three files, it is recommended that you keep this file in a safe place on your hard drive. In the zip file are the following elements:

- APPLICATION: JV-XP Editor.exe
- PLUGIN: JV-XP Editor.dll
- MANUAL: JV-XP Editor User Manual.pdf

APPLICATION: Drag the application to any folder on your hard drive.

PLUGIN: Drag the plugin into your common VST plug-ins folder
(For example **C:\Program Files\Steinberg\Vstplugins**).

USER MANUAL: Drag the file to any folder on your hard drive (preferably one where you installed the application).

4. CONFIGURATION

In order to establish communication between the JV-XP Editor and the synthesizer, be sure to configure the following settings:

SYNTHESIZER

SYSTEM → MIDI → RECEIVE MIDI → Bank Select = on

SYSTEM → MIDI → SYS-EXC → Device # = 17

SYSTEM → MIDI → SYS-EXC → Rx. Exc = on

JV-XP EDITOR

Once you have opened the application, press MIDI button to open the MIDI setup window.



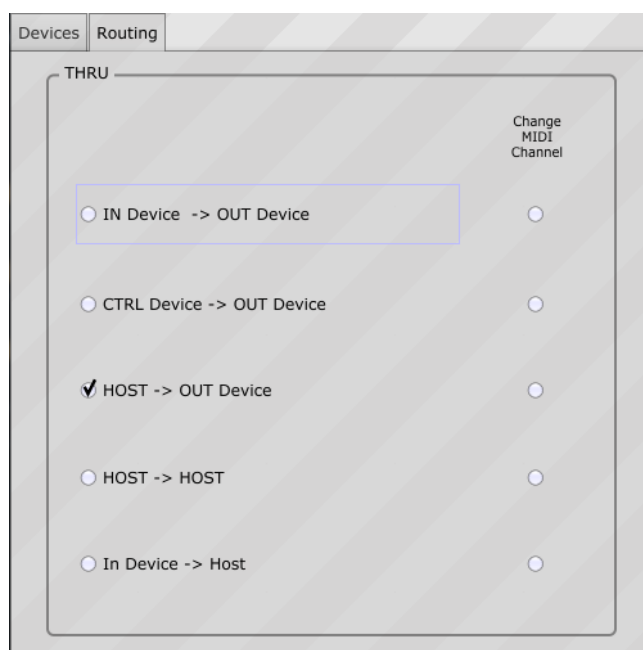
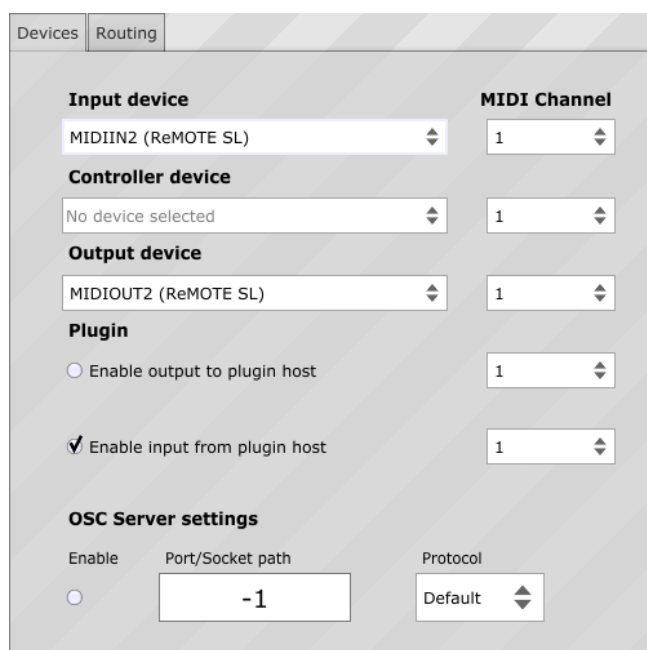
Then, apply the following settings:

Input Device: Port of your MIDI interface that is connected to the MIDI output of your synthesizer.

Input Device Channel: 1.

Output Device: Port of your MIDI interface that is connected to the MIDI input of your synthesizer.

Output Device Channel: 1



PLUGIN

If you are using the VST version of the JV-XP Editor, in addition to the MIDI settings mentioned above, select the following settings:

Enable input from plugin host.

HOST → OUT Device.

