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## INTRODUCTION

Thank you for purchasing the SynthTools SoundDiviner Synthesiser Plugin for Roland Boutique JU-06. This Synthesiser Plugin is designed to work in conjunction with SoundDiviner and will not function as a standalone application. To use this Plugin to its full potential you will also require the Roland Boutique JU-06 synthesiser but as with other SoundDiviner Plugins this is not its sole purpose.

## OVERVIEW

This Boutique JU-06 Plugin can be used as a converter, an editor and as a librarian, opening up the functionality of the JU-06 Boutique synthesiser. JU-06 Snapshots can be viewed, imported and exported using File, Directory or Disk Interface. Individual patches can be edited using a full range of functions available from the Roland JU-06 front panel and managed using the SoundDiviner tools.

## ADD-ONS

SoundDiviner is an application that can be extended with additional Synthesiser and Adaptor Plugins as listed in the main manual. As outlined above this Roland Boutique JU-06 Plugin is a Synthesiser Plugin and is designed to work with the physical hardware but additional functionality can be obtained when using Patch Sheet and Adaptor Plugins, see below for more details.

## HOW IT WORKS

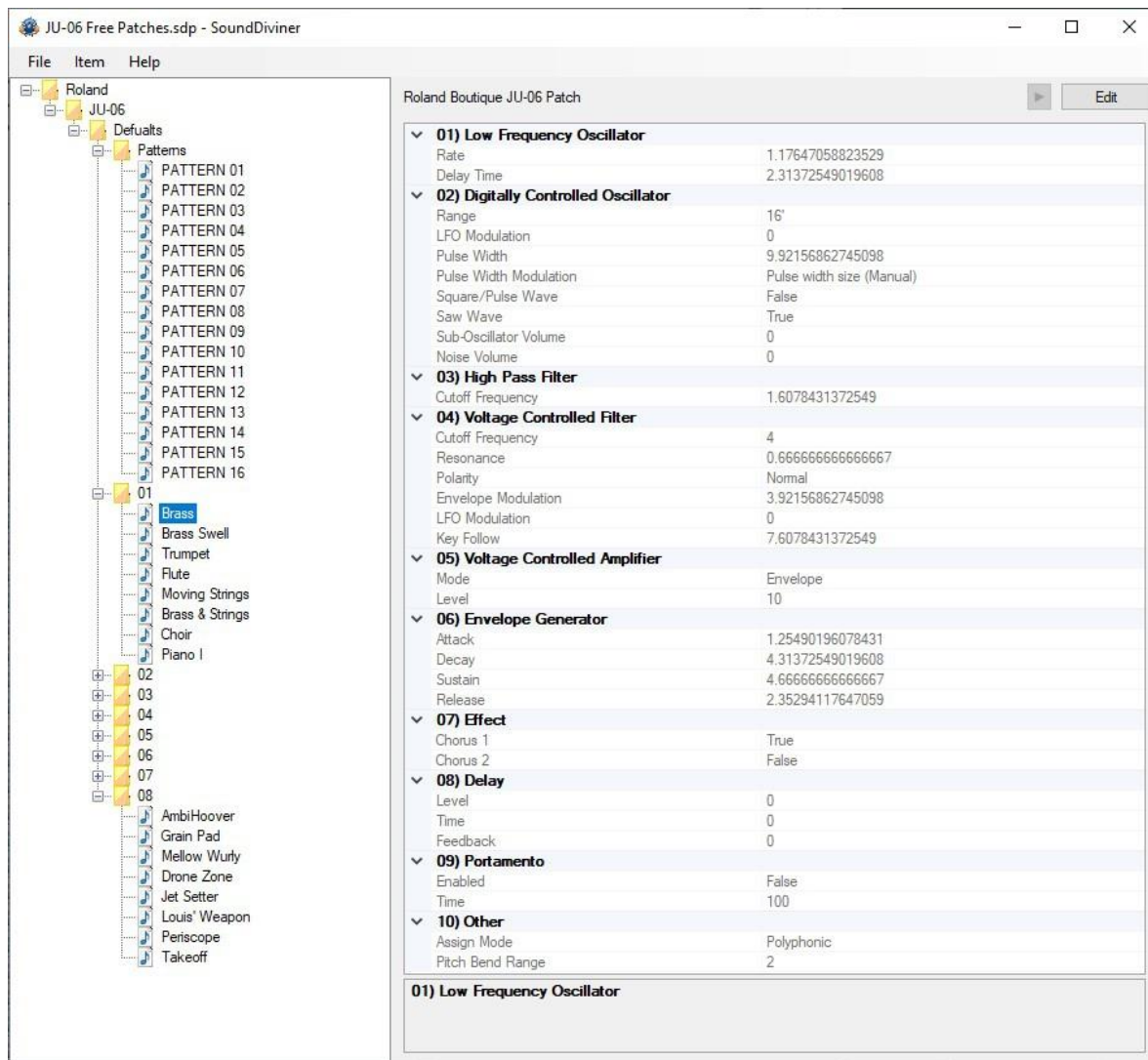
Snapshots can be made directly from the Roland Boutique JU-06 USB port.  
Snapshots can be transferred back to the Roland Boutique JU-06 using the USB port.  
Previously saved or downloaded Snapshots can be imported to increase the patch library collection.  
Patch Snapshots can be viewed, organised and named for easy transferral back to the Roland JU-06.  
Patch Snapshots can be edited using all available Roland Boutique JU-06 Parameters.  
Patch lists can be easily created using large libraries and saved to disk as “.img” files for non SoundDiviner users or transferred back to the Roland JU-06 using extraction and restoration.  
SoundDiviner Projects containing finalised JU-06 Patch Snapshots can be downloaded free from SynthTools (<https://synthtools.co.uk/sound-library/downloads/category/Roland-JU-06/>)

## FIRST THINGS FIRST

It is recommended that you read through this manual and get a good understanding of how Plugin Roland JU-06 works and interacts with SoundDiviner and the differences between SoundDiviner terminology and the original Roland JU-06 manual, which you should also have to hand. If you have not already read through the main SoundDiviner manual yet then it's recommended that you do that first but if that seems a bit daunting then it's a good idea to read all the sections related to Disk Interfaces, Disk Snapshots and if required DISK SNAPSHOTS STEP BY STEP; also, the section related to Patch Snapshots as these sections will give you a good understanding of the Boutique JU-06 Plugin.

## WHATS ADDED

Roland JU-06 will be added to the Plugin list and becomes available in the Select Device Windows. Roland JU-06 Synthesiser Plugin enables previously greyed Functions and makes others available. The Workflow Area can now contain Patch Folders and two different JU-06 Patch Snapshot Types. Sample Options, New Patch Snapshot, Import Options, Export Options and Parse will all have available Functions as listed below and even Adapt will be accessible through additional Plugins. The Snapshot Viewer becomes the Snapshot Editor when Patch Snapshots are selected and the Edit Control will also be available. Edit Mode gives access to change any of the Parameters used to create a JU-06 Patch Snapshot including the step sequences, but is both destructive and disconnected as fully detailed below.



