JUNO-D6
JUNO-D7
JUNO-D8

Startup Guide

English | 日本語 | Deutsch | Français | Italiano | Español | Português | Nederlands

Contents

Startup Guide (this document)

Read this first. It explains the basic things you need to know in order to use the JUNO-D6, JUNO-D7, and JUNO-D8 .

PDF manual (download from Roland website)

- **Reference Manual**
  This explains the steps required to operate this instrument.
- **Parameter Guide**
  This explains about the parameters of the unit.
- **Sound List**
  This is a list of the sounds built into the unit.
- **Roland Cloud User's Guide**
  This guide explains how to use the sound files found in Roland Cloud on the unit.
- **MIDI Implementation**
  This is detailed information about MIDI messages.

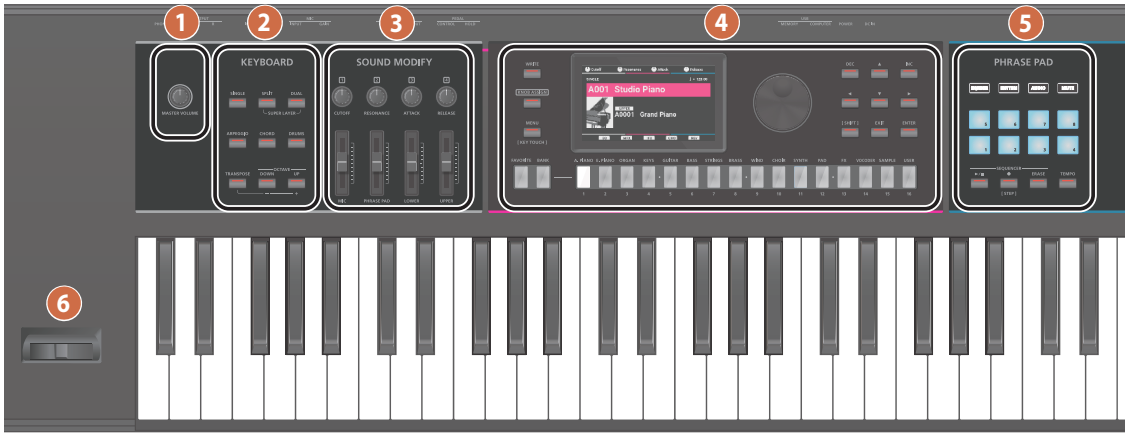
To obtain the PDF manual

1. **Visit the following website on your computer.**
   https://www.roland.com/manuals/
   ▼
2. **Choose "JUNO-D6", "JUNO-D7" or "JUNO-D8" as the product name.**

Before using this unit, carefully read "USING THE UNIT SAFELY" and "IMPORTANT NOTES" (the leaflet "USING THE UNIT SAFELY" and the Startup Guide (p. 17)). After reading, keep the document(s) where it will be available for immediate reference.

Panel descriptions

Top panel



1

[MASTER VOLUME] knob

Adjusts the volume that is output from the OUTPUT and PHONES jacks.

2 KEYBOARD

[SINGLE] button

Turns the single function on/off.

[SPLIT] button

Turns the split function on/off.

* Hold down the [SPLIT] and [DUAL] buttons at the same time to switch the Super Layer function on/off.

[DUAL] button

Turns the dual function on/off.

* Hold down the [SPLIT] and [DUAL] buttons at the same time to switch the Super Layer function on/off.

[ARPEGGIO] button

Turns the arpeggiator on/off (p. 8).

Press this button while holding down the [SHIFT] button to make the arpeggio hold.

[CHORD] button

Turns the chord memory function on/off (p. 9).

[DRUMS] button

When this button is on (lit), you can play the drum kit by using the keyboard (p. 9).

[TRANSPOSE] button

Turns the transpose (key shift) feature on/off (p. 7).

Press the OCTAVE [DOWN] or [UP] button while holding down this button to raise or lower the keyboard's pitch range in semitones.

OCTAVE [DOWN] [UP] buttons

Raises or lowers the key range in steps of an octave (p. 8).

3 SOUND MODIFY

[1]–[4] knobs

(CUTOFF, RESONANCE, ATTACK, RELEASE)

These give you control over the CUTOFF, RESONANCE, ATTACK and RELEASE parameters. Press the [KNOB ASSIGN] button to the right of these knobs to control the functions that are assigned to the [1]–[4] knobs (p. 8).

[MIC] slider

Adjusts the volume of the mic connected to the MIC INPUT jack.

[PHRASE PAD] slider

Adjusts the volume of the step sequencer, rhythm pattern and audio player.

[LOWER] slider

Adjusts the volume of the lower part (part 2).

[UPPER] slider

Adjusts the volume of the upper part (part 1).

4

[WRITE] button

Use this button to save the settings you've edited.

[KNOB ASSIGN] button

When this button is pressed, you can control the functions that are assigned to the SOUND MODIFY [1]–[4] knobs (p. 8).

[MENU] (KEY TOUCH) button

Shows the menu screen (p. 13).

If you press another button or turn a knob while holding down this button, the related settings screen is shown (p. 3).

Press this button while holding down the [SHIFT] button to display the KEY TOUCH screen (p. 7).

Display

Shows various information depending on the operation.

Value dial

Changes the values. When you hold down the [SHIFT] button and turn the dial, the value changes more greatly.

[FAVORITE] button

Turns the favorite function on/off.

[BANK] button

When this button is on (lit), you can use the [1]–[8] buttons to select a favorite bank.

[A. PIANO]–[USER] (category) buttons

([1]–[16] buttons)

Selects a tone (including scenes, tones and drum kits) category (type) (p. 6). Turn the value dial to select a different tone in the same category.

[DEC] [INC] buttons

Changes a value. If you press one of these buttons while holding down the other, the value changes more rapidly. If you press one of these buttons while holding down the [SHIFT] button, the value changes more greatly.

[▲] [▼] [◀] [▶] buttons

Move the cursor position up/down/left/right. Hold down the buttons to move the cursor continuously. If you hold down the button for one direction and then press the other button, the cursor moves more quickly.

[SHIFT] button

Use this button with other buttons to switch between functions.

[EXIT] button

Exits the current screen or cancels an operation.

[ENTER] button

Press this for confirming a value or executing an operation.

5 PHRASE PAD

[SEQUENCER] button

Press this to use the step sequencer (p. 10).

[RHYTHM] button

Press this to use the rhythm patterns (p. 11).

[AUDIO] button

Press this to play back audio files on a USB flash drive (p. 12).

[MUTE] button

Sets whether the applicable part plays or not when you play the keyboard.

When you're using the step sequencer, this mutes the specified track (p. 10).

Pads [1]–[8]

These play back the phrases (rhythm patterns/audio files) assigned to the pads. When the [SEQUENCER] button is on (lit), these pads select the tracks.

[▶/■] button

Plays/stops the step sequencer (p. 10).

[●] (STEP) button

Press this to record to the step sequencer (p. 10).

If you press this button while holding down the [SHIFT] button, the instrument switches to STEP REC/TR-REC mode.

[ERASE] button

Erases some or all of the tracks you've recorded with the step sequencer.

[TEMPO] button

Press this to show the TEMPO screen.

