# User Manual

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For Roland JP-80x0 Editor & Librarian plug-in by Mystery Islands Music



## Intro

First of all, thank you for your interest towards our Editor & Librarian plug-in.

Our Roland JP-80x0 was built to control your Roland JP-8000 or JP-8080 over MIDI. Most of the modern synths come up with an integration tools to hook your synth into DAW and we wanted to give this same oportunity to you as well. Plug in MIDI in & out, Audio jack cables to mixer / soundcard and fire up your DAW to get started!

In this little handbook you will find the instructions to get your plug-in installed and how to use it, so please read this manual through carefully. You can use our Editor / Librarian software to control and manage your beloved hardware synth, the Roland JP-8000 or JP-8080!

#### **IMPORTANT!**

Our company & plug-in has nothing to do with Roland Corporation company, so please don't bug them if you encounter issues with the plug-in – open a support thread in our forums in such case: <a href="https://help.mysteryislands-music.com/forums/forum/roland-jp-80x0-support-channel/">https://help.mysteryislands-music.com/forums/forum/roland-jp-80x0-support-channel/</a>

Support and plug-in updates are free for life to anyone who has bought the license from our store

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## What this plug-in CAN do?

Note to reader: This plug-in does not generate sound – We only handle MIDI & SysEx messages!

- Control your Roland JP-8000 or Roland JP-8080 hardware synthesizer from your DAW over MIDI.
- Organize and manage your patch library.
  - Move patches from one bank to another and save as you prefer.
  - Save as in MIDI or SysEx format and instantly browse via the librarian.
  - Download and put all of the Roland JP-80x0 soundsets in one folder for quick access through the plug-in.
  - Import MIDI, SysEx or JPLib files to the librarian.
  - Librarian supports MIDI and SysEx soundset formats from both models.
  - Copy & Paste, Initialize or Rename slots in librarian window.
  - Store banks to JP (JP-8000 / JP-8080) from the librarian.
  - Store single patches to JP from the librarian.
  - Request banks from JP to the librarian.
  - Request single patches from JP to the librarian.
  - Select next or previous librarian patch with hardware control.
  - Rename patches or performances directly in the librarian.
- Control both panels of your JP from one plug-in.
  - Each panel can have its own patch.
  - Each panel patch name can be set from the plug-in window.
  - Each part has its own parameters which you can automate from your DAW.
  - Changing panel from plug-in changes panel in hardware.
  - Layer two patches to create massive leads or such.
  - Adjust levels, output routings and such from the plug-in.
  - Lock certain sections from the plug-in UI to keep your settings while changing presets.
- Automate almost every parameter from your DAW.
  - Parameters that are available for automation are shown in your DAW when automation mode is toggled on – Only CC assigned parameters are available to keep the MIDI data flow reasonable. SysEx parameters would cause peaks in CPU processing, that's why they are not visible.
  - Easier to handle automations than trying to remember hundreds of #CC's.
- Total Recall of the sounds used up on project reload.
  - All of the current parameters from the plug-in will be sent to the hardware's temp memory up on project reload!
  - Time saver when thinking about storing, naming and loading data from multiple hardwares per project.
- Control almost every parameter that is available in your JP-8000 / JP-8080.
  - We added a bit more than 600 parameters to the plug-in so the sound editing should be painless and quick task.
  - Plug-in reacts to hardware MIDI CC knob movements and displays knob, menu and button values within the plug-in display.
  - Adjust velocity / control assignment levels from the Control Morphing section.

## What this plug-in can NOT do?

- Transmit any audio.
- Generate any audio.

## Requirements

- Mac or PC based computer with AudioUnit or VST host application (see list below).
- MIDI device with direct MIDI IN / OUT connection to your synth. Do not use MIDI Thru connections!
- Roland JP-8000 or Roland JP-8080 Synthesizer.

## Compatibility

### Currently supported plug-in formats

- AudioUnit for MAC OS X 10.6 or greater.
- VST for MAC OS X 10.6 or greater.
- VST for Windows XP or greater.

All our plug-ins are available in 32- and 64-bit formats.

#### Currently supported AudioUnit / VST hosts

- Ableton Live
- Apple Logic
- Bitwig Studio
- Cockos Reaper
- Image Line Fruity Loops
- Presonus Studio One
- Propellerhead Reason
- Steinberg Cubase
- Renoise
- AVID ProTools via VST bridge (some users have it working!)
- MOTU Digital Performer (some users have it working!)

Other hosts are reported to work as well, try the demo today and see if it works for you.

There are links, tips and tutorials below, which will guide you to get this plug-in up and running with your desired host.

### Parameter differences between models

Parameters which are not available for JP-8000, are marked with \*\* in menus. Some parameters may not react to hardware and vice versa, until the model is selected from the plug-in user interface.

## Downloading the plug-in demo or updater

Anyone can download the demo version of our plug-ins and test them out, but only registered customers are entitled to download the free updater for their purchase. If you have purchased our plug-in through another website and you have issues regarding to your account, contact us via <u>https://www.mysteryislands-music.com</u> and we will reply within few business days.

DEMO downloads: <a href="https://www.mysteryislands-music.com/product/roland-jp-80x0-audiounit-vsti-librarian-editor-plug-in/">https://www.mysteryislands-music.com/product/roland-jp-80x0-audiounit-vsti-librarian-editor-plug-in/</a>

FULL downloads: <a href="https://www.mysteryislands-music.com/downloads/">https://www.mysteryislands-music.com/downloads/</a>

Plug-in interface will show your plug-in status below the JP-80x0 logo in the top left corner: DEMO version will indicate **\*\* DEMO VERSION \*\*** Unregistered FULL version will indicate **RELOAD LICENSE** Registered FULL version will indicate **REGISTERED** 

You can find instructions for plug-in registration on page 13 & 14.

**Note #1:** Always keep back-up of the downloaded installer at your own HDD. We are not storing old installers in our servers! This is important if something goes wrong with the update, you have an installer in your personal storage to rescue your project if it really screws something up!

#### Important note prior to install:

Please make sure you make a proper backup of your JP-8000 / JP-8080 before you run the installer. We will not take any responsibility for your synth and you have to agree to this when buying our product.

You can backup your JP easily with these simple steps:

- Open your DAW and insert empty MIDI track
- Make sure MIDI messages are allowed to come through from JP
- Hit record from your DAW
- From JP:
  - o Edit (shift) & 7 (init/util) -> Bulk Dump -> All ->hit Write
  - o Wait until all of the data has been received

You can read more about the SysEx dump from the Roland JP-8000 or JP-8080 user manual.

#### Data / Documents / Soundset locations

If you have overwritten any of the included plug-in sound banks with a previous version of the plug-in, it is worth renaming those sound banks in order to prevent data overwrite once plug-in updater is executed.

Plug-in data / documents folder is:

[macOS] /Library/Audio/Presets/Mystery Islands Music/Roland JP-80x0 Editor/ [Windows] \Users\(your username)\Documents\Mystery Islands Music\Roland JP-80x0 Editor

Plug-in **Sound Bank** folder is:

[macOS] /Library/Audio/Presets/Mystery Islands Music/Roland JP-80x0 Editor/Patches/ [Windows] \Users\(your username)\Documents\Mystery Islands Music\Roland JP-80x0 Editor\Patches

#### **Demo limitations**

- Not possible to register.
- Not possible to automate in DAW.
- Not possible to save settings with your project.
- Not possible to use all features of the librarian.
- Total Recall does not work when re-opening project.

Download the demo and run the installer. After you have installed the plug-in, open your DAW and let your host do the plug-in scan – If the scan fails, try again. If it simply won't pass, send us the crash report.

Copy the error log message and head down to our forums. Open a new thread after searching if the case has been opened / resolved already by someone else. Attach the error log and our plug-in log in your new thread.

You can also find some resolutions from the **Troubleshooting** section too.

## Prepare your Synthesizer to work with the Plug-in

The following content is **critical** in order to make the communication functional between the plug-in and the synthesizer:

- Make sure you have direct connections between your JP and your DAW with MIDI No MIDI thru • connections supported (as they will not work, period).
  - JP MIDI out to MIDI device MIDI in.
  - MIDI device MIDI out to JP MIDI in.
  - Optionally, if you are using JP-8080, use Remote KBD In to trigger the arpeggiator with note on / off messages. This port does not support data transfers!
- Make sure your JP is powered up and double check your MIDI connections.

#### JP-8000 Specific Setup Instructions

Click and hold SHIFT + MIDI SW [button 5] and scroll until you came across these settings:

- ON Tx/Rx Edit SW = •
- Rx Exclusive SW ON = •
- Tx/Rx ProgChg SW BANK SEL + PC = •
- Local Switch If JP-8000 would be my master keyboard, I would turn it off. =
- MIDI Sync If on, hardware will sync to MIDI clock from MIDI. = •

Next click MIDI PRM [button 4] and scroll until you came across these settings:

- Device ID 17 (for multiple JP's in setup, choose individual ID for each). =
- Tx/Rx Edit Mode = MODE1

#### JP-8080 Specific Setup Instructions

Click EDIT and choose MIDI [button 5] and scroll until you came across these settings:

- Tx/Rx Edit SW = ON •
- Tx/Rx Edit Mode MODE1 • =
- Tx/Rx ProgChg SW BANK SEL + PC =•

=

=

- Local Switch =
- MIDI Sync
- Up to your desire. OFF means extra MIDI traffic back to JP! If on, hardware will sync to MIDI clock from MIDI.
- Device ID
- 17 (for multiple JP's in setup, choose individual ID for each).
- Rx Exclusive SW • =
- ON MIDI Thru OFF = •

Now you can click Exit and move to next step!

## How-To Tutorial-series in PDF format

Below you can find a series of PDF links to get your system running smooth and safe without hick-ups.

Pay attention to Setting MIDI devices in your DAW guide, which is ultimately the most important guide to check out. We will go more in detail with different DAW guides as well.

### Setting MIDI devices in your DAW

Read our How-to guide for setting up MIDI devices properly in Windows and macOS to prevent crashes and optimize your MIDI data flow.

View Online // Download PDF

#### Configure Ableton Live

View Online // Download PDF

#### **Configure Apple Logic**

View Online // Download PDF

#### Configure AVID Pro Tools with Blue Cat's PatchWork

View Online // Download PDF

### Configure Bitwig Studio

View Online // Download PDF

#### **Configure Cockos Reaper**

View Online // Download PDF

### Configure Image-Line Fruity Loops Studio

View Online // Download PDF

#### **Configure MOTU Digital Performer**

View Online // Download PDF

## Configure PreSonus Studio One

View Online // Download PDF

## Configure Reason Studios Reason

View Online // Download PDF

## Configure Renoise

View Online // Download PDF

## Configure Steinberg Cubase

View Online // Download PDF

## Insert the Plug-in into your Project

### First Run / Plug-in Scan

After reading the configuration guide for Setting MIDI Devices and configuration guide for your DAW, we can safely open the plug-in in our DAW and start the plug-in scanning process.

If the plug-in scan fails, please open the Editor LOG file and check if it **ends** to reading a patch file like this:

#### PATCH LIBRARIAN: loaded file C:\Users\yourUserName\Documents\Mystery Islands Music\Roland JP-80x0 Editor\Patches\Soundset X.j8k

If that is the case, move the Soundset X.mid or .j8k to another location and try to scan the plug-in again. If it fails again, redo the process until the scan is successful. There might be several soundsets which are not compatible with the plug-in for some reason – If you would like us to figure the issue out, head down to our forums and start a new thread. From there you can do private reply to your own message with the soundset attached and so we can investigate it.

### Register plug-in with license.key

First of all, we couldn't be happier that you have decided to support our long journey of coding this plugin, constantly improving it and drawing the graphics ourselves! **THANK YOU.** 

#### Registered owners can enjoy the full advantages of the plug-in, like:

- Plug-in parameters can be automated directly from your DAW.
- Librarian is fully functional and allows full editing possibilities.
- Total Recall: Once you open your project after your last session, all the the data used in your previous session will be automatically sent to your synthesizer.
- Lifetime free support and lifetime free updates!

If you purchased plug-in license from our store, you can download the lisence.key from <u>https://www.mysteryislands-music.com/my-account/orders/</u> page after you login.

Then navigate to the order which contains the plug-in order and you can download the license.key from there. Once the download is finished, **make sure** it is called " license.key ", **not** " license.key.txt ".

Download the FULL version installer from <u>https://www.mysteryislands-music.com/downloads/</u> before you proceed and run the installer. Make sure to choose either 32- or 64-bit installer depending of your setup.

#### Manually placing the license.key

If you have plug-in inserted to your project, now it is time to delete the track / plug-in instance from your DAW.

Move the license.key manually to plug-in **data** folder (see location mentioned on page 9). Before you continue, check and make sure the license is called license.key ! If all is good, you can now re-insert your plug-in to your DAW. Image below from macOS.

• • •			Roland JP-80x0 Edi	tor				
< >							Q Etsi	
Suosikit Stapp AirDrop Chjelmat Lataukset Musiikki Sinikervinen Mystery Islands Music	Converted Banks	Patches (Icense.key)	Roland JP-80x0 User Madum.pdf	Roland JP-80x0 User Manual.pdf	JP-80x0 Editor LOG.txt	JP-80x0 Editor Ul.txt		
mvsterv-islands-music	📓 Macintosh HD 🔸	🖀 Kirjasto 🔸 🚞 Audio 🔸 🚞 Presets	> 📄 Mystery Islands I	Music 🔸 🚞 Roland JF	-80x0 Editor > 🗋	license.key		
		1/7	valittu, 159,27 Gt vapa	ana				-0

#### Register Plug-in from User Interface

Once you've installed the FULL version and you have your plug-in user interface opened, enter **Browser** [1], click **Bank Edit** [2] and choose **Register Plug-in** [3] from the menu once you open the plug-in in your DAW for the first time.



A file dialog will popup and you must navigate to the downloads folder and select the license.key from there.

After you have chosen the license.key, remove the plug-in instance from your DAW and insert it again. Plug-in display should now indicate "**REGISTERED**" under the JP-80x0 logo.

IF the plug-in shows "\*\* DEMO VERSION \*\*" you haven't installed the FULL version yet or you might have the plug-in installed in several locations! Check solution from Troubleshooting section.

### [macOS] Filter incoming MIDI data from physical port

I would like to point out that in order to prevent duplicate MIDI data flow passing to our plug-in, take a good look at your DAW user guide how to filter or block MIDI messages from external devices.

Here is an example: I'm using JP-8080 and JP-80x0 plug-in in my project. If I move a Filter Cutoff slider from the plug-in, it will send MIDI out data to physical MIDI device. Now, from there, your DAW will process this message and pass it into your record / monitor enabled track if it is not blocked / filtered. We don't need this data to pass thru twice since we are going to open the physical ports in the plug-in user interface. I hope that made sense 9

#### [Windows] Disable physical MIDI ports from your DAW

One of the most important things, especially on Windows platform is that you disable your physical MIDI ports which are used to connect your synthesizer from your DAW settings and make sure that the ports are not used within your DAW at all! If the port is used inside your DAW and you try to assign MIDI input / MIDI output in the plug-in, it will crash hard and you might lose your work!

#### Check the How-To tutorials section on page 11 & 12 to learn more about your DAW procedure.

#### Selecting MIDI In and MIDI Out

First choose **MIDI IN [1]**, where your JP MIDI Out is connected in at. Then choose **MIDI OUT [2]** which will send data to your JP MIDI Input.



After setting MIDI OUT, plug-in will scan for the hardware and auto-detect the JP model you have. Based on the System Exclusive message the plug-in receives, it will automatically set your **MODEL [1]** accordingly and plug-in **Control Display [2]** will say "Plug-in is ready to go!".



#### Advanced MIDI Settings

We included Advacend MIDI Settings function to JP-80x0 plug-in so that you can control which messages gets processed and which do not. You can open Advaced MIDI Settings window from by clicking ADV. MIDI SETTINGS [1] button in the plug-in user interface.



You can block messages being processed from DAW or from the Synthesizer itself. Settings seen in the image below are default values.



### Synchronize DATA from your synthesizer to plug-in

Open **BROWSER** [1] window and click **SYNC DATA FROM HW** [2] button to request current Performance data to the plug-in user interface.

		SIZE: * 1,00 MASTE	R KBD: Disabled /	MIDI IN: micro	lite Port 4	MIDIOUT: micro lite Port 4	
	JP-80 X 0	BANK EDIT - N	ovaline JP-Nova Sou	indset A.syx 🔻 🔻 +	DISCARD -	Novaline JP-Nova Soundset A.syx	
	MYSTERY ISLANDS MUSIC	11:SAD TRANCE LD 12:JP DREAM 1 LD 13:TRANCY PL 14:PULSESAW BS 15:SUPERNOVA FM	51:NOVALIN 52:SINEPUL 53:DREAMH/ 54:RESOGLI	LSE LD ARP PL	11:SAD TRANCE LD 12:JP DREAM 1 LD 13:TRANCY PL 14:PULSESAW BS 15:SUPERNOVA FM	51: NOVALINE S.SAW 52: SINEPULSE LD 53: DREAMHARP PL 54: RESOGLIDE BS 55: X-DD GOA-PSY FM	
	Hardware Editor Plug-in for Roland JP-8000 / JP-8080 LIBRARIAN PREFERENCES	16:SOFT PD 17:OMFG FX 18:GALACTICA SP 21:C.B ALL DAY LD 22:JP DREAM 2 LD 23:BEAUTYFUL PL	56:HORIZO 57:SCI-FI 58:ORBITAL 61:NOVALI	N PD 2 FX _ SP KE LD LEPULSE LD	16:SOFT PD 17:OMFG FX 18:GALACTICA SP 21:C.B ALL DAY LD 22:JP DREAM 2 LD 23:BEAUTYFUL PL	55: HORIZON PD 57: SCI-FI 2 FX 58: ORBITAL SP 61: NOVALINE LD 62: TRIANGLEPULSE LD 63: X-MOS SQUARE PL	
	SHOW PERFORMANCES LOADS ALL DATA TO BOTH PANELS. SHOW SINGLE PATCHES LOADS DATA TO SELECTED PANEL. STORE DATA TO: U A:11 - A:88 ▼	24:DNB KILLAH BS 25:NORDLEAD MOD FM 26:COSMOS PD 27:UPLIFTER 1 FX 28:WAVES SP	64:HEAVY7 65:CONTACT 66:OMNIA 67:SCI-FI 68:ANA-PLL	BS F SPACE FM PD 3 FX JCK SP	24:DNB KILLAH BS 25:NORDLEAD MOD FM 26:COSMOS PD 27:UPLIFTER 1 FX 28:MAVES SP	64: HEAV77 BS 65: CONTACT SPACE FM 66: ONNIA PD 67: SCI-FI 3 FX 68: ANA-PLUCK SP	
	USER DEFINED DESTINATION, WHERE THE SOUND DATA WILL BE WRITTEN IN HARDWARE, THIS WILL OVERWRITE AVV DATA YOU HAVE PREVIOUSLY STORED IN THE BANK.	31:CRYING ANGEL LD 32:ANGELIC PIANO LD 33:TRIMODPULSE PL 34:NOVILINE MOD BS 35:OUTBACK FM 36:BIDHAZARD PD	7 1 : NOVA CF 7 2 : S.SAWP 7 3 : GOA XMC 7 4 : SPACEY 7 5 : WIERD 1 7 6 : SUPERSC	JLSE LD DD PL MOD BS FALKER FM	31:CRYING ANGEL LD 32:ANGELIC PIANO LD 33:TRIMODPULSE PL 34:NOVILINE MOD BS 35:OUTBACK FM 36:BIDHAZARD PD	71:NOVA CREAM LD 72:S.SANPULSE LD 73:GOAXMOD PL 74:SPACEY MOD BS 75:WIERD TALKER FM 76:SUPERSONIC PD	
	REQ DATA FROM: User Bank U:A ▼ REQINTERVAL: 200ms USER DEFINED SOURCE BANK, WHERE THE SOUND DATA WILL BE REQUESTED ATTER CLICKING REQUEST DATA FROM HARDWARE TO LIBRARIANI OR REQUEST DATA FROM HARDWARE TO U LIBRARIANI OR REQUEST DATA FROM	37: UPLIFTER 2 FX 38: CLAVIATA SP 41: STARLIGHT LD 42: ULRICH S LD 43: MUCH TO MUCH PL 44: FILTERPLUCK BS	7 7: DOUNLIF 7 8: LULLABY 8 1: SOLARIS 8 2: LUNAR 1 8 3: LFO FII 8 4: HARD 5/	FT 1 FX Y SP S LD LD LTER PL	37 : UPLIFTER 2 FX 38 : CLAVIATA SP 41 : STARLIGHT LD 42 : ULRICH S LD 43 : MUCH TO MUCH PL 44 : FILTERPLUCK BS	70: JOHNSUIET 1 FX 77: DOMNIET 1 FX 78: LULLABY SP 81: SOLABY SL 82: LUNAR LD 83: LFO FILTER PL 83: LFO FILTER PL 84: HARD SAW BS	
•	SAVE PART TO SLOT GET UI DATA TO SLOT	45:ACID303 FM 46:DREAMSPHERE PD 47:SCI-FI 1 FX 48:SUPERSAW 8000 SP	85:MODULAF 86:SUPERS/ 87:DOWNLIF 88:DARK SC	R SPACE FM W PD T 2 FX DUND SP	45: ACID303 FM 46: DREAMSPHERE PD 47: SCI-FI 1 FX 48: SUPERSAW 8000 SP	85: MODULAR SPACE FM 86: SUPERSAM PD 87: DOWNLEFT 2 FX 88: DARK SOUND SP	
	MORPHING CONTRO	OFF	1.	NEL SELECT KEY M UNK – UPPER SINC SPLIT POIN	GLE L:(2)4-6(6	):U LOWER MIDI CHANNEL •	1 2 3
	ARPEGGIATOR TEMPO INTERNAL 136 BEAT PATTERN ARP ON 1/4			BANK: User Bank U:A 11	DEC INC PAT		16 ART DETUNE
	20 250 Lower+Upper 1 Octav		CONTROL: P C: VALUE:	lug-in is ready to go! v2.6 03-Mar-2020	LAYER: [LOWE NAME:L:TMP INIT PATO	EXPAND PROGRAM CHANGE	ANDOMIZE

Plug-in will now request the currently active hardware data to the plug-in user interface. This is quite important in order to make program changes and / or send data to your synthesizer from the librarian.