IMPORTANT

If the drivers of your MIDI interface are not multi client (ie, can not be used by more than one application simultaneously) you should close within the DAW the MIDI ports of your interface where you have connected the synthesizer, as they will be used exclusively by the JV-XP Editor.

4. CONFIGURATION

Finally, if you have any expansion cards installed in the synthesizer, press EXPANSION BOARDS button to select them.

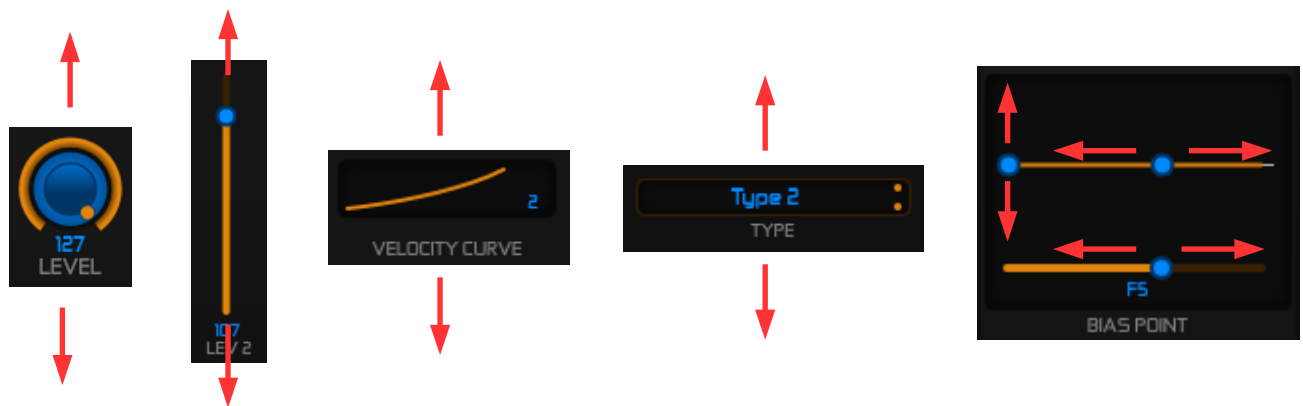


Click on the button for each expansion you want to select and choose the Expansion Card in the bottom menu.



5. USER INTERFACE

5.1 USING THE CONTROLS



Click and drag in the arrow's direction to change the value. If you need a higher accuracy, you can use the mouse wheel.

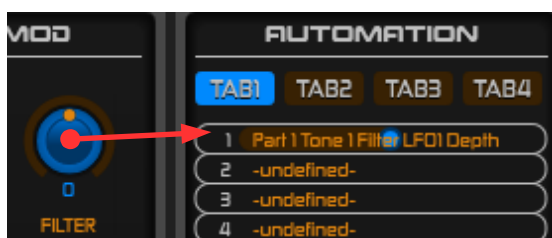
5.2 DEFAULT KNOB POSITION

All knobs and sliders have a default setting, like the pan knob or the octave and note values on the oscillators for example. Double-clicking these controls will make them jump to their default value.

5.3 SELECTING CONTROLS FOR AUTOMATION / JOYSTICK

When using the JV-XP Editor VST, you may want to select some controls to be automated in the DAW. To do so, right-click on the desired control (double right-click with drop down menu parameters) and select Automate from the context menu. The control will be added to the Automation list. Any control from the Automation list is ready to be automated. The label of the automated control will change color to indicate that the parameter is in the Automation list. To remove a parameter from the Automation list, right-click on the parameter (double right-click with drop down menu parameters) from the Automation list or the original control, and select De-Automate.

If you want to add a parameter to the Joystick control, right-click on the parameter (double right-click with drop down menu parameters) , select To Joystick and then choose the zone you wish to use.



5.4 PARAMETER VALUE DISPLAY

Whenever you change the value of a parameter, the new value of this parameter will be displayed on the LCD.

If you want to know the exact value of a parameter without change it, simply place the mouse over the parameter. This will display the value on the LCD.

