

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/superjx/superjx.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

midi menu 41

EDIT DISPLAY: SYSEX / PG800 < display the parameter value when it is being modified

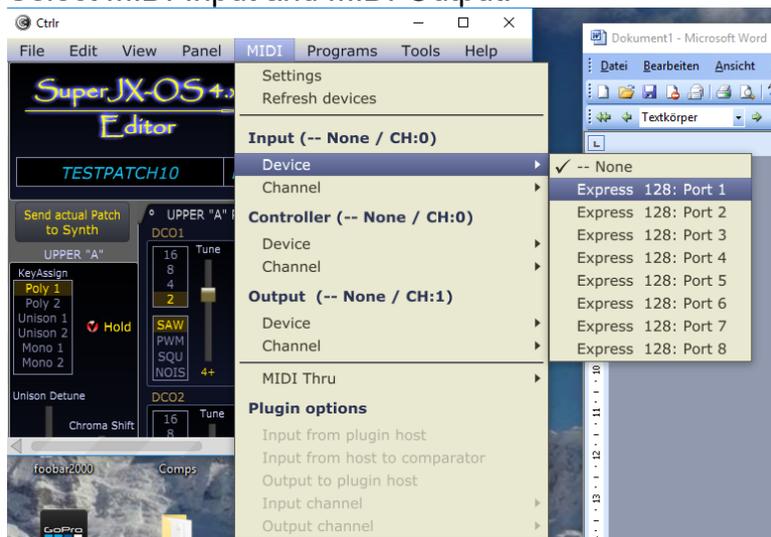
Finally save the setting by pushing the "WRITE" button and confirm with "ENTER".

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:

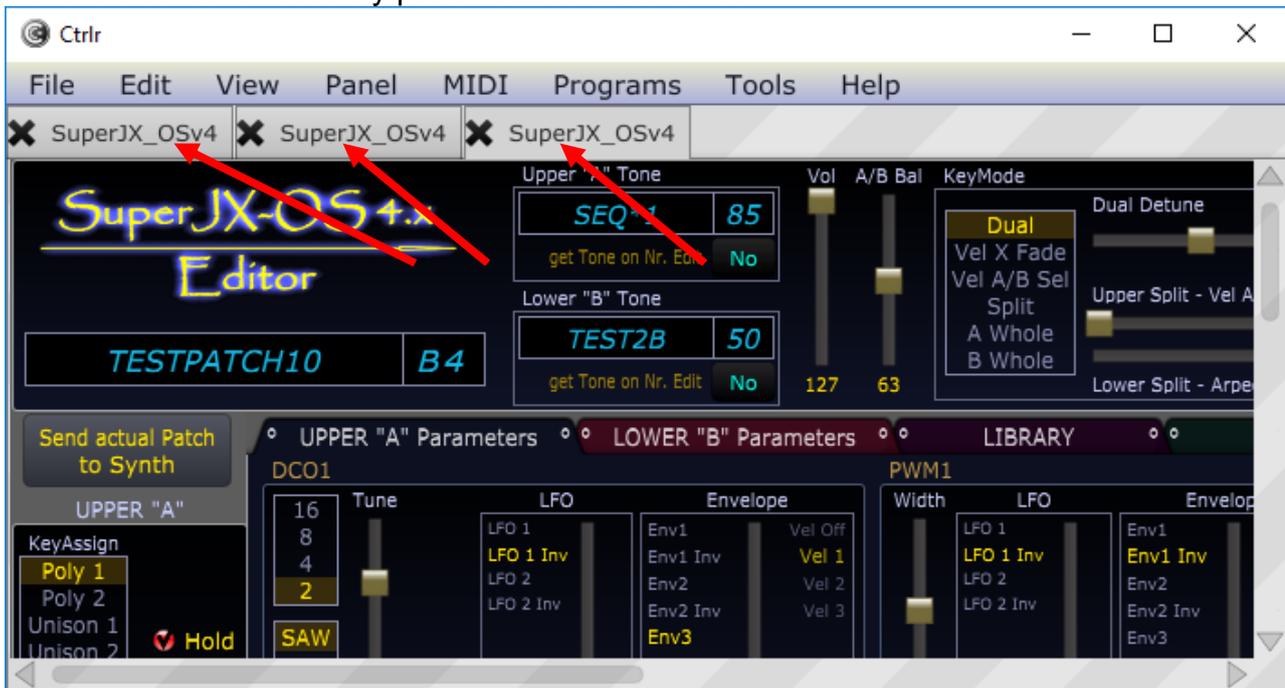
- 1.) Download and install Ctrlr for your computer (Mac, Windows or Linux). It is available here: <http://ctrlr.org/nightly/?C=M;O=D> At the time this text was written Ctrlr-5.3.186 was newest. The SuperJX-Panel worked nicely with this version.
- 2.) Download the SuperJX OS4.x-panel here: <http://ctrlr.org/49160/>
- 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.