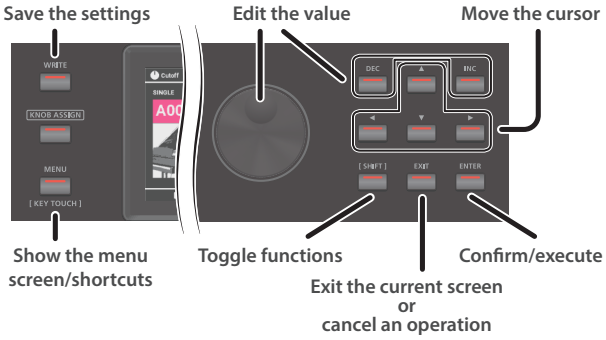
You can set the tempo by repeatedly pressing the button at the desired interval (tap tempo).

6

Pitch bend/modulation lever

This lets you control the pitch or apply vibrato.

Basic operation



Move the cursor

When selecting items onscreen or editing the parameter settings, use the [▲] [▼] [◀] [▶] buttons to move the cursor to the desired parameter.

- Hold down the buttons to move the cursor continuously.
- If you hold down the button for one direction and then press the other button, the cursor moves more quickly.

Edit the value

Use the value dial or the [DEC] [INC] buttons to edit the value highlighted by the cursor.

- Hold down the [SHIFT] button while using these controls to change the value in larger increments.
- If you press either the [DEC] or [INC] button while holding down the other button, the value changes more rapidly.

[ENTER] button

Press this button to confirm a value or execute an operation.

[EXIT] button

Press this to exit the current screen or cancel an operation.

[MENU] button

Displays the menu screen. Use this when editing the detailed settings of the tones and so on, and for the system settings and utilities.

Save the settings

When you press the [WRITE] button, the WRITE menu screen is shown, from which you can save the system settings, scene, tone and drum kit (write operation).

For details, refer to the "Reference Manual" (Roland website).

Shortcuts

By holding down the [MENU] button and operating another button or knob, you can switch to the related settings screen for the button that you pressed. For details, refer to the "Reference Manual" (Roland website).

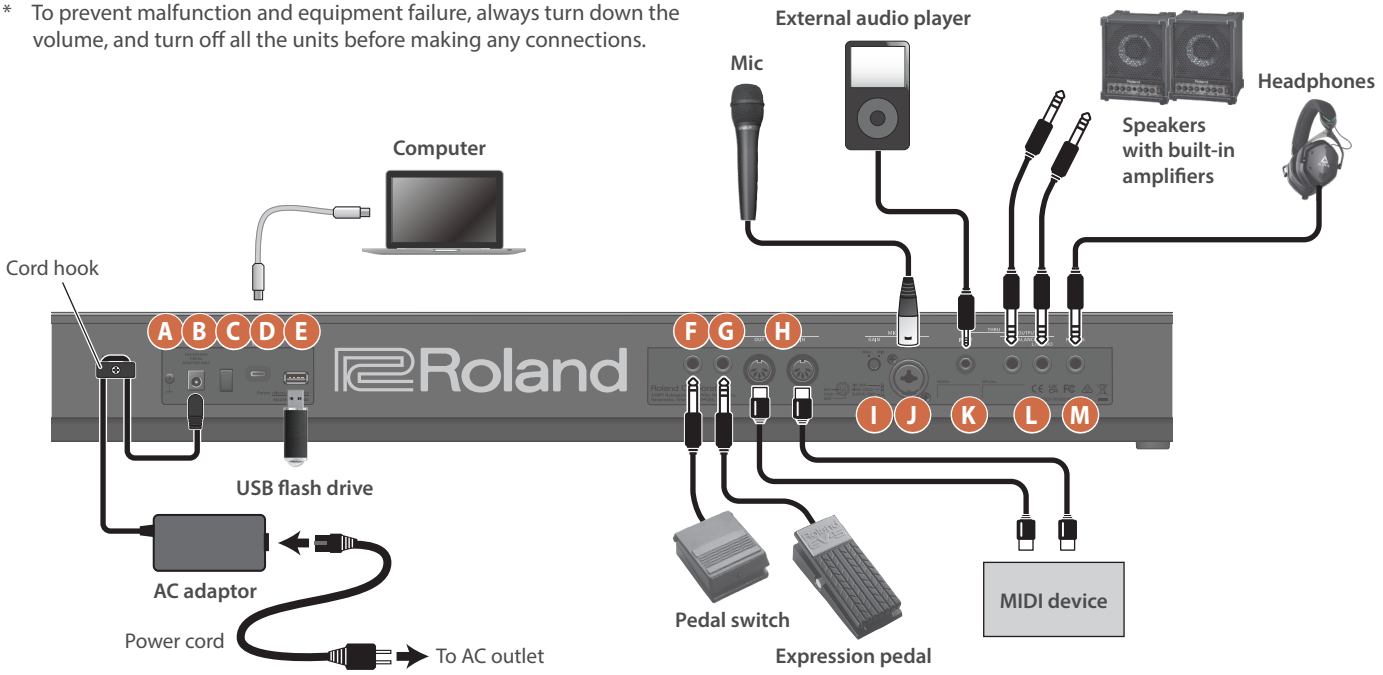
Operating procedures in this manual

On this instrument, there are multiple ways to perform operations like moving the cursor, editing a value, confirming/canceling, switching screens and so on by using the buttons, the dial and so forth.

To avoid making the subsequent explanations in this manual unnecessarily complex, we will not always describe all of these methods, but may simply provide an abbreviated explanation such as "move the cursor to * and edit the value". In actual operation, you may use any of the above methods as is convenient for you.

Rear panel (Connecting your equipment)

* To prevent malfunction and equipment failure, always turn down the volume, and turn off all the units before making any connections.



A **Ground terminal**

Connect this to an external earth or ground if necessary.

B **DC IN jack**

Connect the included AC adaptor to this jack.

* Use the cord hook to secure the cord of the AC adaptor as shown in the illustration.

C **[POWER] switch**

This switches the power on and off (p. 6).

D **USB COMPUTER port**

Connect this to a computer or mobile device.

* A commercially available USB AC adaptor (5 V ⎓ /2 A or greater) is required to supply power to the USB COMPUTER port. Depending on the manufacturer and type of the USB AC adaptor, correct operation may not be possible.

* Do not use a USB cable that is designed only for charging a device. Charge-only cables cannot transmit data.

E **USB MEMORY port**

Connect a commercially available USB flash drive here.

This is used for playing back audio files and backing up data (p. 12).

F **PEDAL HOLD jack**

If you connect a pedal switch (DP series, sold separately) to this jack, you can use it as a hold pedal. You can also assign various functions to the pedals that are connected, and control them.

G **PEDAL CONTROL jack**

If you connect an expression pedal (EV-5, sold separately) or pedal switch (DP series, sold separately) to this jack, you can use them to control various functions.

* Use only the specified expression pedal. By connecting any other expression pedals, you risk causing malfunction and/or damage to the unit.

H **MIDI IN, OUT connectors**

You can connect a MIDI device to this connector.

I **MIC [GAIN] knob**

Adjusts the input gain of the MIC INPUT jack.