5. USER INTERFACE

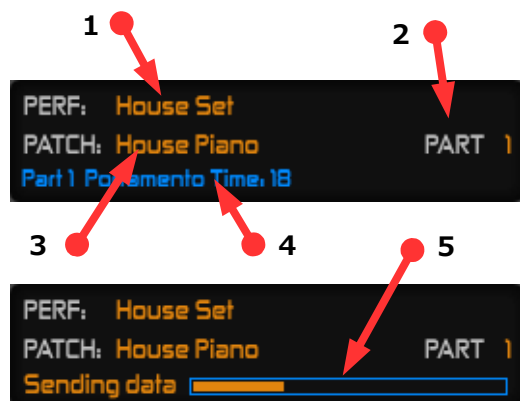
5.5 STATUS



STATUS OFFLINE: Indicates that the MIDI Ports are not set properly and there is no communication between the synthesizer and the JV-XP Editor.

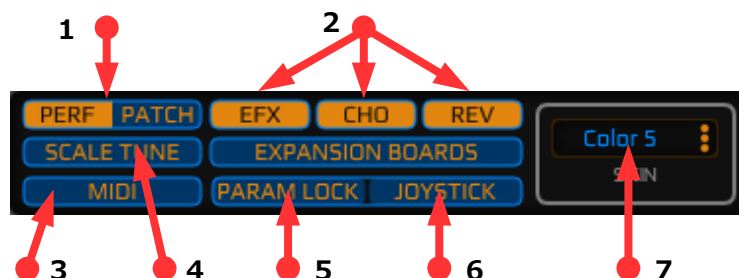
STATUS ONLINE: Indicates that your synthesizer is correctly connected to the JV-XP Editor.

5.6 LCD: This display just shows general information.



- 1: Name of the Performance loaded.
- 2: Currently selected Part.
- 3: Name of the Patch loaded in the selected Part.
- 4: Information about the parameter under the mouse cursor or the last edited parameter.
- 5: Progress bar of a dump operation being performed.

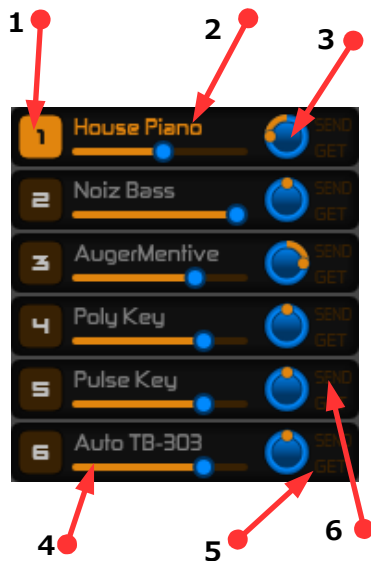
5.7 MENU: In this section you have access to different general settings.



- 1: Change between Performance Mode and Patch Mode.
- 2: Turns on/off the effects processors of the synthesizer.
- 3: Open the MIDI Settings window .
- 4: Turns on/off the Scale Tune switch.
- 5: Open the Parameter Lock window.
- 6: Open the Joystick window.
- 7: Select the user interface skin.

5. USER INTERFACE

5.8 MIXER



1: Part currently selected. Click to select another one. Right-click to copy/paste a Part (Patch data and Performance Part data).

2: Name of the Patch loaded in this Part.

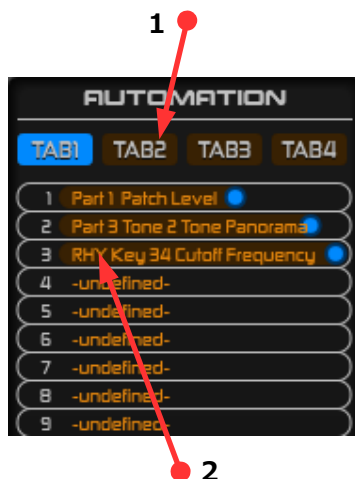
3: Part's Panorama.

4: Part's level.

5: Click to request a Part from the synthesizer.

6: Click to send a Part to the synthesizer.

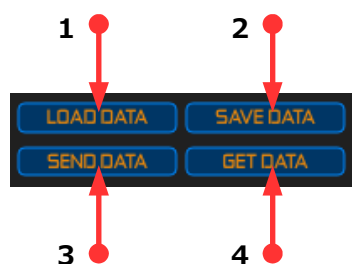
5.9 AUTOMATION TABS



1: Four tabs with 32 assignable parameters each for automation in the DAW.

2: List of automated parameters. Right-click on any parameter to remove it from the list.

5.10 DATA BUTTONS: Here you can manage the data used by the JV-XP Editor.



1: Load a data file from your computer and send it to the synthesizer.

2: Save a data file on your computer.

3: Send current data to the synthesizer.