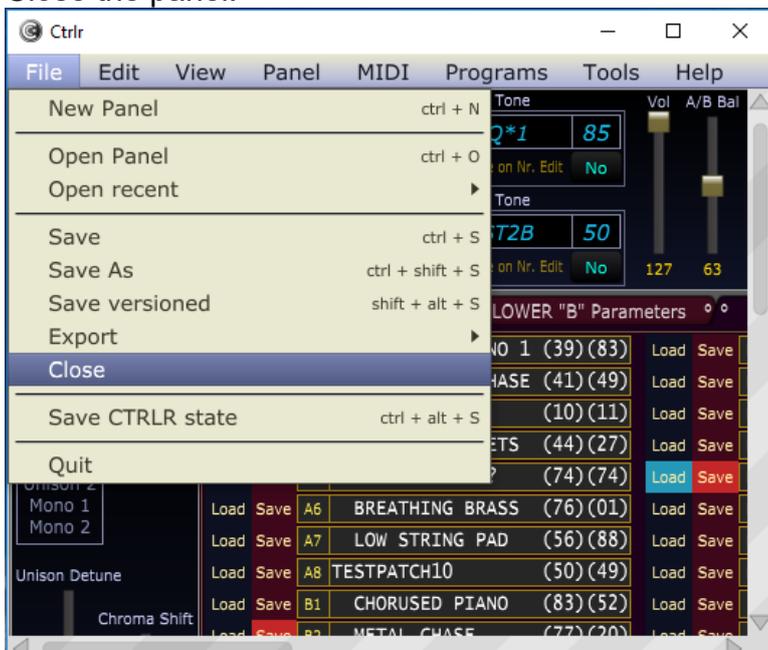
You can load more than one panel in the Ctrlr-frame which could be useful, but confusing as well. You should not load the same panel more than once. At least for the SuperJX OS4.x-panel it makes no sense.

Here is a screenshot of my panel loaded three times:

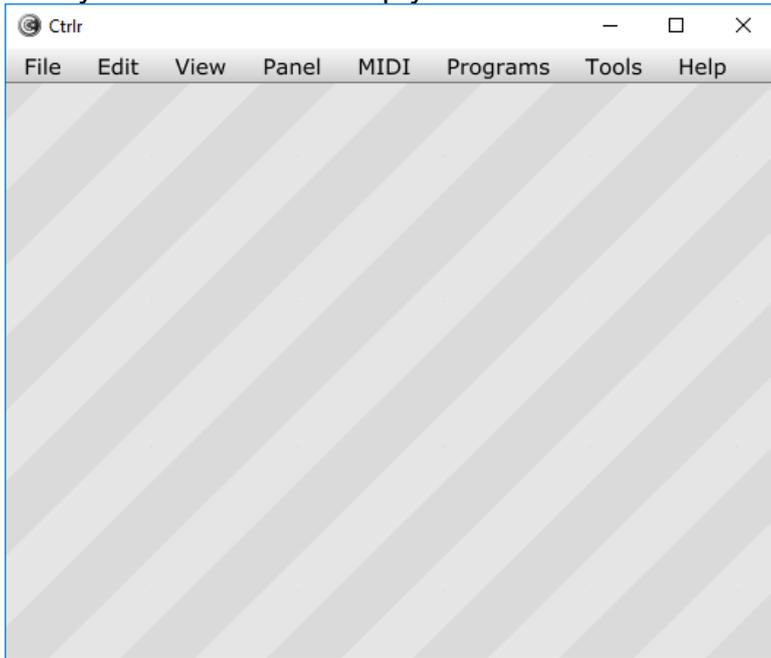


When you close and re-open Ctrlr, it will restore the last state. So it will reload all panels that were open at the time you closed Ctrlr. When you want to load a new version of my panel (for example a bugfixed version 2.01) and you have used version 2.0 before it is best to close the old panel so that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

Close the panel:



Now you can close the empty Ctrlr-frame:



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.