FigureJU-06a

## WORKFLOW AREA

Now the JU-06 Plugin has been installed the Workflow Area can contain Patch Folders and the different Patch Snapshot Types that are compatible with the JU-06 synthesiser as detailed below and outlined in the main manual. After converting or importing Disk Snapshots the Workflow Area will display Patch Folders that contain eighty Patch Snapshots, each one representing the different types of presets stored within the Roland Boutique JU-06 memory as detailed below.

### Patch Folder

Patch Folders are really no different to any Folder Item in a SoundDiviner Project as they are just containers, once created they can be managed in the same ways as before. New Folder Items can be created within them and all Patch Snapshots listed can be managed as with any other Snapshot Item as detailed in the main manual.

### Patch Snapshot

Selecting a Patch Snapshot now changes the Snapshot Area to the Snapshot Editor as described in the main manual (see Patch Snapshots), for full details on the SNAPSHOT EDITOR see below.

### Patch Snapshot Type

Two different Patch Snapshot Types are available to this Plugin, Patches and Patterns as detailed below and in the Roland Boutique JU-06 manual.

#### Roland Boutique Series Pattern

##### PATTERN 01

After importing from File or Disk Interface the first sixteen Patch Snapshots will all be Roland Boutique Series Patterns, each one representing a step sequence. By default, these sixteen Patterns will be named in accordance with their Preset Name “PATTERN 01-16” (see FigureJU-06a above).

Items can be renamed at any point and this will be stored in both the SoundDiviner Project and the Roland JU-06 memory when transferred back to the synthesiser. Note that the Information bar displays the selected Patch Snapshot as “Roland Boutique Series Pattern”.

Roland Boutique JU-06 Patch



After importing from File or Disk Interface the next sixty-four Patch Snapshots that proceed the sixteen Patterns above, will be Roland Boutique JU-06 Patches. A Roland Boutique JU-06 Patch contains all the Parameter Values required to make a Patch sound the way it does as listed in the JU-06 manual and fully detailed below. By default, these sixty-four Patches have been named in accordance with their Preset Name, see FigureJU-06a above or the Roland JU-06 sound list. Any Patch that you have created and stored in your own backups will also be named in accordance with the Patch that you originally amended or selected last before entering Manual Mode. Patches created directly after the JU-06 was switched on but before selecting a Patch Number will have a blank name as with any subsequent copies, these Patches will be named in accordance with their patch number or Preset Number as detailed in the SoundDiviner main manual. Note that the Information bar displays the selected Patch Snapshot as “Roland Boutique JU-06 Patch”.

### SAMPLE OPTION

As detailed in the main manual, Sample Options are used to assign an audible example to Snapshot Items but are mainly used to Finalise Patch Snapshots. All Packs available from the SynthTools Sound Library have been Finalised using 22khz samples for identification and Edit protection.

Finalised

Once a Sample is assigned to a Patch Snapshot it is defined as Finalised and is not editable as detailed in the main manual, obviously editing the Patch Snapshot would create a different sounding JU-06 Preset to the one selected. Patterns can still be Finalised by assigning a Sample but it's worth remembering only the step sequence is stored within them. Remember; Edit Mode is both destructive and disconnected, it is standard practice to Edit Patch Snapshot copies as this also removes the assigned Sample as detailed in the main manual, see Snapshot Editor in the main manual for more information.

### NEW PATCH SNAPSHOT

Used to create a New Patch Snapshot as detailed in the main manual (see New Patch Snapshot), by selecting Roland Boutique JU-06 from the available manufacturer lists in the Create Patch Snapshot Window, the required Patch Snapshot Type can be selected from the available list. New Patch Snapshots will be created in the Workflow Area and all Parameter Values set to “True Zero”. True Zero values on the JU-06 are the lowest available settings, with the exception of Pattern Length as this will be at maximum. Sliders will all be at minimum “0” and switches also at minimum “False” or the first available option, all Pattern notes will be at minimum “C-1” and all values at minimum “0”. Each Patch Snapshot Type is different and will populate the Parameter Lists in accordance with the chosen type, see Parameter Lists below. New Patch Snapshots can be used to create quick templates with known or anticipated results for exporting to the JU-06 for hands on audible editing before importing back into SoundDiviner for Finalising and adding to your own libraries.

### IMPORT OPTIONS

Now this JU-06 Plugin is installed, new Import Options are possible by selecting the Device Roland Boutique JU-06 from the available Select Device Window during the related Import Option. As detailed in the main manual selecting Roland Boutique JU-06 Plugin instead of Unknown Device at the appropriate time in the Import File Process or Import Disk Process will create Patch Snapshots instead of Disk Snapshots, for more information see IMPORTING SNAPSHOT FILES and the IMPORT FILE PROCESS or READ DISK SNAPSHOT and the Import Disk Process in the main manual or if you are

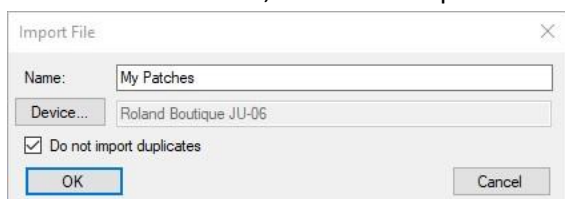
familiar with these processes see IMPORT FILE WINDOW below. As a Roland Boutique user, you should already be aware of the data backup/restore method as detailed in the Roland JU-06 manual, these previous backups can be imported using the Import Directory Process as detailed in the main manual (see Directory... or Import Directory in the main manual).

Single Patch files can also be Imported, see BINARY DUMP below or multiple Patch Snapshots can be imported using the SoundDiviner project options as detailed in the main manual.

Remember; SoundDiviner defines the Roland Boutique JU-06 as a USB mass storage device and will be available in the Choose Removable Drive Window as "Drive1(E:) JU-06 (1.00MB)", drive number and letter may differ. For additional help see DISK SNAPSHOT GUIDE, READING DISKS, USB mass storage device and USB Synth in the main manual.

### IMPORT FILE WINDOW

Available when importing Files or directly from the Disk Interface (see IMPORT OPTIONS) in the main manual for full details, Roland Boutique JU-06 Plugin will now be available as a Device.



FigureJU-06b

#### Device

Used to open the Select Device Window as listed in the main manual, expand the manufacturer list for Roland and select the Boutique JU-06 and then click OK to use the Plugin. Once selected the Do Not Import Duplicate tick box is now available for selection if required (see below).

#### Do Not Import Duplicates

Clicking this Tick Box instructs the Import Process to check all of the Patch Snapshots to be imported with the ones currently in your SoundDiviner Project and only imports any that are different. Using this Function, you can quickly see any new Patch Snapshots as only these are available in the new Patch Folder created using the Name inserted (see FigureJU-06b above).

### DUPLICATES FOUND WINDOW



FigureJU-06c

The total amount of Duplicates Found in the Import Process will be displayed in the Duplicates Found Window, see FigureJU-06c above.

#### Yes

Click the Yes button to display the list of Duplicates Found, see Duplicate List below.

#### No

Click the No button if you do not want to see the Duplicate List, see below.

### DUPLICATES LIST

A standard Windows text file containing a list of the Duplicate Patch Snapshots Found will be created, passed and automatically displayed in Windows Notepad. Entries will be listed using the full SoundDiviner Project path and Patch Snapshot Name followed by the Roland Boutique JU-06 Preset Name that matched the Patch Snapshot in your SoundDiviner Project, as detailed below.