4: Get data from the synthesizer.

5.11 SCALABLE GUI:

The GUI of JV-XP Editor is scalable. Press Ctrl + + or Ctrl + - to scale the interface. You can also scale the GUI by clicking Ctrl and scrolling with the mouse wheel.

5. USER INTERFACE

Following there is a short description of several features of the JV-XP Editor. To get a detailed description of each parameter function, please refer to the manual of your synthesizer.

5.12 PERFORMANCE SETTINGS



- 1: The EFX settings displayed on this page corresponds to the EFX Source selected. This way you can edit the EFX settings of any source without leaving this page. You can select another EFX Source for display just by clicking on these buttons.
- 2: This graph shows the path signal of the EFX selected.
- 3: Assign the source of EFX / Reverb / Chorus related settings for the Performance. It's similar to EFX Source parameters, but this time for all effects settings. (You can, for instance, have the exact same sound as in Patch mode for each Part of the Performance).

* Keyboard Mode and Clock Source parameters are ignored by JV1080.

** EFX-B Source and EFX-C Source parameters are only recognized by JV2080.

5. USER INTERFACE

5.13 PERFORMANCE PART SETTINGS



- 1: This graph shows the signal path of the Part selected.
- 2: Scale Tune settings for the Part selected.
- 3: This button give access to a list of predefined Scale Tune settings.

* Part Output parameter is only recognized by JV2080.

** Octave Shift, Local Switch and Part Transmit parameters are ignored by JV1080.

5.14 PATCH COMMON SETTINGS



- 1: Patch name of the Part selected. Double-click to enter a new name.
- 2: This graph shows the signal path of Tones 1 & 2.
- 3: This graph shows the signal path of Tones 3 & 4.

* Clock Source parameter is ignored by JV1080.

** Patch Category is only recognized by JV2080 and XP-30.

5. USER INTERFACE

5.15 WAVE SETTINGS



- 1: List of waves of the selected Wave Group for the Tone selected.
- 2: Quick access to Tone Switch of each Tone.
- 3: This graph shows the signal route of the Tone selected.
- 4: Tone that is currently displayed on the Editor. Right-click to copy/paste the selected Tone.
- 5: Select the number of Tones being edited simultaneously.

5.16 TVA SETTINGS



- 1: This graph shows the amplitude envelope of the selected Tone. It can also show the envelope contour of the other Tones.

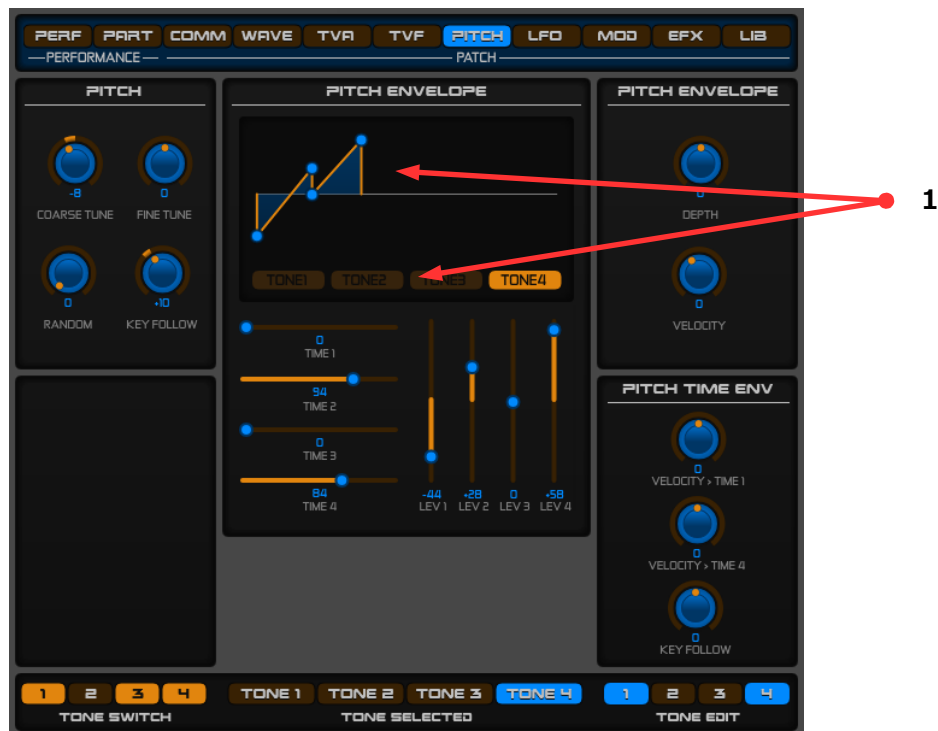
5. USER INTERFACE

5.17 TVF SETTINGS



- 1: This graph shows the filter envelope of the selected Tone. It can also show the envelope contour of the other Tones.
- 2: This graph shows the shape of the filter response of the selected Tone.