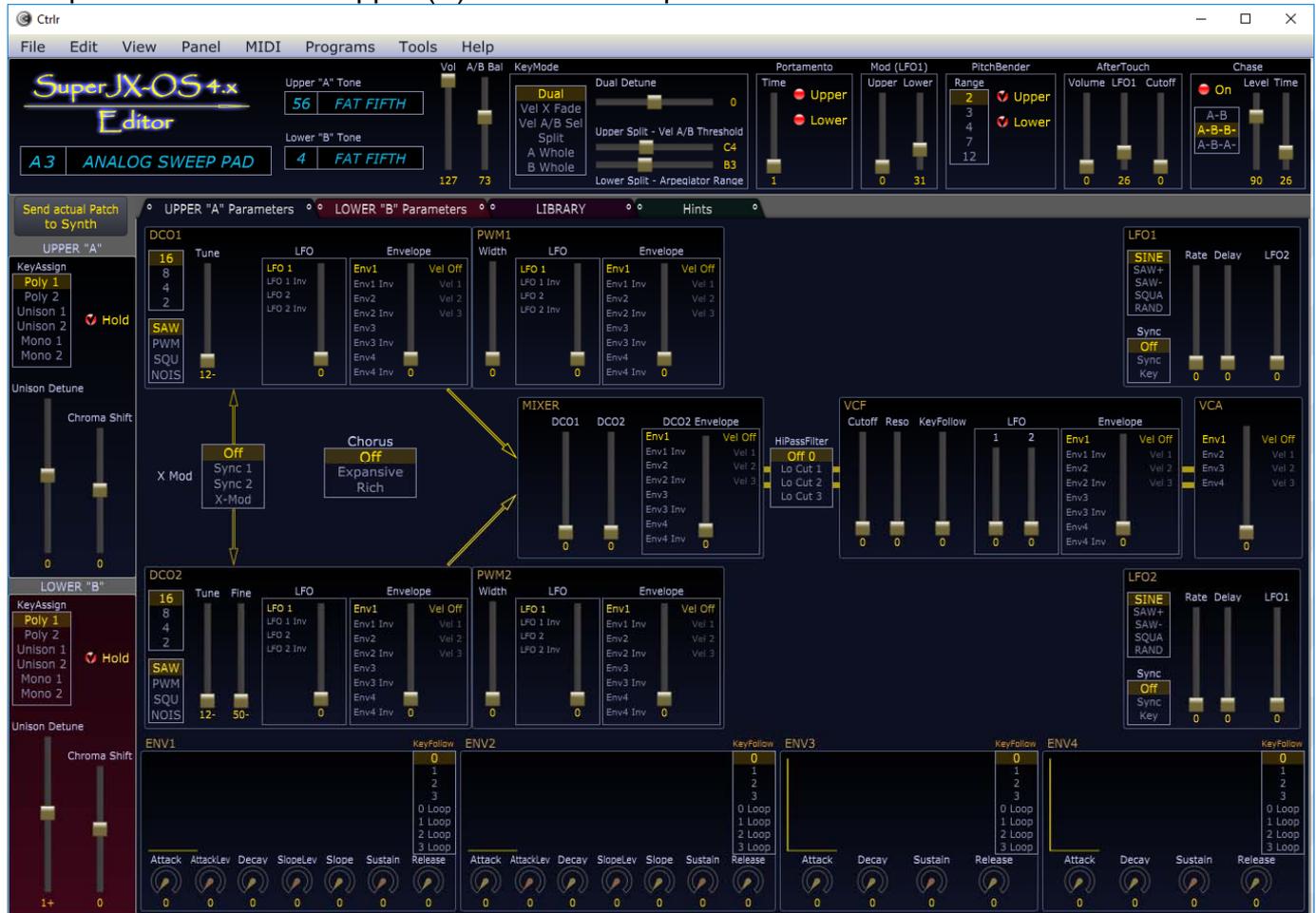
the VST-Plugin of Ctrlr

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.