#### Example

Roland\JU-06\Defaults\01\Brass = Brass

Conclusion

Patch Snapshot “Brass” located in your SoundDiviner Project “Roland\JU-06\Defaults\01\” was Duplicated in the Import Process with Roland Boutique JU-06 Preset Name “Brass”.

EXPORT OPTIONS

This Roland Boutique JU-06 Plugin enables Patch Snapshots to be exported using a range of different functions. Single Patch Snapshots can be exported and saved with the Binary dump function see BINARY DUMP below, or multiple Patch Snapshots can be exported using the SoundDiviner project options as detailed in the main manual, or directly to the Roland Boutique JU-06 using the Export Item Process see EXPORT PATCH SNAPSHOT below.

BINARY DUMP



By selecting a Patch Snapshot, you can now use (Item – Export – Binary Dump...), to open the Save As Window used to save a Patch Snapshot to a File. A Roland Boutique Series Pattern can be saved to File using the extension “.sdbd\_RBouPtn”, a Roland Boutique JU-06 Patch uses the extension “.sdbd\_JU06PAT”. These Files can then be imported or shared with other compatible SoundDiviner JU-06 Plugin users.

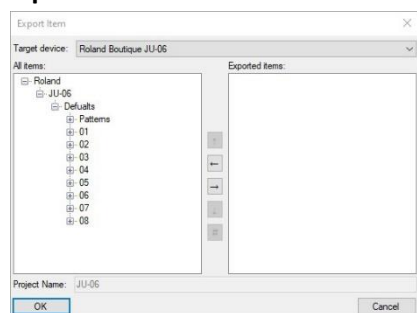
EXPORT PATCH SNAPSHOT

After correct Item selection; Export File or Export Disk Image automatically starts the Export Item Process, see below. If more than one Plugin is installed the selections in this process can become more complex as detailed in the main manual, for a better understanding of Exporting Patch Snapshots see EXPORT PATCH SNAPSHOT in the main manual unless you are totally familiar with all of these processes and just need details relating to this Plugin.

Export Item Process

This Roland Boutique JU-06 Plugin gives you the ability to create Export lists that contain eighty Patch Snapshots one for every memory location, or Preset as defined in the SoundDiviner main manual. It doesn’t matter in which order you build the list as SoundDiviner will keep a running total of the different Patch Snapshot Types and both organises and limits the list to sixteen Patterns and sixty-four Patches. Lists can be exported directly to the Roland JU-06 using the Disk Interface or saved to File in “.img” format. Remember; The Roland Boutique JU-06 must be connected as a USB mass storage device or USB Synth as detailed in the SoundDiviner main manual when exporting, for more information see Data Backup/Restore in the JU-06 manual and below.

Export Item Window

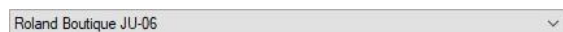


FigureJU-06d

After selecting a Patch Folder in the Workflow Area (see FigureJU-06a above), in this example “JU-06” all compatible Items within the Parent Folder “JU-06” will be included in the Export Item Window – All Items list (see FigureJU-06d above). Full details on using the Export Item Window can be found in the main manual but the following is included to help with Roland JU-06 list building.



### Target Device

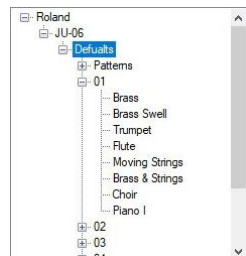


If the Roland Boutique JU-06 is not already selected by default choose it now before continuing.

### All Items



Patch Folders can be selected and added to the Exported Items list for quick list creating, or expanded so that specific Patch Snapshots can be selected for compilation list building.

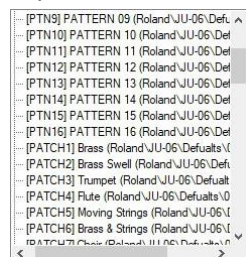


By using the scroll bar, different Patch Snapshot Types can be selected and added to the Exported Items list in any order you require, filling the Roland JU-06 memory locations from slots “1-16” for Patterns and “1-64” for Patches as detailed below.

### Exported Items

As you should be fully aware the Roland Boutique JU-06 has eighty memory locations as mentioned above or the Preset memory capacity as defined in the SoundDiviner main manual, due to this the Exported Items list can only contain a maximum of eighty Patch Snapshots. Not all of these locations need to be filled as Exported Items will be automatically filed into the JU-06 memory replacing the lower slots first and leaving any remaining Presets untouched, however exceeding the Exported Items list will result in warning and or error as detailed below.

### Exported Items List



Items can be selected and moved up or down in the Exported Item List using the Control Buttons automatically changing the JU-06 Preset Number, as detailed in the main manual.

### Exported Item

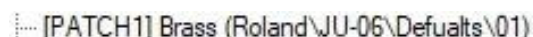
Both Patch Snapshot Types can be added to the list as mentioned above and each Type will be listed and managed differently as detailed below.

#### Patterns



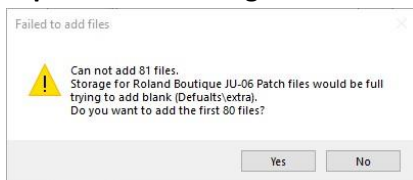
Items will be listed by the Roland JU-06 memory location “Preset Number” displayed using [PTN1-16] followed by the Patch Snapshot Name “Preset Name” and Patch Folder. Roland JU-06 supports Preset Numbers and Preset Names so only these will be stored. Remember; Roland Boutique JU-06 supports a maximum of sixteen characters for Preset Names, larger names will be truncated.

#### Patches



Items will be listed by the Roland JU-06 memory location “Preset Number” displayed [PATCH1-64] followed by the Patch Snapshot Name “Preset Name” and Patch Folder. Roland JU-06 supports Preset Numbers and Preset Names so these will be stored. Only the Items in the list will be exported to the Roland JU-06, automatically replacing the Preset Numbers used and leaving the remaining Presets intact as mentioned above. Remember; Roland JU-06 supports a maximum of sixteen characters for Preset Names, larger names will be truncated.

### Export Item Warning



When trying to add more Patch Snapshots to the Export List than there are available Preset spaces will result in a Warning message Window. Failed to add files; will report how many Patch Snapshots you are attempting to place in the Export List and the total amount that would then be in the Export List, followed by a question “Do you want to add the first XX files”.

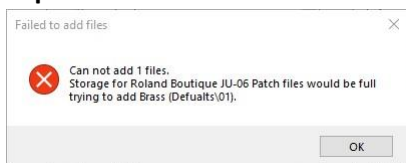
Yes

Click the Yes button to add the first XX files you selected to add to your Export Item List.

No

Click the No button to cancel the selection and not add any files to the Export Item List.

### Export Item Error



When trying to add a Patch Snapshot to an already full Export Item List you will receive an Export Item Error. Failed to add files; Cannot add XX files.

OK

Click the OK Button to acknowledge the Error.