J **MIC INPUT jack**

Connect a dynamic microphone here.

* A condenser microphone (phantom powered) cannot be used.

Pin assignment of MIC INPUT jack

K **EXT INPUT jack**

Connect this to your external audio player or similar device.

L **OUTPUT R, L/MONO jacks (balanced)**

These are balanced output jacks for audio signals.

Connect these to an amplifier or mixer. For mono output, connect to the L/MONO jack.

Pin assignment of OUTPUT R, L/MONO jacks

M **PHONES jack**

Used for connecting headphones (sold separately).

Basic structure of the JUNO-D

Controllers

These components send performance data to the sound generator, such as when you press/release keys, press the hold pedal and so on.

The controllers include the keyboard, the buttons and knobs on the panel, the pitch bend/modulation lever, the pedals connected to the rear panel and so on.

Sound generator section

This section generates and modifies the sound. The sound generator receives performance data from the controllers and uses this to play the tones and scenes.

Effects

MFX/IFX	Features 93 types of effects including distortion, flanger effects and so forth.
Chorus/reverb	This chorus/reverb are available as separate effects from the chorus/reverb of the MFX. The chorus can also be used as a delay.
EQ	Adjusts the level of the different frequency bands of the sound.

* For the MFX, you can store the tone effect and part effect separately, and switch between settings you want to use.

* Chorus/Delay and Reverb are stored separately for the scene effect and for the system effects, and you can switch between settings you want to use.

Phrase pad

Plays back the phrases assigned to pads [1]–[8].

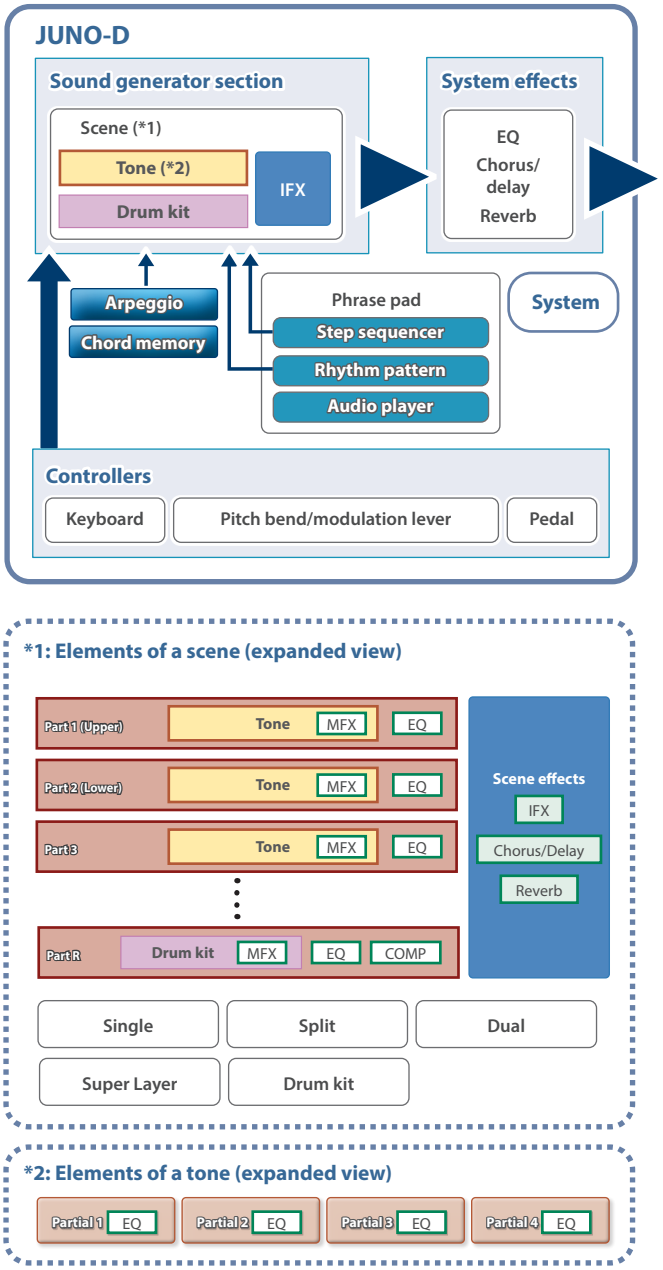
Step sequencer	Selects the recording track.
Rhythm pattern	Plays/stops patterns that are specially designed for rhythms.
Audio player	Plays/stops audio files that are stored on a USB flash drive.

Scenes

The scenes contain tones and drum kits assigned to eight parts. You can play up to eight tones at the same time.

You can also save the states below in the settings for the scenes.

SINGLE	Plays only one tone.
SPLIT	Uses different tones for the left and right hands.
DUAL	Layers two different tones.
SUPER LAYER	Layers a single tone on itself for a fatter sound.
DRUMS	Uses only the drum kits.



The tones for parts 1 and 2 are used when the instrument is in split or dual mode.

Tones

These are sounds used for playing. Each tone consists of up to four partials, and you can combine the partials to create a wide variety of sounds.

A tone consists of the combination of sound generator and effects.

Drum kit

The drum kit is a collection of percussion instruments and sound effects. Each key (note number) plays a different percussion instrument or sound effect.

Turning the power on/off

* Before turning the unit on/off, always be sure to turn the volume down. Even with the volume turned down, you might hear some sound when switching the unit on/off. However, this is normal and does not indicate a malfunction.

Turning the power on

1. Turn on this instrument first, and then any connected devices.

A screen (top screen) like the one shown below appears.

* The power to this unit turns off automatically to save energy after a certain amount of time (20 minutes by default) has passed since it was last used or since its buttons or controls were operated (Auto Off function).
* If the Auto Off function is set to "OFF", this screen does not appear.

2. Press the [ENTER] button to close the popup screen.

* If you don't want to show this screen again, move the cursor to "Don't show again", use the [INC] and [DEC] buttons to select the check box and then close the popup window.

3. Turn the [MASTER VOLUME] knob to adjust the volume.

Turning the power off

1. Turn off any connected devices first, and then turn off this instrument.

Concerning the Auto Off function

The power to this unit turns off automatically to save energy after a certain amount of time has passed since it was last used or since its buttons or controls were operated.

NOTE

- If the power automatically turns off, any unsaved data is lost. Before the power turns off, save the data that you want to keep (p. 3).
- If you don't want the unit to turn off automatically, turn this setting off (p. 13). Note that when the setting is turned off, the unit may consume more power.
- You can simply turn the power back on after it has turned off automatically.

Selecting a scene

1. Move the cursor to the scene.

* When you select a scene that's set for single, split, dual or Super Layer mode, the corresponding screen appears.
Below is a screen example of a scene with single settings.

