SuperJX OS4.x Editor / Librarian

This is a Ctrlr-Panel to edit and manage patches of the Roland SuperJX synthesizer upgraded with OS4.x from Fred Vecoven. So if you don't have the so-called PWM-Mod fitted to your MKS-70 or JX-10 this editor will be of no use for you. So be sure you have your JX-10 or MKS-70 upgraded with the PWM-Mod before you try to do anything with this Ctrlr-Panel. If you don't know what the PWM-Mod is, have a look at Freds site: http://www.vecoven.com/superix/superix.html

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Requirements

- 1.) A Roland SuperJX vintage synthesizer (either MKS-70 or JX-10)
- 2.) A Computer. Ctrlr provides versions for Mac, Windows and Linux. I can only speak for the Windows version as I have no Mac and no Linux.
- 3.) A MIDI-Interface to connect the synthesizer to the computer. I am using a MOTU Midiexpress
- 4.) SuperJX connected to the MIDI-Interface by 2 MIDI-cables (Out to In and In to Out)

MIDI-Parameters of the SuperJX

It won't work if the MIDI-settings of the synth are not set correctly. That's why we have to check this first. The setting can be stored permanently in the NVRAM of the SuperJX so we only have to do this once.

I refer here to the MKS-70, the Menu of the JX-10 is slightly different because of the masterkeyboard features, but all parameters mentioned here are available on the JX-10 too.

Global MIDI Parameters (midi menu 11 to 18):

Mode: Poly	
Control Channel: 1	< This channel is used to receive Sysex-Data.
Patch Prog Change: RECV	< The MKS-70 will send Prog Changes anyway.
System Exclusive: ON	< we need to be able to send and receive sysex
Sysex APR: ON	< we need to be able to send and receive APR messages
Sysex IPR: ON	< receiving is required, it should be ok to leave it to ON
Tone CC: ON	< receiving is required, it should be ok to leave it to ON

Tone MIDI Parameters (midi menu 21 to 25 for Tone A and 31 to 35 for Tone B):				
CHANNEL A (and B): 1	< It is easiest to set both channels to 1			
PROG CHANGE: RECV	< sending not needed on MKS-70, on JX-10 set it to ON			
AFTERTOUCH: RECV	< sending not needed on MKS-70, on JX-10 set it to ON			
MIDI VOLUME: RECV	< sending not needed on MKS-70, on JX-10 set it to ON			
MODULATION: RECV	< sending not needed on MKS-70, on JX-10 set it to ON			
<u>midi menu 41</u> EDIT DISPLAY: SYSEX / PG800 <display being="" is="" it="" modified<="" parameter="" th="" the="" value="" when=""></display>				

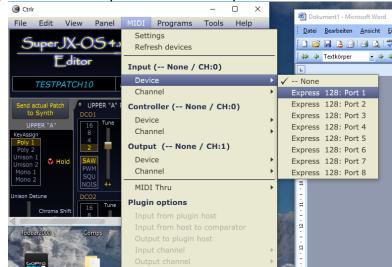
Finally save the setting by pushing the "WRITE" button and confirm with "ENTER".

About Ctrlr

If you have never used Ctrlr it can be confusing so I will briefly explain the concept behind Ctrlr: It is a sort of a framework hosting so-called "panels". Everybody can make a panel for a particular purpose (e.g. the SuperJX OS4.x-panel is for editing SuperJX synths). A panel is a file that can be loaded into Ctrlr.

Follow this step-by-step to get the panel working:

- Download and install Ctrlr for your computer (Mac, Winows or Linux). It is available here: <u>http://ctrlr.org/nightly/?C=M;O=D</u> At the time this text was written Ctrlr-5.3.186 was newest. The SuperJX-Panel worked nicely with this version.
- 2.) Download the SuperJX OS4.x-panel here: http://ctrlr.org/49160/
- 3.) Execute Ctrlr and load the panel (menu "File->Open Panel")
- 4.) Select MIDI-Input and MIDI-Output.



5.) If all is set right (MIDI-settings on the synth, MIDI-cables connected, MIDI-Interface working as expected) the panel should now be ready.