### PARSE

As detailed in the main manual Parse is used to extract Patch Snapshots from JU-06 Disk Snapshots. Any compatible Disk Snapshot in your existing SoundDiviner Project can be selected and then converted to a Patch Folder containing all eighty Patch Snapshots by using Parse. The new Patch Folder will be named in accordance with the original Disk Snapshot and all Patch Snapshots will be named using the JU-06 Preset Names, for full details see the main manual.

### ADAPT

Adapt is used to convert Patch Snapshots between compatible Synthesiser Plugins as detailed in the main manual. For this function to work, you require two Synthesiser Plugins and the related Adaptor Plugin. Roland Boutique JU-06 Synthesiser Plugin is currently compatible with the following Plugins.

Synthesiser Plugins

Roland Juno-106 and Roland Sound Cloud Juno-106.

Patch Sheet Plugins

Roland Boutique JU-06.

Adaptor Plugins

Roland Boutique JU-06<-> Boutique JU-06 Patch Sheet, Roland Boutique JU-06<->Roland Juno-106, Roland Boutique JU-06<->Roland Sound Cloud Juno-106.

### SNAPSHOT EDITOR

After Patch Snapshot selection the Snapshot Area becomes the Snapshot Editor see FigureJU-06a above, click the Edit button on the Control Bar to start Edit Mode and make Parameter changes unless Finalised in which case a copy is required as listed above. The Snapshot Editor has been designed so you quickly see all of the Parameters available to the different Boutique JU-06 Patch Snapshot Types and the values that have been selected, for full details on the Snapshot Editor see



the main manual. Additional details for Patterns are listed below. Remember; All JU-06 controls and settings are known as Parameters in all SoundDiviner manuals.

PARAMETER LISTS

As listed in the main manual; Parameter Lists will be populated with all of the Parameters available to each Roland Boutique JU-06 Patch Snapshot Type, all arranged in Parameter Groups. As there are two different Patch Snapshot Types the Parameter Lists will change depending on the selected Patch Snapshot Type as detailed below.

Roland Boutique Series Pattern (PATTERN01)

<b>Sequencer</b>	
Scale	Sixteenth
Pattern Length	16
Pattern	

FigureJU-06e

Roland Boutique JU-06 Patch (Brass)

<b>01) Low Frequency Oscillator</b>	
Rate	1.17647058823529
Delay Time	2.31372549019608
<b>02) Digitally Controlled Oscillator</b>	
Range	16'
LFO Modulation	0
Pulse Width	9.92156862745098
Pulse Width Modulation	Pulse width size (Manual)
Square/Pulse Wave	False
Saw Wave	True
Sub-Oscillator Volume	0
Noise Volume	0
<b>03) High Pass Filter</b>	
Cutoff Frequency	1.6078431372549
<b>04) Voltage Controlled Filter</b>	
Cutoff Frequency	4
Resonance	0.666666666666667
Polarity	Normal
Envelope Modulation	3.92156862745098
LFO Modulation	0
Key Follow	7.6078431372549
<b>05) Voltage Controlled Amplifier</b>	
Mode	Envelope
Level	10
<b>06) Envelope Generator</b>	
Attack	1.25490196078431
Decay	4.31372549019608
Sustain	4.66666666666667
Release	2.35294117647059
<b>07) Effect</b>	
Chorus 1	True
Chorus 2	False
<b>09) Delay</b>	
Level	0
Time	0
Feedback	0
<b>10) Portamento</b>	
Enabled	False
Time	100
<b>11) Other</b>	
Assign Mode	Polyphonic
Pitch Bend Range	2

FigureJU-06f

PARAMETERS

All of the original Roland Boutique JU-06 Parameters are listed below but more details can be found in the original synthesiser manual. All choices and values are the same as the original synthesiser, including some that required MIDI CC to select them. Only Parameters that are stored and restored using the data backup\restore process as detailed in the Roland JU-06 manual will be available. Settings including temporary ones that are lost after JU-06 power off will not be available. The Roland Boutique JU-06 is a true digital synthesiser that has some analogue controls, the Parameter Values for these will not be displayed as you may assume as they represent the slider positions on all of the different renditions of the Roland Juno-106, see PARAMETER VALUES below for details.

## PARAMETER VALUES

All Parameter Values will be stored in the selected Patch Snapshot and can be managed using all of the available SoundDiviner tools. Once exported back to the JU-06 synthesiser via the Disk Interface they can be modified as usual with the synth front panel for hands on audible editing and then imported back into SoundDiviner for naming, finalising and storing in your expanding library.

### Analogue Values

The Roland JU-06 is a true digital synthesiser with analogue controls, that emulates the famous Roland Juno-106 analogue synthesiser as outlined above. Due to this the values displayed are derived from the slider position and original analogue circuitry. These values can be displayed down to a maximum of sixteen decimal places depending on the actual location of the Roland Juno-106 or JU-06 control. As I am sure you are aware all potentiometers are slightly different and all Juno-106 synthesisers will be calibrated slightly differently, giving each one its own unique sound and characteristics. This is not the case with the Roland JU-06 as every unit is designed to sound exactly the same every time. The potentiometers may well be slightly different and trying to use an old-style patch sheet will probably result in a different sounding Patch especially considering the physical size of the controls but retaining these accurate values is very useful when comparing different units, software and the original hardware.

### Value Style 4



Parameter Values can be changed using one of three different Value Styles as listed in the main manual but Analogue Values have access to a fourth style similar to Value Style 2, but instead of one Value display there are two. The top Value display is rounded to four decimal places and can be used to input smaller values that represent the JU-06 controls more familiarly whilst the lower screen displays the emulation value. Note that due to hardware limitations odd number values like “1,3,5,7 and 9” cannot be obtained exactly but if you enter them, they will auto round.

## PATTERN

A Roland Boutique Series Pattern or step sequence as they are listed in the Roland Boutique JU-06 manual, allow up to sixteen notes to be stored and played back in a loop.

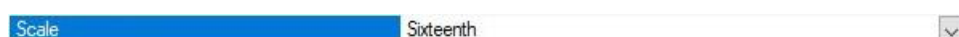
## SEQUENCER

Sequencer	
Scale	Sixteenth
Pattern Length	16
Pattern	

FigureJU-06g

Sequencer is the only Parameter Group available to Roland Boutique Pattern Patch Snapshots and is used to display and create the step sequences used by the Roland Boutique JU-06, JP-08 and JX-03.

### Scale



Scale is used to define the rhythmical count. Four different choices are available, Thirty-Second “1”, Sixteenth “2”, Sixteenth triplet “3” and Eighth triplet “4”.

#### Thirty-Second

Choice “1” True Zero, Thirty-Second is the fastest rhythmical count by using every eighth beat or demisemiquaver “thirty-second note”.

#### Sixteenth

Choice “2”, Sixteenth is the Roland Boutique JU-06 default and probably the more common selection as the rhythmical count will equal every quarter beat or semiquaver “sixteenth note”.

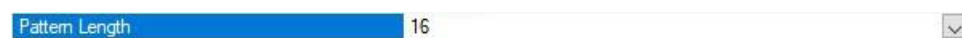
Sixteenth Triplet

Choice “3”, Sixteenth Triplet will be quicker than Choice “2” but slower than Choice “1”, as every two quarter beats become three.