No.	Explanation
1	Parameters that can be adjusted now using the SOUND MODIFY knobs
2	Tempo
3	Scene

No.	Explanation
4	UPPER tone (UPPER)/ LOWER tone (LOWER)
5	Tone
6	Effect on/off (lit for on, dark for off)

2. Press a category button ([A. PIANO]–[USER]) to select a category.

Category	Explanation
A. PIANO	Acoustic piano
E. PIANO	Electric piano
ORGAN	Organ
KEYS	Keyboard instruments
GUITAR	Guitar
BASS	Bass guitar
STRINGS	Strings
BRASS	Brass instruments
WIND	Wind instruments
CHOIR	Choir
SYNTH	Synthesizers
PAD	Synth pads
FX	Sound effects
VOCODER	Vocoder * You can connect your microphone to the MIC INPUT jack and apply a vocoder effect to it.
SAMPLE	Sample phrases
USER	User scenes

3. Use the value dial to select a scene.

MEMO

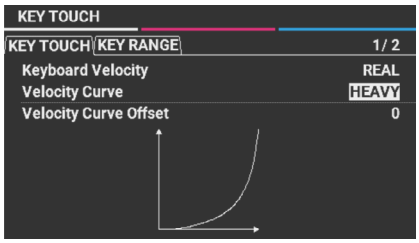
- You can also press the [ENTER] button to select from the list screen. When you press the [ENTER] button on the SCENE LIST screen, you can switch between scene category list view (by category) and scene bank list view (by bank).
- For a list of scenes, see "Scene list" in the "Sound List" (Roland website).
- When you select a scene that's set for single, split, dual or Super Layer mode, the corresponding button lights up.

Changing the playing feel of the keyboard (KEY TOUCH)

Adjusting the keyboard feel

1. Hold down the [SHIFT] button and press the [MENU] button.

The KEY TOUCH screen appears.



2. Move the cursor to "Velocity Curve", and use the value dial to change the setting.

Value	Explanation
LIGHT	Sets the keyboard feel to respond with a lighter touch. With this setting, you can achieve fortissimo (ff) levels by playing with a lighter touch than the "MEDIUM" setting, so the keyboard action feels lighter. This makes the keyboard easier to play for players who have less strength in their hands.
MEDIUM	Sets the keyboard feel to respond with a standard touch.
HEAVY	Sets the keyboard feel to respond with a heavier touch. With this setting, the keys must be played with more force than the "MEDIUM" setting to achieve fortissimo (ff) levels, so the keyboard action feels heavier. This lets you play dynamic passages with greater emotion.

MEMO

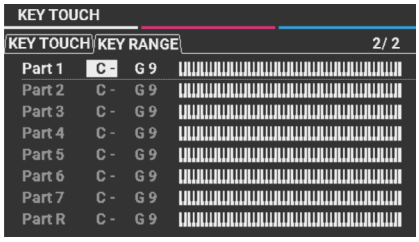
You can also adjust the key touch in greater detail, or make the keys play at a constant volume regardless of how hard you play them. For details, see SYSTEM EDIT > COMMON > KEY TOUCH in the "Parameter Guide" (Roland website).

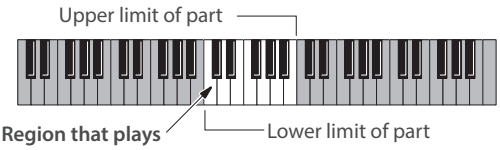
Adjusting the key range for each part (KEY RANGE)

1. Hold down the [SHIFT] button and press the [MENU] button.

The KEY TOUCH screen appears.

2. On the "KEY RANGE" tab page, move the cursor to the lower or upper limit of the part for which you want to adjust the key range, and use the value dial to change the setting.





Value	Explanation
C- –G9	Sets the key range for each part. Make these settings when you want different key ranges to play different tones. Specify the lower and upper limits for the ranges to set. * If you try to raise the lower limit of the playing range beyond the upper limit, or lower the upper limit beyond the lower limit, the other setting changes to the same value.

MEMO

You can also set the key range by holding down the [SHIFT] button and pressing the lower or upper key on the KEY TOUCH screen.

Raising/lowering the keyboard pitch in semitones (TRANSPOSE)

You can transpose the keyboard in semitone steps.

For instance, if you wanted to play a song in the key of C that was written in the key of E, set the keyboard transpose value to "+4".

1. Hold down the [TRANSPOSE] button and press the [DOWN] button or [UP] button.

When this is set to a value other than "0", the [TRANSPOSE] button lights up.

To return to the value of "0", hold down the [TRANSPOSE] button and press the [DOWN] and [UP] buttons simultaneously.

Value	-5 (G)–0 (C)–+6 (F#)

MEMO

You can recall the transpose setting you made by toggling the [TRANSPOSE] button on/off.

Changing the key range in octaves (OCTAVE)

This shows how to shift the pitch of the keyboard up or down in octaves.

1. Press the OCTAVE [DOWN] or [UP] button.

If the value is not "0", the OCTAVE [DOWN] or [UP] button light up.

Press the OCTAVE [DOWN] and [UP] buttons simultaneously to return the value to "0".

Value	-3–0–+3 octaves

Using the SOUND MODIFY knobs to alter the sound

You can use the SOUND MODIFY [1]–[4] knobs to control the sound in real time.

The parameters you can control include CUTOFF, RESONANCE, ATTACK, RELEASE or the Knob 1–4 Function parameters.

* You may not notice a change in the sound, depending on the tone you're using.

Parameter	Explanation
CUTOFF	Sets the frequency from which the filter takes effect (the cutoff frequency).
RESONANCE	Emphasizes the sound in the region of the cutoff frequency, adding character to the tone.
ATTACK	Adjusts the time it takes for the sound reaches its maximum volume after you press the key.
RELEASE	Adjusts the time it takes for the volume to fall to zero after you take your finger off the key.
Knob 1–4 Function	You can assign various functions to [1]–[4] knobs. Press the [KNOB ASSIGN] button to control the parameters that are assigned to the [1]–[4] knobs. Refer to the "Reference Manual" (Roland website) for how to assign functions to the [1]–[4] knobs.

Playing arpeggios (ARPEGGIO)

An arpeggio is a method of playing the notes of a chord by separating and playing them individually. This arpeggiator function allows you to play the arpeggio automatically according to the keys you press.

1. Press the [ARPEGGIO] button to make it light.

2. Play a chord on the keyboard.

According to the notes of the chord you play, an arpeggio starts playing.

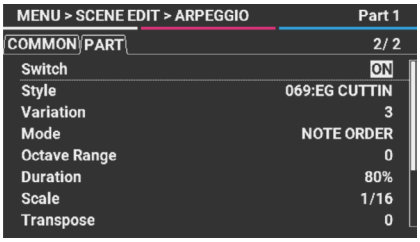
3. To turn off this function, press the [ARPEGGIO] button again to make it go dark.

Selecting the arpeggio style

1. Hold down the [MENU] button and press the [ARPEGGIO] button.

The ARPEGGIO screen appears.

2. Press the [▶] button to select the PART tab.



3. Move the cursor to "Style", and use the value dial to select a style.

Value	001–128

MEMO

- You can also operate this from [MENU] button → SCENE EDIT → ARPEGGIO.
- When "Hold Switch" is set to ON in the COMMON tab page, the arpeggio keeps playing even after you take your fingers off the keyboard.
- Press the [ARPEGGIO] button while holding down the [SHIFT] button to set Hold Switch to "ON".
- See SCENE EDIT > ARPEGGIO in the "Parameter Guide" (Roland website) for more information on the parameters to configure in the ARPEGGIO screen.