You can load more than one panel in the Ctrlr-frame which could be useful, but confusing as well. You should not load the same panel more than once. At least for the SuperJX OS4.x-panel it makes no sense.

Here is a screenshot of my panel loaded three times:



When you close and re-open Ctrlr, it will restore the last state. So it will reload all panels that were open at the time you closed Ctrlr. When you want to load a new version of my panel (for example a bugfixed version 2.01) and you have used version 2.0 before it is best to close the old panel so that the Ctrlr frame is empty and close and re-open Ctrlr.

Close the panel:

l Ctrlr						_		×
File Edit Vi	ew Pa	nel	MIDI	Prog	rams	Tools	; H	elp
New Panel				ctrl + N	Tone		Vol A	VB Bal
Open Panel				trl + 0	2*1 : on Nr. E	85	Т	
Open recent				•	Tone			÷ (
Save				ctrl + S	T2B	50		
Save As			ctrl + s	hift + S	on Nr. E	dit No	127	63
Save versione	d		shift +	alt + S	LOWER	"B" Paran	neters	••
Export				•	101(39)(83)	Load	Save
Close	_		_		IASE (41)(49)	Load	Save
Save CTRLR st	ate		ctrl +	alt + S		10)(11)	Load	Save
Ouit						44)(27)		Save
Mono 1			DDCATU			74)(74)		Save
Mono 2	Load Save		BREATH: LOW ST			76)(01) 56)(88)		Save Save
Unison Detune			TESTPATC			50) (49)		Save
	Load Save		CHORUS			83)(52)		Save
Chroma Shift	Load Save	82	METAL	HVEE		77) (20)	Lood	Save I

Now you can close the empty Ctrlr-frame:

				ompty	Cuil-Itali	0.		
Ctrlr						_		×
File	Edit	View	Panel	MIDI	Programs	Tools	Hel	р

When you restarted Ctrlr, open the new panel. This way you will just have the new panel in the Ctrlr-frame without useless old panels.

the VST-Plugin of Ctrlr

At the time this text was written, there were some issues concerning the VST-Plugin so I do not recommend using it. The panel will send all values twice in the VST-Plugin. It is not possible to record clean fadermoves into a sequencer track. I guess the SuperJX will get confused when receiving APR and BULK messages twice. Maybe I am wrong. I will test it further when I get the time to do it. But for now you are on your own if you are using the VST-Plugin.

About the SuperJX OS4.x panel

If you see it for the first time, a little explanation could be helpful.



The panel will show the Upper (A) Tone at startup.

By selecting the other tabs you will see the "Lower (B) Tone" parameters, the "Library" and some "Hints" about the Keymode/Keyassing of the SuperJX.

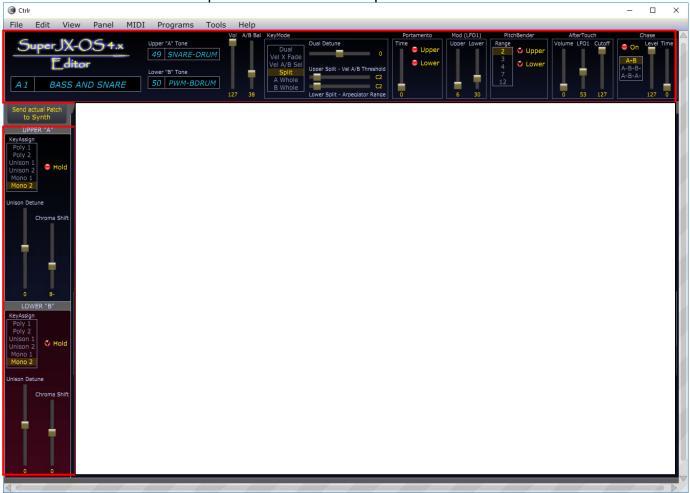
The Upper and Lower parameter tabs should be self-explanatory. I changed some names for some parameters compared to the SuperJX display but if you are used to synthesizers this should not be confusing. In contrary I found the names given by Roland quite confusing. So – Dyn (Dynamics) is called Vel (Velocity), VCF Frequ (Frequency) is called Cutoff (Cutoff Frequency), Keymode T.Voice (Touch Voice) is called Vel A/B Sel (Velocity A/B Select). Keymode X Fade (Cross Fade) is called Vel X Fade (Velocity Cross Fade).