Plug-in **Control Display** [1] will show "**Data import completed!**" message once data has been synchronized. Now you can tweak your sounds / performance as you wish.



If something in your settings is wrong, Plug-in Control Display [1] will inform you that the process has timed out or no response from JP!



TIP #1: Be patient and do not disturb the data flow with any knob movements or so. This will ensure the data packages are being sent as supposed and you are not going to receive any SysEx error messages! While making changes to your patch, might be good to stop playback too.

## Playing each Layer individually (2 JP's in 1 huh!?)

In case you did not know, JP-8000 and JP-8080 have two individual layers (also referred to as "Panels"), which can be triggered separately. This is quite easy thing to setup, and we've got this covered in the manual too.

### Playing it multitimbral

1. Set each of the layers MIDI channel to different value;

GENERAL SETTINGS	<u> </u>
LOWER MIDI CHANNEL	2
UPPER MIDI CHANNEL	1
PERFORMANCE MIDI CH	3
REMOTE MIDI CHANNEL	16
a. Upper Layer = b. Lower Layer =	channel 1 channel 2

- 2. Set Performance MIDI channel to 3.
- 3. See further instructions below for each OS...

[mac]: ... Add two empty MIDI tracks to your DAW and point the MIDI output directly to your JP-8000 / JP-8080 MIDI port, each with corresponding channel mentioned above (channel 1 & 2)! NOTE: If you play notes / sequence blocks directly through the plug-in, there is no delay compensation applied.

[pc]: ... Add two empty MIDI tracks to your DAW and point them to virtual out port i.e. JP vMIDI Out, each with corresponding channel mentioned above (channel 1 & 2)!

Now if you choose MIDI track 1 (JP channel 1) from your DAW and play some notes, you will hear the patch from Upper Layer being played.

Now choose MIDI track 2 (JP channel 2) from your DAW and when you play it, you will hear the patch from Lower Layer being played!

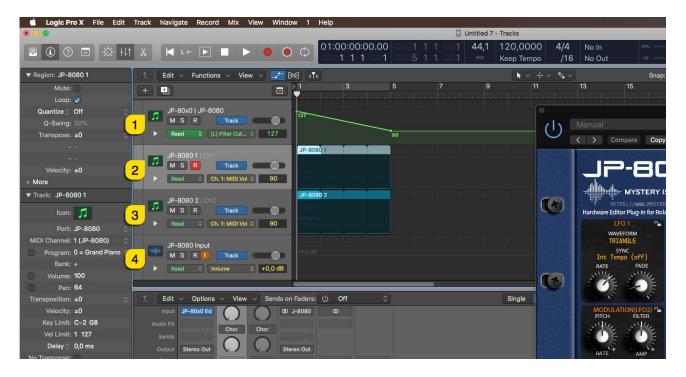
If the current performance has Panel LINK [1] toggled ON, then you will hear both layers at the same time. Toggle OFF the Layer Link in order to play parts individually if that is your thing!

PANEL SELECT	KEY MODE	VOICE ASSIGN
LOWER — LINK — UPPER		L:(4)6-4(4):U
	SPLIT POINT F#3	MODEL JP-8080

We will be covering Panel Link function more in the Functions of custom added controls.

Below you can see how JP-80x0 Plug-in is on **Instrument Track [1]** and how **MIDI track 1 [2]** & **MIDI track 2 [3]** are routed in Logic Pro to play each part separately directly to hardware MIDI out ports. MIDI track 1 points to JP-8080 channel 1 whereas MIDI track 2 points to JP-8080 channel 2.

Audio from JP-8080 is routed to my Apollo Quad inputs [4] and monitoring is active on Logic to hear the synth when played!



#### Taking things even further

Most synths with Multitimbral functions come with individual outputs. Well, can do MONO output for each layer from the Extended Settings window. Click **EXPAND** [1] and choose **Parallel Out** [2] from the **OUTPUT MODE** dropdown menu. Now you can hear each layer on different output, one on Left and the other on Right.



## Functions of custom added controls

In this plug-in, we have included some handy custom controls and switches to make it easy for you to use the plug-in together with your JP-8000 / JP-8080.

#### User Interface Size

You can adjust the plug-in user interface size with \* 0,66 / \* 1,33 zoom function. Click \* 1,00 [1] in the plug-in and choose a different size. Note that our graphics are not yet vector based, which means the plug-in will zoom the graphics making them a bit blurry if I may say so.



Basic user interface size is 1500 pixels by 757 pixels which is more than enough for modern setups.

You must reload your project / session in order to reload the plug-in graphics with new size option.

#### Master Keyboard Switch (deprecated)

Always keep it Disabled. This is deprecated function and no longer needed. We will remove this function and UI elements in the upcoming release later on.

#### Expanded Settings / System Settings

Click **EXPAND** [1] button to open expanded settings window. From this view you can access some of the JP-8000 / JP-8080 System Settings and modify them as needed.

ank U:A 1					PART DETUNE
inker	LAYER:	[LOWER]	EXPAND	REQUEST DATA ON PROGRAM CHANGE	
	NAME: JP AU/VST	PLUGIN			RANDOMIZE

Expanded settings can not be viewed while Browser is toggled on.

### Randomize Patch / Performance

With **RANDOMIZE** [1] button, you can trigger either single layer randomizing process or full performance randomization based on your current mode.

If plug-in UI is in Patch mode, currently selected layer will be randomized. If plug-in UI is in Performance mode, full Performance will be randomized.



**TIP #1:** To make the most out of Randomizer, use **Section Locks** [1] in conjuction with Randomizer to get better results. i.e. If your randomized Patch has a great Pitch Envelope & Oscillator setting, toggle on the Section Lock for those sections in order to prevent them being randomized! Read more about the Section Locks on page 29.



#### Request Data on Program Change

**REQUEST DATA ON PROGRAM CHANGE [1]** means that if the plug-in receives program / bank change message from MIDI input (plug-in MIDI input port or DAW gateway) or from plug-in **INC [2]** / **DEC [3]** buttons or, program is changed in the **Program Number Display [4]** popup menu or bank is changed in the **Bank Number Display [5]** menu, plug-in will initiate a Patch / Performance request from the JP-8000 / JP-8080 to the plug-in interface.



If this switch is toggled off, plug-in will only send the program change messages to the hardware but won't request any data back. This is good in some cases where you might want to quick browse hardware patches / performances.

### Patch / Performance Mode Switch

Patches and single layer sound files whereas Performances include sound data from both layers and some extra settings too. You can toggle between Patches and Performances with the **PATCH / PERF [1]** button. Now this will have several effects in the plug-in user interface and how the plug-in behaves.



- 1. When in **Performance** mode;
  - a. Program DEC and INC buttons will send program change commands to PERFORMANCE MIDI CH.
  - b. Librarian will display Performance files found from the Patches folder.
  - c. Bank Number Display menu will show options for different Performance request locations.
  - d. Program Number Display menu will send program changes to PERFORMANCE MIDI CH.
- 2. When in **Patch** mode;
  - a. Program DEC and INC buttons will send program change commands to currently selected PANEL MIDI channel, i.e. LOWER MIDI CHANNEL.
  - b. Librarian will display Patch files found from the Patches folder.
  - c. Bank Number Display menu will show options for different Patch request locations.
  - d. Program Number Display menu will send program changes to currently selected PANEL MIDI channel, i.e. LOWER MIDI CHANNEL.

#### Program INC / DEC buttons

**INC** [1] button will change to next program – **DEC** [2] button will change to previous program. This will trigger MIDI Out message with appropriate program number based on the **Program Number Display** [3] value. See above how this button behaves when Plug-in is in Patch / Performance mode and how it will behave when Request Data on Program Change is toggled on / off.



### Program Number display / selection menu

**Program Number Display [1]** acts as a menu as well as a display to show the current Performance or Layer Parch program number depending on the currently set mode. You can quickly navigate to different banks of programs without having to click INC / DEC buttons like crazy.



In default status, this popup menu will display program numbers in different banks of programs. See image below.

E TRANSPOSE	PANEL SELECT	KEY MODE	VOICE ASSIGN	GENERAL SETTINGS
5114	LOWER — LINK — UPPER	DUAL	L:(4)6-4(4):U	LOWER MIDI CHANNEL
E OF			MODEL JP-8080	UPPER MIDI CHANNEL O 1
	A CONTRACTOR OF THE OWNER OF	SPLITPOINT F#3	MODEL JP-8080	PERFORMANCE MIDI CH 💿 3
BROWSER LIB	CONTROL	11-18	► Patch 21	REMOTE MIDI CHANNEL 16
		21-28	Patch 22	
	BANK: User Bank	U:A 31-38	Patch 23 Sector	LOCAL CONTROL MIDI SYNC PART DETUNE
N. Statement	A	41-48	Patch 24	
Contraction of the local distance		51-58	Patch 25	
CONTROL:	Roland JP-80x0	Plug- 61-68	Patch 26	REQUEST DATA ON EXPAND PROGRAM CHANGE
CC: \	ALUE: v2.6 03-Mar-	2020 71-78	Patch 27	
Contraction of the owner owner owner owner owner owner owner		81-88	Patch 28	

But things get exciting when you toggle on LIB CONTROL [1] switch: You can now view currently active Patch / Performance Bank patches being listed on the menu and browse them directly from the main UI!



We are going to cover more of the LIB CONTROL functions later in this manual.

#### Bank Number display / selection menu

**Bank Number Display [1]** acts as a menu as well as a display to show the current Performance or Layer Patch bank number. You can navigate to different banks based on your selected JP model. If your model is set to JP-8000, the bank menu does not have as many options as when JP-8080 is set to current model. This is because JP-8080 has a lot bigger memory capacity than JP-8000.



In default status, this popup menu will display bank numbers available to browse. See image below.



Like with Program Number Display, this menu will behave completely different when LIB CONTROL [1] is toggled on. You can now view all available Patch / Performance Banks located in Patches folder.



### Lib Control switch

**LIB CONTROL [1]** switch allows you to take control of your library patches / performances with incoming program changes via MIDI or with the plug-in user interface DEC / INC buttons and Bank Number Display / Program Number Display menus.



If the LIB CONTROL switch is toggled on and you send a program change message from your master keyboard / controller to the plug-in, it will send the corresponding program from the librarian to the hardware – isn't that just neat?!

You can also quickly view the banks located in your Patches folder and programs contained in the current bank with the Bank / Program Control Displays. See above for instructions.

Note #1 Patches are sent to the hardware only to the currently selected slot. If Panel Link is toggled ON, patches will not be sent. Make sure to toggle off the Panel Link if it is active before sending any data.

**Note #2** If the program change message is received from MIDI channel 4 and you currently have Lower Layer set to channel 1 and Upper Layer to channel 2, no action will be taken.

**Note #3** If the program change message is received from MIDI channel 1 and both Layers are set to channel 1, no action will be taken. Change the MIDI channel temporarely to different value.

#### Panel Select

LOWER [1] and UPPER [2] panel select buttons are normal JP-8000 / JP-8080 function, which will change the current Panel / Layer of the synthesizer. Based on the currently set Panel, data from the plug-in user interface will be sent to it. i.e. if you move Filter Cutoff from the UI while Lower Layer is selected, then Filter Cutoff in the Lower Layer of the synth will change.



### Panel Link

Panel LINK [1] button is also normal JP-8000 / JP-8080 function, which will allow you to play both Layers at the same time. Also, control changes are sent to both Layers when changing the value in the plug-in user interface.



Learn more about Panel / Layer LINK function from the Roland JP-8000 / JP-8080 User manual.

### Velocity Assign

As you know, you can set Velocity sensitivity level / morphing level for almost every knob. To access these parameters, you need to click the **Velocity Assign [1]** button.

From this tab, you can choose the level of your Velocity / Morph amount for knobs which has **orange [2]** ring around the knob. This amount can be negative or positive. When the knob is at 12 o'clock, amount is 0. When you move the knob counterclockwise, you will apply negative amount of sensitivity and when you move the knob clockwise, you will apply positive amount of sensitivity.



Learn more about Velocity Assign function from the Roland JP-8000 / JP-8080 User manual.

## Control / Ribbon Assign

As you know, you can set Control sensitivity level / morphing level for almost every knob. To access these parameters, you need to click the **Control Assign [1]** button.

From this tab, you can choose the level of your Control / Morph amount for knobs which has **orange** [2] ring around the knob. This amount can be negative or positive. When the knob is at 12 o'clock, amount is 0. When you move the knob counterclockwise, you will apply negative amount of sensitivity and when you move the knob clockwise, you will apply positive amount of sensitivity.



Learn more about Control / Ribbon Assign function from the Roland JP-8000 / JP-8080 User manual.

#### Patch / Performance Browser

**BROWSER** [1] tab allows you to send, request, store and manipulate your patch and performance banks. Read more about patch / performance librarian functions in its own section.



### Patch Name display

Patch Name Display [1] is activated only in Patch Mode [2]. Display will show you the current Layer [3] patch name. Click the name field to change the layer patch name. Layer data will be sent to the hardware after the name is changed or if it is changed at all.



#### Performance Name display

**Performance Name Display [1]** is activated only in **Performance Mode [2]**. Display will show you the performance name. Click the name field to change the performance name. All performance data will be sent to the hardware after the name is changed or if it is changed at all.



### Section Locks

We added functionality to lock certain sections of the plug-in to prevent changes up on **layer program** changes. If you find a perfectly adjusted filter or Ifo modulation you can lock the section to keep those settings while browsing other patches.

You are able to lock any of the sections which has the LOCK [1-15] symbol in it



Locking any of the sections above, will also lock the correspondive velocity / control values as well.

**RELEASE ALL LOCKS [1]** button allows you to release all of the locks with one click. This is ideal if you have overlooked your layers and data is being transmitted back and forth even if you don't want that. When any of the locks is toggled on, it will change the lock image and color to **RED [2]**.



**Note #1** While you have sections locked, there will double the amount of SysEx traffic in the MIDI stream due to the fact that the plug-in has to send the "locked" info back to hardware after the patch is requested. If you scroll patches from librarian, then the data stream is normal.

**Note #2** If your plug-in is in Performance mode or Layer Link is toggled on, then Release All Locks will also release Arpeggiator Lock. Otherwise Arpeggiator Lock will stay as it is and won't trigger Release All Locks button to appear in the user interface.

## Total Recall

This is one of the best features we can think about our plug-in, total recall. It does what it says: recalls your saved session data from the plug-in user interface to your synthesizer, without the need of doing it manually! It is all automated, as long as you have the same MIDI device hooked into your setup as it was when saving the project.

It there are any trouble with the total recall, please check below for further instructions how to Push Data to HW manually.

Possible reasons for failure of total recall are that the MIDI interface is no longer in the system, or it is hooked into a different USB port.

Plug-in update does not fully support the previous version data package. There is a work-around for that as well, so be sure to check out our support site for more details about that.

## Using the Librarian



With our built-in Patch / Performance Librarian, the user can manipulate banks as they like. Drag'n'drop patches / performances from one bank to another, rename patches / performances and store the desired bank to the synthesizer's memory or pull banks from memory to librarian.

This is quite an extensive guide, so we want to walk you through every step one by one while trying to write everything down in a most-common way. So, get some coffee or tea and let's begin!

TIP #1: Always make sure that your performance or patch banks are not named such as: "this\_is\_the\_ultimate\_dance\_and\_trance\_leads\_mashup\_bank\_volume\_2\_of\_5.mid"

I can tell you right now, that the plug-in and librarian is not going to like it and might even crash. Make sure to keep your patch names clean and simple. If you can not see the bank name extension in the librarian menu, revise the bank name to be **less than 32 characters**.

TIP #2: You can always create a set of sub folders in your Patches folder to organize your Banks better. See image below how I've organized my banks to keep them in tidy order. This way the Bank name does not exceed the suggested length.

• • •	Patches			
$\langle \rangle$			Q Etsi	
uosikit	Nimi	<ul> <li>Muokattu</li> </ul>	Koko	Laji
Mystery Islands Music	🔻 🚞 Alan Marcero	27.8.2019 klo 22.52		Kansio
Presets	Alan Marcero - Trance Soundset A.mid	21.9.2017 klo 11.26	18 kt	StandaIDI File
Presets	Alan Marcero - Trance Soundset B.mid	21.9.2017 klo 11.26	18 kt	StandaIDI File
Development	Gokosoul	27.8.2019 klo 22.52		Kansio
Developer Apps	🕨 🚞 JayB	27.8.2019 klo 22.52		Kansio
	🔻 🚞 MIKE Push	27.8.2019 klo 22.52		Kansio
Microsoft Office Apps	MIKEPUSH JP-80x0 UN vol1.mid	11.7.2016 klo 15.19	18 kt	StandaIDI File
Music Apps	Vovaline Music	27.8.2019 klo 22.52		Kansio
Video Apps	Novaline JP-Nova Soundset A.syx	27.12.2017 klo 21.50	17 kt	Syx MIDI File
	Novaline JP-Nova Soundset B.syx	27.12.2017 klo 22.01	17 kt	Syx MIDI File
Application Support	Roland JP-8080 Presets	tänään klo 14.09		Kansio
C Lataukset	Seraphic Music	27.8.2019 klo 22.52		Kansio
A Obielmet	Standalone Music	27.8.2019 klo 22.52		Kansio
A Ohjelmat	Vengeance Sound	27.8.2019 klo 22.52		Kansio
Työpöytä	001 JP-8080 - Init Patches.mid	16.1.2020 klo 12.58	18 kt	StandaIDI File
🞵 Musiikki	Ø 001 JP-8080 - Init Performances.mid	16.1.2020 klo 12.58	46 kt	StandaIDI File
AirDran	DO1 uus testi.mid	27.8.2017 klo 20.48	18 kt	StandaIDI File

#### Select Program with Double Click

Double clicking any item in the librarian program view, will send the slot data to the hardware temp memory. If you have Upper Layer selected in the plug-in user interface and you double click slot 12 while in Patch mode, then slot 12 data will be sent to JP's upper layer!

This will also update the plug-in interface, so it is in sync with the data on your JP!

#### Select Program using Arrow keys from keyboard

You can also use Arrow keys from your computer keyboard to browse through different programs in the librarian view. Clicking arrow up while slot 11 is chosen, will choose slot 88 as a next slot. Using left arrow key while in slot 88, will choose slot 48 next and send it to hardware.

Note #1: this only works when you mouse cursor is on top of the left or right program view area. Note #2: if you have chosen to browse in right program view, then program from right program view will be sent to hardware. Same applies to left program view too, so if you are browsing programs in that view, then the corresponding data will be sent to hardware.

Note #3: This will also update the plug-in user interface with the program values.