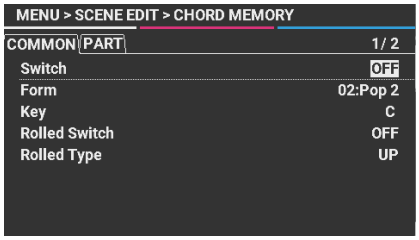
Playing chords (CHORD MEMORY)

Chord memory is a function that plays a chord based on pre-registered chord forms, when you play a single note on the keyboard.

1. **Press the [CHORD] button to make it light.**
2. **Press a key.**
   A chord plays according to the currently selected chord form.
3. **To turn this off, press the [CHORD] button again to make it go dark.**

Selecting a chord form

1. **Hold down the [MENU] button and press the [CHORD] button.**
   The CHORD MEMORY screen appears.



2. **Move the cursor to "Form" and use the value dial to select the chord form.**
   This changes how the chord plays.

MEMO

- You can also operate this from [MENU] button → SCENE EDIT → CHORD MEMORY.
- See SCENE EDIT > CHORD MEMORY in the "Parameter Guide" (Roland website) for more information on the parameters to configure in the CHORD MEMORY screen.

Playing the drum sounds (DRUMS)

You can use the keyboard to play the drum kit sounds.

1. **Press the [DRUMS] button to make it light.**
   The DRUMS screen appears.

2. **Press the [▼] button to move the cursor to the drum kit.**
3. **Press the [1], [2] or [16] button.**
4. **Use the value dial to select a drum kit.**

MEMO

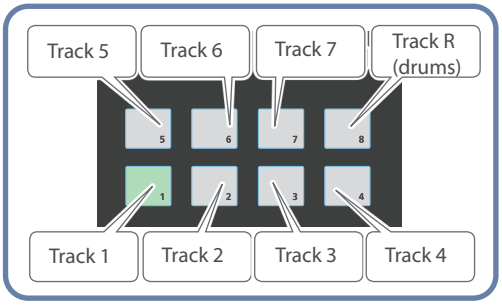
For a list of drum kits, see "Drum kit tones" in the "Sound List" (Roland website).

5. **Press a key.**

Playing back the sequencer (step sequencer)

The step sequencer records as a pattern and repeatedly plays back controller actions such as what you play on the keyboard, as well as your operations of the controllers including the knobs, pitch bend/modulation lever, sliders (other than MIC) and the pedals.

This data is recorded in and played back from tracks 1–R, which correspond to parts 1–R.



MEMO

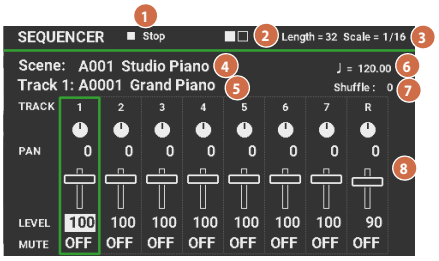
For details on how to recording to the step sequencer, refer to the "Reference Manual" (Roland website).

Playing the sequencer

Selecting a scene for playback

1. Press the [SEQUENCER] button.

The SEQUENCER screen appears.



No.	Explanation
1	Status shown • Now Recording • Now Playing • Rec Standby • Stop
2	**Step length** Number of steps (Value: 1–64; sixteen steps are shown at left as a single square.)

No.	Explanation
3	**Scale** Length of one step
4	Scene
5	Tone
6	Tempo
7	Shuffle (swing)
8	Mixer

2. Move the cursor to the scene, and select the pattern to play back using the value dial.

3. Press the [►/■] button to play back the pattern.

Press the button again to stop playback.

MEMO

When the Step Length is 17 or greater, on the SEQUENCER screen, when you press the [1]–[4] buttons while holding down the [SHIFT] button, you can switch between the current step positions in units of 16 steps.

Muting specific tracks (track mute)

Use this when a pattern is playing back and you want to mute some tracks.

1. While the [SEQUENCER] button is lit, press the [MUTE] button to make it light up.

The instrument enters pad mute setting mode.

2. Press pads [1]–[8] to select the tracks to mute.

You can press more than one pad.

The pads you press blink, and the corresponding tracks are muted.

3. To unmute, press the pad once more that corresponds to the track you muted.

4. To exit the track mute settings, press the [MUTE] button.

The pads go dark.

Step sequencer: basic operations

Controller	Explanation
[►/■] button	Plays/stops the step sequencer.
[●] (STEP) button	Creates a pattern by recording your keyboard performance and controller operations (such as knob motions). If you press this button while holding down the [SHIFT] button, the STEP EDIT screen appears. You can edit the steps and record in STEP REC/ TR-REC mode.
[MUTE] button	When you turn this on while the [SEQUENCER] button is lit, you can mute the tracks specified by pads [1]–[8].
[ERASE] button	Erases all or part of a recorded track.
Pads [1]–[8]	Selects the tracks (parts). You can use the keyboard to play or record on the selected part.
[TEMPO] button	Changes the tempo.

Playing back the rhythm patterns

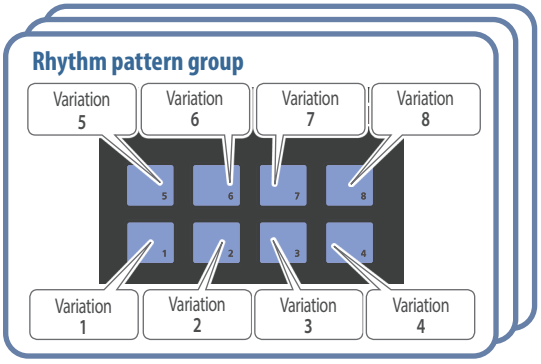
A "rhythm pattern" is a phrase that's played with rhythm instruments such as drums or percussion. With this instrument, you can play the keyboard along with the rhythm patterns that are assigned to pads [1]–[8].

Each rhythm pattern has eight variations, and these eight variations make up a single "rhythm pattern group".

When you select a rhythm pattern group, the variations are automatically assigned to pads [1]–[8].

Also, the drum tone that plays in a rhythm pattern is called a "drum kit".

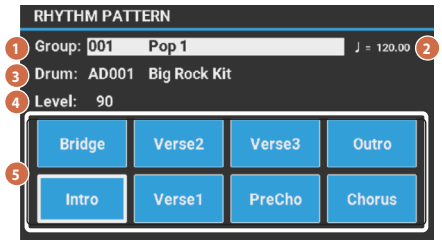
The drum kit selected in part R of the current scene is used for the rhythm pattern.



Selecting and playing back a rhythm pattern

1. Press the [RHYTHM] button to make it light.

The RHYTHM PATTERN screen appears.



No.	Explanation
1	Rhythm pattern group
2	Tempo
3	Drum kit

No.	Explanation
4	Rhythm pattern volume
5	Rhythm pattern variation

2. Configure the rhythm pattern.

Parameter	Value	Explanation
Group		Selects the rhythm pattern group. When you change the rhythm pattern group, the rhythm pattern that's assigned to pads [1]–[8] also changes. ➡ For more on the rhythm pattern groups, refer to the "Rhythm pattern list" in the "Parameter Guide" (Roland website).
Drum		Selects the drum kit used to play the rhythm pattern. ➡ For a list of drum kits, see "Drum kit tones" in the "Sound list" (Roland website). Although the drum kit that's specified by the rhythm pattern group changes when you change the rhythm pattern group, you can select a different drum kit with this parameter.
Level	0–127	Sets the rhythm pattern's volume. **MEMO** You can also use the [PHRASE PAD] slider to adjust the volume of the rhythm pattern.