5.18 PITCH SETTINGS



- 1: This graph shows the pitch envelope of the selected Tone. It can also show the envelope contour of the other Tones.

5. USER INTERFACE

5.19 LFO SETTINGS



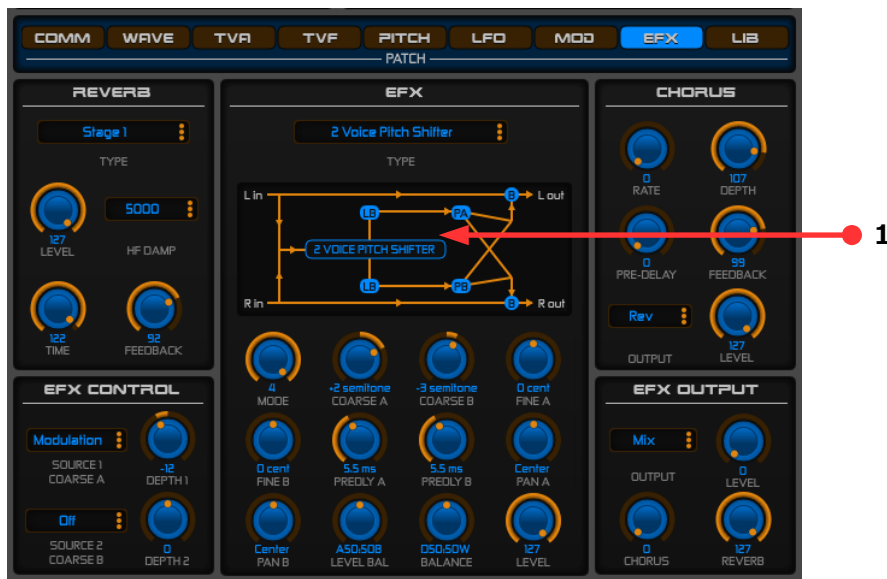
1: Those graphs shows the LFO shapes of the selected Tone.

5.20 CONTROL SOURCE SETTINGS



5. USER INTERFACE

5.21 EFFECTS SETTINGS



1: This graph shows the path signal of the EFX selected.

5.22 PATCH & RHYTHM LIBRARY



- 1: Browse through the banks of Patches and Rhythms available in your synthesizer or the computer.
- 2: Open a bank file from your computer.
- 3: Create a new bank file. The bank will be filled with 128 Initial Patches.
- 4: Two windows to operate with two simultaneous banks.
- 5: Drag & Drop between banks. The source can be any type of bank, while the destination can be any external bank or the User bank of your synthesizer.

Right-click on any bank window to display a context menu that allows to copy, paste and store patches, as well as creating new banks.