## Different sections in Librarian User Interface

	SIZE: * 1,00 N	ASTER KBD: Disabled MIDI IN:	micro lite Port 4 MIDLOUT	: micro lite Port 4	and the second
		Vengeance X-Plorations v3.mid	▼ + DISCARD - Vengea	ance X-Plorations v3.mid 🛛 🔻 +	
	Hardware Editor Plug-in for Roland JP-8000 / JP-8000	51:Do not DisturbMS 52:Do not Distrb2MS 53:Tokio MS 54:Machina MS 55:Synkoid MS 56:II:Lal Disco MS	11:X-PlorationsV3MS 12:Ternordrome MS 13:Tonahawk MS 14:No Supersaw MS 15:Megalead 3000 MS 16:Horizon MS	51: Do not DisturbMS 52: Do not Distrb2MS 53: Tokio MS 54: Machina MS 55: Synkoid MS 56: Italo Disco MS	1
	LIBRARIAN PREFERENCES CI LIBRARIAN MODE: PERFORMANCE MODE SIDD FERFORMANCE MODE SIDD FERFORMANCE LODGS ALL DATA TO BOTH PWELS. 24: Tricublemaker MS 24: Tricublemaker MS 2	57: Power Chord MS 58: Clear & BrightMS 61:Soft Pad MS 62: Arbiter MS 63: Downtown MS 64: Soft Pad 2 MS	10 - hor 1200 17 : Babylon Ash MS 18 : Clean Lead MS 21 : Phasings MS 22 : Phasings 2 MS 23 : Troublemaker MS 24 : Triforce MS	57: Power Chord MS 58: Clear & BrightMS 61: Soft Pad MS 62: Arbiter MS 63: Downtown MS 64: Soft Pad 2 MS	
•	SHOW STAGLE PATCHES LOADS DATA TO SELECTED PAYEL 25:Notesphale MS STORE DATA TO: U:11 - U:88 V U:11 - U:88 V U:11 - U:88 V U:11 - U:15 U:15 U U:11 - U:15 U U:15 U	5 : Infinity MS 66: Icy Drops MS 67: Knarzbas 68: Bomber VI MS 71: Drahtsage MS 72: Heroic MS 73: Full Stereo MS	25: Noizelead MS 26: Spacepulse MS 27:16 Usc Power MS 28: Alpha Juno MS 31: Silence MS 32: Silence 2 MS 33: Razor MS	65: Infinity M5 66: Icy Drops M5 67: Knarzbass 68: Bomber VI M5 71: Drahtsagge M5 72: Heroic M5 73: Fill Stereo M5	3
	ANY DATA YOU HAVE PREVIOUSLY STORED TH THE BANK. 32 : FRAZER 2 : F	74:Cosmic Power MS 75:Fantasm MS 76:Hrafepulae MS 77:Sanctuary MS 78:Airwave MS 81:Oct Stack MS	34:Razor 2 MS 35:New Species MS 36:Phantasy MS 37:Tubby MS 38:Pulsdive 1 MS 41:Starsplash MS	74:Cosmic Power MS 75:Fantasm MS 76:Krafpulse MS 77:Sanctuary MS 78:Airwave MS 81:Cot Stack MS	
	witt Briteristing Artick Licking Regulst DATA         42:0hronoberon         MS           FROM MARGINE TO LIBRATUM NO REGUIST DATA         43:0hronoberon         MS           MARGINARE TO LIBRATUM NO REGUIST DATA         43:0hronoberon         MS           MARGINARE TO LIBRATUM NO REGUIST DATA         43:0hronoberon         MS           MARGINARE TO LIBRATUM NO REGUIST DATA         43:0hronoberon         MS           SWE PART TO SLOT         GET UI DATA TO SLOT         47:0broheron           SYNC DATA FROM HM         PUSH DATA TO FW         48:0broheron Party IS	82:Fine Lead MS 83:Double Helix MS 84:Double Helix2 MS 85:Future Hook MS 86:Kosmonauts MS 87:Another World MS 88:Space FX MS	42: Chromotrom MS 43: Yan Dahl MS 44: Reality MS 45: Ultrawarm MS 46: Universe MS 47: Beach Party MS 48: Beach Party 2 MS	82: Fine Lead MS 83: Double Helix: MS 84: Double Helix:2 MS 85: Future Hook MS 86: Kosmonauts MS 87: Another World MS 88: Space FX MS	
	ADV. MDI VELOCITY CONTROL VELOCITY COLO MODE	TRANSPOSE PANEL SELECT	KEY MODE VOICE ASSIGN DUAL L: (4)6-4(4) : U	GENERAL SETTINGS	
	ARPEGGIATOR	BROWSER LIB CONTROL BANK: User Bank	SPLIT POINT F#3 MODEL JP-8080 DEC INC PATCH / PERF (U: 12 □ □ □ □ →	PERFORMANCE MIDI CH    PERFORMANCE MIDI CH     S	
	Hute 3 Pute 3 Cff DESTINATION RAINEE MODE 20 250 Lower+Upper 2 Octaves Up + Down	CONTROL: Roland JP-80x0 P CC: VALUE: v2.6 03-Mar-2		EXPAND REQUEST DATA ON PROGRAM CHANGE ON RANDOMIZE	

#### Left Patch / Performance program view

[1] This is the main "edit" area of your active bank. What ever you edit in the left bank view, can be stored later on. You can rename individual Patches / Performances, request data from hardware to the bank slots, Initialize Patches / Performances as you go and quickly get data from the plug-in user interface to the selected slot or store single data or whole bank to the hardware.

More details about the BANK EDIT functions on page 39 and Right Click Menu functions on page 49.

JP-80 X 0	BANK EDIT -	Vengeance X-Plorations v3.mid	+ DISCARD -	Vengeance X-Plorations v3.mid	-
RÉGISTERED MYSTERY ISLANDS MUSIC	11:X-PlorationsV3M 12:Terrordrome M 13:Tomahawk MS	51:Do not DisturbMS 52:Do not Distrb2MS 53:Tokio MS	11: X-PlorationsV3 4 12: Terrordrome	51: Do not DisturbMS 52: Do not Distrb2MS 53: Tokio MS	
HTTPS://WWW.MYSTERYTSLANDS-MUSIC.COM	14:No Supersaw MS	55:TOKID HS 54:Machina MS	13:Tomahawk MS 14:No Supersaw MS	53: Tokio MS 54: Machina MS	
lardware Editor Plug-In for Roland JP-8000 / JP-8080	15:Megalead 3000 MS	55:Synkoid MS	15:Megalead 3000 MS	55:Synkoid MS	
	16:Horizon MS 17:Babylon Ash MS	56:Italo Disco MS 57:Power Chord MS	16:Horizon MS 17:Babylon Ash MS	56: Italo Disco MS 57: Power Chord MS	
LIBRARIAN PREFERENCES	18:Clean Lead MS	58:Clear & BrightMS	18:Clean Lead MS	57: Power Chord HS 58: Clear & BrightMS	
	21:Phasings MS	61:Soft Pad MS	21:Phasings MS	61:Soft Pad MS	
LIBRARIAN MODE: PERFORMANCE MODE	22:Phasings 2 MS 23:Troublemaker MS	62:Arbiter MS	22:Phasings 2 MS 23:Troublemaker MS	62:Arbiter MS 63:Downtown MS	
SHOW PERFORMANCES	23:Troublemaker MS 24:Triforce MS	63:Downtown MS 64:Soft Pad 2 MS	24:Triforce MS	63: Downtown MS 64: Soft Pad 2 MS	
SHOW PERFORMANCES 2 LL DATA TO BOTH PANELS.	25:Noizelead MS	65:Infinity MS	25:Noizelead MS	65: Infinity MS	
	26:Spacepulse MS	66:Icy Drops MS	26:Spacepulse MS	66: Icy Drops MS	
STORE DATA TO: U:11 - U:88 -	27:16 Osc Power MS 28:Alpha Juno MS	67: <mark>Knarzbass MS</mark> 68:Bomber VI MS	27:16 Osc Power MS 28:Alpha Juno MS	67: Knarzbass 68: Bomber VI MS	
	31:Silence MS	71:Drahtsaege MS	31:Silence MS	71: Drahtsaege MS	
USER DEFINED DESTINATION, WHERE THE SOUND DATA WILL BE WRITTEN IN HARDWARE, THIS WILL OVERWRITE	32:Silence 2 MS	72:Heroic MS	32:Silence 2 MS	72:Heroic MS	
ANY DATA YOU HAVE PREVIOUSLY STORED IN THE BANK.	33:Razor MS 34:Razor 2 MS	73:Full Stereo MS 74:Cosmic Power MS	33:Razor MS 34:Razor 2 MS	73:Full Stereo MS 74:Cosmic Power MS	
	35:New Species MS	75:Fantasm MS	35:New Species MS	75: Fantasm MS	
REQ DATA FROM: User Bank U: V	36:Phantasy MS	76:Kraftpulse MS	36: Phantasy MS	76:Kraftpulse MS	
REQINTERVAL: 200ms	37:Tubby MS 38:Pulsdive 1 MS	77:Sanctuary MS 78:Airwaye MS	37:Tubby MS 38:Pulsdive 1 MS	77: Sanctuary MS 78: Airwaye MS	
USER DEFINED SOURCE BANK, WHERE THE SOUND DATA	41:Starsplash MS	81:Oct Stack MS	41:Starsplash MS	81: Oct Stack MS	
WILL BE REQUESTED AFTER CLICKING REQUEST DATA	42:Chronotron MS	82:Fine Lead MS	42:Chronotron MS	82: Fine Lead MS	
FROM HARDWARE TO LIBRARIAN OR REQUEST DATA FROM HARDWARE TO UI (plugin user interface).	43:Van Dahl MS	83:Double Helix MS	43:Van Dahl MS	83: Double Helix MS	
	44:Reality MS 45:Ultrawarm MS	84:Double Helix2 MS 85:Future Hook MS	44:Reality MS 45:Ultrawarm MS	84:Double Helix2 MS 85:Future Hook MS	
SAVE PART TO SLOT GET UI DATA TO SLOT	46:Universe MS	86:Kosmonauts MS	46:Universe MS	86: Kosmonauts MS	
	47:Beach Party MS	87:Another World MS	47:Beach Party MS	87: Another World MS	
SYNC DATA FROM HW PUSH DATA TO HW	48:Beach Party 2 MS	88:Space FX MS	48:Beach Party 2 MS	88:Space FX MS	

**NOTE #1** Once you start to manipulate the bank, **DISCARD [1]** button will appear between the bank names indicating that you've started your editing work.

**NOTE #2** Once the Discard button appears, you can not change to different Librarian Mode [2] nor you can't change to different bank with left Patch / Performance bank menu [3] until changes are saved or discarded.

NOTE #3 You can still use the right Patch / Performance bank menu [4] to browse other banks while the main edit area is locked! See details below.

#### Right Patch / Performance program view

	SIZE: * 1,00 MASTER KBD: Disabled MIDI IN:	micro lite Port 4 MIDLOU	T: micro lite Port 4
	BANK EDIT - Vengeance X-Plorations v3.mid	▼ + DISCARD - Venge	ance X-Plorations v3.mid 🔷 🕈
REGISTERE MUSERY ISLANDS MUSIC ITTES://MM.WSTERYISLANDS-MUSIC Hardware Editor Plug-in for Roland JP-8000/JP-808	11:X-PlorationsV3MS         51:Do not DisturbMS           12:Terrordrome         MS         52:Do not Distrb2MS           13:Tomahawk         MS         53:Tokio         MS           14:No Supersaw         MS         54:Machina         MS	11:X-PlorationsV3MS 12:Terrordrome MS 13:Tomahawk MS 14:No Supersaw MS 15:Megalead 3000 MS 16:Horizon MS	51: Do not Disturb#6 52: Do not Disturb#6 53: Do not Distrb#78 54: Hechian #6 55: Synkoid #6 56: Italo Disco #6
LIBRARIAN PREFERENCES	17:Babylon Ash     MS     57:Power Chord     MS       18:Clean Lead     MS     58:Clear & Bright MS       21:Phasings     MS     61:Soft Pad     MS	17:Babylon Ash MS 18:Clean Lead MS 21:Phasings MS	57: Power Chord MS 58: Clear & BrightMS 61: Soft Pad MS
LIBRARIAN MODE: PERFORMANCE MODE SHOW PERFORMANCES LOADS ALL DATA TO BOTH PANELS SHOW SINGLE PATCHES LOADS DATA TO SELECTED PANE	22: Phasings 2         MS         62: Arbiter         MS           23: Troublemaker         MS         63: Downtown         MS           24: Triforce         MS         64: Soft Pad 2         MS           .25: Noizeland         MS         65: Infinity         MS           26: Spacepulse         MS         66: Ircy Drops         MS	23: Troublemaker MS 24: Triforce MS 25: Noizelead MS	62:Arbiter MS 63:Downtown MS 64:Soft Pad 2 MS 65:Infinity MS 66:Icy Drops MS
STORE DATA TO: U:11 - U:88 USER DEFINED DESTIMATION, MERRE THE SOUND DATA WILL BE MEITTEN IN MANDAME. THIS WILL OWNERD WAY DATA YOU NAKE REPERIDENCY STORED IN THE BAN	27:16 Osc Power         MS         67:10         MS         83:00         MS           28:Alpha Juno         MS         68:80         80	26:5pacepulse MS 27:16 0sc Power MS 28:Alpha Juno MS 31:Silance MS 32:Silance 2 MS 33:Razor MS 34:Razor 2 MS 35:Nex Species MS	67: Knarzbass 67: Knarzbass 68: Bomber VI MS 71: Drahtsage MS 72: Heroic MS 73: FUI Stereo MS 74: Cosmic Power MS 74: Cosmic Power MS 75: Frantasm MS
REQ DATA FROM: User Bank U: ▼ REQ INTERVAL: 200ms USER DEFINED SOURCE BANK, WHERE THE SOUND DATA	36:Phantasy         MS         76:Kraftpulse         MS           37:Tubby         MS         77:Sanctuary         MS           38:Pulsdive 1         MS         78:Airwave         MS           41:Starsplash         MS         81:Oct Stack         MS	36:Phantasy MS 37:Tubby MS 38:Pulsdive 1 MS 41:Starsplash MS	76:Kraftpulse MS 77:Sanctuary MS 78:Airwave MS 81:Oct Stack MS
WILL BE REQUESTED AFTER CLICKING REQUEST DATA FROM HARDMARE TO LIBRARIAN OR REQUEST DATA FRO HARDWARE TO UL (pluguin user interface). SAVE PART TO SLOT GET UL DATA TO SLOT	44:Reality MS 84:Double Helix2 MS 45:Ultrawarm MS 85:Future Hook MS	42:Chronotron MS 43:Van Dahl MS 44:Reality MS 45:Ultrawarm MS 46:Universe MS	82:Fine Lead MS 83:Double Helix: MS 84:Double Helix2 MS 85:Future Hook MS 86:Kosmonauts MS
SYNC DATA FROM HW PUSH DATA TO HW	47: Beach Party 2 MS 87: Another World MS 48: Beach Party 2 MS 88: Space FX MS	47: Beach Party MS 48: Beach Party 2 MS	87 : Another World MS 88 : Space FX MS
ADV. MIDI VELOCITY CONTROL VELOCITY SETTINGS ASSIGN ASSIGN SENSITIVY	INCL UNISCH DETUNE TRANSPOSE PANEL SELECT SOLD MODE OFF	1         DDE         VOICE ASSIGN           DUAL         L: (4)6-4(4):U           SPLIT POINT         F#3	GENERAL SETTINGS
TEMPO TINTERNAL ARPEGGIATOR 136 BEAT PATTERN ARP Mute 3	N HOLD ROTTOL	DEC INC PATCH/PERF	REMOTE MIDI CHANNEL 16 LOCAL CONTROL MIDI SYNC PART DETUNE
20 250 Lower+Upper 2 Octa	CONTROL: Performance recer		EXPAND PROGRAM (CHANGE

[1] This is our "helping tool" bank view which allows you to view other bank contents while the main edit view is locked due to ongoing edits. You can copy selected slot Patch / Performance to clipboard and paste it on the main edit view. You can also drag'n'drop data from any slot to main edit view.

Learn more details about Copy & Paste from page 49 and Drag'n'drop from page 52.

#### Previous & Next Bank buttons

You can quickly navigate to previous or next bank in the list by clicking the **PREVIOUS** [1] or **NEXT** [2] bank button.

	SIZE: * 1,00 MASTER KI	BD: Disabled MIDI IN:	micro lite Port 4	MIDIOUT: micro lite Port 4
J7-80X0	BANK EDIT - Ven	geance X-Plorations v3.mid	+ DISCARD -	Vengeance X-Plorations v3.mid 🔹 +
REGISTERED MYSTERY ISLANDS MUSIC HTTPs://www.wysteryISLANDS-MUSIC.com Hardware Editor Plug-In for Roland JP-8000 / JP-8080	11:X-1 consV3MS 12:Ter. Some MS 13:Tomahawk MS 14:No Supersaw MS 15:Megalead 3000 MS 16:Horizon MS	51:Do not DisturbMS 52:Do not Distrb2MS 53:Tokio 54:Machina MS 55:Synkoid MS 56:Italo Disco MS	2 11:X-PlorationsV3MS 12:Terrordrome MS 13:Tomahawk MS 14:No Supersaw MS 15:Negalead 3000 MS 16:Horizon MS	53:00 not DisturbHS 52:00 out Distrb2MS 53:10 hold 53:10 hold 53:40 hold MS 55:50 hold MS 56:11 alo Disco MS
LIBRARIAN PREFERENCES	17:Babylon Ash MS 18:Clean Lead MS 21:Phasings MS	57: Power Chord MS 58: Clear & BrightMS 61: Soft Pad MS	17:Babylon Ash MS 18:Clean Lead MS 21:Phasings MS	57: Power Chord MS 58: Clear & BrightMS 61: Soft Pad MS
LIBRARIAN MODE: PERFORMANCE MODE	22:Phasings 2 MS 23:Troublemaker MS	62:Arbiter MS 63:Downtown MS	22:Phasings 2 MS 23:Troublemaker MS	62:Arbiter MS 63:Downtown MS
SHOW PERFORMANCES LOADS ALL DATA TO BOTH PANELS. SHOW SINGLE PATCHES LOADS DATA TO SELECTED PANEL.	24:Triforce MS 25:Noizelead MS 26:Spacepulse MS	64:Soft Pad 2 MS 65:Infinity MS 66:Icy Drops MS	24:Triforce MS 25:Noizelead MS 26:Spacepulse MS	64:Soft Pad 2 MS 65:Infinity MS 66:Icy Drops MS
STORE DATA TO: U:11 - U:88 🔻	27:16 Osc Power MS 28:Alpha Juno MS	67:Knarzbass MS 68:Bomber VI MS	27:16 Osc Power MS 28:Alpha Juno MS	67:Knarzbass 68:Bomber VI MS
USER DEFINED DESTINATION, WHERE THE SOUND DATA WILL BE WRITTEN IN HARDWARE. THIS WILL OVERWRITE ANY DATA YOU HAVE PREVIOUSLY STORED IN THE BANK.	31:Silence MS 32:Silence 2 MS 33:Razor MS 34:Razor 2 MS 35:New Species MS	71:Drahtsaege MS 72:Heroic MS 73:Full Stereo MS 74:Cosmic Power MS 75:Fantasm MS	31:Silence MS 32:Silence 2 MS 33:Razor MS 34:Razor 2 MS 35:New Species MS	71:Drahtsaege MS 72:Heroic MS 73:FullStereo MS 74:Cosmic Power MS 75:Fantasm MS
REQ DATA FROM: User Bank U: 🔻	36:Phantasy MS 37:Tubby MS	76:Kraftpulse MS 77:Sanctuary MS	36: Phantasy MS 37: Tubby MS	76:Kraftpulse MS 77:Sanctuary MS
REQ INTERVAL: 200ms	38:Pulsdive 1 MS	78:Airwave MS	38:Pulsdive 1 MS	78: Airwave MS
USER DEFINED SOURCE BANK, WHERE THE SOUND DATA WILL BE REQUESTED AFTER CLICKING REQUEST DATA FROM HARDWARE TO LIBRARIAN OR REQUEST DATA FROM HARDWARE TO UI (plugin user interface).	41:Starsplash MS 42:Chronotron MS 43:Van Dahl MS 44:Reality MS	81:Oct Stack MS 82:Fine Lead MS 83:Double Helix MS 84:Double Helix2 MS	41:Starsplash MS 42:Chronotron MS 43:Van Dahl MS 44:Reality MS	81:Oct Stack MS 82:Fine Lead MS 83:Double Helixx MS 84:Double Helix2 MS
SAVE PART TO SLOT GET UI DATA TO SLOT	45:Ultrawarm MS 46:Universe MS 47:Beach Party MS	85:Future Hook MS 86:Kosmonauts MS 87:Another World MS	45:Ultrawarm MS 46:Universe MS 47:Beach Party MS	85:Future Hook MS 86:Kosmonauts MS 87:Another World MS
SYNC DATA FROM HW PUSH DATA TO HW	48:Beach Party 2 MS	88:Space FX MS	48:Beach Party 2 MS	88: Space FX MS

Note #1 that both "views" have their own Previous / Next buttons.