Eighth Triplet

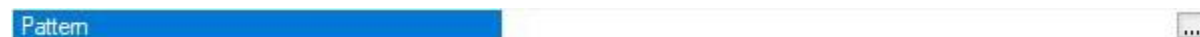
Choice “4”, Eighth Triplet is the slowest of all the counts as every two half beats become three.

Pattern Length



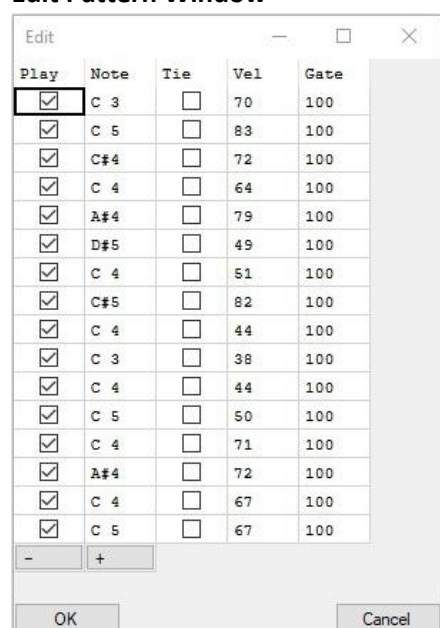
The Pattern Length defines how many steps are used when the Pattern plays, from one to sixteen. A single step sequence pattern is very useful for playing a continuous note not dissimilar to using a hold or sustain pedal, but with the freedom to play additional notes without them being held.

Pattern



Each Pattern contains sixteen steps and each step contains five different Parameters used to control which and how each note is played. To open the Edit Pattern Window, click “...”. Remember; Finalised Snapshots cannot be edited but the Pattern Window can still be accessed.

Edit Pattern Window



FigureJU-06h

A Pattern or step sequence as detailed in the Roland Boutique JU-06 manual contains everything required to make a Pattern trigger notes the way it does.

Play

Play or note On\Off as detailed in the Roland Boutique JU-06 manual is used to trigger the Note at that step (see Note below), tick the box for “On” or untick for “Off”.

Note

Defines the key that will be triggered if Play is ticked “see Play above”. Select the key and then double click to access the key drop down list used to select a different key, or enter the note followed by a space and then the octave “C 3”.

Tie

Increases the duration of a Note by joining two steps together, allowing the Note to sound across both steps. When Tie is not ticked “Off” the steps trigger as normal, one after another. When Tie is already ticked “On” the following step will have the same Parameter Values as the ticked step and these can’t be edited as both steps will trigger as one dual length step, the more step Ties the larger the trigger length becomes. When a Tie is added to a step “ticked on”, the following step will automatically acquire the Tie step Parameters. Remember; When a step has a Tie to a previous step you can’t change any Parameters until the Tie is removed, but Tie can still be “ticked on” adding a Tie to the next step to increase the trigger length if required.

**Vel**

MIDI Velocity is used to set how hard or soft the key is triggered, Parameter ranges from “0-127”. Remember; Roland Boutique JU-06 Key Velocity must be set to “Touch” as detailed in the manual, or velocity changes will not have any effect on the volume of the key triggered.

**Gate**

Defines the key trigger time, the higher the value the longer the trigger duration. This Parameter ranges from “0-127” but values below “20” maybe too quick to trigger unless the sequencer tempo is very slow. When setting values with the JU-06 “C2” controller the value range is from “20-100”.

**Minus**

Decreases every Note by one semitone, allowing Patterns to be transposed down.

**Plus**

Increases every Note by one semitone, allowing Patterns to be transposed up.

**OK**

Closes the Edit Pattern Window and keeps any changes, greyed out when Snapshot is Finalised.

**Cancel**

Closes the Edit Pattern Window and discards any changes.

**PATCH**

A Roland Boutique JU-06 Patch or Patch as they are listed in the Roland Boutique JU-06 manual, contains all the Parameter Groups and Parameters required to make a Patch sound the way it does. There are ten Parameter Groups containing thirty-two different Parameters as detailed below.

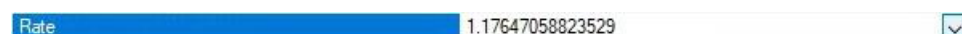
**LOW FREQUENCY OSCILLATOR**

<b>01) Low Frequency Oscillator</b>	
Rate	1.17647058823529
Delay Time	2.31372549019608

FigureJU-06i

The Low Frequency Oscillator or LFO as listed in the Roland Boutique JU-06 manual is the modulation source of the sound engine, used to create a range of different effects. Only one LFO is available to the JU-06 but it can be used to modulate DCO pitch, Pulse Width and Filter Cutoff. Like many affordable analogue synthesisers of the time the original Roland Juno-106 only had one LFO shape available and this is also the same on the Roland JU-06.

**Rate**



Rate or Rate slider as listed in the Roland Boutique JU-06 manual, sets the cycle speed or Rate of the LFO, the lower the Parameter Value the slower the cycle speed. When Rate is at minimum “0” the cycle speed will be around “0.038Hz” or “25.8 seconds”, when the Rate is at maximum “10” the cycle speed will be around sixty-six cycles per second “66Hz” or “15ms”.

**Delay Time**



Delay Time or Delay Time slider as listed in the Roland Boutique JU-06 manual, specifies the time from when the tone sounds until the LFO reaches its maximum amplitude. Just like the Jupiter-8 before it, the JU-06 like the original Juno-106, fades the LFO Modulation effect in. When the Delay Time is at minimum “0” the LFO Modulation is as the key is pressed but when at maximum “10” the effect will start at around “3.1 seconds” slowly rising to its maximum around “6 seconds”. Remember; the Delay time is not reset until any modulating notes are no longer held.

## DIGITALLY CONTROLLED OSCILLATOR

02) Digitally Controlled Oscillator	
Range	16'
LFO Modulation	0
Pulse Width	9.92156862745098
Pulse Width Modulation	Pulse width size (Manual)
Square/Pulse Wave	False
Saw Wave	True
Sub-Oscillator Volume	0
Noise Volume	0

FigureJU-06j

The Digitally Controlled Oscillator or DCO as listed in the Roland Boutique JU-06 manual, is the main building block for creating sound. The original Roland Juno-6 was a single oscillator synthesiser as where the Juno-60 and Juno-106 that followed and this has been continued with the JU-06. Unlike many analogue synthesisers of the time up to four different waveforms can be combined to create a complex waveshape, giving the Juno's a tone that has kept them popular for over forty years.

**Range**

Range

Range as listed in the Roland Boutique JU-06 manual, is used to set the basic pitch range or octave of the oscillator. The smaller the value the higher the pitch of the oscillator, three choices are available 16' True Zero (pronounced sixteen foot), 8' and 4'; originally a standard pitch designation borrowed from organ technology, indicating specific pitches placed one octave apart.

**LFO Modulation**

LFO Modulation

LFO Modulation or [LFO] slider as listed in the Roland Boutique manual, sets the amount if any that the LFO (detailed above) will modulate the frequency "pitch" of the DCO. When LFO Modulation is set to minimum "0" the LFO (detailed above) will have no effect on the pitch of the oscillator, but when set to maximum "10" the LFO will have full effect on the oscillator pitch. LFO Modulation of frequency or pitch as better described is more commonly known as vibrato, however when set to maximum it is worth noting that the pitch shift will be across nine semitones, four up and four down.