MEMO

The rhythm pattern group settings can be saved in a scene. For details on how to save the settings, refer to the "Reference Manual" (Roland website).

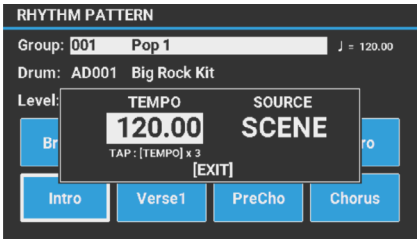
3. Press the pad [1]–[8] buttons to play back the rhythm pattern.

The rhythm pattern plays that's assigned to the pad you pressed, and the pad blinks. Press the respective pad again to stop playback (the pad lights up).

Changing the tempo

1. Press the [TEMPO] button.

The TEMPO screen appears.



2. Use the value dial to adjust the tempo.

3. Press the [EXIT] button to return to the previous screen.

MEMO

- You can specify the tempo by pressing the [TEMPO] button at the desired timing (tap tempo). Press the [TEMPO] button three or more times in quarter-note intervals at the tempo you want to set.
- When you switch scenes, this setting specifies whether to use the system tempo (SYSTEM) or the tempo stored in the scene (SCENE). For details, see SYSTEM EDIT > COMMON > COMMON > Tempo Source in the "Parameter Guide" (Roland website).

Playing back audio files (audio player)

You can assign audio files saved on a USB flash drive to the pads [1]–[8] for playback.

Audio files that can be played (WAV/AIFF)

Sample rate	44.1, 48 kHz
Bit rate	8, 16 or 24 bits

NOTE

- You can't play back two or more audio files at the same time.
- The tempo of the audio files can't be changed.

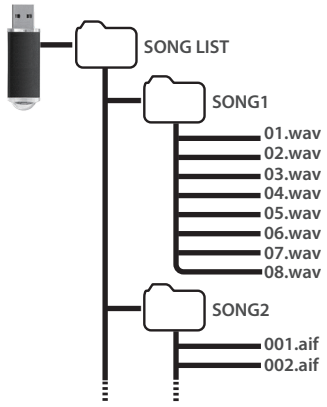
Assigning audio files to pads for playback

1. Format the USB flash drive on the JUNO-D (p. 14).

2. Turn off the JUNO-D and then unplug the USB flash drive.

3. On your computer, create a new subfolder inside the "SONG LIST" folder.

* Use single-byte alphanumeric characters for the folder name.

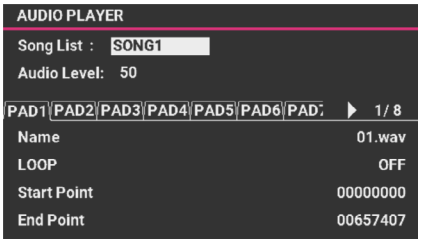


4. Copy the audio files you want to play into the subfolder you've created.

5. Insert the USB flash drive into this instrument, and turn on the power.

6. Press the [AUDIO] button.

The AUDIO PLAYER screen appears.



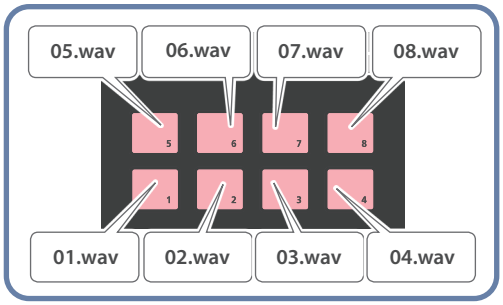
7. Configure the audio player settings.

Parameter	Value	Explanation
Song List		Shows the subfolders inside the SONG LIST folder on the USB flash drive.
Audio Level	0–127	Sets the volume of the audio file. **MEMO** You can also set this from the [PHRASE PAD] slider. * The Audio Level value is reset when you turn off the power. If you want to store the value in memory so that it can be recalled after the power is turned off and on again, perform the SYSTEM WRITE operation. See the "Reference Manual" (Roland website) for details on the save operation.
Pad1–8		
Name		Shows the audio files assigned to the pads.
LOOP	OFF, ON	Turns loop playback on/off. **MEMO** You can also turn the loop on/off by pressing the pad while holding down the [SHIFT] button.
Start Point	0–(setting range)	Sets the position at which loop playback starts.
End Point	(setting range)–end	Sets the position at which loop playback ends.

* Never turn off the power or disconnect the USB flash drive if you have edited the settings.

8. To edit the song list, press the [ENTER] button.

The audio files in the selected folder are assigned to the pads, in order from the top. For example, if you select the SONG1 folder, the files are assigned as shown in the illustration below.



MEMO

The files in the folders are shown in numeric and alphabetical order, and eight files are assigned in order from the top.

9. Press the pads [1]–[8].

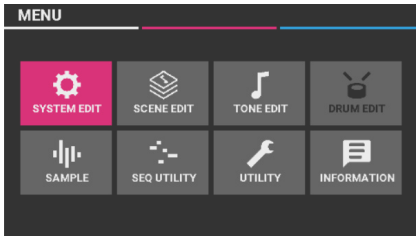
The pads you press blink, and the audio files that are assigned to each pad play back.

Press the respective pad again to stop playback (the pad lights up).

Operating the menu (MENU)

1. Press the [MENU] button.

The MENU screen appears.



Menu	Explanation
SYSTEM EDIT	Configures the global settings for the JUNO-D.
SCENE EDIT	Shows the selection screen for the scene edit-related parameters.
TONE EDIT	Shows the selection screen for the tone edit-related parameters.
DRUM EDIT	Shows the selection screen for the drum kit edit-related parameters.
SAMPLE	Shows the selection screen for the sample import-related parameters.
SEQ UTILITY	Shows the sequencer utility menu.
UTILITY	Shows the menu for the various utilities.
INFORMATION	Shows the version information for this instrument.

2. Move the cursor to the menu you want to edit, and press the [ENTER] button.

* If you see another menu, repeat step 2.

3. On screens with more than one tab, switch between the tabs with the [◀] [▶] buttons.

MEMO

For details on the parameters for each menu, refer to the "Parameter Guide" (Roland website).

4. Move the cursor to select the parameter that you want to edit, and use the value dial to edit the value.

5. When you're finished with the settings, press the [WRITE] button to execute the save operation.

See the "Reference Manual" (Roland website) for details on the save operation.

NOTE

Never turn off the power while the screen indicates "Now Writing...".

Changing the auto off setting

The power to this unit turns off automatically to save energy after a certain amount of time (20 minutes by default) has passed since it was last used or since its buttons or controls were operated.

* When the setting is turned off, the unit may consume more power.

NOTE

If the power automatically turns off, any unsaved data is lost. Before the power turns off, save the data that you want to keep.