#### Bank Select Menu

Clicking the **Bank Name [1 / 2]** opens up the popup menu which displays all the current Patch / Performance bank files based on your Librarian Mode selection. See details below the image.



NOTE #1 Bank Name [1] menu becomes inactive if bank has edits in it. Save changes or Discard edits in order to browse other banks in this area.

#### Librarian Mode / Operation Mode

**LIBRARIAN MODE [1]** button allows users to toggle between Performance / Patch files in librarian view. Performances contains Upper and Lower Patches, making it performance. You can also toggle the mode from the main user interface **PATCH / PERFORMACE [2]** button to toggle between the modes.



#### Search

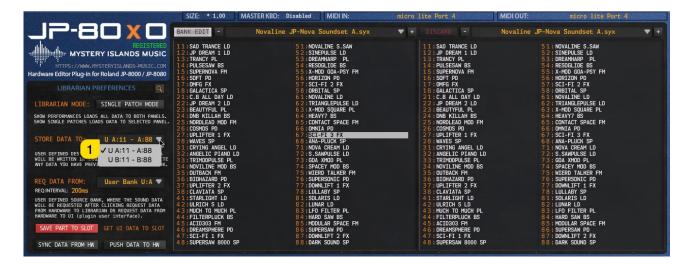
Search can the toggled on by clicking the Magnifying Glass [1]. Name Field [2] will popup allowing you to to enter your search criteria. Search results will appear in the Right Program View [3] if there are any.



**NOTE #1** Search works based on character size. If the search term is less than 3 characters, search won't give any results.

#### Store Data To menu

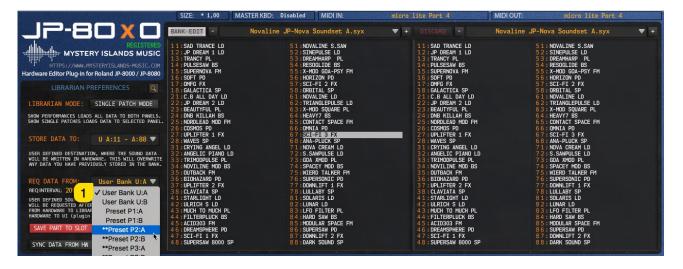
When you want to store your Patch / Performance bank from librarian to synthesizer memory, choose a target location of the data write from the **Store Data To [1]** dropdown menu. Data target location varies based on your current operating mode. This target location is only used when you want to write single Patch / Performance to hardware memory using the Bank Edit Menu function.



#### Request Data From menu

You can choose which bank will be requested the to librarian when the request command is triggered from the Bank Edit Menu. Choose request location by clicking **REQ DATA FROM [1]** dropdown menu.

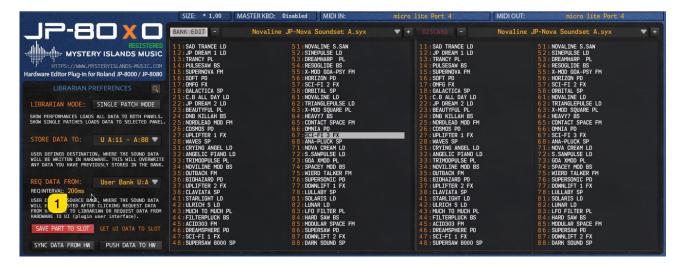
Bank Edit menu functions are discussed further below.



**Note #1** that JP-8000 incompatible banks are marked with \*\* as they only work with JP-8080. This is due to JP-8080's internal memory + optional card memory, which makes it's capacity bigger.

#### **Request Interval**

Set a desired **REQUEST INTERVAL [1]** for your request and write commands. Default is set to 200ms, but in some cases it might cause time out messages. If that is the case, then increase the Request Interval until requests succeed.



Note #1 When making requests to librarian, try not to interfere the MIDI flow by any means. This might cause unexpected results and could potentially freeze the plug-in until its forced to restart. Once the request process is ongoing, sit back for a few minutes 😌

#### Save Part to Slot

With SAVE PART TO SLOT [1] you can quickly get data from the plug-in user interface to the librarian. Data will be put to an active slot on main edit window. If right program display is chosen, this function will not be available. Once the data is in the chosen librarian slot, you can then save the bank, rename the patch / performance or discard your changes.



## Sync Data From HW

**SYNC DATA FROM HW [1]** does what it says. This will get all of the temp performance and system data from the synthesizer to the plug-in user interface. Once you've set your MIDI in and MIDI out you are better off to start with Sync Data from HW before you start to work with the interface in the first place.

The reason is quite simple; we need to get the current hardware status to the plug-in user interface to address control changes and MIDI messages to the right layers etc.

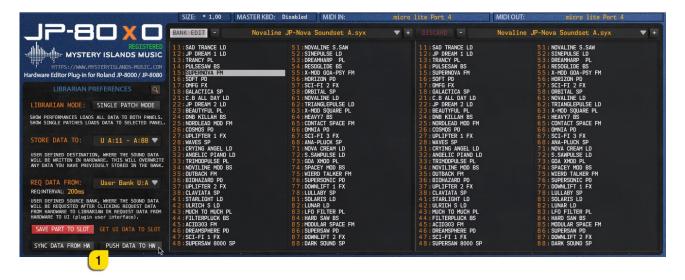
	SIZE: * 1,00	MASTER KBD: Disabled	MIDI IN:	micro lite Port 4	MIDI OUT:	micro lite Port 4	
JP-80 X 0	BANK EDIT -	Novaline JP-Nova So	oundset A.syx	▼ + DISCARD -	Novaline JP-No	va Soundset A.syx	- +
REGISTERED	11:SAD TRANCE LD 12:JP DREAM 1 LD 13:TRANCY PL 14:PULSESAW BS	51:NOVAL 52:SINEP 53:DREAM 54:RESOG	ULSE LD HARP PL	11:SAD TRANCE LD 12:JP DREAM 1 LD 13:TRANCY PL 14:PULSESAW BS	52	NOVALINE S.SAW SINEPULSE LD DREAMHARP PL RESOGLIDE BS	
HTTPS://WW/.MYSTERYISLANDS-MUSIC.COM Hardware Editor Plug-in for Roland JP-8000 / JP-8080	14: PULSESAW BS 15: SUPERNOVA FM 16: SOFT PD		GOA-PSY FM	14 : PULSESAW BS 15 : SUPERNOVA FM 16 : SOFT PD		X-MOD GOA-PSY FM HORIZON PD	
LIBRARIAN PREFERENCES	17:0MFG FX 18:GALACTICA SP 21:C.B ALL DAY LD	5 0 : HORIZ 5 7 : SCI-F 5 8 : ORBIT 6 1 : NOVAL	I 2 FX AL SP	17:0MFG FX 18:GALACTICA SP 21:C.B ALL DAY LD	57 58	SCI-FI 2 FX ORBITAL SP NOVALINE LD	
LIBRARIAN MODE: SINGLE PATCH MODE	22: JP DREAM 2 LD 23: BEAUTYFUL PL	6 2 : TRIAN	INE LU IGLEPULSE LD SOUARE PL	22: JP DREAM 2 LD 23: BEAUTYFUL PL	6 2	TRIANGLEPULSE LD X-MOD SOUARE PL	
SHOW PERFORMANCES LOADS ALL DATA TO BOTH PANELS. SHOW SINGLE PATCHES LOADS DATA TO SELECTED PANEL.	24:DNB KILLAH BS	6.4 : HEAVY	7 BS CT SPACE FM	24 : DNB KILLAH BS 25 : NORDLEAD MOD FM 26 : COSMOS PD	64 65	HEAVY7 BS CONTACT SPACE FM OMNIA PD	
STORE DATA TO: U A:11 - A:88 🔻	27:UPLIFTER 1 FX 28:WAVES SP 31:CRYING ANGEL LD	67:SCI-F 68:ANA-P 71:NOVA	I 3 FX LUCK SP	27:UPLIFTER 1 FX 28:WAVES SP 31:CRYING ANGEL LD	67 68	SCI-FI 3 FX ANA-PLUCK SP NOVA CREAM LD	
USER DEFINED DESTINATION, WHERE THE SOUND DATA WILL BE WRITTEN IN HARDWARE. THIS WILL OVERWRITE MY DATA YOU HAVE PREVIOUSLY STORED IN THE BANK.	32:ANGELIC PIANO LE 33:TRIMODPULSE PL 34:NOVILINE MOD BS 35:OUTBACK FM	0 72:S.SAW 73:GOA X 74:SPACE	PULSE LD MOD PL	3 2 : ANGELIC PIANO LD 3 3 : TRIMODPULSE PL 3 4 : NOVILINE MOD BS 3 5 : OUTBACK FM		S.SAWPULSE LD GOA XMOD PL SPACEY MOD BS WIERD TALKER FM	
REQ DATA FROM: User Bank U:A V	36:BIOHAZARD PD 37:UPLIFTER 2 FX	7 6 : SUPER 7 7 : DOWNL	IFT 1 FX	36:BIOHAZARD PD 37:UPLIFTER 2 FX		SUPERSONIC PD DOWNLIFT 1 FX	
NECUTIVELY 2007 USER DEFINED SQUECE BANK, WHERE THE SOUND DATA WILL BE REQUESTED AFTER CLICKING REQUEST DATA FROM MARDMARE TO LIBRARIAN OR REQUEST DATA FROM MARDWARE TO UI (PUIGI USE' INTERTACE).	38:CLAVIATA SP 41:STARLIGHT LD 42:ULRICH S LD 43:MUCH TO MUCH PL 44:FILTERPLUCK BS	78:LULLA 81:SOLAR 82:LUNAR 83:LFO F 84:HARD	IS LD LD ILTER PL SAW BS	38:CLAVIATA SP 41:STARLIGHT LD 42:ULRICH S LD 43:WUCH TO MUCH PL 44:FILTERPLUCK BS	81 82 83 84	LULLABY SP SOLARIS LD LUNAR LD LFO FILTER PL HARD SAW BS	
SAVE PART TO SLOT GET UI DATA TO SLOT	45:ACID303 FM 46:DREAMSPHERE PD 47:SCI-FI 1 FX	8 6 : SUPER 8 7 : DOWNL	IFT 2 FX	4 5 : ACID303 FM 4 6 : DREAMSPHERE PD 4 7 : SCI-FI 1 FX	86	MODULAR SPACE FM SUPERSAW PD DOWNLIFT 2 FX	
SYNC DATA FROM HW PUSH DATA TO HW	48:SUPERSAW 8000 SF			48:SUPERSAW 8000 SP		DARK SOUND SP	
1				n an			

**Note #1** This function does not request any data to the librarian. Use the Bank Edit menu functions to request data from hardware to librarian.

### Push Data to HW

**PUSH DATA TO HW** [1] works like Total Recall but in manual mode. This will send the entire Performance data to hardware and the System settings too.

This is useful when you open your project containing the plug-in but for some reason you've lost the MIDI interface along the way or if you open your project in another studio without the MIDI interface attached when you saved your work. You can choose different MIDI in and MIDI out and click Push Data to HW and you'll get the sound in the JP, regardless of the place you are at.



#### **Abort Process**

ABORT PROCESS [1] button will briefly appear when you make requests from hardware to plug-in user interface or when you send Patches / Performances to the hardware. If something in the hardware settings isn't right and / or the process takes too long, you can Abort the process and start from beginning manually.

	SIZE: * 1,00	MASTER KBD: Disabled MIDI IN:	micro lite Port 4	MIDI OUT: micro lite Port 4
J2-80 X 0	BANK EDIT -	Novaline JP-Nova Soundset A.syx	▼ + DISCARD -	Novaline JP-Nova Soundset A.syx 🔍 🔻 +
REGISTERED MYSTERY ISLANDS MUSIC	11:SAD TRANCE LD 12:JP DREAM 1 LD 13:TRANCY PL	51:NOVALINE S.SAW 52:SINEPULSE LD 53:DREAMHARP PL	11:SAD TRANCE LD 12:JP DREAM 1 LD 13:TRANCY PL	51: NOVALINE S.SAW 52: SINEPULSE LD 53: DREAMHARP PL
HTTPS://WWW.MYSTERYISLANDS-MUSIC.COM Hardware Editor Plug-In for Roland JP-8000 / JP-8080	14: PULSESAW BS 15: SUPERNOVA FM 16: SOFT PD	54:RESOGLIDE BS 55:X-MOD GOA-PSY FM 56:HORIZON PD	14:PULSESAW BS 15:SUPERNOVA FM 16:SOFT PD	54: RESOGLIDE BS 55: X-MOD GOA-PSY FM 56: HORIZON PD
LIBRARIAN PREFERENCES	17:0MFG FX 18:GALACTICA SP 21:C.B ALL DAY LD	57:SCI-FI 2 FX 58:ORBITAL SP 61:NOVALINE LD	17:0MFG FX 18:GALACTICA SP 21:C.B ALL DAY LD	57: SCI-FI 2 FX 58: ORBITAL SP 61: NOVALINE LD
LIBRARIAN MODE: SINGLE PATCH MODE	22: JP DREAM 2 LD 23: BEAUTYFUL PL	62:TRIANGLEPULSE LD 63:X-MOD SQUARE PL	22: JP DREAM 2 LD 23: BEAUTYFUL PL	6 2 : TRIANGLEPULSE LD 6 3 : X-MOD SQUARE PL
SHOW PERFORMANCES LOADS ALL DATA TO BOTH PANELS. SHOW SINGLE PATCHES LOADS DATA TO SELECTED PANEL.	24 : DNB KILLAH BS 25 : NORDLEAD MOD FM 26 : COSMOS PD	64:HEAVY7 BS 65:CONTACT SPACE FM 66:OMNIA PD	24:DNB KILLAH BS 25:NORDLEAD MOD FM 26:COSMOS PD	64:HEAVY7 BS 65:CONTACT SPACE FM 66:OMNIA PD
STORE DATA TO: U A:11 - A:88 🔻	27:UPLIFTER 1 FX 28:WAVES SP 31:CRYING ANGEL LD	67:SCI-FI3 FX 68:ANA-PLUCK SP 71:NOVA CREAM LD	27:UPLIFTER 1 FX 28:WAVES SP 31:CRYING ANGEL LD	67:SCI-FI3 FX 68:ANA-PLUCK SP 71:NOVA CREAM LD
USER DEFINED DESTINATION, WHERE THE SOUND DATA WILL BE WRITTEN IN HARDWARE. THIS WILL OVERWRITE ANY DATA YOU HAVE PREVIOUSLY STORED IN THE BANK.	32:ANGELIC PIANO LO 33:TRIMODPULSE PL 34:NOVILINE MOD BS 35:OUTBACK FM	0 72:S.SAWPULSE LD 73:GOA XHOD PL 74:SPACEY MOD BS 75:WIERD TALKER FM	32: ANGELIC PIANO LD 33: TRIMODPULSE PL 34: NOVILINE MOD BS 35: OUTBACK FM	72:S.SAWPULSE LD 73:GOA XMOD PL 74:SPACEY MOD BS 75:WIERD TALKER FM
REQ DATA FROM: User Bank U:A 💙	36:BIOHAZARD PD 37:UPLIFTER 2 FX	76:SUPERSONIC PD 77:DOWNLIFT 1 FX	36:BIOHAZARD PD 37:UPLIFTER 2 FX	76:SUPERSONIC PD 77:DOWNLIFT 1 FX
REQ INTERVAL: 200ms	38:CLAVIATA SP	78:LULLABY SP	38 : CLAVIATA SP	78:LULLABY SP
USER DEFINED SOURCE BANK, WHERE THE SOUND DATA WILL BE REQUESTED AFTER CLICKING REQUEST DATA FROM HARDWARE TO LIBRARIAN OR REQUEST DATA FROM HARDWARE TO UI (plugin user interface).	41:STARLIGHT LD 42:ULRICH S LD 43:MUCH TO MUCH PL 44:FILTERPLUCK BS 45:ACID303 FM	8 1 : SOLARIS LD 8 2 : LUNAR LD 8 3 : LFO FILTER PL 8 4 : HARD SAW BS 8 5 : MODULAR SPACE FM	41:STARLIGHT LD 42:ULRICH S LD 43:MUCH TO MUCH PL 44:FILTERPLUCK BS 45:ACID303 FM	8 1: SOLARIS LD 8 2: LUNAR LD 8 3: LFO FILTER PL 8 4: HARD SAN BS 8 5: MODULAR SPACE FM
SAVE PART TO SLOT ABORT PROCESS	4 5 : ACLDSOS FH 4 6 : DREAMSPHERE PD 4 7 : SCI-FI 1 FX 4 8 : SUPERSAW 8000 SF	86:SUPERSAW PD 87:DOWNLIFT 2 FX	4 6 : DREAMSPHERE PD 47 : SCI-FI 1 FX 48 : SUPERSAW 8000 SP	86:SUPERSAN PD 87:DOWNLIFT 2 FX 88:DARK SOUND SP

## **Discard Changes**

**DISCARD** [1] changes button will appear only when bank on the left-hand side has edits in it. This button will appear automatically, indicating that edit mode is "active". You can discard any changes made to the bank if you are not happy with your bank edits.

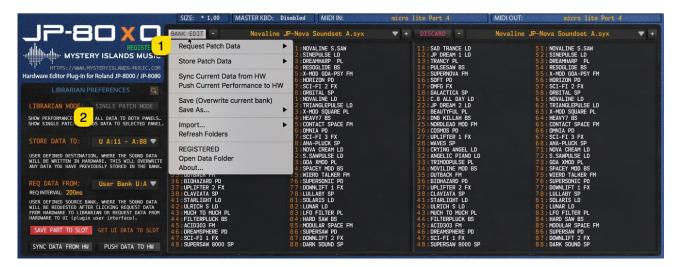


**NOTE #1** when button is visible, bank selection menu for the left data view is not accessible unless you save your changes or discard your edits.

## Working with Patches & Performances

In this part we are going to explain the different functions of the librarian BANK EDIT MENU, RIGHT CLICK MENU & Dran'g'drop. You can easily request, store and manage your files and access other useful functions like importing data, registering the plug-in etc.

**BANK EDIT MENU** [1] is only accessiable in the **BROWSER** view. Bank Edit menu content varies based on the currently selected **LIBRARIAN MODE** [2]. We will cover Single Patch Mode first with request and store functions and all of the other general functions as well. Performance Mode will follow after that.