**Pulse Width**

Pulse Width

Pulse Width or [PWM] Slider as listed in the Roland Boutique manual, defines the waveshape when Square/Pulse Wave detailed below, is switched on "True". A pulse wave or asymmetrical pulse as listed in the JU-06 manual is a wave shape that can change from a square wave at minimum "0" to a small or thin pulse at maximum "10". By using the Pulse Width Parameter, you can choose the waveshape, the smaller the pulse the thinner the sound. Remember; When Pulse Width is at minimum "0" or square wave, the LFO detailed above cannot modulate the pulse wave shape, the greater the value the deeper the modulation effect becomes.

**Pulse Width Modulation**

Pulse Width Modulation

Pulse Width Modulation or [LFO/Man] Switch as listed in the Roland Boutique manual, sets how the Pulse Width (detailed above) will be controlled. Two options are available as detailed below.

**Pulse width size (Manual)**

When this choice is selected the pulse size will be controlled manually by the Pulse Width Parameter detailed above. Remember; Square/Pulse Wave detailed below, must be on "True".

**LFO modulation depth (LFO)**

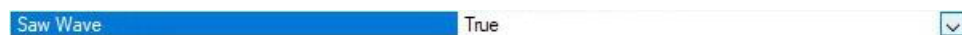
When this choice is selected the Pulse Width (detailed above) will be modulated by the LFO, also detailed above. Remember; The Pulse Width Parameter must be greater than "0" for the LFO to have any effect on the waveshape and Square/Pulse detailed below must be on "True".

### Square/Pulse Wave



Square/Pulse or [□] Button as listed in the Roland Boutique manual, enables the Square/Pulse Wave. When off “False” this waveform will not be added to the DCO waveshape, when on “True” the asymmetrical waveform will be added to the DCO waveshape. Remember; Square/Pulse Wave must be True for Pulse Width and Pulse Width Modulation detailed above to take effect.

### Saw Wave



Saw Wave or [∧] Button as listed in the Roland Boutique JU-06 manual, enables the Saw Wave. When off “False” this waveform will not be added to the DCO waveshape, when on “True” the Saw Wave waveform will be added to the DCO waveshape.

### Sub-Oscillator Volume



Sub-Oscillator Volume or [Sub] slider as listed in the Roland Boutique JU-06 manual, defines the level of the Sub-Oscillator waveform. The Sub-Oscillator waveform is a square wave, fixed at one octave below the DCO Range “detailed above”. When at minimum “0” the Sub-Oscillator will not be added to the DCO waveshape but as this Parameter is increased the Sub-Oscillator will be slowly added until at maximum “10” full volume. Note; if the DCO Range is “16” the Sub-Oscillator will be “32”.

### Noise Volume



Noise Volume or [Noise] slider as listed in the Roland Boutique JU-06 manual, defines the level of the Noise waveform. Noise or the white noise waveform is very useful for creating drum or percussion sounds. When at minimum “0”, Noise will not be added to the DCO waveshape but as this Parameter is increased then Noise will be slowly introduced until at maximum “10” full volume.

## HIGH PASS FILTER



FigureJU-06k

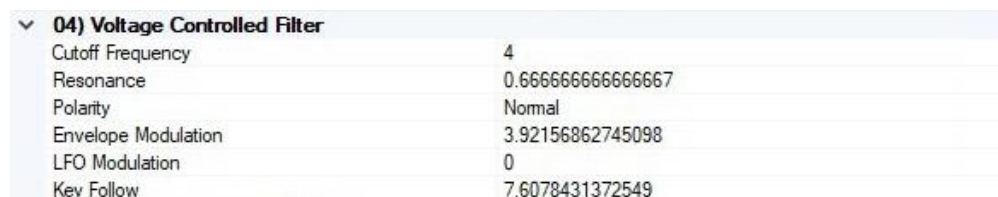
The High Pass Filter or HPF as listed in the Roland Boutique JU-06 manual is the first of the filters in the JU-06 and is used to remove unwanted bass frequencies, sometimes referred to as muddiness. Originally this Parameter was a full range slider on the Juno-6 but was replaced with a four-position control on the Juno-60, that was revised again on the Juno-106. The JU-06 has returned this Parameter to its original specification allowing for true continuous variation.

### Cutoff Frequency



The Cutoff Frequency or [Freq] slider as detailed in the Roland Boutique JU-06 manual, sets the Cutoff Frequency of the High Pass Filter. When this Parameter is at minimum “0” no filtering will occur, by increasing the value more of the lower harmonics will be removed until the sound becomes thinner or less full in body at maximum “10”.

## VOLTAGE CONTROLLED FILTER



FigureJU-06l

The Voltage Controlled Filter or VCF as listed in the Roland Boutique JU-06 manual, is the second of the filters in the JU-06 and is used to control the tonal quality or timbre of the sound by removing



and emphasising different harmonics in the DCO waveforms. Unlike the first filter listed above this filter is a low pass filter and cuts high frequency allowing the lower harmonics to pass, but being a resonant filter, harmonics can be boosted or emphasised as detailed below.

### Cutoff Frequency

Cutoff Frequency

Cutoff Frequency or [FREQ] slider as listed in the Roland Boutique JU-06 manual, sets the Cutoff Frequency of the Voltage Controlled Filter, allowing only the frequencies below this point to pass. When set to maximum “10” no filtering will occur, by decreasing the value more of the higher frequencies will be removed progressively creating a mellower sound until no frequencies can pass at minimum “0”, and no sound will be audible. Unlike the Cutoff of the High Pass Filter detailed above this Cutoff Parameter can be modulated or controlled by other Parameters detailed below.

### Resonance

Resonance

Resonance or [RES] slider as listed in the Roland Boutique JU-06 manual, is used to emphasise the frequencies at the point where the Cutoff Frequency (detailed above), begins to filter the sound. When set to minimum “0” Resonance will have no effect, but as the Parameter is increased more emphasis or harmonic boosting will occur at the cutoff point until at maximum “10”, when self-oscillation will occur. Unlike the Roland JP-08, the Roland JU-06 can use the VCF as a sound source in its own right to create a range of different sounds. Note; when using the VCF as a sound source, its pitch may turn out unstable, in such instances, adjust the Cutoff Frequency to obtain stable pitch.

### Polarity

Polarity

Polarity or [P/W] switch as listed in the Roland Boutique JU-06 manual, sets the orientation of the Envelope Modulation Parameter detailed below. Two choices are available “Normal or Inverted”.  
Normal

When Normal Polarity is selected the envelope will operate in a positive direction. VCF Cutoff value will increase and return only as low as the starting value, following the values of the Envelope Generator (detailed below), in relation to Envelope Modulation also detailed below.

Inverted

When Inverted Polarity is selected the envelope will operate in the reverse direction allowing for negative envelope shaping. VCF Cutoff value will decrease and return only as high as the starting value, following the values of the Envelope Generator (detailed below), in relation to the Envelope Modulation Parameter also detailed below.