5. USER INTERFACE

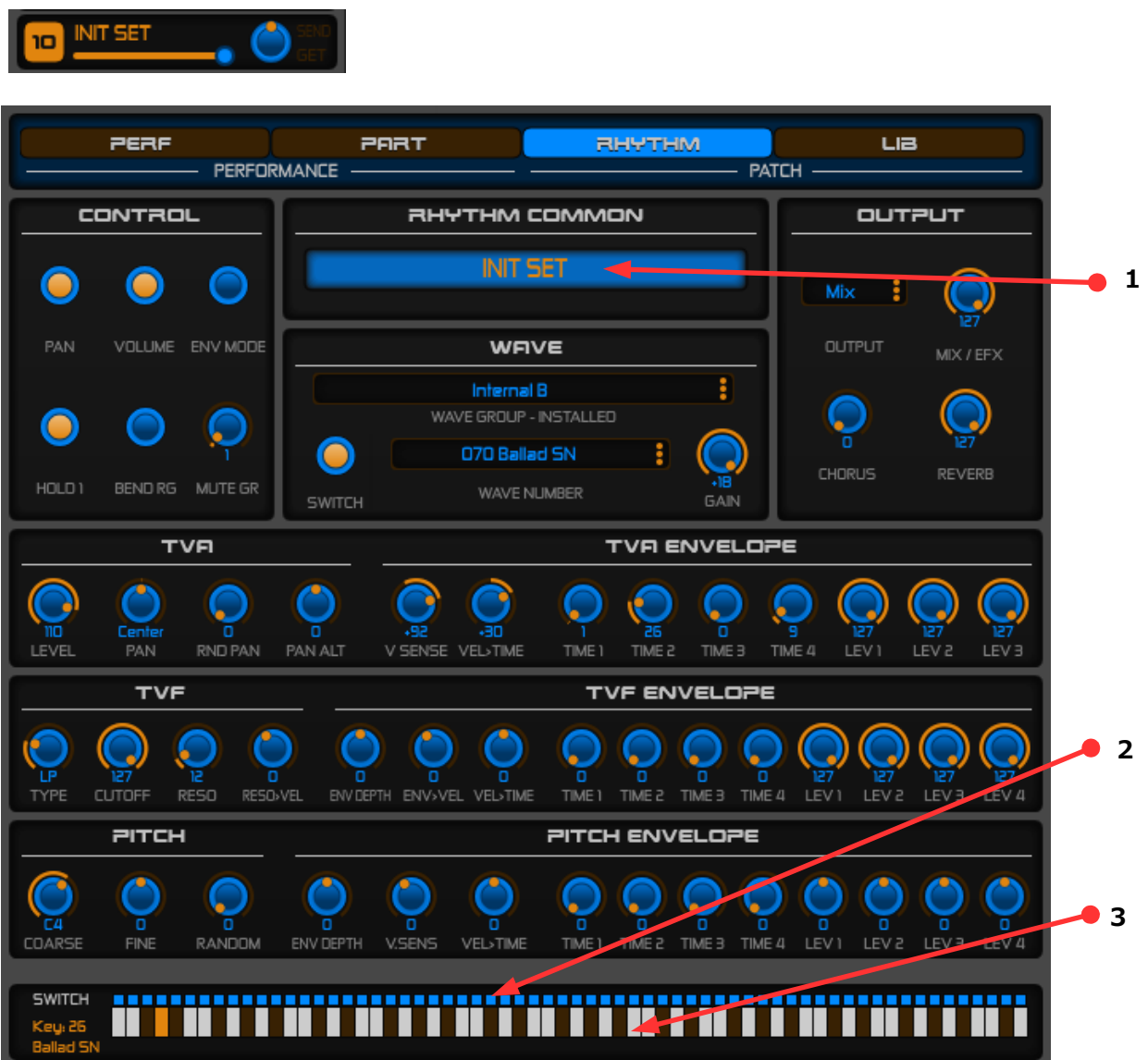
As the JV-XP Editor can work with Patch banks and Rhythm banks, any time you open a bank, the Part selected will change according to the type of bank chosen.

Likewise, when you create a new bank, the Part selected will determine the type of bank that is created.

Switching between the Rhythm part and any Patch part, and vice versa, will reset any bank selected.

5.23 RHYTHM PART

To get access to the Rhythm part, select part 10 in Performance Mode.



- 1: Name of the Rhythm patch loaded. Double-click to change it.
- 2: Quick access to each Rhythm Key's Switch parameter.
- 3: Click on any key in this keyboard to select the Rhythm Key to edit.