# Bank Edit Menu (Single Patch Mode)

#### Request Patch Data

BANK EDIT - Novaline .	JP-Nova Soundset A.syx 🛛 🔻 +	DISCARD -	Novaline JP-Nova Soundset A.syx	-
Request Patch Data		11: SAD TRANCE LD	51: NOVALINE S.SAW	
Store Patch Data	from Active Layer to Librarian from Selected Program Slot	12:JP DREAM 1 LD 13:TRANCY PL 14:PULSESAW BS	52:SINEPULSE LD 53:DREAMHARP PL 54:RESOGLIDE BS	
Sync Current Data from HW	All Patches from Selected Bank	15:SUPERNOVA FM 16:SOFT PD	55:X-MOD GOA-PSY FM 56:HORIZON PD	
Push Current Performance to HW	7:SCI-FI 2 FX 8:ORBITAL SP	17:OMFG FX 18:GALACTICA SP	57:SCI-FI 2 FX 58:ORBITAL SP	
Save (Overwrite current bank)	1:NOVALINE LD 2:TRIANGLEPULSE LD	21:C.B ALL DAY LD 22:JP DREAM 2 LD	61: NOVALINE LD 62: TRIANGLEPULSE LD	
Save As	3 : X-MOD SQUARE PL 4 : HEAVY7 BS	23 : BEAUTYFUL PL	6 3 : X-MOD SQUARE PL 6 4 : HEAVY7 BS	
Import	5 CONTACT SPACE FM	24:DNB KILLAH BS 25:NORDLEAD MOD FM	65 CONTACT SPACE FM	
Refresh Folders	6:OMNIA PD 7:SCI-FI 3 FX	26:COSMOS PD 27:UPLIFTER 1 FX	66:0MNIA PD 67:SCI-FI3 FX	
REGISTERED	8:ANA-PLUCK SP 1:NOVA CREAM LD	28:WAVES SP 31:CRYING ANGEL LD	68:ANA-PLUCK SP 71:NOVA CREAM LD	
Open Data Folder	2:S.SAWPULSE LD 3:GOA XMOD PL	32: ANGELIC PIANO LD 33: TRIMODPULSE PL	72:S.SAWPULSE LD 73:GOA XMOD PL	
About	4 : SPACEY MOD BS 7 5 : WIERD TALKER FM	34:NOVILINE MOD BS 35:OUTBACK FM	74: SPACEY MOD BS 75: WIERD TALKER FM	
36:BIOHAZARD PD 37:UPLIFTER 2 FX	76:SUPERSONIC PD 77:DOWNLIFT 1 FX	36: BIOHAZARD PD 37: UPLIFTER 2 FX	76:SUPERSONIC PD 77:DOWNLIFT 1 FX	
38:CLAVIATA SP 41:STARLIGHT LD	78:LULLABY SP 81:SOLARIS LD	38: CLAVIATA SP 41: STARLIGHT LD	78: LULLABY SP 81: SOLARIS LD	
42:ULRICH S LD	82:LUNAR LD	42:ULRICH S LD	82: LUNAR LD	
4 3 MUCH TO MUCH PL 4 4 FILTERPLUCK BS	83:LFO FILTER PL 84:HARD SAW BS	43: MUCH TO MUCH PL 44: FILTERPLUCK BS	83:LF0 FILTER PL 84:HARD SAW BS	
4 5 : ACID303 FM 4 6 : DREAMSPHERE PD	8 5 : MODULAR SPACE FM 8 6 : SUPERSAW PD	45:ACID303 FM 46:DREAMSPHERE PD	85: MODULAR SPACE FM 86: SUPERSAW PD	
4 7 : SCI-FI 1 FX 4 8 : SUPERSAW 8000 SP	87:DOWNLIFT 2 FX 88:DARK SOUND SP	47:SCI-FI 1 FX 48:SUPERSAW 8000 SP	87: DOWNLIFT 2 FX 88: DARK SOUND SP	

#### • from Active Layer to Plug-in GUI

 Requests temporary Patch data from JP based on which layer is currently active on the plug-in to the plug-in user interface.

Example: If plug-in has lower layer selected when the request is made, then plug-in will make a request to JP's lower layer and will get its data to the user interface.

#### • from Active Layer to Librarian

• Requests temporary Patch data from currently active layer on plug-in user interface to currently selected librarian slot.

*Example:* If lower layer is active in plug-in user interface, patch data from lower layer is going to be requested to Librarian slot which is currently selected.

#### • from Selected Program Slot

• Requests Patch data from JP memory based on the currently selected Librarian slot and current REQ DATA FROM selection.

Example: If "slot 11" in librarian view and "User Bank U:A" from REQ DATA FROM is selected, program number 1 from JP bank 0 will be requested. In other words; U:A11

#### • All Patches from Selected Bank

• Requests all Patch programs from currently selected REQ DATA FROM bank location. Example: If REQ DATA FROM "User Bank U:B" is selected, then all 64 programs from that bank will be requested to librarian.

**NOTE #1** All librarian data requests will be made to the left Patch / Performance program view window as explained earlier!

## Store Patch Data

BANK EDIT - Novaline	JP-Nova Soundset A.syx 🛛 🔻 +	DISCARD -	Novaline JP-Nova Soundset A.syx 🔷 🔻
Request Patch Data	1 :NOVALINE S.SAW	11: SAD TRANCE LD	51: NOVALINE S.SAW
Store Patch Data		12: JP DREAM 1 LD 13: TRANCY PL	52:SINEPULSE LD 53:DREAMHARP PL
*	All Patches from Current Bank	.4 : PULSESAW BS .5 : SUPERNOVA FM	54:RESOGLIDE BS 55:X-MOD GOA-PSY FM
Sync Current Data from HW	6 HORIZON PD	16 SOFT PD	56 : HORIZON PD
Push Current Performance to HW	7 SCI-FI 2 FX	17: OMFG FX	57: SCI-FI 2 FX
	8:ORBITAL SP	18: GALACTICA SP	58: ORBITAL SP
Save (Overwrite current bank)	1:NOVALINE LD	21:C.B ALL DAY LD	61:NOVALINE LD
	2 : TRIANGLEPULSE LD	22: JP DREAM 2 LD	62: TRIANGLEPULSE LD
Save As	3:X-MOD SQUARE PL 4:HEAVY7 BS	23:BEAUTYFUL PL 24:DNB KILLAH BS	63:X-MOD SQUARE PL 64:HEAVY7 BS
Import	5 CONTACT SPACE FM	25 : NORDLEAD MOD FM	65: CONTACT SPACE FM
in portain .	6 OMNIA PD	26 : COSMOS PD	66: OMNIA PD
Refresh Folders	7:SCI-FI 3 FX	27: UPLIFTER 1 FX	67: SCI-FI 3 FX
	8 : ANA-PLUCK SP	28:WAVES SP	68: ANA-PLUCK SP
REGISTERED	1 : NOVA CREAM LD	31:CRYING ANGEL LD	7 1 : NOVA CREAM LD
Open Data Folder	2:S.SAWPULSE LD	32: ANGELIC PIANO LD	72: S.SAWPULSE LD
About	3:GOA XMOD PL 4:SPACEY MOD BS	33:TRIMODPULSE PL 34:NOVILINE MOD BS	73:GOA XMOD PL 74:SPACEY MOD BS
	75:WIERD TALKER FM	35: OUTBACK FM	74: SPACET HUD BS 75: WIERD TALKER FM
36 BIOHAZARD PD	76 SUPERSONIC PD	36 BIOHAZARD PD	76: SUPERSONIC PD
37: UPLIFTER 2 FX	77:DOWNLIFT 1 FX	37 UPLIFTER 2 FX	77: DOWNLIFT 1 FX
38:CLAVIATA SP	78:LULLABY SP	38:CLAVIATA SP	78:LULLABY SP
41:STARLIGHT LD	81:SOLARIS LD	41:STARLIGHT LD	81: SOLARIS LD
42:ULRICH S LD	8 2 : LUNAR LD	42:ULRICH S LD	82: LUNAR LD
4 3 : MUCH TO MUCH PL	83:LFO FILTER PL	43 MUCH TO MUCH PL	83: LFO FILTER PL
44:FILTERPLUCK BS 45:ACID303 FM	84:HARD SAW BS 85:MODULAR SPACE FM	44:FILTERPLUCK BS 45:ACID303 FM	84:HARD SAW BS 85:MODULAR SPACE FM
4 6 : DREAMSPHERE PD	8 6 : SUPERSAW PD	46 DREAMSPHERE PD	86: SUPERSAW PD
47:SCI-FI 1 FX	87:DOWNLIFT 2 FX	47 SCI-FI 1 FX	87: DOWNLIFT 2 FX
4 8 SUPERSAW 8000 SP	8 8 DARK SOUND SP	48: SUPERSAW 8000 SP	88: DARK SOUND SP

- To Currently Selected Slot & Bank
  - Writes selected librarian slot patch to currently selected STORE DATA TO slot in JP's memory. Ie: If "slot 11" and STORE DATA TO "U A:11 – A:88" is selected, program number 1 will be overwritten in that bank location. In other words; U:A11
- All Patches from Current Bank
  - Writes all patches from active bank to currently selected STORE DATA TO bank destination in JP. Example: If "U A:11 – A:88" is selected, all patches will be overwritten in that bank location.

**NOTE #1:** Bank from active program view will be used to send data to JP. So, if you have active slot selection in right Patch program view, then single Patch or all Patches from right Patch program view will be written to your JP depending which option you choose from the Bank Edit Menu.

TIP #1: If you have search active and you have some search results in the list, those search results can be stored to hardware too!

## Sync Current Data from HW

BANK EDIT - Novali	ne JP-Nova Soundset A.syx	▼ + DISCARD -	Novaline JP-Nova Soundset A.syx 🔷 🔻 +
Request Patch Data	1:NOVALINE S.SAW	11: SAD TRANCE LD	51: NOVALINE S.SAW
Store Patch Data	2:SINEPULSE LD 3:DREAMHARP PL	12:JP DREAM 1 LD 13:TRANCY PL	52:SINEPULSE LD 53:DREAMHARP PL
	4 : RESOGLIDE BS	14: PULSESAW BS	54: RESOGLIDE BS
Sync Current Data from HW	5:X-MOD GOA-PSY FM 6:HORIZON PD	15:SUPERNOVA FM 16:SOFT PD	55:X-MOD GOA-PSY FM 56:HORIZON PD
Push Current Performance to	HW 7 SCI-FI 2 FX	17:0MFG FX	57:SCI-FI 2 FX
	8:ORBITAL SP	18: GALACTICA SP	58: ORBITAL SP
Save (Overwrite current bank)	1:NOVALINE LD 2:TRIANGLEPULSE LD	21:C.B ALL DAY LD 22:JP DREAM 2 LD	61: NOVALINE LD 62: TRIANGLEPULSE LD
Save As	3 :X-MOD SQUARE PL	23 BEAUTYFUL PL	63: X-MOD SQUARE PL
	4 : HEAVY7 BS	24 : DNB KILLAH BS	64 : HEAVY7 BS
Import	5 CONTACT SPACE FM 6 OMNIA PD	25:NORDLEAD MOD FM 26:COSMOS PD	65: CONTACT SPACE FM 66: OMNIA PD
Refresh Folders	7:SCI-FI 3 FX	27 : UPLIFTER 1 FX	67: SCI-FI 3 FX
	8 : ANA-PLUCK SP	28:WAVES SP	68: ANA-PLUCK SP
REGISTERED	1:NOVA CREAM LD 2:S.SAWPULSE LD	31:CRYING ANGEL LD 32:ANGELIC PIANO LD	71: NOVA CREAM LD 72: S.SAWPULSE LD
Open Data Folder	3 GOA XMOD PL	33: TRIMOPULSE PL	73: GOA XMOD PL
About	4 SPACEY MOD BS	34:NOVILINE MOD BS	74: SPACEY MOD BS
36 BIOHAZARD PD	7 5 WIERD TALKER FM 7 6 SUPERSONIC PD	35:OUTBACK FM 36:BIOHAZARD PD	75:WIERD TALKER FM 76:SUPERSONIC PD
37:UPLIFTER 2 FX	77:DOWNLIFT 1 FX	37 : UPLIFTER 2 FX	77: DOWNLIFT 1 FX
38:CLAVIATA SP	78:LULLABY SP	38: CLAVIATA SP	78: LULLABY SP
41:STARLIGHT LD	81:SOLARIS LD	41:STARLIGHT LD	81: SOLARIS LD
42:ULRICH S LD 43:MUCH TO MUCH PL	82:LUNAR LD 83:LFO FILTER PL	42:ULRICH S LD 43:MUCH TO MUCH PL	82:LUNAR LD 83:LFO FILTER PL
44:FILTERPLUCK BS	84 HARD SAW BS	44: FILTERPLUCK BS	84 : HARD SAW BS
45:ACID303 FM	85: MODULAR SPACE FM	45: ACID303 FM	8 5 : MODULAR SPACE FM
46:DREAMSPHERE PD 47:SCI-FI 1 FX	86:SUPERSAW PD 87:DOWNLIFT 2 FX	46:DREAMSPHERE PD 47:SCI-FI 1 FX	86:SUPERSAW PD 87:DOWNLIFT 2 FX
48:SUPERSAW 8000 SP	8 8 DARK SOUND SP	48: SUPERSAW 8000 SP	8 8 : DARK SOUND SP

• This option will request the entire Performance and System settings from your JP to the plug-in user interface. Acts like "SYNC DATA FROM HW" button.

#### Push Current Performance to HW

BANK EDIT - Noval	ine JP-Nova Soundset A.syx	▼ + DISCARD -	Novaline JP-Nova Soundset A.syx 🔹 🔻
Request Patch Data	1:NOVALINE S.SAW	11: SAD TRANCE LD	51: NOVALINE S.SAW
Store Patch Data	2 : SINEPULSE LD	12: JP DREAM 1 LD	52:SINEPULSE LD
	3 : DREAMHARP PL	13: TRANCY PL	53:DREAMHARP PL
Sync Current Data from HW	4 : RESOGLIDE BS	14: PULSESAW BS	54: RESOGLIDE BS
	5 : X-MOD GOA-PSY FM	15: SUPERNOVA FM	55: X-MOD_GOA-PSY_FM
Push Current Performance to		16:SOFT PD 17:OMFG FX	56:HORIZON PD 57:SCI-FI 2 FX
Save (Overwrite current bank	8:ORBITAL SP	18:GALACTICA SP	58:ORBITAL SP
	1:NOVALINE LD	21:C.B ALL DAY LD	61:NOVALINE LD
Save As	2:TRIANGLEPULSE LD	22: JP DREAM 2 LD	6 2 : TRIANGLEPULSE LD
	3:X-MOD SQUARE PL	23: BEAUTYFUL PL	6 3 : X-MOD SQUARE PL
Import	4 : HEAVY7 BS	24: DNB KILLAH BS	64: HEAVY7 BS
	5 : CONTACT SPACE FM	25: NORDLEAD MOD FM	65: CONTACT SPACE FM
Refresh Folders	6:OMNIA PD	26:COSMOS PD	66:OMNIA PD
	7:SCI-FI 3 FX	27:UPLIFTER 1 FX	67:SCI-FI 3 FX
REGISTERED	8 : ANA-PLUCK SP	28:WAVES SP	68:ANA-PLUCK SP
	1 : NOVA CREAM LD	31:CRYING ANGEL LD	71:NOVA CREAM LD
Open Data Folder	2:S.SAWPULSE LD	32: ANGELIC PIANO LD	72:S.SAWPULSE LD
	3:GOA XMOD PL	33: TRIMODPULSE PL	73:GOA XMOD PL
About	4 :SPACEY MOD BS	34:NOVILINE MOD BS	74: SPACEY MOD BS
	7 5 :WIERD TALKER FM	35:OUTBACK FM	75: WIERD TALKER FM
36:BIOHAZARD PD	76:SUPERSONIC PD	36: BIOHAZARD PD	76:SUPERSONIC PD
37:UPLIFTER 2 FX	77:DOWNLIFT 1 FX	37: UPLIFTER 2 FX	77:DOWNLIFT 1 FX
38:CLAVIATA SP	78:LULLABY SP	38: CLAVIATA SP	78:LULLABY SP
41:STARLIGHT LD	81:SOLARIS LD	41: STARLIGHT LD	81:SOLARIS LD
42:ULRICH S LD	82:LUNAR LD	42:ULRICH S LD	82:LUNAR LD
43:MUCH TO MUCH PL	83:LFO FILTER PL	43:MUCH TO MUCH PL	83:LF0 FILTER PL
44:FILTERPLUCK BS	84: HARD SAW BS	44: FILTERPLUCK BS	84: HARD SAW BS
45:ACID303 FM	85: MODULAR SPACE FM	45: ACID303 FM	85: MODULAR SPACE FM
46:DREAMSPHERE PD	86:SUPERSAW PD	46:DREAMSPHERE PD	86:SUPERSAW PD
47:SCI-FI 1 FX	87:DOWNLIFT 2 FX	47:SCI-FI 1 FX	87:DOWNLIFT 2 FX
48:SUPERSAW 8000 SP	88:DARK SOUND SP	48:SUPERSAW 8000 SP	88: DARK SOUND SP

• This option will push your current plug-in user interface settings to the hardware temp memory. Acts like "PUSH DATA TO HW" button.

## Save (Overwrite current bank)

BANK EDIT - Novalin	e JP-Nova Soundset A.syx	▼ + DISCARD -	Novaline JP-Nova Soundset A.syx 🔷 🔻 🕂
Request Patch Data	1:NOVALINE S.SAW	11: SAD TRANCE LD	51: NOVALINE S.SAW
Store Patch Data	≥ :SINEPULSE LD	12: JP DREAM 1 LD	52:SINEPULSE LD
	3 :DREAMHARP PL	13: TRANCY PL	53:DREAMHARP PL
Sync Current Data from HW	4 :RESOGLIDE BS	14: PULSESAW BS	54: RESOGLIDE BS
	5 :X-MOD GOA-PSY FM	15: SUPERNOVA FM	55: X-MOD GOA-PSY FM
Push Current Performance to H	6 : HORIZON PD	16:SOFT PD	56:HORIZON PD
	7 : SCI-FI 2 FX	17:OMFG FX	57:SCI-FI2 FX
Save (Overwrite current bank)	8:ORBITAL SP	18:GALACTICA SP	58:ORBITAL SP
	1:NOVALINE LD	21:C.B ALL DAY LD	61:NOVALINE LD
Save As	2:TRIANGLEPULSE LD	22: JP DREAM 2 LD	62:TRIANGLEPULSE LD
	3:X-MOD SQUARE PL	23: BEAUTYFUL PL	63:X-MOD SQUARE PL
Import	4 : HEAVY7 BS	24:DNB KILLAH BS	64 : HEAVY7 BS
	5 : CONTACT SPACE FM	25:NORDLEAD MOD FM	65 : CONTACT SPACE FM
Refresh Folders	6:OMNIA PD	26:COSMOS PD	66:0MNIA PD
	7:SCI-FI 3 FX	27:UPLIFTER 1 FX	67:SCI-FI 3 FX
REGISTERED	8 : ANA-PLUCK SP	28:WAVES SP	68:ANA-PLUCK SP
	1 : NOVA CREAM LD	31:CRYING ANGEL LD	71:NOVA CREAM LD
Open Data Folder	2:S.SAWPULSE LD	32: ANGELIC PIANO LD	72:S.SAWPULSE LD
	3:GOA XMOD PL	33: TRIMODPULSE PL	73:GOA XMOD PL
About	4 : SPACEY MOD BS	34:NOVILINE MOD BS	74 : SPACEY MOD BS
	5 : WIERD TALKER FM	35:OUTBACK FM	75 : WIERD TALKER FM
36:BIOHAZARD PD	76:SUPERSONIC PD	36 : BIOHAZARD PD	76: SUPERSONIC PD
37:UPLIFTER 2 FX	77:DOWNLIFT 1 FX	37 : UPLIFTER 2 FX	77: DOWNLIFT 1 FX
38:CLAVIATA SP	7 8 :LULLABY SP	38 : CLAVIATA SP	78: LULLABY SP
41:STARLIGHT LD	81 :SOLARIS LD	41 : STARLIGHT LD	81: SOLARIS LD
42: ULRICH S LD	82:LUNAR LD	42: ULRICH S LD	82: LUNAR LD
43: MUCH TO MUCH PL	83:LF0 FILTER PL	43: MUCH TO MUCH PL	83: LEO FILTER PL
44:FILTERPLUCK BS	8 4 : HARD SAW BS	44:FILTERPLUCK BS	84: HARD SAW BS
45:ACID303 FM	8 5 : MODULAR SPACE FM	45:ACID303 FM	85: MODULAR SPACE FM
4 6 : DREAMSPHERE PD	8 5 : FUDULAR SPACE FM 8 6 : SUPERSAW PD 8 7 : DOWNLIFT 2 FX	46: DREAMSPHERE PD	86: SUPERSAW PD 87: DOWNLIFT 2 FX
47:SCI-FI 1 FX	87:DOWNLIFT 2 FX	47:SCI-FI 1 FX	87: DUWNLIFT 2 FX
48:SUPERSAW 8000 SP	88:DARK SOUND SP	48:SUPERSAW 8000 SP	88: DARK SOUND SP

• This option will overwrite your currently chosen bank in the Left Program View. In this case we would overwrite "Novaline JP-Nova Soundset A.syx" permanently!