### Envelope Modulation

Envelope Modulation

Envelope Modulation or [ENV] slider as listed in the Roland Boutique JU-06 manual; sets the amount if any the Envelope Generator (detailed below), will control the VCF Cutoff Parameter (detailed above) over time, in the direction determine by the Polarity (detailed above). When set to minimum “0” the envelope will have no effect on the VCF Cutoff, but as the value is increased so does the depth of control the envelope will have on the VCF Cutoff until reaching maximum effect at “10”. Using envelopes to control VCF Cutoff is a very useful tool when creating both natural or synthetic sounds and can be subtle and/or extreme, especially when combined with LFO Modulation.

### LFO Modulation

LFO Modulation

LFO Modulation or [LFO] slider as listed in the Roland Boutique JU-06 manual, sets the amount if any the LFO detailed above will modulate the VCF Cutoff Parameter also detailed above. When set to minimum “0” the LFO will have no effect on the VCF Cutoff, but as the value is increased so does the modulation of the Cutoff until reaching maximum depth at “10”. Cutoff modulation can be used to create a large range of effects from wah-wah to resonant sweeping.



**Key Follow**



Key Follow or [KYBD] slider as listed in the Roland Boutique JU-06 manual, adjusts the way in which the keyboard pitch controls the VCF Cutoff, in much the same way acoustic instruments do. When the value is at minimum “0” the Cutoff Frequency will not change in relation to the key played, allowing higher scaled notes to actually sound more mellow than the lower notes. As the Parameter value is increased the Cutoff Frequency will start to rise allowing the tone colour of the higher notes to become more akin to the lower until at maximum “10” when the upper notes will be brighter. Note; Key Follow enables the VCF to change pitch with the keyboard keys when using the VCF as a sound source in its own right.

**VOLTAGE CONTROLLED AMPLIFIER**

<b>05) Voltage Controlled Amplifier</b>	
Mode	Envelope
Level	10

FigureJU-06m

The Voltage Controlled Amplifier or VCA as listed in the Roland Boutique JU-06 manual, adjusts the volume of the sound. No amplification takes place in the VCA but the contours of sounds passing through the VCA can be controlled by the Envelope Generator detailed below.

**Mode**



Mode or [ENV] switch as listed in the Roland Boutique JU-06 manual, is used to define how the volume of the VCA is controlled. Two options are available “Envelope or Gate”, detailed below.

**Envelope**

Envelope or ENV (envelope) as listed in the Roland Boutique JU-06 manual, defines that the Envelope Generator detailed below, is used to control the volume of the VCA.

**Gate**

Gate or gate signal as listed in the Roland Boutique JU-06 manual, defines that the Gate signal will be used to control the volume of the VCA. The Gate signal is a square wave trigger and works as expected, when the key is pressed, the volume is instantly set to maximum and remains at this constant level until the key is released and the volume is instantly return to zero or off.

**Level**



Level or [Level] slider as listed in the Roland Boutique JU-06 manual, defines the depth or loudness range that the Envelope Generator (detailed below), or Gate (detailed above) can control. When the value is at minimum “0” the output is still audible, as the value is raised the volume increases until at maximum “10” full volume. Use this Parameter to even out sounds and prevent output distortion.

**ENVELOPE GENERATOR**

<b>06) Envelope Generator</b>	
Attack	1.25490196078431
Decay	4.31372549019608
Sustain	4.66666666666667
Release	2.35294117647059

FigureJU-06n

Envelope Generator or ENV as listed in the Roland Boutique JU-06 manual, is used to create time-varying changes to the VCA Level and or VCF Cutoff depending on other Parameter settings as detailed above. Only one envelope is available to the JU-06 and this is a standard Attack, Decay, Sustain, Release or “ADSR” envelope as detailed below.

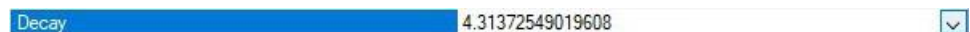
**Attack**



Attack or [A] slider as listed in the Roland Boutique JU-06 manual, is a time control and defines the

amount of time it takes for the envelope to reach the maximum point after receiving note on. When set to minimum “0” the attack time will be instant but as the value is increased so does the attack time until reaching maximum “10” or 4.1 seconds. The original Juno-106 specifications listed the attack time as 1.5ms to 3 seconds, this varies on analogue synthesisers but not on the JU-06.

**Decay**



Decay or [D] slider as listed in the Roland Boutique JU-06 manual, is a time control and defines the amount of time it takes for the envelope to reach the Sustain (detailed below), after completing the Attack as detailed above. When set to minimum “0” the decay time will be instant but as the value is increased so does the decay time until reaching maximum “10” or 30.48 seconds. The original Juno-106 specifications listed the decay time as 1.5ms to 12 seconds or 2ms to 12 seconds for the Juno-60, this varies a lot on analogue synthesisers but not on the JU-06.

**Sustain**



Sustain or [S] slider as listed in the Roland Boutique JU-06 manual, is a level and not a time control like the others (A, D and R) and defines the level at which the envelope will Sustain after Decay completion but before note off. When set to minimum “0” the level will be at its lowest point in relation to any Parameter controlled by the envelope, as the Sustain value increases so does the level of the controlled Parameter until at maximum “10” or the highest point. When controlling VCA for instance; the Sustain Parameter sets the constant volume after Attack and Decay times, in relation to the VCA Level detailed above. If Sustain is set to minimum “0”, any note reaching this point will be terminated “note off”, and no Release time will be followed. When controlling the VCF, the Sustain Parameter sets the constant frequency in relation to the VCF Polarity, Envelope Modulation and Cutoff Parameters all detailed above. Remember; the Envelope Generator has no effect on the VCF if Envelope Modulation detailed above, is set to minimum “0”.

**Release**



Release or [R] slider as listed in the Roland Boutique JU-06 manual, is a time control and defines the amount of time it takes for the envelope to complete after receiving note off. When set to minimum “0” the release time will be instant but as the value is increased so does the release time until reaching maximum “10” or 30.2 seconds. The original Juno-106 specifications listed the release time as 1.5ms to 12 seconds, this varies a lot on analogue synthesisers but not on the JU-06.

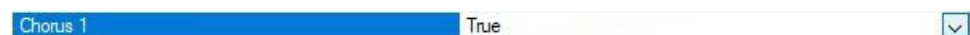
**EFFECT**



FigureJU-06o

EFFECT or Chorus as listed in the Roland Boutique JU-06 manual, is used to give spaciousness and richness to the sound as mentioned in the Juno manuals. This EFFECT simulates the original famous Juno-6 chorus by having all three options, instead of just two available on the later Juno-60 & 106.

**Chorus 1**



Chorus 1 or [Chorus 1] button as listed in the Roland Boutique JU-06 manual, is used to switch on one of two different chorus effects. When Chorus 1 is on “True”, but Chorus 2 detailed below is off “False”, then the Effect will be set to its slowest setting or “Chorus Effect 1”. When Chorus 1 and Chorus 2 are both True then the Effect will be set to its fastest setting or “Chorus Effect 3”.

**Chorus 2**



Chorus 2 or [Chorus 2] button as listed in the Roland Boutique JU-06 manual, is used to switch on one of two different chorus effects. When Chorus 2 is on “True”, but Chorus 1 detailed above is off

“False”, then the Effect will be set to its middle setting or “Chorus Effect 2”. When Chorus 1 and Chorus 2 are both True then the Effect will be set to its fastest setting or “Chorus Effect 3”.