Patch and Tone

You may know the concept of the SuperJX but I will explain it here anyway because this is quite essential for using the Editor/Librarian.

A Patch consists of two Tones, Upper and Lower, also called Tone A (Upper) and Tone B (Lower). The few Patch parameters (I would prefer to call them Global parameters) are stored in a Patch. Apart from that all that is stored in a Patch are the Tone-Numbers for Tone A and Tone B that this Patch uses. So, most parameters are stored in the Tones not in the Patch.

We have a look at the Patch parameters with the help of a screenshot:



The Patch (Global) parameters are located at the left side and at the top of the screen. As you can see, there are parameters for the Upper "A" and for the Lower "B" Tone. It is not clear to me why these are Global parameters as they belong to either "A" or "B" Tone... but that's how it is done. Another thing you should now about the Patch (Global) parameters: When you move these faders they will send SysexIPR-messages. The SuperJX does not react as smooth to SysexIPR than to NRPN-CC's of the Tone parameters.

If you store a Patch (either to disk, to the library or on the synth) you will store these Global parameters and the two Tone-Numbers (from 1 to 50). Each Tone will be saved into one of the 50 NVRAM-Slots. You can select the Numbers where the Tones will be saved by these fields in the upper left corner of the panel:



The fact that several Patches can use the same Tones makes it quite hard to edit a Tone and save it to one of the 50 slots without destroying another Patch.

A possibility would be to use just the first 25 Patches which then would all have their own Tones (we got 50 user editable Tones and 50 ROM-Tones that cannot be changed).

Handling the "Name" fields and its corresponding "Number" fields

PatchName (in my screenshot the name is "BASS AND SNARE"). You can write anything in the Patchname-field. Characters allowed are:

0123456789abcdefghijkImnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZ/*,?!-

The panel will change lowercase to uppercase because the SuperJX cannot display lowercase. But it will display special characters like "?" and "!" that you cannot enter by the frontpanel of the SuperJX.

Because there is no IPR-message for the names (Patch and Tone) the names are not changed on the synth instantly when you edit these fields. If you want to send the name to the synth use the button "Send actual Patch to Synth"

Ctrlr						_		×
File	Edit	View	Panel	MIDI	Programs	s Tools	s He	elp
	Ē	JX-O ditor			Lower "B" Tone	-DRUM	Vol A	/B Bal
A1	BA	ASS ANL	D SNAR	E	50 PWM-1	BDRUM	127	38
to s	tual Patc Synth FR "A"	h • U DCO	PPER "A" P 1 Tune	Paramete	LFO	R "B" Paran Envelope	neters	e e PWM: Width

PatchNumber (screenshot: A1)

You can use the Patchnumber to fetch a Patch from the synth:

Enter the number (e.g. B3) and click somewhere outside of the field. When you now doubleclick the number it will fetch this Patch from the synth. There is nothing more you can do with this field. It makes no sense to send this value to the synth for storing, because the synth will not store the patch anyway. If you want to save a single Patch into the synth you will have to do it on the hardware-frontpanel and choose there a Patchnumber for storing.

On the other hand, when storing the Patch into the Library you will choose the Patchnumber in the Library, not this Patchnumber here.

So, the short version: you can more or less forget about this PatchNumber-field.

<u>ToneNames (screenshot: Upper=SNARE-DRUM, Lower=PWM-BDRUM</u> Similar to the PatchName. You can enter 11 characters max.

ToneNumbers (screenshot: Upper=49, Lower=50)

These are quite important. Every SuperJX-user knows the problem. Several Patches could use the same Tone. So when you set the ToneNr for storing into the Library, look twice. The Library allows to store numbers from 1 to 50 only. A special case: if you set the number to "0" it will change it to "1".

Like the Patchnumber, you can fetch a Tone with these fields. Enter a number, click outside and the doubleclick the number. The panel will ask you if your really want to fetch the Tone.