1. On the SYSTEM EDIT screen, move the cursor to "COMMON" and press the [ENTER] button.

2. Move the cursor to "Auto Off" in the "COMMON" tab page, and use the value dial to change the value.

* A confirmation message appears if you select "OFF" or "240min". To confirm, move the cursor to "OK" and press the [ENTER] button.

Parameter	Value	Explanation
Auto Off	OFF	The power does not turn off automatically.
	20min	The power automatically turns off 20 minutes after you stopped playing or operating the unit.
	240min	The power automatically turns off 240 minutes (4 hours) after you stopped playing or operating the unit.

3. While the SYSTEM EDIT screen is shown, press the [WRITE] button.

4. Move the cursor to "WRITE" and press the [ENTER] button.

The screen indicates "Completed" when the settings are changed.

NOTE

Never turn off the power or remove the USB flash drives while the screen indicates "Now Writing...".

Formatting a USB flash drive (FORMAT USB MEMORY)

NOTE

- When you execute this operation, all data saved on the USB flash drive will be lost.
- Never turn off the power or remove the USB flash drives while the screen indicates "Processing...".

1. Plug a USB flash drive into the instrument.

2. On the UTILITY screen, move the cursor to "FORMAT USB MEMORY" and press the [ENTER] button.

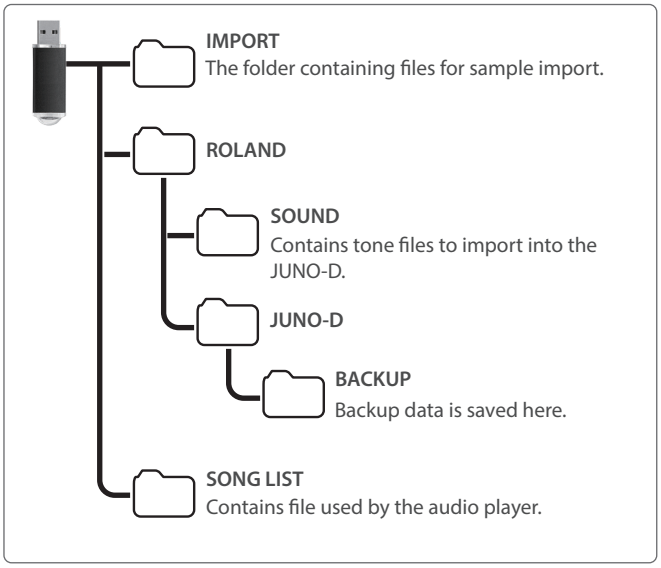
A confirmation message appears.

If you decide to cancel, press the [EXIT] button.

3. Move the cursor to "OK" and press the [ENTER] button.

The screen indicates "Completed" when formatting is completed.

USB flash drive folder architecture



Returning to the factory settings (FACTORY RESET)

Here's how you can restore all the user settings and data stored in this instrument to their factory settings (factory reset).

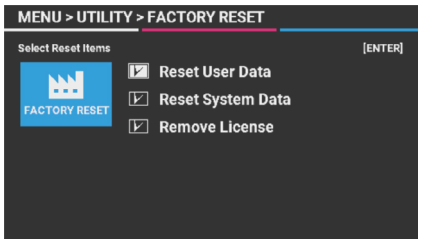
NOTE

- Performing a factory reset erases any of the relevant data you have edited after purchase.
  To save the current settings, be sure to use the backup function before restoring the unit to its factory settings. For details on how to back up the data in this instrument, refer to the "Reference Manual" (Roland website).
- Never turn off the power or remove the USB flash drives while the screen indicates "Processing...".

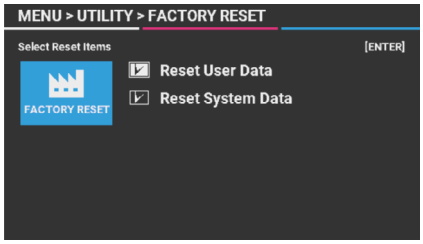
1. On the UTILITY screen, move the cursor to "FACTORY RESET" and press the [ENTER] button.

The FACTORY RESET screen appears.

If a Sound Pack or Wave Expansion is imported/installed



If a Sound Pack or Wave Expansion is not imported/installed



2. Select the item to execute, and turn the value dial to select its check box.

Turn the value dial again to clear the check box.

Item	Explanation
Reset User Data	Initializes the user scenes, user tones and user drum kits.
Reset System Data	Initializes the system settings.
Remove License (*1)	Initializes the user license and wave expansion. Initializing the user license lets you import/install a sound pack or wave expansion that was downloaded with a different user license. This deletes the currently installed wave expansion.

(*1) This is displayed if a sound pack or wave expansion is imported/installed.
See the "Roland Cloud User's Guide" (Roland website) for details on the user licenses.

3. Press the [ENTER] button.

A confirmation message appears.

If you decide to cancel, press the [EXIT] button.

4. **Move the cursor to "OK" and press the [ENTER] button.**

   The screen indicates "Completed. Turn off the power." when the factory reset is completed.

5. **Turn the power of the JUNO-D off and then on again.**

INFORMATION

Displays the version of the instrument's system program.

* See the Roland website for information on updating the system program.

https://www.roland.com/support/

Input the model name → refer to "Updates & Drivers"

Troubleshooting

If this instrument is not working as expected, first check the following points. If you've checked these points and still can't find the cause, contact Roland Support or the dealer where you purchased your instrument.

Problem	Items to check/Action
Power does not turn on	Check whether the AC adaptor is correctly plugged into the AC outlet and into this instrument (p. 4).
No sound	The [MASTER VOLUME] knob might have been turned down.
	Is this instrument properly connected to other devices (p. 4)?
	Is the power of the connected amplified speaker(s) turned on?
	The volume on the connected devices might have been turned down.
	If you don't hear sound from the connected amplified speakers or mixer, try connecting headphones to this instrument and checking the sound. If you hear sound through the headphones, there may be a short in the cable connected to the amplified speaker, or the amp or mixer may be malfunctioning. Check the connecting cables and devices again.
	The level of the sound (tone) may be too low. Check the level setting. For details, refer to the "Parameter Guide" (Roland website).
	The partial of the tone might be turned off. Turn the partial switch on. For details, refer to the "Parameter Guide" (Roland website).
	The part might be muted. Turn the mute switch off. For details, refer to the "Reference Manual" (Roland website).
	Check the effect on/off settings.
	The keyboard switch might be turned off. Turn the keyboard switch on. For details, refer to the "Reference Manual" (Roland website).
	If you play a key but don't hear a sound, the local switch may be turned off. Turn the "Local Switch" on (MENU > SYSTEM EDIT > COMMON screen in the COMMON tab page).
	You might have turned the volume down by operating the pedal, or the volume may have been lowered if the instrument received a MIDI message (a volume or expression message) from your computer.
Can't hear certain parts	The [UPPER] slider (part 1) and [LOWER] slider (part 2) might be lowered (p. 2).
	The part volume might have been lowered. Check the part levels. For details, refer to "Multipart mode" in the "Reference Manual" (Roland website).
SOUND MODIFY knobs have no effect on certain tones	On acoustic piano tones, the CUTOFF and RESONANCE of SOUND MODIFY knobs have no effect. This is by design, and is not a malfunction.
Sounds in the high frequency range of acoustic piano tones change suddenly	On acoustic piano tones, the higher notes of the piano (from the highest key down around 1½ octaves) fully sustain after you play them, even if the damper pedal is not pressed. Also, the sound changes where there is a change in the number of strings per key, or if there is a transition from wound strings to unwound strings. This is because the acoustic piano tones faithfully reproduce the characteristics of an acoustic piano, and is not a malfunction.
The note you play keeps playing after you play and release the key	If you've connected a pedal, the pedal polarity might be reversed. Check the "Control Pedal Polarity" and "Hold Pedal Polarity" settings in the PEDAL tab page, MENU > SYSTEM EDIT > COMMON screen.
No sound from mic	Check the levels of the MIC [GAIN] knob on the rear panel and the [MIC] slider on the top panel.
	The Mic "Input Level" might have been set to "0". Check the "Mic Input Level" in the MIC INPUT tab page, MENU > SYSTEM EDIT > EFFECTS screen.
	A condenser mic might have been connected. Condenser microphones cannot be used with the JUNO-D.