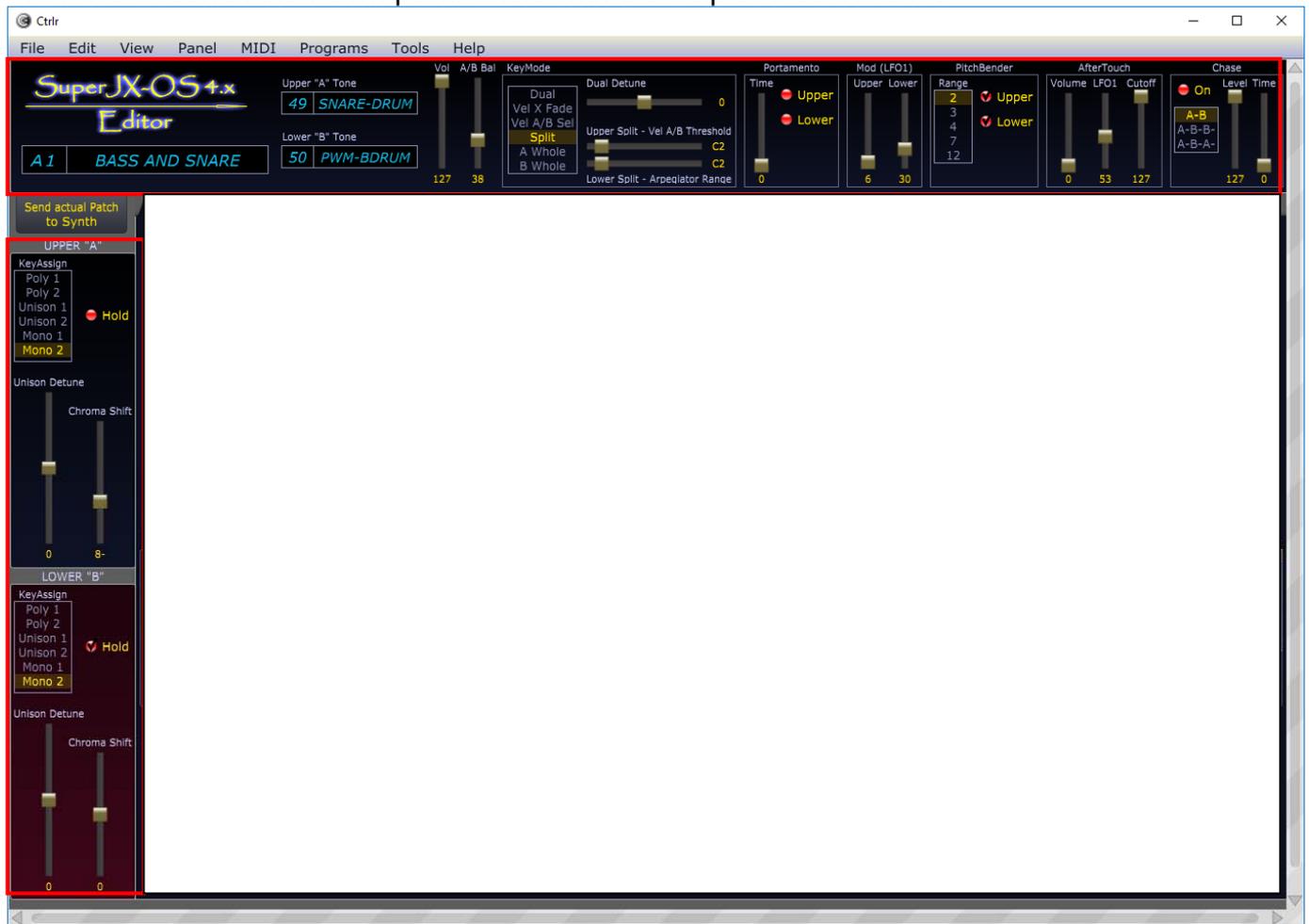
The Upper and Lower parameter tabs should be self-explanatory. I changed some names for some parameters compared to the SuperJX display but if you are used to synthesizers this should not be confusing. In contrary I found the names given by Roland quite confusing. So – Dyn (Dynamics) is called Vel (Velocity), 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.

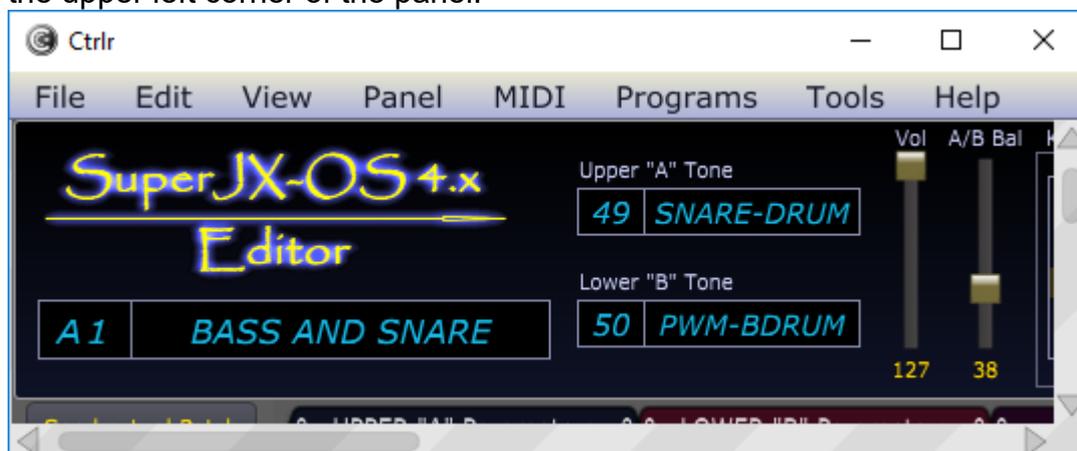
A Patch consists of two Tones, Upper and Lower, also called Tone A (Upper) and Tone B (Lower). The few Patch parameters (I would prefer to call them Global parameters) are stored in a Patch. Apart from that all that is stored in a Patch are the Tone-Numbers for Tone A and Tone B that this Patch uses. 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:

0123456789abcdefghijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZ^*?!-

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”



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.