The Library

When you select it, it will show you this screen:

@ Ctrir			- D X
-	in Dead MIDI December Teal	. Usla	
File Edit Vi	iew Panel MIDI Programs Tool		
Ed	Upper "A" Tone 56 FAT FIFTH Lower "B" Tone 4 FAT FIFTH	Vol A/B Bal KeyMode Portamento Vel X/B Sel Split 4 Wnole User Split - Vel A/B Threshold B Whole Lower Split - Arpeniator Range 1	per Upper Lower Range Upper Volume LF01 Cutoff On Level Time
Send actual Patch	UPPER "A" Parameters O LOWER "B" Parameters	neters • • LIBRARY • • Hints •	
to Synth			
UPPER "A"	Load Save A1	Load Save E1	Save Patch
KeyAssign	Load Save A2	Load Save E2	Save Bulk
Poly 1 Poly 2	Load Save A3	Load Save E3	Save Bark
Unison 1	Load Save A4	Load Save E4	d Bulk to Synth
Unison 2 Mono 1	Load Save A5		d burk to synth
Mono 2	Load Save A6	Load Save E6	Select Folder
	Load Save A7	Load Save E7	Select Folder
Unison Detune	Load Save A8	Load Save E8	Refresh View
Chroma Shift	Load Save B1	Load Save F1	NVRAM Tones ROM Tones
	Load Save B2	Load/Save	Load/Save Load Load
	Load Save B3	Load Save F3 BABA 1	B A B A 26 B A 51 PIANO 1 B A 76 POLY BRASS
1 R L I	Load Save B4	Load Save F4 B A B A 2	B A B A 27 B A 52 E. GRAND 1 B A 77 GAMELANET
- I T -	Load Save B5	Load Save F5 B A B A 3	B A B A 28 B A 53 PIANO 3 B A 78 CELESTE 2
	Load Save B6	Load Save F6 B A B A 4 B A B A 5	B A B A 29 B A 54 CELLO SECT B A 79 AGOGO BELL B A B A 30 B A 55 ARCO STRING B A 80 SYNDULCIMR
	Load Save B7	Load Save F7 BABA 6	B A B A 30 B A 55 ARCO STRING B A 80 SYNDULCIMR B A B A 31 B A 56 LO STRINGS B A 81 GUITARCLAV
0 0	Load Save B8	Load Save F8 BABA 7	B A B A 32 B A 57 HI STRINGS B A 82 PERKEPIANO
LOWER "B"	Load Save C1	Load Save G1 B A B A 8	B A B A 33 B A 58 BEE-THREE B A 83 PIANO 4
KeyAssign	Load Save C2	Load Save G2 B A B A 9	B A B A 34 B A 59 ORGAN 1 B A 84 SYNC LEAD
Poly 1 Poly 2	Load Save C3	Load Save G3 B A B A 10	B A B A 35 B A 60 CALIOPE B A 85 SEQ* 1
Unison 1	Load Save C4	Load Save G4 B A B A 11	B A B A 36 B A 61 PIPE ORGAN B A 86 RECORDERS
Unison 2	Load Save C5	Load Save G5 B A B A 12	B A B A 37 B A 62 DRYSTLDRUM B A 87 BRIGHT BOW
Mono 1 Mono 2	Load Save C6	Load Save G6 B A B A 13 B A B A 14	B A B A 38 B A 63 MUSIC BOX B A 88 STRINGS 1 B A B A 39 B A 64 WINDCHIMES B A 89 STRINGS 2
	Load Save C7	Load Save G7 B A B A 15	BABA 40 BA 65 E, BASS BA 90 CHOIR
Unison Detune	Load Save C8	Load Save G8 B A B A 16	B A B A 41 B A 66 SYNTH BASS B A 91 MAY'S WIND
Chroma Shift	Load Save D1	Load Save H1 B A B A 17	B A B A 42 B A 67 SOUNDTRACK B A 92 MARIMBA
	Load Save D2	Load Save H2 B A B A 18	B A B A 43 B A 68 HOLLOW PAD B A 93 METALLET
	Load Save D3	Load Save H3 B A B A 19	B A B A 44 B A 69 FLUTE 1 B A 94 SYNTHBELL 2
	Load Save D4	Load Save H4 B A B A 20	B A B A 45 B A 70 FRETNOT 1 B A 95 XMAS BELLS
	Load Save D5	Load Save H5 B A B A 22 B A B A 22	B A B A 46 B A 71 BIG OL PAD B A 96 VIBES B A B A 47 B A 72 STABBRASS 2 B A 97 CHURCHBELL
	Load Save D6	Load Save H6 B A B A 23	B A B A 48 B A 73 POLYSYNTH 2 B A 98 RES BELL
	Load Save D7	Load Save H7 B A B A 24	B A B A 49 B A 74 GOWESTBRS 2 B A 99 KALIMBA 2
1+ 0	Load Save D8	Load Save H8 B A B A 25	B A B A 50 B A 75 GOWESTBRS 1 B A 00 GOWESTVOX