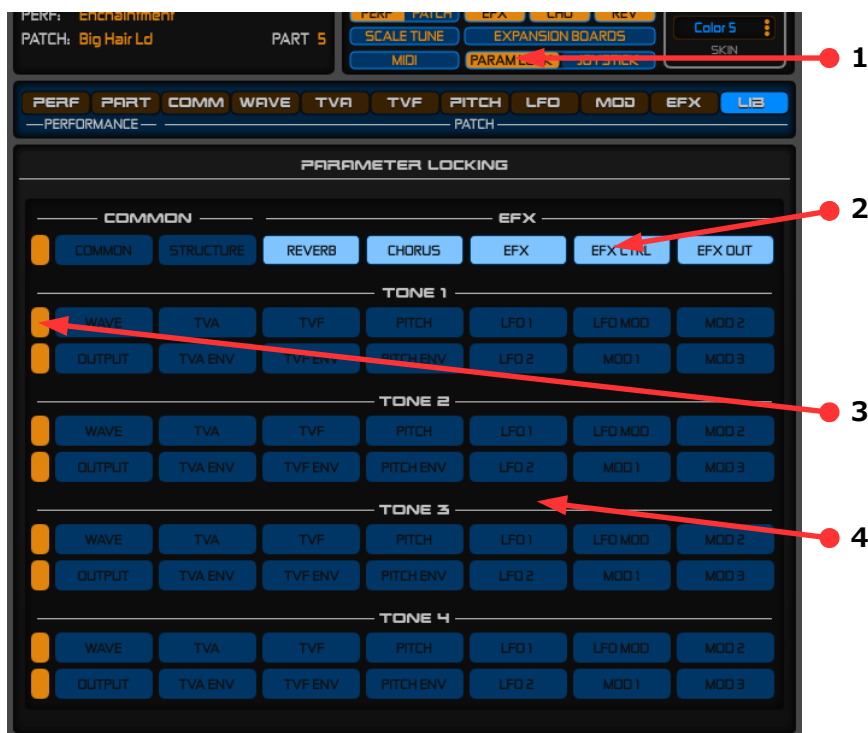
5. USER INTERFACE

5.24 PARAMETER LOCKING

With Parameter Locking, you can choose groups of parameters that will not change when a Patch is loaded or received in the JV-XP Editor. This way you could, for instance, test a predefined effects settings with multiple Patches just by locking the groups of effects parameters and then loading different Patches. Or just the opposite, lock everything except the effects groups and test Patches with the effects settings of any Patch loaded or received afterwards.

These settings are for all Parts, not just the Part selected.

Remember to Unlock all sections once you have finished using this function.



- 1: Click this button to open the Parameter Lock window.
- 2: Click on any label to lock/unlock a group of parameters.
- 3: Click on the left buttons to lock/unlock a row of parameters.
- 4: Right-click to display a menu that allows to Lock/Unlock all sections and reverse the current selection).

5. USER INTERFACE

5.25 PATCH RANDOMIZER & INITIALIZE FUNCTIONS

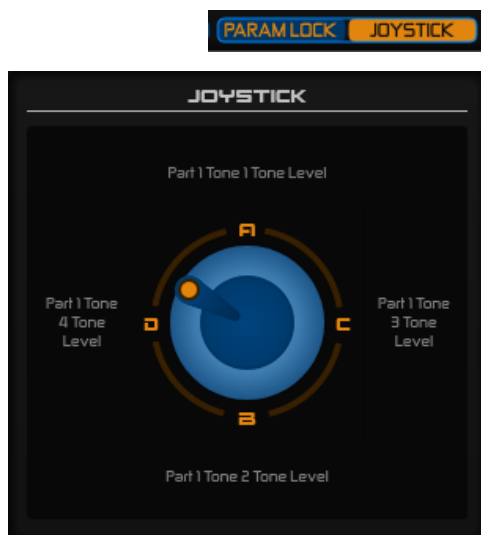
JV-XP Editor provides a Patch Randomizer with several functions to control the process. It can be used in conjunction with Parameter Locking section to select which groups of parameters will be randomized (from the whole Patch to just the Filter Envelope of Tone 2, for instance). You can also select the amount of randomization applied. Bigger values result in a greater amount in the variation of the values for each randomized parameter.

The randomization process is always performed over the same “seed” or source Patch, to ensure that no matter how many times the Patch is randomized, the result is consistent with the seed and amount of randomization selected. By default, the seed is the INIT Patch. If you want to use another seed, just click the “SEED” button at any moment to set the current Patch of the selected Part as the new seed.



- 1: Randomize the Patch of the current Part (except Rhythm part).
- 2: Amount of randomization.
- 3: Click to set the Patch of the current Part selected as the source of randomization.
- 4: Initialize the Patch of the current Part.
- 5: Initialize all Patches from Single and Performance Mode.

5.26 JOYSTICK



With the Joystick, you can choose up to four parameters from any part and modulate them in a vectorial style.

To add a parameter to the Joystick control, right-click on the parameter (double right-click with drop down menu parameters) , select *To Joystick* and then choose the zone you wish to use.

To remove a parameter from a zone of the Joystick, right-click on the Joystick and select the zone to empty.

The joystick parameters can be automated when using the JV-XP Editor VST.