**Chorus 3**

Chorus 3 is the hidden chorus effect not listed in the Roland JU-06 manual, but is the fastest of the three settings. This chorus effect was only available on the Juno-6 and not the Juno-60 or Juno 106 as mentioned above. When Chorus 1 and Chorus 2 are both True then the Effect will be set to “Chorus Effect 3” as detailed above.

**Chorus Noise**

The chorus effect has been designed to emulate the original Juno chorus unit, that was generically noisy as many analogue chorus circuitries were. This Chorus Noise can be adjusted and the setting is saved to the unit but it is not backed up. The Chorus Noise has three settings, 100% “default”, 50% and off. To adjust this setting press and hold the “MANUAL” button, then press and release “PATCH NUMBER 4” button. BANK LED’s 1-3 will light but the current selection will flash, to change the selection press either 1-3 BANK buttons “1=Off, 2=50%, 3=100%”. Once you are happy with your choice, release the “MANUAL” button, and your selection will be stored.

**DELAY**

▼ 08) Delay	
Level	0
Time	0
Feedback	0

FigureJU-06p

Delay or Delay Effect as listed in the Roland Boutique JU-06 manual, can be used to create basic repeat effects that range from a very fast metallic ringing to timed pattern repeats.

**Level**

Level 0

Level or Delay Level as listed in the Roland Boutique JU-06 manual, defines the loudness of the effect generated by the Time and Feedback Parameters detailed below. Sixteen different choices are available, starting with minimum “0” or “Off” followed by “1” being hardly audible and then gradually increasing until at maximum “15”, which is slightly less than the original sound for the first repeat and getting progressively quieter over the duration of the effect Feedback (detailed below).

**Time**

Time 0

Time or Delay Time as listed in the Roland Boutique JU-06 manual, defines the Time by which the repeat will be delayed. Sixteen choices are available starting with minimum “0” or very fast and gradually increasing to a maximum of “15” or around 700ms, the slowest repeat choice.

**Feedback**

Feedback 0

Feedback or Delay Feedback as listed in the Roland Boutique JU-06 manual, defines the number of repeats used by the effect. Sixteen choices are available starting with minimum “0” or one repeat, gradually increasing the number of repeats until reaching the maximum “15” or full Feedback, which depending on the Time Parameter (detailed above) could continue for over two hundred repeats.

**PORTAMENTO**

▼ 09) Portamento	
Enabled	False
Time	100

FigureJU-06q

Portamento as listed in the Roland Boutique JU-06 manual, is used to create smooth pitch changes between one key and the next key played.

**Enabled**

Enabled or Portamento Switch as listed in the Roland Boutique JU-06 manual, defines whether the Portamento effect is switched “On” True or “Off” False. When the Portamento effect is “True” notes will pitch slide from the last played key to the next played key, either sliding up or down to the new played key depending on the location of the last played key. The speed of the pitch slide is governed by the Time Parameter detailed below.

**Time**

Time or Portamento Time as listed in the Roland Boutique JU-06 manual, defines the speed of the pitch slide as mentioned above. When set to minimum “0” the pitch slide will be so quick that it will not be noticed unless using the full key scale but becomes more noticeable as the Parameter is increased until reaching maximum “255” which is so slow that notes may not have actually reached the correct pitch before another key is played. Originally the JU-06 minimized the value to “100” as detailed in the JU-06 manual, but this has been increased to “255”, the maximum eight-bit value.

**OTHER**

▼ 10) Other	
Assign Mode	Polyphonic
Pitch Bend Range	2

**FigureJU-06r**

Other is the last of the Roland Boutique JU-06 Plugin Parameter Groups, containing two Parameters.

**Assign Mode**

Assign Mode or Solo/Unison/Poly Mode as listed in the Roland Boutique JU-06 manual, defines how the keyboard keys trigger the JU-06 notes or voices as more commonly known.

**Solo**

When Solo Assign Mode is selected the JU-06 becomes a monophonic synthesiser and only one key or voice can be played at any one time (one note or voice polyphony). This Assign Mode was not available on any of the original Juno models and has been added to the JU-06.

**Unison**

When Unison Assign Mode is selected the JU-06 becomes one large synthesiser playing all four voices simultaneously or in Unison. This Assign Mode was only available on the original Juno-106 and not the other models. Unlike the Juno-106, the JU-06 Unison works like the Jupiter-8 unison mode by sharing the voices between the keys played. When one key is played all four voices are used just like the Juno-106, but when two keys are played the voices are shared “two each” and so on, this way Unison can still be polyphonic as required instead of monophonic as is the case with the Juno-106 and many other synthesisers of the time.

**Polyphonic**

When Polyphonic Assign Mode is selected the JU-06 becomes a four note or voice synthesiser, playing or assigning one voice for every key or note played. In this mode chords can be played and envelopes can be honoured polyphonically allowing for some keys to release without getting instantly replaced as they are in Unison detailed above.

**Pitch Bend Range**

Pitch Bend Range or Bend Range as listed in the Roland Boutique JU-06 manual, specifies the range in semitones assigned to MIDI pitchbend. Twenty-five choices are available starting with minimum “0” or “Off”, followed by “1 – 24” each number representing a semitone of pitchbend up/down. By default, Roland have selected “2” but True Zero is “Off”. The JU-06 LED’s will only identify “1-12” semitones, “13-24” are all identified as “24” even though the exact value has been stored.

#### BACKUP\RESTORE

Backup\Restore as detailed in the Roland Boutique JU-06 manual, enables the JU-06 to become a USB mass storage device or USB Synth as detailed in the SoundDiviner main manual. Once in mass storage mode SoundDiviner can read from and write to the JU-06 virtual drive but you will still need to complete the writing process by pushing the Manual button as detailed in the JU-06 manual. To activate Backup\Restore, turn the JU-06 "On" whilst holding patch number "2" then release the patch number button when the lights come on. A drive window will open called "JU-06 (X:)" where "X" is the assigned drive letter, you can close this as it is not required. Remember; When accessing Removable Drive JU-06 (1.00MB), you will need to confirm Admin Rights and User Account Control as detailed in the main manual to access the virtual drive (see READ or WRITE DISK SNAPSHOT).

#### PATCH SHEET PLUGIN

Unlike the Roland Boutique JU-06, the original Juno-6 didn't have program or Preset memory and these models are supported in SoundDiviner through the use of Patch Sheet Plugins. Patch Sheets have always been a very useful way to share and keep records for all synths not just those without memory, taking this all into account the JU-06 Patch Sheet Plugin is also available separately.

##### Roland Boutique JU-06 Patch Sheet Plugin

After installation Roland Boutique JU-06 (patch sheet) will be available as a Device and should be considered as a Device in its own right that works independently of the Roland Boutique JU-06 Synthesiser Plugin described throughout this manual. Either used on its own or in combination with the Synthesiser Plugin the Patch Sheet Plugin is a very useful addition that is supplied with the required Adaptor Plugin for Patch Snapshot conversion (Roland Boutique JU-06<-> Roland Boutique JU-06 Patch Sheet), for more information on the Roland Boutique JU-06 Patch Sheet Plugin see the related Patch Sheet Plugin manual.

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