ToneNames (screenshot: Upper=SNARE-DRUM, Lower=PWM-BDRUM)

Similar to the PatchName. You can enter 11 characters max.

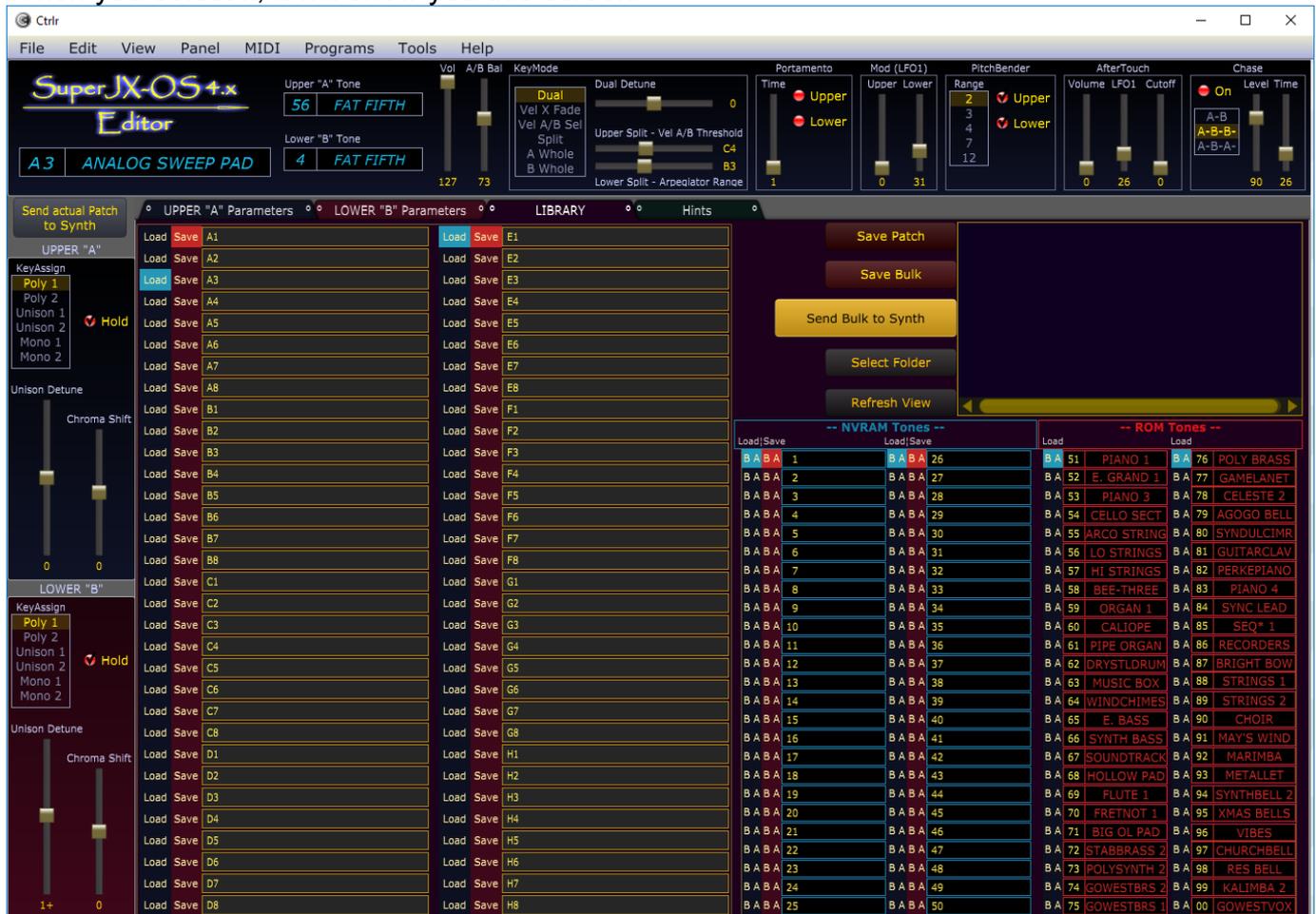
ToneNumbers (screenshot: Upper=49, Lower=50)

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:

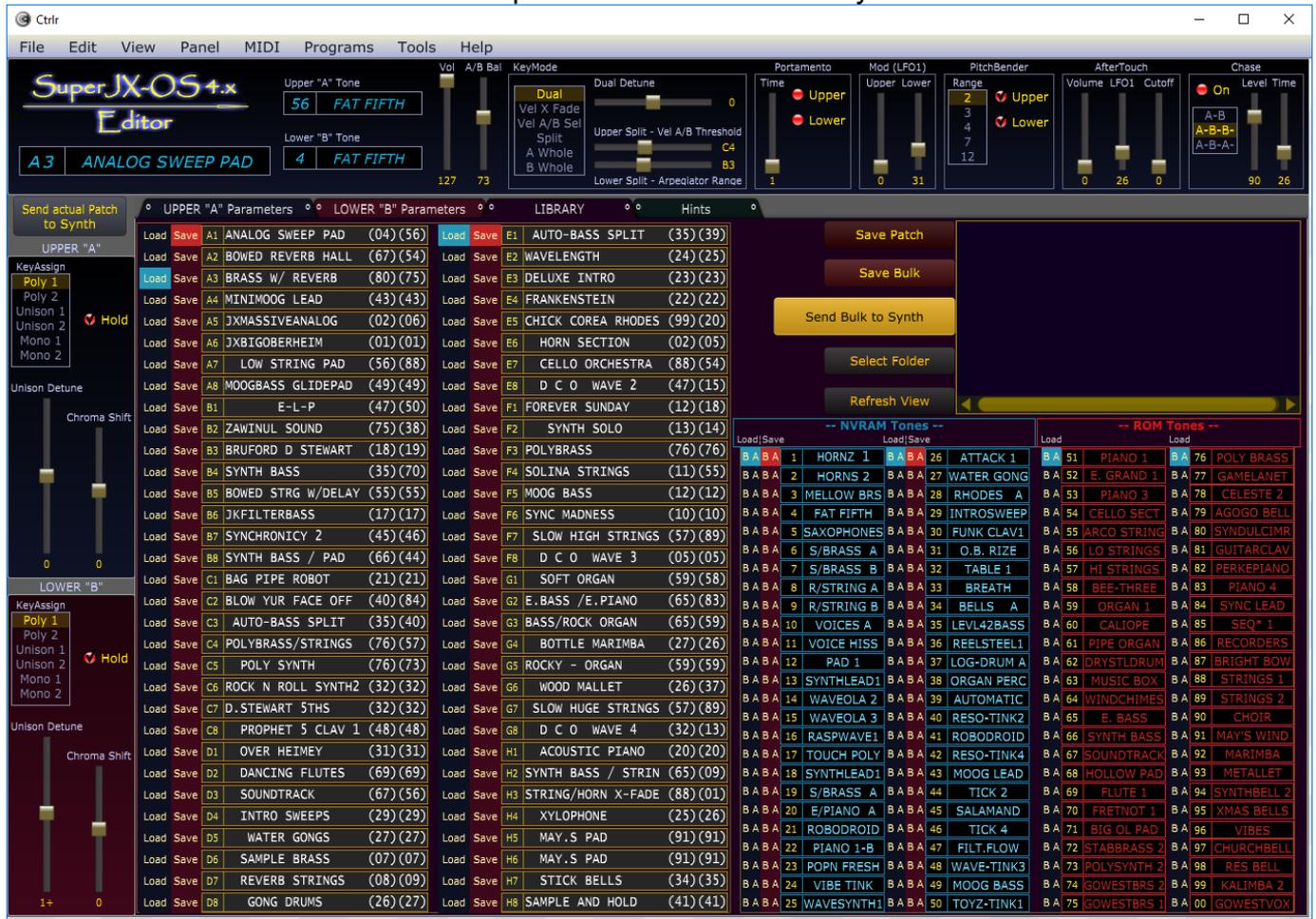


At startup it is empty. That will always be the case, because the Patches are stored in the RAM of the computer. When you close Ctrl, all the Patches in the Library will be gone.

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.