#### Save As...

BANK EDIT - Novaline	JP-Nova Soundset A.syx	▼ + DISCARD -	Novaline JP-Nova Soundset A.syx 🔷 🔻
Request Patch Data		11: SAD TRANCE LD 12: JP DREAM 1 LD 13: TRANCY PL 14: PULSESAW BS 15: SUPERNOVA FM 16: SOFT PD 17: OMFG FX 18: GALACTICA SP 21: C.B ALL DAY LD	51: NOVALINE S.SAW 52: SINEPULSE LD 53: DREAMHARP PL 54: RESOGLIDE BS 55: X-MOD GOA-PSY FM 56: HORIZON PD 57: SCI-FI 2 FX 58: ORBITAL SP 61: NOVALINE LD
Save (overwrite current bank) Save As Import Refresh Folders REGISTERED Open Data Folder About Strophonor rH 36 :BIOHAZARD PD 37 : UPLIFTER 2 FX 38 : CLAVIATA SP 41 : STARLIGHT LD 42 : ULITCH S LD 43 : MUCH TO MUCH PL 44 : FILITERPLUCK BS 45 : AcID303 FM 46 : DREAMSPHERE PD 47 : SCI-FI 1 FX		22: JP DREAM 2 LD 23: BEAUTYFUL PL 24: DNB KILLAH BS 25: NORDLEAD MOD FM 26: COSNOS PD 27: UPLIFTER 1 FX 28: WAVES SP 31: CRYING ANGEL LD 32: ANGELIC PIANO LD 33: TRIMOPULSE PL 34: NOVILINE MOD BS 35: CUITBACK FM 36: BIOHAZARD PD 37: UPLIFTER 2 FX 38: CLAVIATA SP 41: STARLIGHT LD 42: UURCH S LD 43: MUCH TO MUCH PL 44: FILTERPLUCK BS 45: ACID303 FM 46: DREAMSPHERE PD 47: SCI-FI 1 FX	62: TRIANGLEPULSE LD 63: X-MOD SQUARE PL 64: HEAVY7 BS 65: CONTACT SPACE FM 66: OWNIA PD 67: SCI-FI 3 FX 68: ANA-PLUCK SP 71: NOVA CREAM LD 72: S.SAWPULSE LD 73: GOA XMOD PL 74: SPACEY MOD BS 75: WIERD TALKER FM 76: SUPERSONIC PD 77: DOWNLIFT 1 FX 78: ULLABY SP 81: SOLARIS LD 82: LUNAR LD 83: LFO FILTER PL 84: HARD SAW BS 85: MODULAR SPACE FM 86: SUPERSAW PD 87: DOWNLIFT 2 FX

- Standard MIDI (\*.mid)
  - Writes the current left Patch Program bank as Standard MIDI (\*.mid) file to your HDD.
- JP-80x0 Format (\*.j8k)
  - Writes the current left Patch Program bank as J8K formatted (\*.J8K) file to your HDD.

**NOTE #1:** In order to view the written bank, always store your banks to Patches folder / sub-folder in it. **NOTE #2:** You can choose the bank name after selected option is chosen. Keep the bank name simple!

## Import...

BANK EDIT - Novaline J	P-Nova Soundset A.syx 🛛 🔻 +	DISCARD -	Novaline JP-Nova Soundset A.syx 💎 🛨
Request Patch Data	TINUVALINE S.SAM	11: SAD TRANCE LD	51 : NOVALINE S.SAW
Store Patch Data	2 : SINEPULSE LD 3 : DREAMHARP PL 4 : RESOGLIDE BS	12: JP DREAM 1 LD 13: TRANCY PL 14: PULSESAW BS	52:SINEPULSE LD 53:DREAMHARP PL 54:RESOGLIDE BS
Sync Current Data from HW	5 : X-MOD GOA-PSY FM 6 : HORIZON PD	15:SUPERNOVA FM 16:SOFT PD	55:X-MOD GOA-PSY FM 56:HORIZON PD
Push Current Performance to HW	7 : SCI-FI 2 FX 8 : ORBITAL SP	17: OMFG FX 18: GALACTICA SP	57 : SCI-FI 2 FX 58 : ORBITAL SP
Save (Overwrite current bank)	1 : NOVALINE LD 2 : TRIANGLEPULSE LD	21:C.B ALL DAY LD 22:JP DREAM 2 LD	61:NOVALINE LD 62:TRIANGLEPULSE LD
Save As		23:BEAUTYFUL PL 24:DNB KILLAH BS	6 3 : X-MOD SQUARE PL 6 4 : HEAVY7 BS
Import	Standard MIDI (*.mid)	25:NORDLEAD MOD FM	6.5 : CONTACT SPACE FM
Refresh Folders	SysEx (*.syx / *.j8k	26:COSMOS PD 27:UPLIFTER 1 FX	66:0MNIA PD 67:SCI-FI 3 FX
REGISTERED	WinJPLib Performance (*.pfm)	28:WAVES SP 31:CRYING ANGEL LD	68: ANA-PLUCK SP 71: NOVA CREAM LD
Open Data Folder	WinJPLib Patch (*.pat) B (GOA XMOD PL	32: ANGELIC PIANO LD 33: TRIMODPULSE PL	72:S.SAWPULSE LD 73:GOA XMOD PL
About	4 SPACEY MOD BS	34:NOVILINE MOD BS	74: SPACEY MOD BS
3 6 : BIOHAZARD PD	7.5:WIERD TALKER FM 7.6:SUPERSONIC PD	35:OUTBACK FM 36:BIOHAZARD PD	75:WIERD TALKER FM 76:SUPERSONIC PD
37:UPLIFTER 2 FX	77:DOWNLIFT 1 FX	37: UPLIFTER 2 FX	77: DOWNLIFT 1 FX
38:CLAVIATA SP 41:STARLIGHT LD	78:LULLABY SP 81:SOLARIS LD	38:CLAVIATA SP 41:STARLIGHT LD	78:LULLABY SP 81:SOLARIS LD
42:ULRICH S LD	82:LUNAR LD	42: ULRICH S LD	8 2 : LUNAR LD
4 3 MUCH TO MUCH PL	83:LF0 FILTER PL	43: MUCH TO MUCH PL	83: LFO FILTER PL
44:FILTERPLUCK BS 45:ACID303 FM	84:HARD SAW BS 85:MODULAR SPACE FM	44:FILTERPLUCK BS 45:ACID303 FM	84:HARD SAW BS 85:MODULAR SPACE FM
4 6 : DREAMSPHERE PD	86:SUPERSAW PD	46 : DREAMSPHERE PD	86: SUPERSAW PD
47:SCI-FI 1 FX	87:DOWNLIFT 2 FX	47:SCI-FI 1 FX	87:DOWNLIFT 2 FX
48:SUPERSAW 8000 SP	88:DARK SOUND SP	48:SUPERSAW 8000 SP	8 8 : DARK SOUND SP

- Standard MIDI (\*.mid)
  - Import Standard MIDI files to Librarian. See notes below!
- SysEx (\*.syx / \*.j8k)
  - Import System Exclusive / JP-80x0 J8K files to Librarian. See notes below!
- WinJPLib Performance (\*.pfm)
  - Import WinJPLib Performance files to Librarian. If you have WinJPLib performance banks in your archives, you can import the bank to our JP-80x0 Editor!
- WinJPLib Patch (\*.pat)
  - Import WinJPLib Patch files to Librarian. If you have WinJPLib patch banks in your archives, you can import the bank to our JP-80x0 Editor!

**NOTE #1:** Librarian will only import data to librarian if the file contains Roland JP-8000 / Roland JP-8080 formatted Patches / Performances.

**NOTE #2:** Single Patch / Performance import is not currently supported.

## Refresh Folders

BANK EDIT - Novaline	JP-Nova Soundset A.syx	🔻 + DISCARD - No	ovaline JP-Nova Soundset A.syx 🔷 🔻 🕇
Request Patch Data	1:NOVALINE S.SAW	11:SAD TRANCE LD	51: NOVALINE_S.SAW
Store Patch Data	SINEPULSE LD     SI DREAMHARP PL	12:JP DREAM 1 LD 13:TRANCY PL	52:SINEPULSE LD 53:DREAMHARP PL
Current Data from LINU	4 : RESOGLIDE BS 5 : X-MOD GOA-PSY FM	14: PULSESAW BS 15: SUPERNOVA FM	54: RESOGLIDE BS 55: X-MOD GOA-PSY FM
Sync Current Data from HW	6 HORIZON PD	16:SOFT PD	56: HORIZON PD
Push Current Performance to H	N 7 SCI-FI 2 FX	17:OMFG FX	57:SCI-FI 2 FX
	8:ORBITAL SP	18: GALACTICA SP	58: ORBITAL SP
Save (Overwrite current bank)	1 : NOVALINE LD	21:C.B ALL DAY LD	61:NOVALINE LD
Save As		22: JP DREAM 2 LD	6 2 : TRIANGLEPULSE LD
Save As	3 : X-MOD SQUARE PL 4 : HEAVY7 BS	23 : BEAUTYFUL PL	63:X-MOD SQUARE PL 64:HEAVY7 BS
Immort	5 CONTACT SPACE FM	24:DNB KILLAH BS 25:NORDLEAD MOD FM	65: CONTACT SPACE FM
Import	6 OMNIA PD	26 COSMOS PD	66: OMNIA PD
Refresh Folders	7 SCI-FI 3 FX	27: UPLIFTER 1 FX	67: SCI-FI 3 FX
	8 ANA-PLUCK SP	28 WAVES SP	68 ANA-PLUCK SP
REGISTERED	1 : NOVA CREAM LD	31: CRYING ANGEL LD	71: NOVA CREAM LD
Open Data Folder	2:S.SAWPULSE LD	32: ANGELIC PIANO LD	72:S.SAWPULSE LD
	3 GOA XMOD PL	33: TRIMODPULSE PL	73: GOA XMOD PL
About	4 SPACEY MOD BS	34:NOVILINE MOD BS	7 4 : SPACEY MOD BS
	75 WIERD TALKER FM	35: OUTBACK FM	75: WIERD TALKER FM
36:BIOHAZARD PD 37:UPLIFTER 2 FX	76:SUPERSONIC PD 77:DOWNLIFT 1 FX	36:BIOHAZARD PD 37:UPLIFTER 2 FX	76:SUPERSONIC PD 77:DOWNLIFT 1 FX
38 CLAVIATA SP	78:LULLABY SP	38 : CLAVIATA SP	78: LULLABY SP
41:STARLIGHT LD	81:SOLARIS LD	41:STARLIGHT LD	81: SOLARIS LD
42:ULRICH S LD	82:LUNAR LD	42: ULRICH S LD	82: LUNAR LD
4 3 : MUCH TO MUCH PL	83:LFO FILTER PL	43: MUCH TO MUCH PL	83: LFO FILTER PL
44 : FILTERPLUCK BS	84 : HARD SAW BS	44 ; FILTERPLUCK BS	84: HARD SAW BS
45:ACID303 FM	85:MODULAR SPACE FM	45:ACID303 FM	85: MODULAR SPACE FM
46:DREAMSPHERE PD	8 6 : SUPERSAW PD	46: DREAMSPHERE PD	8 6 : SUPERSAW PD
47:SCI-FI 1 FX	87:DOWNLIFT 2 FX	47:SCI-FI 1 FX	87: DOWNLIFT 2 FX
48:SUPERSAW 8000 SP	8 8 : DARK SOUND SP	48: SUPERSAW 8000 SP	88: DARK SOUND SP

• If you have made changes to the Patches folder outside the plug-in, you can click Refresh Folders to reload the Patches folder content and rebuild the menu structures.

### Register Plug-in... / REGISTERED

BANK EDIT - Novaline	JP-Nova Soundset A.syx	▼ + DISCARD -	Novaline JP-Nova Soundset A.syx	▼ +
Request Patch Data	1 :NOVALINE S.SAW	11:SAD TRANCE LD	51:NOVALINE_S.SAW	
Store Patch Data	2:SINEPULSE LD 3:DREAMHARP PL	12: JP DREAM 1 LD 13: TRANCY PL	52:SINEPULSE LD 53:DREAMHARP PL	
Suna Current Data from UNV	4 :RESOGLIDE BS 5 :X-MOD GOA-PSY FM	14: PULSESAW BS 15: SUPERNOVA FM	54: RESOGLIDE BS 55: X-MOD GOA-PSY FM	
Sync Current Data from HW	6 : HORIZON PD	16:SOFT PD	56: HORIZON PD	
Push Current Performance to HV	7 SCI-FI 2 FX 8 ORBITAL SP	17:OMFG FX 18:GALACTICA SP	57: SCI-FI 2 FX 58: ORBITAL SP	
Save (Overwrite current bank)	1:NOVALINE LD	21:C.B ALL DAY LD	61: NOVALINE LD	
Save As		22: JP DREAM 2 LD	62: TRIANGLEPULSE LD	
Save AS	3 : X-MOD SQUARE PL 4 : HEAVY7 BS	23:BEAUTYFUL PL 24:DNB KILLAH BS	63:X-MOD SQUARE PL 64:HEAVY7 BS	
Import	► 5 CONTACT SPACE FM	25 : NORDLEAD MOD FM		
Refresh Folders	6 : OMNIA PD	26 : COSMOS PD	66: OMNIA PD	
	7:SCI-FI 3 FX 8:ANA-PLUCK SP	27:UPLIFTER 1 FX 28:WAVES SP	67:SCI-FI 3 FX 68:ANA-PLUCK SP	
REGISTERED	1 : NOVA CREAM LD	31:CRYING ANGEL LD		
Open Data Folder	2:S.SAWPULSE LD	32: ANGELIC PIANO L		
About	3 : GOA XMOD PL 4 : SPACEY MOD BS	33:TRIMODPULSE PL 34:NOVILINE MOD BS	7 3 : GOA XMOD PL 7 4 : SPACEY MOD BS	
S S CUTBAGA FM	5 WIERD TALKER FM	35 OUTBACK FM	75: WIERD TALKER FM	
36:BIOHAZARD PD	76:SUPERSONIC PD	36 : BIOHAZARD PD	76: SUPERSONIC PD	
37:UPLIFTER 2 FX 38:CLAVIATA SP	77:DOWNLIFT 1 FX 78:LULLABY SP	37:UPLIFTER 2 FX 38:CLAVIATA SP	77:DOWNLIFT 1 FX 78:LULLABY SP	
41:STARLIGHT LD	81:SOLARIS LD	41:STARLIGHT LD	81: SOLARIS LD	
42:ULRICH S LD	82:LUNAR LD	42:ULRICH S LD	82: LUNAR LD	
4 3 : MUCH TO MUCH PL 4 4 : FILTERPLUCK BS	83:LFO FILTER PL 84:HARD SAW BS	43:MUCH TO MUCH PL 44:FILTERPLUCK BS	. 83:LFO FILTER PL 84:HARD SAW BS	
45: ACID303 FM	85 MODULAR SPACE FM	45 : ACID303 FM	85: MODULAR SPACE FM	
4 6 : DREAMSPHERE PD	8 6 : SUPERSAW PD	46 : DREAMSPHERE PD	86: SUPERSAW PD	
47:SCI-FI1FX 48:SUPERSAW 8000 SP	87:DOWNLIFT 2 FX 88:DARK SOUND SP	47:SCI-FI 1 FX 48:SUPERSAW 8000 S	87: DOWNLIFT 2 FX 88: DARK SOUND SP	
4 0 SUPERSAW 8000 SP	O O TUARA SUUND SP	48: SUPERSAW 8000 S	BB: DARA SUUND SP	

• If you installed FULL version of our plug-in, you must register the plug-in in order to make total recall work and to be able to write data to your synthesizer. A new dialog will open when Register Plug-in... is chosen so you can locate the license.key. Once you have selected your license.key and confirmed it, remove the plug-in from the instrument channel and reload it. Now the plug-in will indicate that the plug-in is REGISTERED. If not, head down to our support pages and contant support immediately!

### Open Data Folder

BANK EDIT - Novaline	JP-Nova Soundset A.syx	▼ + DISCARD -	Novaline JP-Nova Soundset A.syx	
Request Patch Data	1 : NOVALINE S.SAW	11: SAD TRANCE LD	51: NOVALINE_S.SAW	
Store Patch Data	2:SINEPULSE LD 3:DREAMHARP PL	12: JP DREAM 1 LD 13: TRANCY PL	52:SINEPULSE LD 53:DREAMHARP PL	
	4 : RESOGLIDE BS 5 : X-MOD GOA-PSY FM	14 : PULSESAW BS 15 : SUPERNOVA FM	54: RESOGLIDE BS 55: X-MOD GOA-PSY FM	
Sync Current Data from HW	6 HORIZON PD	16:SOFT PD	56 HORIZON PD	
Push Current Performance to HW	7:SCI-FI 2 FX	17:OMFG FX	57: SCI-FI 2 FX	
	8:ORBITAL SP	18: GALACTICA SP	58: ORBITAL SP	
Save (Overwrite current bank)	1 : NOVALINE LD	21:C.B ALL DAY LD	61: NOVALINE LD	
	2:TRIANGLEPULSE LD	22: JP DREAM 2 LD	6 2 : TRIANGLEPULSE LD	
Odve As	3 : X-MOD SQUARE PL 4 : HEAVY7 BS	23:BEAUTYFUL PL 24:DNB KILLAH BS	63:X-MOD SQUARE PL 64:HEAVY7 BS	
Import	5 : CONTACT SPACE FM	25 NORDLEAD MOD FM	65: CONTACT SPACE FM	
	6 OMNIA PD	26 COSMOS PD	66: OMNIA PD	
Refresh Folders	7:SCI-FI 3 FX	27 UPLIFTER 1 FX	67: SCI-FI 3 FX	
	8 ANA-PLUCK SP	28 : WAVES SP	68: ANA-PLUCK SP	
REGISTERED	1 : NOVA CREAM LD	31: CRYING ANGEL LD	71: NOVA CREAM LD	
Open Data Folder	2:S.SAWPULSE LD	32: ANGELIC PIANO LD	72:S.SAWPULSE LD	
About	3 : GOA XMOD PL 4 : SPACEY MOD BS	33:TRIMODPULSE PL 34:NOVILINE MOD BS	73:GOA XMOD PL 74:SPACEY MOD BS	
	5 WIERD TALKER FM	35: OUTBACK FM	74: SPACET MUD BS 75: WIERD TALKER FM	
36:BIOHAZARD PD	7 6 SUPERSONIC PD	36 BIOHAZARD PD	76: SUPERSONIC PD	
37: UPLIFTER 2 FX	77:DOWNLIFT 1 FX	37 UPLIFTER 2 FX	77: DOWNLIFT 1 FX	
38: CLAVIATA SP	78:LULLABY SP	38 CLAVIATA SP	78: LULLABY SP	
41:STARLIGHT LD	81:SOLARIS LD	41:STARLIGHT LD	81: SOLARIS LD	
42:ULRICH S LD	8 2 : LUNAR LD	42:ULRICH S LD	82:LUNAR LD	
43: MUCH TO MUCH PL	83:LFO FILTER PL	43: MUCH TO MUCH PL	83: LFO FILTER PL	
44:FILTERPLUCK BS 45:ACID303 FM	84 : HARD SAW BS 85 : MODULAR SPACE FM	44:FILTERPLUCK BS 45:ACID303 FM	84:HARD SAW BS 85:MODULAR SPACE FM	
4 6 : DREAMSPHERE PD	86:SUPERSAW PD	4 6 : DREAMSPHERE PD	86: SUPERSAW PD	
47:SCI-FI 1 FX	87:DOWNLIFT 2 FX	47 SCI-FI 1 FX	87: DOWNLIFT 2 FX	
4 8 SUPERSAW 8000 SP	8 8 DARK SOUND SP	48 SUPERSAW 8000 SP	88: DARK SOUND SP	

• Open Data Folder will open the plug-in data folder based on you OS. If you run macOS, different location is opened than with Windows. See data location notes earlier in the manual! This User Manual, Patches folder and license.key is located in the Data folder!