USING THE UNIT SAFELY

INSTRUCTIONS FOR THE PREVENTION OF FIRE, ELECTRIC SHOCK, OR INJURY TO PERSONS

About ⚠WARNING and ⚠CAUTION Notices

⚠WARNING	Used for instructions intended to alert the user to the risk of death or severe injury should the unit be used improperly.
⚠CANTION	Used for instructions intended to alert the user to the risk of injury or material damage should the unit be used improperly. * Material damage refers to damage or other adverse effects caused with respect to the home and all its furnishings, as well to domestic animals or pets.

About the Symbols

⚠	The ⚠ symbol alerts the user to important instructions or warnings.The specific meaning of the symbol is determined by the design contained within the triangle. In the case of the symbol at left, it is used for general cautions, warnings, or alerts to danger.
	The ⃠ symbol alerts the user to items that must never be carried out (are forbidden). The specific thing that must not be done is indicated by the design contained within the circle. In the case of the symbol at left, it means that the unit must never be disassembled.
	The ● symbol alerts the user to things that must be carried out. The specific thing that must be done is indicated by the design contained within the circle. In the case of the symbol at left, it means that the power-cord plug must be unplugged from the outlet.

ALWAYS OBSERVE THE FOLLOWING

⚠ WARNING

Use only the supplied AC adaptor and the correct voltage

Be sure to use only the AC adaptor supplied with the unit. Also, make sure the line voltage at the installation matches the input voltage specified on the AC adaptor's body. Other AC adaptors may use a different polarity, or be designed for a different voltage, so their use could result in damage, malfunction, or electric shock.

Use only the supplied power cord

Use only the attached power cord. Also, the supplied power cord must not be used with any other device.

⚠ CAUTION

Cautions when moving this unit (JUNO-D7/JUNO-D8)

If you need to move the instrument, take note of the precautions listed below. At least two persons are required to safely lift and move the unit. It should be handled carefully, all the while keeping it level. Make sure to have a firm grip, to protect yourself from injury and the instrument from damage.

- Disconnect the power cord.
- Disconnect all cords coming from external devices.

⚠ CAUTION

Handle the ground terminal carefully

If you remove the screw from the ground terminal, be sure to replace it; don't leave it lying around where it could accidentally be swallowed by small children. When refastening the screw, make that it is firmly fastened, so it won't come loose.

IMPORTANT NOTES

Power Supply

- Place the AC adaptor so that the side with text is downward.

Placement

- Do not allow objects to remain on top of the keyboard. This can be the cause of malfunction, such as keys ceasing to produce sound.
- Depending on the material and temperature of the surface on which you place the unit, its rubber feet may discolor or mar the surface.

Care of the Keyboard (JUNO-D8)

- Do not write on the keyboard with any pen or other implement, and do not stamp or place any marking on the instrument. Ink will seep into the surface lines and become unremovable.
- Do not affix stickers on the keyboard. You may be unable to remove stickers that use strong adhesives, and the adhesive may cause discoloration.
- To remove stubborn dirt, use a commercially available keyboard cleaner that does not contain abrasives. Start by wiping lightly. If the dirt does not come off, wipe using gradually increasing amounts of pressure while taking care not to scratch the keys.

Repairs and Data

- Before sending the unit away for repairs, be sure to make a backup of the data stored within it; or you may prefer to write down the needed information. Although we will do our utmost to preserve the data stored in your unit when we carry out repairs, in some cases, such as when the memory section is physically damaged, restoration of the stored content may be impossible. Roland assumes no liability concerning the restoration of any stored content that has been lost.

Additional Precautions

- Any data stored within the unit can be lost as the result of equipment failure, incorrect operation, etc. To protect yourself against the irretrievable loss of data, be sure to make a backup of the data stored within it; or you may prefer to write down the needed information.
- Roland assumes no liability concerning the restoration of any stored content that has been lost.
- Never strike or apply strong pressure to the display.
- The sound of keys being struck and vibrations produced by playing an instrument can be transmitted through a floor or wall to an unexpected extent. Please take care not to cause annoyance to others nearby.
- Do not use connection cables that contain a built-in resistor.
- Please be aware that in some countries or regions, it might not be possible to use Roland Cloud at this time.

Using External Memories

- Please observe the following precautions when handling external memory devices. Also, make sure to carefully observe all the precautions that were supplied with the external memory device.
  - Do not remove the device while reading/writing is in progress.
  - To prevent damage from static electricity, discharge all static electricity from your person before handling the device.

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Main specifications

	JUNO-D6	JUNO-D7	JUNO-D8
Keyboard	61 keys (with velocity)	76 Keys (with velocity)	88 Keys (PHA-4 Standard Keyboard: with Escapement and Ivory Feel)
Power Supply	AC Adaptor, USB bus power supply (USB Type-C® port) * External power supply from a USB Type-A port isn't available. * Power consumption when in off mode (when the power automatically turns off): 0.2 W		
Current draw	700 mA (AC adaptor), 2,000 mA (USB bus power supply)		
Dimensions	1,005 (W) x 324 (D) x 94 (H) mm	1,217 (W) x 324 (D) x 94 (H) mm	1,393 (W) x 355 (D) x 138 (H) mm
	39-5/8 (W) x 12-13/16 (D) x 3-3/4 (H) inches	47-15/16 (W) x 12-13/16 (D) x 3-3/4 (H) inches	54-7/8 (W) x 14 (D) x 5-7/16 (H) inches
Weight	5.8 kg	6.8 kg	14.5 kg
	12 lbs 13 oz	15 lbs	32 lbs
Accessories	Startup Guide, Leaflet "USING THE UNIT SAFELY", AC adaptor, Power cord		
Options (sold separately)	Keyboard Stand: KS-11Z, KS-13, KS-20X	Keyboard Stand: KS-11Z, KS-13, KS-20X	Keyboard Stand: KS-G8B, KS-11Z, KS-13, KS-20X
	Pedal Switch: DP series, Expression Pedal: EV-5		

* This document explains the specifications of the product at the time that the document was issued. For the latest information, refer to the Roland website.

MEMO

For details on how to place this unit on a stand, refer to "Placing the instrument on a stand" in the "Reference Manual" (Roland website).