At startup it is empty. That will always be the case, because the Patches are stored in the RAM of the computer. When you close Ctrlr, all the Patches in the Library will be gone.

In version 2.1 of the Editor/Librarian all Patchslots and Toneslots are initialized with a default Patch and a default Tone. All Patchslots are filled with a patch called "ANALOG SWEEP PAD" and all Toneslots are filled with a Tone called "FAT FIFTH". You don't see the names to show you that in fact the Library is just initialized with defaults.

Sending a Bulk from the Synth to the Editor can be done at any time. Push the "WRITE" button and select "MIDI BULK DUMP INTERNAL" with the datawheel. By "any time" I of course mean not to send any additional MIDI data e.g. playing notes.

This is how it looks when a Bulk-Dump is loaded into the Library:

@ Ctrlr			– 🗆 X
-			
File Edit Vi	ew Panel MIDI Programs Too	•	
SuperJX Ed	Upper "A" Tone 56 FAT FIFTH Lower "B" Tone 0G SWEEP PAD	Vol A/B Bal KeyMode Portamento Mod (LFO1) PitchBender AfterTouch Dual Detune Upper Vel X Fade Split A Whole Bange Lower Split - Arpeolator Range 1 127 73	Chase On Level Time A-B-B- A-B-A- 90 26
Send actual Patch	UPPER "A" Parameters O LOWER "B" Para	meters • LIBRARY • • Hints •	
to Synth UPPER "A" KeyAssign Poly 1 Poly 2	Loed Save A1 ANALOG SWEEP PAD (04)(56) Loed Save A2 BOWED REVERB HALL (67)(54) Loed Save A3 BRASS W/ REVERB (80)(75) Loed Save A4 MINIMOOG LEAD (43)(43)	Load Save E1 AUTO-BASS SPLIT (35) (39) Save Patch Load Save E2 WAVELENGTH (24) (25) Save Patch Load Save E3 DELUXE INTRO (23) (23) Save Bulk Load Save E4 FRANKENSTEIN (22) (22) Save Save	
Unison 1 Unison 2 Mono 1 Mono 2 Unison Detune	Load Save A5 JXMASSIVEANALOG (02)(06) Load Save A6 JXBIGOBERHEIM (01)(01) Load Save A7 LOW STRING PAD (56)(88) Load Save A8 MOOGBASS GLIDEPAD (49)(49)	Load Save E5 CHICK COREA RHODES (99) (20) Send Bulk to Synth Load Save E6 HORN SECTION (02) (05) Load Save E7 CELLO ORCHESTRA (88) (54) Select Folder Load Save E6 D C O WAVE 2 (47) (15)	
Chroma Shift	Load Save B1 E-L-P (47)(50) Load Save B2 ZAWINUL SOUND (75)(38) Load Save B3 BRUFORD D STEWART (18)(19)	Load Save F1 FOREVER SUNDAY (12) (18) Load Save F2 SYNTH SOLO (13) (14) Load Save F3 POLVBRASS (76) (76) Load Save F3 POLVBRASS (76) (76)	es 76 POLY BRASS