#### About...

BANK EDIT - Novalin	e JP-Nova Soundset A.syx	▼ + DISCARD -	Novaline JP-Nova Soundset A.syx 🛛 🔍 🔽
Request Patch Data	1:NOVALINE S.SAW	11:SAD TRANCE LD	51: NOVALINE S.SAW
Store Patch Data	2:SINEPULSE LD 3:DREAMHARP PL	12: JP DREAM 1 LD 13: TRANCY PL	52:SINEPULSE LD 53:DREAMHARP PL
Store Fatch Data	4 : RESOGLIDE BS	14 : PULSESAW BS	54 : RESOGLIDE BS
Sync Current Data from HW	5 : X-MOD GOA-PSY FM	15: SUPERNOVA FM	55: X-MOD GOA-PSY FM
	6 HORIZON PD	16:SOFT PD	56 : HORIZON PD
Push Current Performance to H	100111214	17:OMFG FX	57:SCI-FI 2 FX
	8:ORBITAL SP	18: GALACTICA SP	58: ORBITAL SP
Save (Overwrite current bank)	1:NOVALINE LD 2:TRIANGLEPULSE LD	21:C.B ALL DAY LD 22:JP DREAM 2 LD	61: NOVALINE LD 62: TRIANGLEPULSE LD
Save As	3:X-MOD SQUARE PL	23: BEAUTYFUL PL	63:X-MOD SQUARE PL
	4 HEAVY7 BS	24 : DNB KILLAH BS	64 : HEAVY7 BS
Import	► 5 CONTACT SPACE FM	25 NORDLEAD MOD FM	6.5 CONTACT SPACE FM
	6 OMNIA PD	26 COSMOS PD	66: OMNIA PD
Refresh Folders	7:SCI-FI 3 FX	27: UPLIFTER 1 FX	67: SCI-FI 3 FX
	8 : ANA-PLUCK SP	28:WAVES SP	68: ANA-PLUCK SP
REGISTERED	1 : NOVA CREAM LD	31: CRYING ANGEL LD	71:NOVA CREAM LD
Open Data Folder	2:S.SAWPULSE LD	32: ANGELIC PIANO LD	72: S.SAWPULSE LD
About	3 GOA XMOD PL	33:TRIMODPULSE PL 34:NOVILINE MOD BS	7 3 : GOA XMOD PL
	4 : SPACEY MOD BS	35: OUTBACK FM	74:SPACEY MOD BS 75:WIERD TALKER FM
36:BIOHAZARD PD	76:SUPERSONIC PD	36 BIOHAZARD PD	76: SUPERSONIC PD
37 UPLIFTER 2 FX	77:DOWNLIFT 1 FX	37: UPLIFTER 2 FX	77: DOWNLIFT 1 FX
8 CLAVIATA SP	78:LULLABY SP	38 CLAVIATA SP	78: LULLABY SP
1:STARLIGHT LD	81:SOLARIS LD	41:STARLIGHT LD	81: SOLARIS LD
42:ULRICH S LD	82:LUNAR LD	42:ULRICH S LD	82: LUNAR LD
43:MUCH TO MUCH PL	83:LFO FILTER PL	43: MUCH TO MUCH PL	83: LFO FILTER PL
4 4 FILTERPLUCK BS	84 : HARD SAW BS	44: FILTERPLUCK BS	84 : HARD SAW BS
45:ACID303 FM 46:DREAMSPHERE PD	8.5 : MODULAR SPACE FM	45: ACID303 FM 46: DREAMSPHERE PD	8 5 : MODULAR SPACE FM 8 6 : SUPERSAW PD
4 6 DREAMSPHERE PU 4 7 :SCI-FI 1 FX	86:SUPERSAW PD 87:DOWNLIFT 2 FX	46: DREAMSPHERE PD 47: SCI-FI 1 FX	87: DOWNLIFT 2 FX
4 8 SUPERSAW 8000 SP	88:DARK SOUND SP	48 : SUPERSAW 8000 SP	8 8 : DARK SOUND SP

• Opens About window. Click anywhere in the window to close it.

# Bank Edit Menu (Performance Mode)

#### Request Performance Data

BANK EDIT - Vengeance	X-Plorations v3.mid 🛛 🔻 +	DI	SCARD -	Vengeance	X-Plorations v3.mid	
Request Performance Data	from Temp Buffer to Plug-in GUI		X-PlorationsV3MS		51:Do not DisturbMS	
Store Performance Data	from Temp Buffer to Librarian from selected Program Slot		Terrordrome MS Tomahawk MS No Supersaw MS		52:Do not Distrb2MS 53:Tokio MS 54:Machina MS	
Sync Current Data from HW	All Performances from Selected Ba		Megalead 3000 MS Horizon MS		55:Synkoid MS 56:Italo Disco MS	
Push Current Performance to HW	7 : Power Chord MS 8 : Clear & BrightMS		Babylon Ash MS Clean Lead MS		57: Power Chord MS 58: Clear & BrightMS	
Save (Overwrite current bank)	1:Soft Pad MS	21:	Phasings MS		61:Soft Pad MS	
Save As ►	2:Arbiter MS 3:Downtown MS	23:	Phasings 2 MS Troublemaker MS		62:Arbiter MS 63:Downtown MS	
Import	4:Soft Pad 2 MS 5:Infinity MS		Triforce MS Noizelead MS		64:Soft Pad 2 MS 65:Infinity MS	
Refresh Folders	6 : Icy Drops MS 7 : Knarzbass		Spacepulse MS 16 Osc Power MS		66: Icy Drops MS 67: Knarzbass	
REGISTERED	8 Bomber VI MS 1 Drahtsaege MS	28:	Alpha Juno MS Silence MS		68: Bomber VI MS 71: Drahtsaege MS	
Open Data Folder	2:Heroic MS	32:	Silence 2 MS		72:Heroic MS	
About	3:Full Stereo MS 4:Cosmic Power MS	34:	Razor MS Razor 2 MS		73:Full Stereo MS 74:Cosmic Power MS	
36:Phantasy MS	75:Fantasm MS 76:Kraftpulse MS		New Species MS Phantasy MS		75:Fantasm MS 76:Kraftpulse MS	
37:Tubby MS 38:Pulsdive 1 MS	77:Sanctuary MS 78:Airwaye MS		Tubby MS Pulsdive 1 MS		77: Sanctuary MS 78: Airwaye MS	
	81:Oct Stack MS 82:Fine Lead MS		Starsplash MS Chronotron MS		81:Oct Stack MS 82:Fine Lead MS	
43:Van Dahl MS	83:Double Helix MS 84:Double Helix2 MS	43:	Van Dahl MS Reality MS		83:Double Helix MS 84:Double Helix2 MS	
45:Ultrawarm MS	85 Future Hook MS	45:	Ultrawarm MS		85: Future Hook MS	
47:Beach Party MS	86:Kosmonauts MS 87:Another World MS	47:	Universe MS Beach Party MS		86: Kosmonauts MS 87: Another World MS	
48:Beach Party 2 MS	88:Space FX MS	48:	Beach Party 2 MS		88:Space FX MS	

• from Temp Buffer to Plug-in GUI

• Requests temporary Performance data from JP to the plug-in user interface. Works like Sync Current Data from HW but without System specific settings.

- from Temp Buffer to Librarian
  - Requests temporary Performance data from plug-in user interface to currently selected librarian slot.
- from Selected Program Slot
  - Requests Performance data from JP memory based on the currently selected Librarian slot and current REQ DATA FROM selection.

Example: If "slot 11" in librarian view and "User Bank U:" from REQ DATA FROM is selected, program number 1 from JP bank 0 will be requested. In other words; U:11

- All Performances from Selected Bank
  - Requests all Performance programs from currently selected REQ DATA FROM bank location. Example: If REQ DATA FROM "User Bank U:" is selected, then all 64 programs from that bank will be requested to librarian.

**NOTE #1** All librarian data requests will be made to the left Patch / Performance program view window as explained earlier!

## Store Performance Data

BANK EDIT - Vengeance	X-Plorations v3.mid 🛛 🔻	+ DISCARD -	Vengeance X-Plorations v3.mid	
Request Performance Data	1:Do not DisturbMS	11:X-PlorationsV3MS	51:Do not DisturbMS 52:Do not Distrb2MS	
Store Performance Data		k Tomahawk MS	53: Tokio MS 54: Machina MS	
Sync Current Data from HW	All Performances from Current B	ank Megalead 3000 MS	55: Synkoid MS 56: Italo Disco MS	
Push Current Performance to HW	7:Power Chord MS 8:Clear & BrightMS	17:Babylon Ash MS 18:Clean Lead MS	57: Power Chord MS 58: Clear & BrightMS	
Save (Overwrite current bank)	1:Soft Pad MS 2:Arbiter MS	21: Phasings MS 22: Phasings 2 MS	61:Soft Pad MS 62:Arbiter MS	
Save As	3:Downtown MS 4:Soft Pad 2 MS	23:Troublemaker MS 24:Triforce MS	63: Downtown MS 64: Soft Pad 2 MS	
Import  Refresh Folders	5:Infinity MS 6:Icy Drops MS	25:Noizelead MS 26:Spacepulse MS	65:Infinity MS 66:Icy Drops MS	
	7:Knarzbass 8:Bomber VI MS	27:16 Osc Power MS 28:Alpha Juno MS	67: Knarzbass 68: Bomber VI MS	
REGISTERED Open Data Folder	1:Drahtsaege MS 2:Heroic MS	31:Silence MS 32:Silence 2 MS	71: Drahtsaege MS 72: Heroic MS	
About	3:Full Stereo MS 4:Cosmic Power MS	33:Razor MS 34:Razor 2 MS	73:Full Stereo MS 74:Cosmic Power MS	
36: Phantasy MS	75:Fantasm MS 76:Kraftpulse MS	35:New Species MS 36:Phantasy MS	75: Fantasm MS 76: Kraftpulse MS	
37:Tubby MS 38:Pulsdive 1 MS 41:Starsplash MS	77:Sanctuary MS 78:Airwave MS 81:Oct Stack MS	37:Tubby MS 38:Pulsdive 1 MS	77:Sanctuary MS 78:Airwave MS 81:Oct Stack MS	
41:Starsplash MS 42:Chronotron MS 43:Van Dahl MS	81:Oct Stack MS 82:Fine Lead MS 83:Double Helix MS	41:Starsplash MS 42:Chronotron MS 43:Van Dahl MS	81:Oct Stack MS 82:Fine Lead MS 83:Double Helix MS	
4 3: Van Dani ris 4 4 : Reality MS 4 5 : Ultrawarm MS	84:Double Helix2 MS 85:Future Hook MS	44:Reality MS 45:Ultrawarm MS	84:Double Helix2 MS 85:Future Hook MS	
46:Universe MS 47:Beach Party MS	86:Kosmonauts MS 87:Another World MS	46: Universe MS 47: Beach Party MS	86: Kosmonauts MS 87: Another World MS	
48: Beach Party 2 MS	88:Space FX MS	48: Beach Party 2 MS	88: Space FX MS	

- To Currently Selected Slot & Bank
  - Writes selected librarian slot performance to currently selected STORE DATA TO slot in JP's memory.

*Ie: If "slot 11" and STORE DATA TO "U:11 – U:88" is selected, program number 1 will be overwritten in that bank location. In other words; U:11* 

- All Performances from Current Bank
  - Writes all performances from active bank to currently selected STORE DATA TO bank destination in JP.

Example: If "U:11 – U:88" is selected, all performances will be overwritten in that bank location.

**NOTE #1:** Bank from active program view will be used to send data to JP. So, if you have active slot selection in right Performances program view, then single Performance or all Performances from right Patch program view will be written to your JP depending which option you choose from the Bank Edit Menu.

TIP #1: If you have search active and you have some search results in the list, those search results can be stored to hardware too!

BANK EDIT - Vengeance	X-Plorations v3.mid	▼ + DISCARD -	Vengeance X-Plorations v3.mid 🔹 🔻 +
Request Performance Data	1:Do not DisturbMS	11:X-PlorationsV3MS	51:Do not DisturbMS
	2:Do not Distrb2MS	12:Terrordrome MS	52:Do not Distrb2MS
Store Performance Data	3:Tokio MS 4:Machina MS	12:Terrordrome MS 13:Tomahawk MS 14:No Supersaw MS	52:00 not Distrozno 53:Tokio MS 54:Machina MS
Sync Current Data from HW	5:Synkoid MS	15:Megalead 3000 MS	55: Synkoid MS
	6:Italo Disco MS	16:Horizon MS	56: Italo Disco MS
Push Current Performance to HW	7:Power Chord MS	17:Babylon Ash MS	57: Power Chord MS
	8:Clear & BrightMS	18:Clean Lead MS	58: Clear & BrightMS
Save (Overwrite current bank)	1:Soft Pad MS	21:Phasings MS 22:Phasings 2 MS	61:Soft Pad MS 62:Arbiter MS
Save As	Standard MIDI (*.mid)	23:Troublemaker MS	63: Downtown MS
	JP-80x0 Format (*.j8k)	24:Triforce MS	64: Soft Pad 2 MS
Refresh Folders	6:Icy Drops MS	25:Noizelead MS 26:Spacepulse MS	65:Infinity MS 66:Icy Drops MS
REGISTERED	7:Knarzbass	27:16 Osc Power MS	67:Knarzbass
	8:Bomber VI MS	28:Alpha Juno MS	68:Bomber VI MS
	1:Drahtsaege MS	31:Silence MS	71:Drahtsaede MS
Open Data Folder	2:Heroic MS	32:Silence 2 MS	72: Heroic MS
	3:Full Stereo MS	33:Razor MS	73: Full Stereo MS
About	4:Cosmic Power MS	34:Razor 2 MS	74: Cosmic Power MS
	75:Fantasm MS	35:New Species MS	75: Fantasm MS
36: Phantasy MS	76:Kraftpulse MS	36: Phantasy MS	76:Kraftpulse MS
37: Tubby MS	77:Sanctuary MS	37: Tubby MS	77:Sanctuary MS
38:Pulsdive 1 MS	78:Airwave MS	38:Pulsdive 1 MS	78: Airwave MS
41:Starsplash MS	81:Oct Stack MS	41:Starsplash MS	81: Oct Stack MS
42:Chronotron MS	82:Fine Lead MS	42:Chronotron MS	82:Fine Lead MS
43:Van Dahl MS	83:Double Helix MS	43:Van Dahl MS	83:Double Helix MS
44:Reality MS 45:Ultrawarm MS 46:Universe MS	84:Double Helix2 MS 85:Future Hook MS	44:Reality MS 45:Ultrawarm MS 46:Universe MS	84:Double Helix2 MS 85:Future Hook MS
46:Universe MS	86:Kosmonauts MS	46:Universe MS	86:Kosmonauts MS
47:Beach Party MS	87:Another World MS	47:Beach Party MS	87:Another World MS
48:Beach Party 2 MS	88:Space FX MS	48:Beach Party 2 MS	88:Space FX MS

#### Save As...

- Standard MIDI (\*.mid)
  - Writes the current left Performance Program bank as Standard MIDI (\*.mid) file to your HDD.
- JP-80x0 Format (\*.j8k)
  - Writes the current left Performance Program bank as J8K formatted (\*.J8K) file to your HDD.

**NOTE #1:** In order to view the written bank, always store your banks to Patches folder / sub-folder in it. **NOTE #2:** You can choose the bank name after selected option is chosen. Keep the bank name simple!

**NOTE #3:** If you want to learn how other menu items work, check the Bank Edit Menu (Single Patch Mode) section for the other functions as they work the same regardless to the mode of Librarian.

# Right click Menu

In this section we are gonna go through how to use the right click menu functions in the librarian.

BANK EDIT -	Vengeance X-Plorations v3.mid	▼ + DISCARD -	Vengeance X-Plorations v3.mid	-
11:X-PlorationsV3MS 12:Terrordrome MS 13:Tomahawk MS 14:No Supersaw MS 15:Megalead 3000 MS 16:Horizon MS 17:Babylon Ash MS 18:Clean Lead MS 21:Phasings 2 MS 22:Phasings 2 MS 23:Troublemaker MS 24:Triforce MS 25:Noizelead MS 26:Spacepulse MS 26:Alpha Juno MS 28:Alpha Juno MS	51:Do not DisturbMS 52:Do not Disturb2MS 53:Tokio MS 54:Machina MS 55:Synkoid MS 56:Ltalo Disco MS 57:Power Chord MS 58:Clear & BrightMS 61:Soft Pad MS 62:Arbiter MS 63:Downtown MS 63:Sinfinity MS 65:Infinity MS 66:Icy Drops MS 67:Knarzbass 68:Bomber VI MS 71:Drahtsaege MS	11: X-PlorationsV3KS 12: Terrordrome MS 13: Tomahawk MS 14: No Supersaw MS 15: Megalead 3000 MS 16: Horizon MS 17: Babylon Ash MS 18: Clean Lead MS 21: Phasings 2 MS 22: Phasings 2 MS 23: Troublemaker MS 24: Triforce MS 25: Noizelead MS 26: Spacepulse MS 27: 16 Osc Power MS 28: Alpha Juno MS 31: Silence MS	Copy 51: Do not DisturbMS 52: Do not Distrb2MS 53: Tokio MS 54: Machina MS 55: Synkoid MS 56: Italo Disco MS 57: Power Chord MS 58: Clear & BrightMS 61: Soft Pad MS 62: Arbiter MS 63: Downtown MS 64: Soft Pad 2 MS 64: Soft Pad 2 MS 65: Infinity MS 66: Icy Drops MS 67: Knarzbass 68: Bomber VI MS 71: Donatsage MS	•
32:Silence 2 MS 33:Razor MS 35:New Species MS 36:Phantasy MS 37:Tubby MS 38:Pulsdive 1 MS 41:Starsplash MS 42:Chronotron MS 42:Chronotron MS 43:Van Dahl MS 45:Ultrawarm MS 45:Ultrawarm MS 46:Universe MS 47:Beach Party 2 MS	72:Heroic MS 73:Full Stereo MS 74:Cosmic Power MS 75:Fantasm MS 76:Kraftpulse MS 77:Sanctuary MS 78:Airwave MS 81:Oct Stack MS 82:Fine Lead MS 83:Double Helix MS 84:Double Helix MS 85:Future Hook MS 86:Kosmonauts MS 87:Another World MS 88:Space FX MS	32:Silence 2 MS 33:Razor MS 34:Razor 2 MS 35:New Species MS 36:Phantasy MS 37:Tubby MS 38:Pulsdive 1 MS 41:Starsplash MS 42:Chronotron MS 43:Van Dahl MS 44:Reality MS 45:Ultrawarm MS 46:Universe MS 47:Beach Party 2 MS	72: Heroic MS 73: Full Stereo MS 74: Cosmic Power MS 75: Fantasm MS 76: Kraftpulse MS 77: Sanctuary MS 78: Airwave MS 81: Oct Stack MS 82: Fine Lead MS 83: Double Helix MS 84: Double Helix2 MS 85: Future Hook MS 86: Kosmonauts MS 87: Another World MS 88: Space FX MS	

#### Copy & Paste

Use the right Patch / Performance program view to **copy** content to your plug-in clipboard. Menu will open up once you click right mouse button. You can not paste or otherwise manipulate data on the right view at all, it is one way operation.

To Paste data, click any of the program slots in left view and right click to choose operation, in this case Paste. See image below.

BANK EDIT -	Vengeance X-Plorations v3.mid	▼ + DISCARD -	Vengeance X-Plo	rations v3.mid 🔍 🔻 +
11:X-PlorationsV3MS	51:Do not DisturbMS	11:X-Ploratio	onsV3MS 51:Do	not DisturbMS
12:Terrordrome MS		12:Terrordron		not Distrb2MS
13:Tomahawk MS		13:Tomahawk	MS 53: To	
14:No Supersaw MS	MS	14:No Supersa		
15:Megalead 3000 MS		15:Megalead 3		
16:Horizon MS		16:Horizon		alo Disco MS
17:Babylon Ash MS		17:Babylon As		wer Chord MS
18:Clean Lead MS		18:Clean Lead		ear & BrightMS
21:Phasings MS		21:Phasings	MS 61:So	
22:Phasings 2 MS		22:Phasings 2		
23:Troublemaker MS		23:Troublemak		
24:Triforce MS		24:Triforce		ft Pad 2 MS
25:Noizelead MS		25:Noizelead		
26:Spacepulse MS		26:Spacepulse		y Drops MS
27:16 Osc Power MS		27:16 Osc Pow		arzbass
28:Alpha Juno MS		28:Alpha Junc		mber VI MS
31:Silence MS		31:Silence		ahtsaege MS
32:Silence 2 MS		32:Silence 2		
33:Razor MS		33:Razor		11 Stereo MS
34:Razor 2 MS		34:Razor 2		smic Power MS
35:New Species MS		35:New Specie		
36:Phantasy MS		36 : Phantasy		aftpulse MS
37:Tubby MS		37:Tubby		nctuary MS
38:Pulsdive 1 MS		38:Pulsdive 1		
41:Starsplash MS		41:Starsplash		t Stack MS
42:Chronotron MS		42: Chronotror		ne Lead MS
43:Van Dahl MS		43:Van Dahl		uble Helix MS
44:Reality MS		44 Reality		uble Helix2 MS
45:Ultrawarm MS		45:Ultrawarm		ture Hook MS
46:Universe MS		46:Universe		smonauts MS
47 Beach Party MS		47 Beach Part		other World MS
48:Beach Party 2 MS	88:Space FX MS	48:Beach Part	ty 2 MS 88: Sp	ace FX MS

When Paste is chosen on slot 12 in left program view, it will Paste the copied clipboard data to that slot. You must then overwrite your bank or discard any changes if you don't wish to keep them. There is no UNDO!