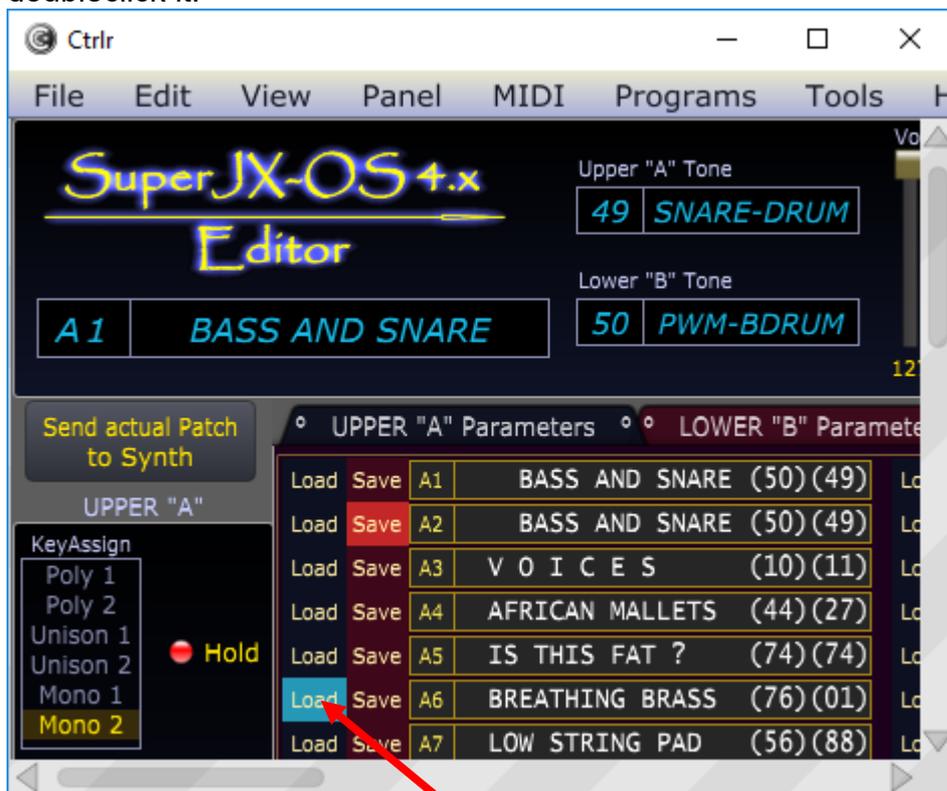
Sending a Bulk from the Synth to the Editor can be done at any time. Push the "WRITE" button and select "MIDI BULK DUMP INTERNAL" with the datawheel. By "any time" I of course mean not to send any additional MIDI data e.g. playing notes.

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



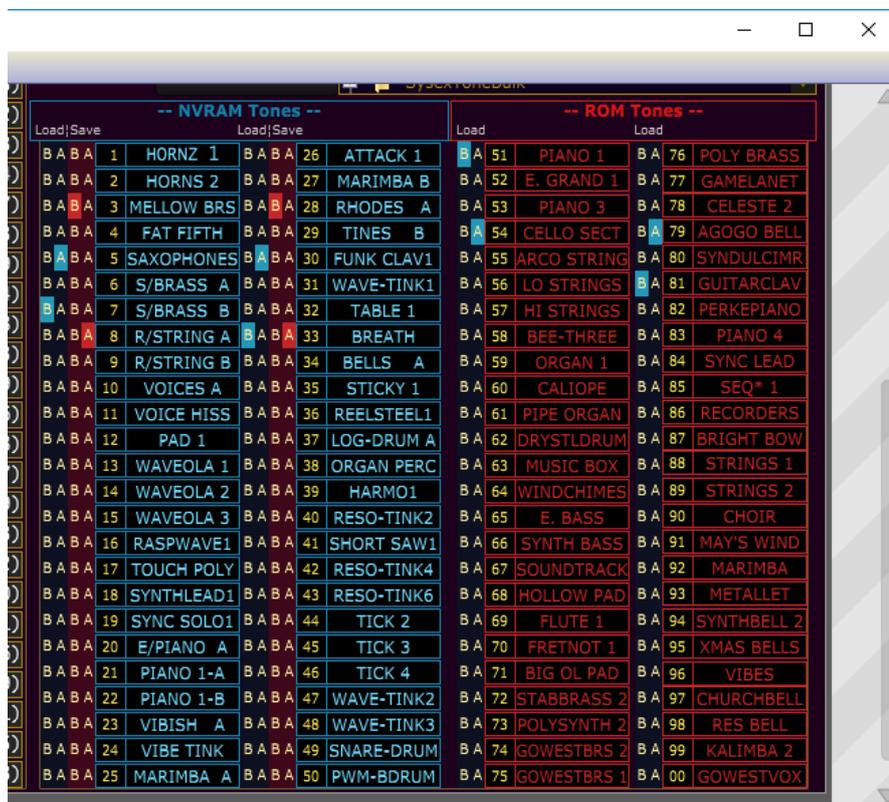
Saving and loading a Patch is easy.