	Load Save 84 SYNTH BASS (35) (70) Load Save 85 BOWED STRG W/DELAY (55) (55) Load Save 86 JKFILTERBASS (17) (17) Load Save 86 JKFILTERBASS (17) (17) Load Save 86 SYNCHRONICY (45) (46) Load Save 88 SYNTH BASS / PAD (66) (44)	Load Save F4 SOLINA STRINGS (11)(55) B A B A 2 HORNS 2 B A B A 27 WATER GONG B A 52 E. GRAND 1 B A Load Save F5 MOOG BASS (12)(12) B A B A 3 MELLOW BRS B A B A 28 RHODES A B A 53 PIANO 3 B A Load Save F6 SYNC MADNESS (10)(10) B A B A 4 FAT FIFTH B A B A 29 INTROSWEEP B A 54 CELLO SECT B A Load Save F7 SLOW HIGH STRINGS (57)(89) B A B A 5 SAXOPHONES B A B A 31 O.B. RIZE B A 56 LOS STRING B A Load Save F8 D C O WAVE 3 (05)(05) B A B A S/BRASS A B A B A 31 O.B. RIZE B A 56 LOS STRINGS B A B A 5 TABLE 1 B A 57 TH ISTRINGS B A A TH ISTRINGS B A A TH ISTRINGS	78CELESTE 279AGOGO BELL80SYNDULCIMR81GUITARCLAV
LOWER "B" KeyAssign Poly 1 Poly 2 Unison 1 Unison 2 Mono 1 Mono 2	Load Save C1 BAG PIPE ROBOT (21) (21) Load Save C2 BLOW YUR FACE OFF (40) (84) Load Save C3 AUTO-BASS SPLIT (35) (40) Load Save C4 POLYBRASS/STRINGS (76) (57) Load Save C5 POLY SYNTH (76) (73) Load Save C6 ROCK N ROLL SYNTH2 (32) (32)	Load Save Gi SOPT ORGAN (39) (58) Load Save Gi BABA B R/STRING A BABA 33 BREATH BA B BABA B R/STRING A BABA 33 BREATH BA B BABA B R/STRING A BA BA B R/STRING B ABA 33 BREATH BA B BABA B R/STRING B AB A 59 ORGAN B B A 59 ORGAN B B B B R/STRING B <t< th=""><th>86 RECORDERS87 BRIGHT BOW88 STRINGS 1</th></t<>	86 RECORDERS87 BRIGHT BOW88 STRINGS 1
Unison Detune Chroma Shift	Load Save D2 DANCING FLUTES (69)(69) Load Save D3 SOUNDTRACK (67)(56)	Load Save G7 SLOW HUGE STRINGS STRING	90CHOIR91MAY'S WIND92MARIMBA93METALLET
1+ 0	Load Save D4 INTRO SWEEPS (29) (29) Load Save D5 WATER GONGS (27) (27) Load Save D6 SAMPLE BRASS (07) (07) Load Save D7 REVERB STRINGS (08) (09) Load Save D8 GONG DRUMS (26) (27)	Load Save Hs Artornove C30/C47 B A B A 21 ROBODROID B A B A 45 TICK 4 B A 71 BIG OL PAD B A Load Save H6 MAY.S PAD (91) (91) B A B A 22 PIANO 1-B B A B A 45 TICK 4 B A 71 BIG OL PAD B A Load Save H6 MAY.S PAD (91) (91) B A B A 22 PIANO 1-B B A B A 45 TICK 4 B A 72 STABBRASS 2 B A Load Save H7 STICK BELLS (34) (35) B A B A 23 POPN FRESH B A B A 48 WAVE-TINK3 B A 73 POLYSYNTH 2 B A B A B A 24 PIBE TINK B A B A 49 MOOG BASS B A 74 SOURSTBRSS 2 B A	96 VIBES 97 CHURCHBELL 98 RES BELL 99 KALIMBA 2

Saving and loading a Patch is easy.

Select the Load-button of the Patch you want to load (it will change the color to blue) and doubleclick it:



Do the same with the red Save-button if you want to save the actual Patch in the Editor.