#### Rename Patch / Performance

BANK EDIT - Ve	ngeance X-Plorations v3.mid	▼ + DISCARD -	Vengeance X-Plorations v3.mid 🔹 🔻 +
BANK EDIT - Ve 11: X-PlorationsV3MS 12: IErrordrome Paste 13: Tomahawk 14: No Supersaw 15: Megalead 300 16: Horizon 17: Babylon Ash 18: Clean Lead 10: Initialize S 22: Phasings 22: Phasings 22: Phasings 22: Phasings 22: Phasings 22: Troublemaker MS 25: Noizelead MS 26: Spacepulse MS 27: 16 Osc Power MS 28: Alpha Juno MS 31: Silence MS 32: Silence MS 33: Razor MS 34: Razor MS 35: Phasing MS 35: Phasing MS 36: Phantasy MS 37: Tubby	51:Do not DisturbMS tio MS thina MS thina MS thoid MS lo Disco MS er Chord MS ar & BrightMS	P + DISCARD - 11: X-PlorationsV3MS 12: Terrordrome MS 13: Tomahawk MS 13: Tomahawk MS 14: No Supersaw MS 15: Megalead 3000 MS 16: Horizon MS 17: Babylon Ash MS 18: Clean Lead MS 21: Phasings MS 22: Phasings 2 MS 23: Troubbemaker MS 24: Triforce MS 25: Noizelead MS 26: Spacepulse MS 27: 16 Osc Power MS 28: Alpha Juno MS 28: Silence MS 32: Silence MS 33: Razor MS 34: Razor 2 MS 34: Razor 2 MS 35: New Species MS 34: Razor 1 MS 34: Chronotron MS 34: Chronotron MS 41: Starsplash MS 42: Chronotron MS 43: Yan Dahl MS 44: Reality MS 44: Reality MS 45: Ultrawarm MS	Vengeance X-Plorations v3.mid ▼ + 51: Do not DisturbMS 52: Do not Distrb2MS 53: Tokio MS 54: Machina MS 55: Synkoid MS 56: Italo Disco MS 57: Power Chord MS 58: Clear & BrightMS 61: Soft Pad 2 MS 62: Arbiter MS 63: Downtown MS 64: Soft Pad 2 MS 65: Infinity MS 66: Itgy Drops MS 67: Knarzbass 68: Bomber VI MS 71: Drahtsaege MS 72: Heroic MS 73: Full Stereo MS 74: Cosmic Power MS 75: Fantasm MS 76: Kraftpulse MS 77: Sanctuary MS 81: Oct Stack MS 82: Fine Lead MS 83: Double Helix MS 84: Double Helix2 MS 85: Future Hook MS
46:Universe MS 47:Beach Party MS 48:Beach Party 2 MS	85 : Kosmonauts MS 87 : Another World MS 88 : Space FX MS	46: Universe MS 47: Beach Party MS 48: Beach Party 2 MS	86: Kosmonauts MS 87: Another World MS 88: Space FX MS

To rename a Patch or Performance in Librarian view, you must right click, choose **Rename** and a new window will appear where you can input your desired program name. Once new name is in, click enter to apply. If this is your first rename, then Discard button will lit up indicating that your bank has been modified. Overwrite your bank or Save As a new bank.

#### Initialize Slot

BANK EDIT - Vengea	ance X-Plorations v3.mid	V + DISCARD - N	Vengeance X-Plorations v3.mid 🛛 🗸 +
BARK EDIT     -     Venger       11:X-PlorationsV3MS     -     MS       12:Iorrordrome     MS     Paste       13:Tomshawk     Paste     Paste       14:No Supersaw     Paste     Paste       15:Megalead 300     Rename     Initialize Slot       17:Babylon Ash     Initialize Slot     Get DATA from       21:Phasings 2     Get DATA from       23:Troublemaker     MS       25:Noizelead     MS       26:Spacepulse     MS       27:I6 Osc Power     MS       23:Razor     MS       31:Razor 2     MS       32:Silence 2     MS       33:Razor 2     MS       36:Phantasy     MS       38:Pulsdive 1     MS       38:Pulsdive 1     MS       31:Silence 1     MS       32:Silence 2     MS       33:Razor 1     MS       34:Razor 2     MS       35:New Species     MS       36:Phantasy     MS       37:Tubby     MS       38:Pulsdive 1     MS       41:Starsplash     MS       42:Chronotron     MS       43:Van Dahl     MS       44:Reality     MS       45:Ultrawarm     MS       47:Beach Party <th>51:Do not DisturbMS 52:Do not Distrb2MS kio MS china MS alo Disco MS wer Chord MS par &amp; BrightMS</th> <th>11: X-PlorationsV3MS 12: Terrordrome MS 13: Tomahawk MS 14: No Supersaw MS 15: Megalead 3000 MS 16: Horizon MS 17: Babylon Ash MS 18: Clean Lead MS 21: Phasings 2 MS 23: Troublemaker MS 24: Triforce MS 23: Troublemaker MS 24: Triforce MS 26: Spacepulse MS 26: Spacepulse MS 27: 16 Osc Power MS 28: Alpha Juno MS 31: Silence MS 33: Razor 2 MS 33: Razor 2 MS 33: Razor 2 MS 34: Razor 2 MS 33: Razor MS 34: Razor 2 MS 34: Razor 2 MS 35: New Species MS 36: Phantasy MS 37: Tubby MS 38: Pulsdive 1 MS 41: Starsplash MS 41: Starsplash MS 44: Reality MS 45: Ultrawarm MS 46: Universe MS 47: Beach Party MS</th> <th>51: Do not DisturbMS         52: Do not Distrb2MS         53: Tokio         MS         54: Machina         MS         55: Synkoid         MS         56: Italo Disco         MS         57: Power Chord         MS         61: Soft Pad         62: Arbiter         MS         63: Downtown         MS         64: Soft Pad         65: Infinity         MS         66: Icy Drops         MS         67: Nnarzbass         68: Bomber VI         MS         71: Drahtsaege         MS         72: Heroic         MS         73: Full Stereo         MS         76: Kraftpulse         77: Sanctuary         78: Airwave         81: Oct Stack         82: Fine Lead         83: Double Helix         84: Double Helix         85: Future Hook         87: Another World MS</th>	51:Do not DisturbMS 52:Do not Distrb2MS kio MS china MS alo Disco MS wer Chord MS par & BrightMS	11: X-PlorationsV3MS 12: Terrordrome MS 13: Tomahawk MS 14: No Supersaw MS 15: Megalead 3000 MS 16: Horizon MS 17: Babylon Ash MS 18: Clean Lead MS 21: Phasings 2 MS 23: Troublemaker MS 24: Triforce MS 23: Troublemaker MS 24: Triforce MS 26: Spacepulse MS 26: Spacepulse MS 27: 16 Osc Power MS 28: Alpha Juno MS 31: Silence MS 33: Razor 2 MS 33: Razor 2 MS 33: Razor 2 MS 34: Razor 2 MS 33: Razor MS 34: Razor 2 MS 34: Razor 2 MS 35: New Species MS 36: Phantasy MS 37: Tubby MS 38: Pulsdive 1 MS 41: Starsplash MS 41: Starsplash MS 44: Reality MS 45: Ultrawarm MS 46: Universe MS 47: Beach Party MS	51: Do not DisturbMS         52: Do not Distrb2MS         53: Tokio         MS         54: Machina         MS         55: Synkoid         MS         56: Italo Disco         MS         57: Power Chord         MS         61: Soft Pad         62: Arbiter         MS         63: Downtown         MS         64: Soft Pad         65: Infinity         MS         66: Icy Drops         MS         67: Nnarzbass         68: Bomber VI         MS         71: Drahtsaege         MS         72: Heroic         MS         73: Full Stereo         MS         76: Kraftpulse         77: Sanctuary         78: Airwave         81: Oct Stack         82: Fine Lead         83: Double Helix         84: Double Helix         85: Future Hook         87: Another World MS
48:Beach Party 2 MS	88:Space FX MS	48:Beach Party 2 MS	88:Space FX MS

Initialize Slot will initialize the current librarian slot to "default" patch / performance. You can then rename it if you wish or send it to your hardware with double clicking the item. Again, discard button will be lit up indicating your bank has been modified. Continue with edits,

Again, discard button will be lit up indicating your bank has been modified. Continue with edits, overwrite or save bank as.

### Get DATA from...

BANK EDIT - V	/engeance X-Plorations v3.mid 🛛 🔻 🛨	DISCARD - Vengeance	e X-Plorations v3.mid 🛛 🔻 +
11:X-PlorationsV3MS 12:Errordrome MS 13:Tomahawk MS 14:No Supersaw MS 15:Hegalead 3000 MS 16:Horizon MS 17:Babylon Ash MS 18:Clean Lead MS	Arangeance X-Plorations v3.mid       ▼         51:Do not DisturbMS         Paste         Rename         MS         MS         Rename         Initialize Slot         Get DATA from         63:Downtown         64:Soft Pag 2         65:Infinity         66:Iop Drops         67:Knarzbass         68:Bomber VI         MS         71:Drahtsaege         MS         72:Heroic         MS         76:Knaftpulse         77:Sanctuary         MS         71:Drahtsaege         MS         71:Sanctuary         MS         71:Sanctuary         MS         81:Double Helix         82:Fine Lead         MS         83:Double Helix         83:Double Helix         83:Future Hook         MS         83:Future Hook         83:Future Hook	11:X-PlorationsV3MS 12:Terrordrome MS 13:Tomahawk MS 14:No Supersaw MS 15:Megalead 3000 MS 16:Horizon MS 17:Babylon Ash MS 18:Clean Lead MS 19:Clean Lead MS 19:Clean Lead MS 19:Phasings 2 MS 17:Troublemaker MS 17:Triforce MS	2 X-Plorations v3.mid ▼ + 51: Do not DisturbMS 52: Do not Distrb2MS 53: Tokio MS 53: Tokio MS 53: Tokio MS 53: Tokio MS 54: Machina MS 55: Synkoid MS 56: Italo Disco MS 57: Power Chord MS 58: Clear & BrightMS 61: Soft Pad MS 63: Downtown MS 63: Downtown MS 63: Downtown MS 64: Soft Pad 2 MS 65: Infinity MS 66: Icy Drops MS 66: Icy Drops MS 67: Knartpulse MS 73: Full Stereo MS 73: Full Stereo MS 75: Fantasm MS 76: Kraftpulse MS 77: Sanctuary MS 78: Airwave MS 82: Fine Lead MS 83: Double Helix MS 85: Future Hook MS 85: WS
47:Beach Party MS 48:Beach Party 2 MS	87:Another World MS 88:Space FX MS	47:Beach Party MS 48:Beach Party 2 MS	87: Another World MS 88: Space FX MS

- Plug-in (active patch) Requests active Patch / Performance from plug-in user interface to selected librarian slot
- Hardware Edit Buffer

Requests active Patch / Performance from JP to selected librarian slot

#### • Hardware by Prog No.

Requests Patch / Performance from JP's memory location determined by the slot number.

# Drag'n'Drop

To copy & paste data faster than using the right click menu, you can also drag'n'drop patches / performances in the librarian view. See image below where I am dragging Megalead 3000 MS from right program view to left program view. While dragging is ongoing, you will see the light gray box indicating where your mouse is positioned. Once you let go, it will place the selected data to that location.

BANK EDIT -	Vengeance X-P	lorations v3.	mid 🔻 +	DISCARD -	Vengeance	X-Plorations v3	.mid 🔻 +
11:X-PlorationsV3MS	54 :	Do not DisturbMS	S	11:X-PlorationsV	3MS	51:Do not Disturb	MS
12:Terrondrome MS		Do not Distrb2MS	S	12:Terrordrome	MS	52: Do not Distrb2	MS
13:Tomahawk MS	51		S	13:Tomahawk	MS		MS
14:No Supersaw MS	54:	Machina MS		14:No Supersaw	MS		MS
15:Megalead 3000 MS	55:	Synkoid MS		Megalead 3000	MS		MS
16:Horizon MS		Italo Disco MS		16:Horizon	MS		MS
17:Babylon Ash MS	57:	Power Chord MS	S	17:Babylon Ash	MS	57: Power Chord	MS
18:Clean Lead MS	58:0	Clear & BrightMS	S	18:Clean Lead	MS	58: Clear & Bright	MS
21:Phasings MS		Soft Pad MS		21:Phasings	MS		MS
22:Phasings 2 MS	62:	Arbiter MS		22:Phasings 2	MS		MS
23:Troublemaker MS		Downtown MS		23:Troublemaker	MS		MS
24:Triforce MS		Soft Pad 2 MS		24:Triforce	MS		MS
25:Noizelead MS	65:1	Infinity MS		25:Noizelead	MS		MS
26:Spacepulse MS		Icy Drops MS	S	26:Spacepulse	MS		MS
27:16 Osc Power MS		Knarzbass		27:16 Osc Power	MS	67: Knarzbass	
28:Alpha Juno MS		Bomber VI MS		28:Alpha Juno	MS		MS
31:Silence MS		Drahtsaege MS		31:Silence	MS		MS
32:Silence 2 MS		Heroic MS		32:Silence 2	MS		MS
33:Razor MS		Full Stereo MS		33 : Razor	MS		MS
34:Razor 2 MS		Cosmic Power MS		34:Razor 2	MS		MS
35:New Species MS		Fantasm MS		35:New Species	MS		MS
36:Phantasy MS		Kraftpulse MS		36 : Phantasy	MS		MS
37:Tubby MS		Sanctuary MS		37 : Tubby	MS		MS
38:Pulsdive 1 MS		Airwave MS		38:Pulsdive 1	MS		MS
41:Starsplash MS		Oct Stack MS		41:Starsplash	MS		MS
42:Chronotron MS		Fine Lead MS		42:Chronotron	MS		MS
43:Van Dahl MS		Double Helix MS		43:Van Dahl	MS	83: Double Helix	
44:Reality MS		Double Helix2 MS		44 Reality	MS	84: Double Helix2	
45:Ultrawarm MS		Future Hook MS		45:Ultrawarm	MS		MS
46:Universe MS		Kosmonauts MS		46:Universe	MS		MS
47:Beach Party MS		Another World MS		47 Beach Party	MS	87: Another World	
48:Beach Party 2 MS	88:	Space FX MS	S	48:Beach Party 2	MS	88: Space FX	MS

Once drag'n'drop is done, you can see how Megalead 3000 MS is now on left program view slot 12 [1] and Discard [2] button is lit to indicate that you have unsaved changes in your bank.

BANK EDIT -	Vengeance X-Plorations v3.mid		ngeance X-Plorations v3.mid 🛛 🔍 +
11:X-PlorationsV3MS	51:Do not DisturbMS	2 11:X-PlorationsV3MS	51: Do not DisturbMS
12:Megalead 3000 MS	52:Do not Distrb2MS	12:Terrordrome MS	52:Do not Distrb2MS
omahawk MS	53:Tokio MS	13:Tomahawk MS	53:Tokio MS
o Supersaw MS	54;Machina MS	14:No Supersaw MS	54:Machina MS
egalead 3000 MS	55:Synkoid MS	15: Megalead 3000 MS	55:Synkoid MS
16:Horizon MS	56:Italo Disco MS	16:Horizon MS	56: Italo Disco MS
17:Babylon Ash MS	57: Power Chord MS	17:Babylon Ash MS	57: Power Chord MS
18:Clean Lead MS	58:Clear & BrightMS	18:Clean Lead MS	58:Clear & BrightMS
21:Phasings MS	61:Soft Pad MS	21:Phasings MS	61:Soft Pad MS
22:Phasings 2 MS	62:Arbiter MS	22: Phasings 2 MS	62:Arbiter MS
23:Troublemaker MS	63:Downtown MS	23: Troublemaker MS	63: Downtown MS
24:Triforce MS	64:Soft Pad 2 MS	24:Triforce MS	64: Soft Pad 2 MS
25:Noizelead MS	65:Infinity MS	25:Noizelead MS	65: Infinity MS
26:Spacepulse MS	66:Icy Drops MS	26:Spacepulse MS	66: Icy Drops MS
27:16 Osc Power MS	67:Knarzbass	27:16 Osc Power MS	67: Knarzbass
28:Alpha Juno MS	68:Bomber VI MS	28:Alpha Juno MS	68:Bomber VI MS
31:Silence MS	71:Drahtsaege MS	31:Silence MS	71: Drahtsaege MS
32:Silence 2 MS	72:Heroic MS	32:Silence 2 MS	72:Heroic MS
33:Razor MS	73:Full Stereo MS	33:Razor MS	73:Full Stereo MS
34:Razor 2 MS	74:Cosmic Power MS	34:Razor 2 MS	74: Cosmic Power MS
35:New Species MS	75:Fantasm MS	35:New Species MS	75: Fantasm MS
36:Phantasy MS	76:Kraftpulse MS	36: Phantasy MS	76:Kraftpulse MS
37:Tubby MS	77:Sanctuary MS	37:Tubby MS	77: Sanctuary MS
38:Pulsdive 1 MS	78:Airwave MS	38:Pulsdive 1 MS	78: Airwave MS
41:Starsplash MS	81:Oct Stack MS	41:Starsplash MS	81:Oct Stack MS
42:Chronotron MS	82:Fine Lead MS	42: Chronotron MS	82: Fine Lead MS
43:Van Dahl MS	83:Double Helix MS	43:Van Dahl MS	83:Double Helix MS
44:Reality MS	84:Double Helix2 MS	44:Reality MS	84:Double Helix2 MS
45:Ultrawarm MS	85:Future Hook MS	45:Ultrawarm MS	85: Future Hook MS
46:Universe MS	86:Kosmonauts MS	46:Universe MS	86: Kosmonauts MS
47:Beach Party MS	87:Another World MS	47:Beach Party MS	87: Another World MS
48:Beach Party 2 MS	88:Space FX MS	48; Beach Party 2 MS	88:Space FX MS

**Note #1:** Patches and Performances can be dragged **only from RIGHT list to LEFT list**. No limitations in location, just the fact that dragging works from Right to Left.

**Note #2:** You can change patch / performance bank in RIGHT list as you go along with your bank customization.

Note #3: After drag and drop is complete, Discard button will be lit up indicating that the current bank has been changed. Now you can overwrite or save as under a desired name.

# You have some suggestions? Yes please!

We are always open for new suggestions and ideas regarding to our products, so please, by all means send your suggestions to us.

Head down to our forums (links below) and drop your idea in, we will have a look at it and let you know if it can be done.

Thank you.

# Troubleshooting

This is most likely the first place where you come up. Well, we have some great news for you in this order:

- 1. Read this manual, and
- 2. Read this manual again!

Now if you still have trouble with your JP and the plug-in, it is time to check out the possible solutions.

#### I can't get my JP-8000 / JP-8080 to function with the plug-in!

- Check your audio cables and make sure they are connected as required.
  - Audio outputs from JP to your soundcard inputs.
  - Activate monitoring / recording to your audio channel to hear sound.
- Check your MIDI cables and make sure they are connected as required.
  - MIDI out from JP has to be connected to your MIDI interface input terminal.
  - MIDI in at your JP has to be connected to your MIDI interface output terminal.

• Make sure your license is valid. Plug-in displays "REGISTERED" when the license is ok.

#### Plug-in crashes my DAW when I'm trying to save bank data!

• Make sure your patches folder exists and that you have rights to write to it.

If you still can't get your JP to make the "handshake" with the plug-in, you can open a Support Thread at our support site. The best way for us to solve your problem is when you send us a little video of what you try to achieve and how you try to do it. Send us a private youtube link in the thread or upload a video in our service.

If you have validation errors, we hope you will open a thread with the crash log and full specs of your current system. This way it's much easier and faster for us to solve your issue.

TIP #4: Always keep your account up to date with your name, email and address details – otherwise the license generation will not work! So, fill in ALL your details before contacting us.

Our support is open 24/7 and we intend to reply on all support threads within 48 hours.

Support portal + FAQ : <u>https://help.mysteryislands-music.com/</u> Login to your account: <u>https://www.mysteryislands-music.com/my-account/</u> Plug-in updates: <u>https://www.mysteryislands-music.com/downloads/</u>

Subscribe to your mailing list in order to get the latest update news, new product announcements, special customer offers and some tips every now and then.

If you want us to make cool plug-ins more, read the manual for the third time and let us focus on what we do the best: Develop more control plug-ins for hardware synthesizers.

# Final Words

We would like to that you all for your support prior to the development of this plug-in.

We hope you will enjoy the advantages this plug-in brings to your everyday production workflow and we hope that you will purchase the full license to our plug-in from our own store.

Development of this plug-in has taken a lot time, including over 70 000 lines of deep C++ coding, thousands of cups of coffee and endless hours with the graphical user interface.

Coding: Jani Kervinen Graphics: Jani Kervinen Patches: Jani Kervinen Manual: Jani Kervinen

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More to come, stay safe and make some music!

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