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



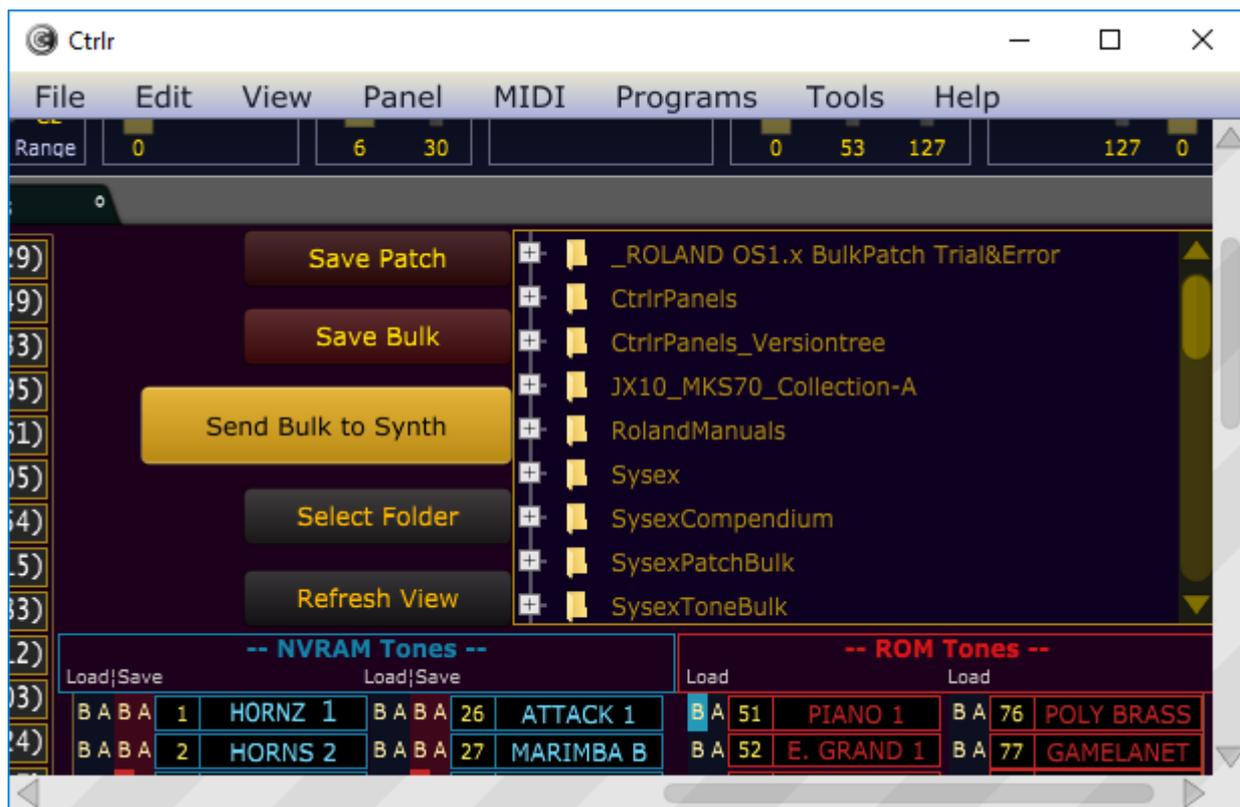
Do the same with the red Save-button if you want to save the actual Patch in the Editor.

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:



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.

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



Save Patch-button: 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.

Save Bulk-button: 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).

Send Bulk to Synth: 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.

Select Folder: 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.

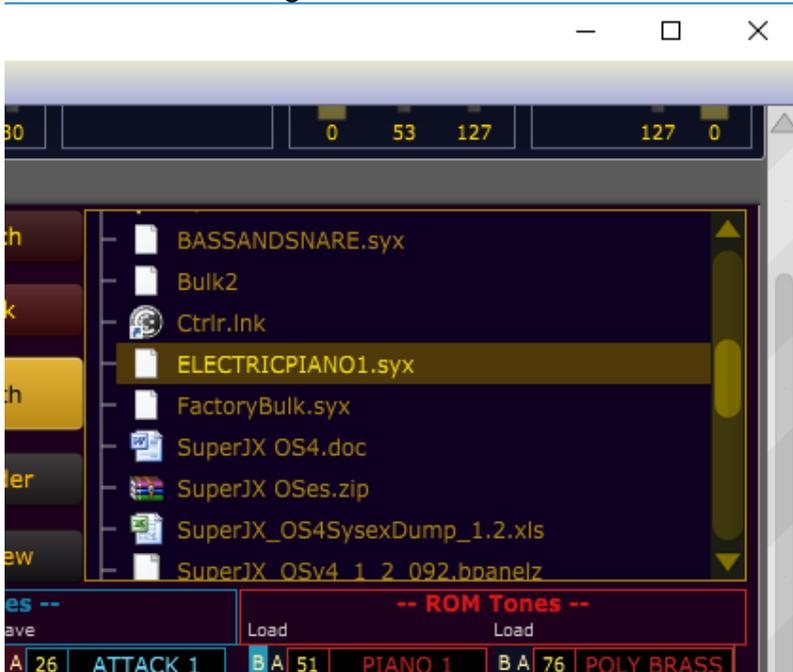
In the Directory/File-Window you can doubleclick single-Patch-files and Bulkdumps to load them instantly. The panel will automatically recognize these two file formats. Starting from Editor/Librarian v2.1 you can load old Roland Bulkdumps too. But they will be sent directly to the SuperJX. The Editor/Librarian 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: <http://www.super-jx.com/> Look at “Patches” page.

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



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:

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