You can also save and load a single Tone. It is done the same way as with Patches, but you have to decide if you want load/save the Upper "A" Tone or the Lower "B" Tone:

	- 0	×
/	CATORICOUR	
) NVRAM Tones	ROM Tones	
Load Save Load Save	Load Load	
BABA 1 HORNZ 1 BABA 26 ATTACK 1	BA 51 PIANO 1 BA 76 POLY BRASS	
BABA 2 HORNS 2 BABA 27 MARIMBA B	B A 52 E. GRAND 1 B A 77 GAMELANET	
BABA 3 MELLOW BRS BABA 28 RHODES A	B A 53 PIANO 3 B A 78 CELESTE 2	
D B A B A 3 MELLOW BRS B A B A 28 RHODES A D B A B A 4 FAT FIFTH B A B A 29 TINES B D B A B A 5 SAXOPHONES B A B A 30 FUNK CLAV1	BA 54 CELLO SECT BA 79 AGOGO BELL	
BABA 5 SAXOPHONES BABA 30 FUNK CLAV1	B A 55 ARCO STRING B A 80 SYNDULCIMR	
BABA 6 S/BRASS A BABA 31 WAVE-TINK1	B A 56 LO STRINGS B A 81 GUITARCLAV	
BABA 7 S/BRASS B BABA 32 TABLE 1	B A 57 HI STRINGS B A 82 PERKEPIANO	
B A B A 6 S/BRASS A B A B A 31 WAVE-TINK1 B A B A 7 S/BRASS B A B A 32 TABLE 1 B A B A 8 R/STRING A B A B A 33 BREATH B A B A 9 R/STRING B B A B A 34 BELLS A	B A 58 BEE-THREE B A 83 PIANO 4	
BABA 9 R/STRING B BABA 34 BELLS A	BA 59 ORGAN 1 BA 84 SYNC LEAD	
BABA 10 VOICES A BABA 35 STICKY 1	BA 60 CALIOPE BA 85 SEQ* 1	
B A B A 11 VOICE HISS B A B A 36 REELSTEEL1	B A 61 PIPE ORGAN B A 86 RECORDERS	
B A B A 12 PAD 1 B A B A 37 LOG-DRUM A	B A 62 DRYSTLDRUM B A 87 BRIGHT BOW	
2 B A B A 10 VOICES A B A B A 35 STICKY 1 3 B A B A 11 VOICE HISS B A B A 36 REELSTEEL1 3 B A B A 12 PAD 1 B A B A 37 LOG-DRUM A 4 B A B A 13 WAVEOLA 1 B A B A 38 ORGAN PERC 5 B A B A 14 WAVEOLA 2 B A B A 39 HARMO1 5 B A B A 15 WAVEOLA 3 B A B A 40 RESO-TINK2 6 B A B A 16 RASPWAVE1 B A B A 41 SHORT SAW1 7 B A B A 17 TOUCH POLY B A B A 42 RESO-TINK4	B A 63 MUSIC BOX B A 88 STRINGS 1	
B A B A 14 WAVEOLA 2 B A B A 39 HARMO1	B A 64 WINDCHIMES B A 89 STRINGS 2	
B A B A 15 WAVEOLA 3 B A B A 40 RESO-TINK2	BA 65 E. BASS BA 90 CHOIR	
BABA 16 RASPWAVE1 BABA 41 SHORT SAW1	B A 66 SYNTH BASS B A 91 MAY'S WIND	
BABA 17 TOUCH POLY BABA 42 RESO-TINK4	B A 67 SOUNDTRACK B A 92 MARIMBA	
B A B A 18 SYNTHLEAD1 B A B A 43 RESO-TINK6	B A 68 HOLLOW PAD B A 93 METALLET	
B A B A 19 SYNC SOLO1 B A B A 44 TICK 2	B A 69 FLUTE 1 B A 94 SYNTHBELL 2	
BABA 20 E/PIANO A BABA 45 TICK 3	B A 70 FRETNOT 1 B A 95 XMAS BELLS	
BABA 21 PIANO 1-A BABA 46 TICK 4	B A 71 BIG OL PAD B A 96 VIBES	
B A B A 20 E/PIANO A B A B A 45 TICK 3 B A B A 21 PIANO 1-A B A B A 46 TICK 4 B A B A 22 PIANO 1-A B A B A 47 WAVE-TINK2 D B A B A 23 VIBISH A B A B A 48 WAVE-TINK3	B A 72 STABBRASS 2 B A 97 CHURCHBELL	
BABA 23 VIBISH A BABA 48 WAVE-TINK3	B A 73 POLYSYNTH 2 B A 98 RES BELL	
B A B A 24 VIBE TINK B A B A 49 SNARE-DRUM		
BABA 25 MARIMBA A BABA 50 PWM-BDRUM	B A 75 GOWESTBRS 1 B A 00 GOWESTVOX	

You can see the ROM-Tones as well as the NVRAM-Tones. ROM-Tones cannot be saved, so there are only blue "A" and "B" Load-buttons. ROM-Tones are fetched from the Synth's ROM. They are not stored anywhere else. In fact, a red field with the ROM-Tone-name is only text written in a box.

Ctrlr × Edit File View Panel MIDI Programs Tools Help 0 30 53 127 Range 127 ٥ ₽ :9) _ROLAND OS1.x BulkPatch Trial&Error Save Patch 9) CtrirPanels Save Bulk CtrlrPanels_Versiontree 13) +)5) JX10_MKS70_Collection-A Send Bulk to Synth RolandManuals 51) +)5) + Select Folder SysexCompendium 4) + SysexPatchBulk .5) + Refresh View 3) + SysexToneBulk -- NVRAM Tones --.2) Load¦Save Load Load¦Save Load)3) BABA BABA 26 B A 51 PIANO 1 HORNZ 1 ATTACK 1 B A 76 POLY 1 (4) BA 52 E. GRAND 1 B A 77 MARIMBA B BABA 2 HORNS 2 BABA 27

Last thing I want you to show is the Load/Save to Disk functionality:

<u>Save Patch-button</u>: save the actual Patch to disk. It will make a Sysex-File that can be sent with any other Sysex-App to the Super-JX.

<u>Save Bulk-button</u>: save the whole Bulkdump to disk (the 64 Patches and the 50 NVRAM-Tones). As mentioned before, you need a complete Bulkdump otherwise a popup windows will tell you that the panel is not able to save the Bulk. This Bulkdump can be sent to the Super-JX with any other Sysex-App (like MIDI-OX for Windows).

<u>Send Bulk to Synth</u>: same as Save to disk – you need a complete Bulkdump. You can send a Bulkdump to the synth at any time without having to set anything on the hardware-panel of the synth. By "any time" I of course mean not to send any additional MIDI data e.g. playing notes.

<u>Select Folder</u>: You see a Directory-Tree at the right side. Select the root-directory with the "Select Folder"-button.

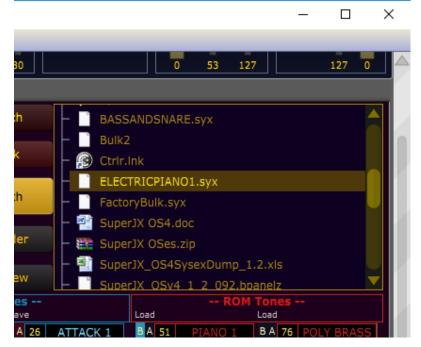
Refresh View: refreshes the Directory/File-Window.

In the <u>Directory/File-Window</u> you can doublecklick single-Patch-files and Bulkdumps to load them instantly. The panel will automatically recognize these two file formats. Starting from Editor/Librarian v2.1 you can load old Roland Bulkdumps too. But they will be sent directly to the SuperJX. The Editor/Librarian is not able to do anything else with a Roland Bulkdump. This way we can use the SuperJX to convert it to an OSv4.x-Bulkdump which the Editor/Librarian can process.

For some Roland-Bulkdump files have a look on Keith's SuperJX site: <u>http://www.super-jx.com/</u>Look at "Patches" page.

Sorry, the Editor failed to open the selected file! Incompatible data format. OK

This looks like a single-Patch:



I hope this helps you getting started with the Editor/Librarian for Super-JX OS4.x. If you want to report bugs or if you have questions, let me know: roet@hispeed.ch

When trying to load a file the Editor/Librarian cannot handle: