



JD-08

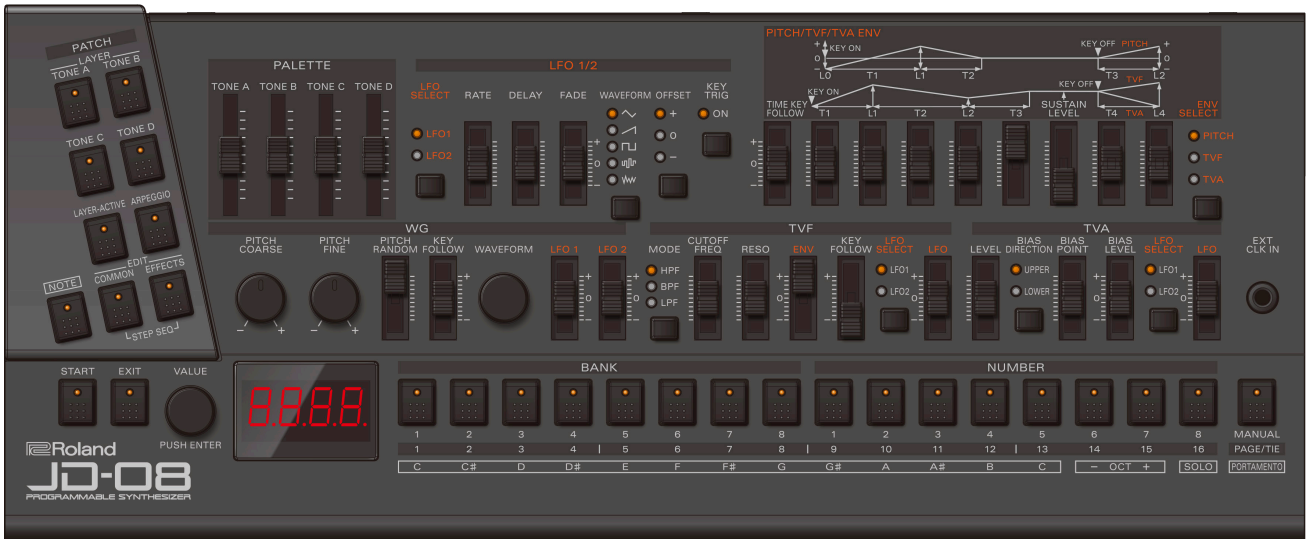
Owner's Manual

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Panel Descriptions

This explains the controllers and jacks/ports/connectors used on this unit. Touch or click the icons to learn more about a certain feature.



Control section 1



Controller	Explanation
[TONE A]–[TONE D] buttons	The functions of the [TONE A]–[TONE D] buttons change depending on the state of the [LAYER-ACTIVE] button.
	ACTIVE Select the layer to edit. The TONE button for the selected layer blinks.
	LAYER Turns the layer on/off. The TONE button lights up for the tone that plays.
[LAYER-ACTIVE] button	Switches between functions for the [TONE A]–[TONE D] buttons.
	Off LAYER On ACTIVE
[ARPEGGIO] button	Turns the arpeggio on/off. The arpeggio settings menu is shown when you long-press the button.

Controller	Explanation
[NOTE] button	When this is on, you can use the [1]–[13] buttons as a keyboard.
[COMMON] button	Displays the settings menu. Press the [EFFECTS] and [COMMON] buttons at the same time to edit the sequencer. Having done this, press the [COMMON] button again to show the sequencer settings menu.
[EFFECTS] button	Displays the effects settings menu. Press the [EFFECTS] and [COMMON] buttons at the same time to edit the sequencer. Having done this, press the [COMMON] button again to show the sequencer settings menu.

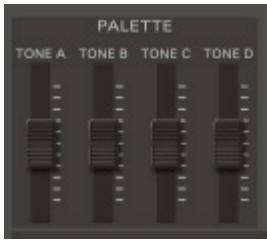
Control section 2



Controller	Explanation
[START] button	Plays back (the button lights up) or stops the sequencer (the button goes dark). Press this button together with the [1]–[16] buttons to switch to different patterns.
[EXIT] button	Returns to the previous screen.
[VALUE] knob	Turn: Edits the parameter's value. Press: Confirms an operation or value.
Display	Shows the bank and patch number, parameter value and tempo.
[1]–[16] buttons, [PAGE/TIE] button	Use these buttons to switch between tones (number/bank), and to input notes into the sequencer.

PALETTE section ([TONE A]–[TONE D] sliders)

These sliders control various settings for the tones.



Controller (Parameter)	Value	Explanation
[TONE A]–[TONE D] sliders	(Depends on the assigned parameter)	Sets the parameters for each tone. The last parameters you operated are assigned to the PALETTE ([TONE A]–[TONE D] sliders).

LFO 1/2 section

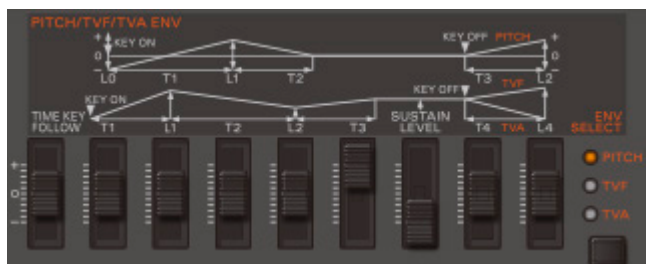
Adds cyclical change (a swelling effect) to the sound.



Controller (Parameter)	Value	Explanation
[LFO SELECT] button	LFO 1, LFO 2	Selects the LFO to operate.
[RATE] slider	0 - 100	Sets the speed of the LFO cycle.
[DELAY] slider	0 - 100, REL	Sets the time it takes before the LFO effect begins after you press a key. The larger the value, the longer it takes for the LFO effect to start after you play the keyboard. By setting the value to REL, the LFO takes effect after you take your hands off the keyboard.
[FADE] slider	-50 - 50	Sets the time-based change of the LFO as it takes effect. Positive values make the LFO amplitude increase gradually. The larger the value, the longer it takes for the amplitude to reach maximum. Negative values make the LFO amplitude decrease gradually. The smaller the value, the longer it takes for the amplitude to reach minimum. No time-based change occurs when this is set to "0".
[WAVEFORM] button	Triangle (△)	Triangle wave
	Sawtooth (∕)	Sawtooth wave
	Square (□)	Square wave
	Sample & hold (■)	Sample & hold
	Random (⋈)	Random
[OFFSET] button	-, 0, +	Shifts the LFO waveform up or down. You can shift the waveform up or down in respect to the base pitch or cutoff frequency (value).
[KEY TRIG] button	OFF	This sets the timings for when you play the keyboard and when the LFO cycle starts. The timing of the LFO cycle is not affected by when you play the keys (no synchronization occurs).
	ON	The timing of the LFO cycle is synchronized with when you play the keys.

PITCH/TVF/TVA ENV section

This section controls how the pitch and filter changes.



Controller (Parameter)	Value	Explanation
[TIME KEY FOLLOW] slider	- 10 - 10	This sets the envelope time (T2–T4) according to which keys you play. When this is set to a positive value, higher keys above C4 (middle C) produce shorter pitch envelope times. When this is set to a negative value, the pitch envelope time gets longer. Larger values produce greater change.
[L0]–[L2] sliders (*1)	- 50 - 50	These sliders set the pitch envelope levels. This sets how much the pitch at each point from L0 to L2 is changed. Use "+" values for pitches higher than the reference pitch, and use "-" values for pitches lower than the base pitch.
[L1], [L2] slider, [SUSTAIN LEVEL] slider, [L4] slider (*2, *3)	- 50 - 50	(*2) Adjusts the TVF envelope levels. This sets how much to change the cutoff frequencies for L1, L2, SUSTAIN LEVEL and L4 in respect to the base levels. (*3) Adjusts the TVA envelope levels. This adjusts the volume for L1, L2, SUSTAIN LEVEL and L4.
[T1]–[T4] sliders (*4)	0 - 100	These knobs set the envelope times. Larger values make the time longer to reach the next change in pitch or filter (for example, T2 sets the time it takes to go from L1 to L2).
[ENV SELECT] button	PITCH, TVF, TVA	Selects the envelope you want to set with the sliders.

- (*1) Enabled when the [ENV SELECT] button is set to PITCH.
- (*2) Enabled when the [ENV SELECT] button is set to TVF.
- (*3) Enabled when the [ENV SELECT] button is set to TVA.
- (*4) The [T1]–[T3] sliders are enabled when the [ENV SELECT] button is set to PITCH.

WG section

This section is used to select the waveforms that determine the character of the sound, and to set the pitch.



Controller (Parameter)	Value	Explanation
[PITCH COARSE] knob	-48-48	Shifts the pitch in units of a semitone.
[PITCH FINE] knob	-50-50	Finely adjusts the pitch.
[PITCH RANDOM] slider	0-100	Sets how much the pitch is randomly changed with each key press. To set the pitch to a fixed value, set this to "0".
[KEY FOLLOW] slider	-100, -50, -20, -10, -5, 0, 5, 10, 20, 50, 98, 99, 100, 101, 102, 150, 200 (%)	Sets how much the pitch is changed when the keyboard is shifted one octave (12 semitones) up. To make the pitch change over one octave like regular keyboards, set this to "100". To make the pitch change over two octaves, set this to "200". You can make the pitch lower by setting this to a negative value. To play the same pitch no matter which key you press, set this to "0".
[WAVEFORM] knob	For the values, refer to " List of Waveforms (p. 56)".	This knob sets the waveform.
[LFO1], [LFO2] knobs	-50-50	Sets how much LFO1 and LFO2 modulates the WG.

TVF section

This section controls the filter to alter the sound of the tone.



Controller (Parameter)	Value	Explanation
[MODE] button	HPF, BPF, LPF	Selects the TVF type.
[CUTOFF FREQ] slider	0–100	Specifies the cutoff frequency. This gives the sound a more mellow feel, by removing frequency components that are higher than the cutoff frequency.
[RESO] slider	0–100	Increasing the value emphasizes the frequencies around the cutoff frequency for a more unusual sound. Excessively high settings can produce oscillation, causing the sound to distort.
[ENV] slider	-50–50	This sets the intensity of the TVF envelope. When the value is higher, the filter produces greater change. Setting this to a negative value inverts the envelope's shape.
[KEY FOLLOW] slider	-100–150 (%)	Changes the cutoff frequency according to the keys you play. When this is set to a positive value, playing notes above C4 (middle C) on the keyboard increases the cutoff frequency the higher you go. When this is set to a negative value, the cutoff frequency decreases.
[LFO SELECT] button	LFO1, LFO2	Selects the LFO used to modulate the cutoff frequency.
[LFO] slider	-50–50	Sets how much LFO1 and LFO2 modulates the cutoff frequency.

TVA section

This section controls the volume.



Controller (Parameter)	Value	Explanation
[LEVEL] slider	0 - 100	Adjusts the layer's volume.
[BIAS DIRECTION] button	UPPER (UP)	Selects the BIAS DIRECTION mode. This corrects the layer's volume according to the key you press. The higher the key you play above the key specified by the BIAS POINT, the greater the volume changes according to the settings of the [BIAS LEVEL] slider.
	LOWER (LO)	The lower the key you play above the key specified by the BIAS POINT, the greater the volume changes according to the settings of the [BIAS LEVEL] slider.
	UPPER&LOWER (U-L)	The further away that the key (higher or lower) you play is from the key specified by the BIAS POINT, the greater the volume changes according to the settings of the [BIAS LEVEL] slider. At this time, both the UPPER and LOWER indicators light up.
[BIAS POINT] slider	0 - 127	Sets the base key from which the volume is changed. A value of 64 equals C4 (middle C).
[BIAS LEVEL] slider	-10 - 10	Adjusts the amount that the volume changes when the volume is corrected with BIAS DIRECTION. Positive values result in higher volumes when you play keys higher than the BIAS POINT, and negative values result in lower volumes.
[LFO SELECT] button	LFO1 (LFO.1), LFO2 (LFO.2)	Selects the LFO used to modulate the layer volume.
[LFO] slider	-50 - 50	Sets how much LFO1 and LFO2 modulates the layer volume.

EXT CLK IN Jack



Use this jack to input clock signals from an external source. You can make the steps of the sequencer advance in sync with the clock (pulse) that's inputted.

Rear Panel



Controller	Explanation
[POWER] switch	Turns the power on/off.
USB Type-C® port	Use a commercially available USB Type-C® cable to connect this port to your computer. This is used to transfer USB MIDI and USB audio. You must install the USB driver if you want to connect this unit to your computer. Download the software from the Roland website. https://www.roland.com/global/support/
[VOLUME] knob	Adjusts the volume.
PHONES jack	Used for connecting headphones (sold separately).
OUTPUT jack	Connect this jack to your amp or monitor speakers.
MIX IN jack	Used for inputting audio. The sound from connected devices is output from the PHONES and OUTPUT jacks.
MIDI (IN, OUT) connectors	Connect a MIDI device to these connectors using a commercially available MIDI cable. This lets you control the connected MIDI devices from this unit.

Turning the Power On

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.

1. **To turn on the power, slide the [POWER] switch to “ON.”**



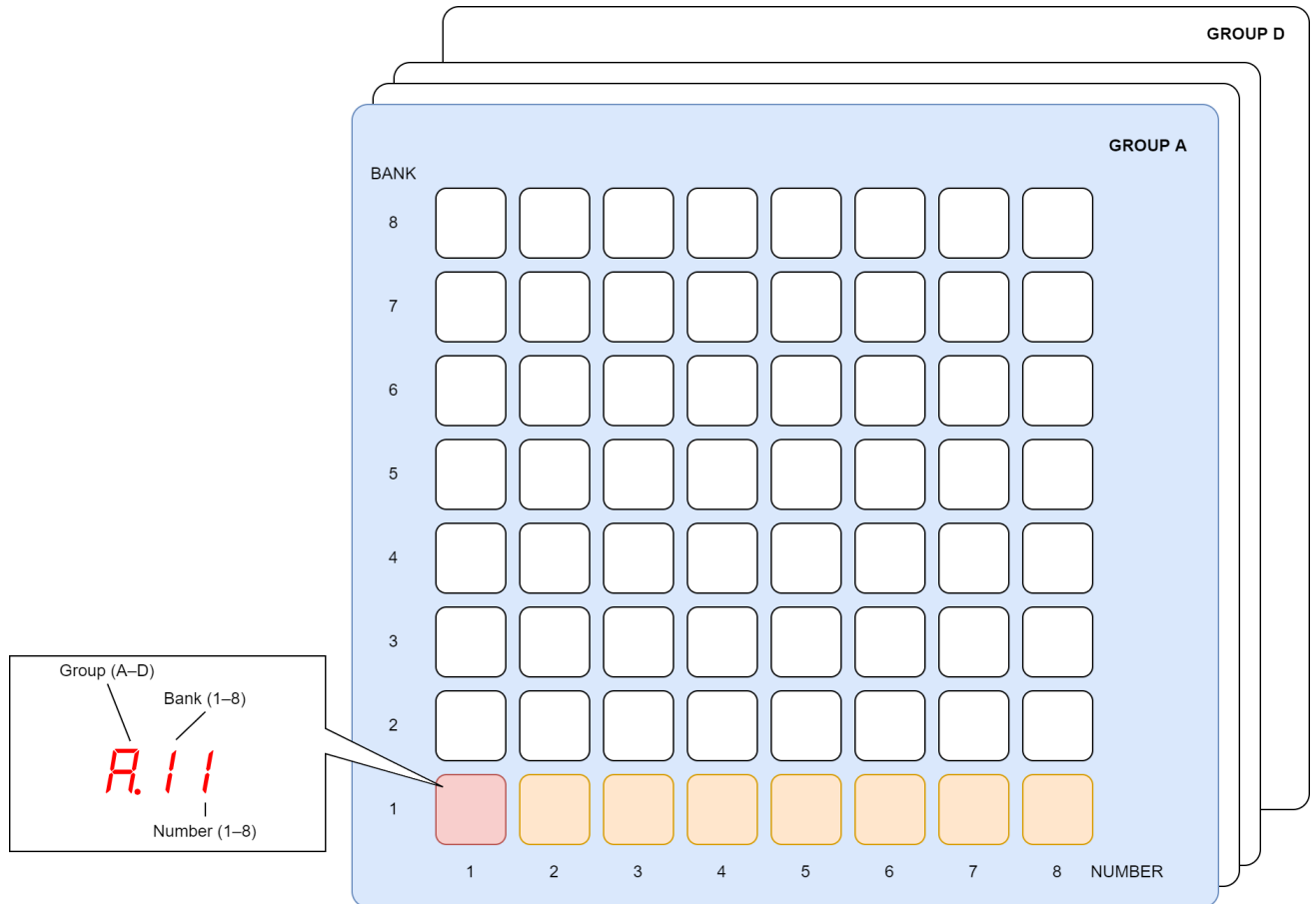
When you operate the sound module such as for adjusting the angle or mounting the unit, be careful not to get your fingers pinched between the movable parts and this unit. In places where small children are present, make sure that an adult provides supervision and guidance.

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

Selecting a Tone (Patch)

The settings for each tone are stored in a block of memory called a “patch.” By selecting (switching between) patches, you can use a variety of sounds.

The patches are further organized by group (A–D), bank (1–8) and number (1–8), letting you save a total of $4 \times 8 \times 8 = 256$ patches.



1. Press the NUMBER [1]–[8] buttons.

This selects the patch.



MEMO

- You can use the [VALUE] knob to select from all of the patches in order.
- You can select separate patches for parts A and B. For details on the part settings, refer to “Part Settings (p. 42).”

Selecting Groups and Banks

Here's how to switch the group and bank for the patches.

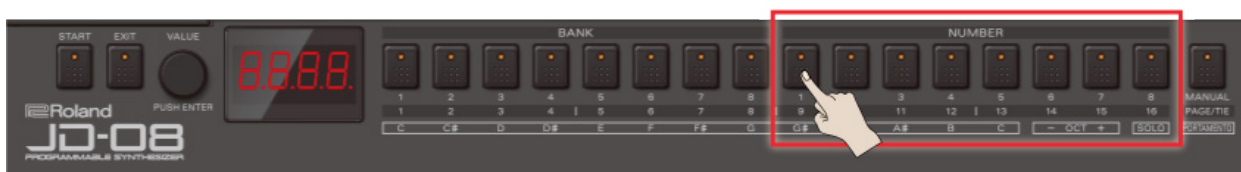
1. Press the BANK [1]–[8] buttons.

This selects the bank. The group (A–D) switches each time you press the same bank button.



2. Press the NUMBER [1]–[8] buttons.

The selected group and bank's patch is selected (the unit switches to that patch).



Saving a Tone

Any settings you have edited for a tone are lost if you select a different patch or turn off the power after editing. For this reason, be sure to save your important settings.

MEMO

A dot is shown in the display once you edit a tone.

A.I.I.

Dot

1. Press the BANK [1]–[8] buttons to select the group and bank where you want to save the data.



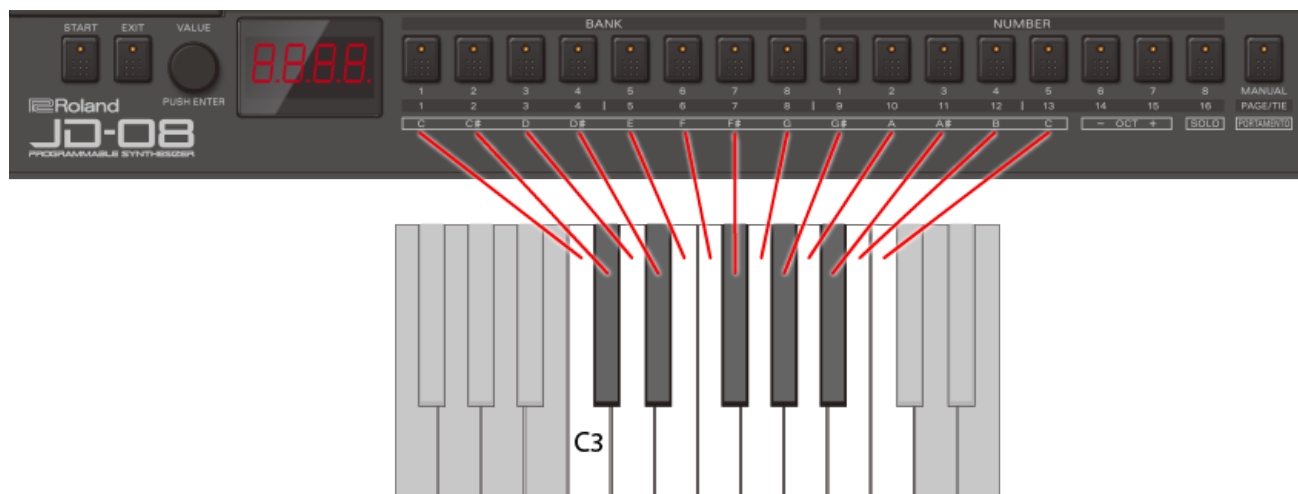
2. Long-press one of the NUMBER [1]–[8] buttons to select the patch number you wish to save to.

The display blinks several times. The tone is saved in the patch number you selected.



Using the [1]–[13] Buttons as a Keyboard (NOTE)

You can play the [1]–[13] buttons like a keyboard (NOTE mode).



1. Press the [NOTE] button.

The [1]–[13] buttons light up. At this time, you can use the [1]–[13] buttons as if they were keys on a keyboard.



MEMO

- Use the [14] or [15] button (the OCT [-] and [+] buttons) to switch the tonal range of the keyboard in octaves.
- Use the [16] button (the [SOLO] button) to switch between solo mode and poly mode.
- The [PAGE/TIE] ([PORTAMENTO]) button switches portamento on/off.

Switching Between Sound Modes

Here's how to set the way the sound generator of the JD-08 plays.

1. Press the [NOTE] button to make the indicator light.



2. Press the [SOLO] button.

This selects the sound mode.



Button status	Mode	Explanation
Lit	Solo mode	Plays single tones.
Unlit	Poly mode	Plays multiple tones (polyphonic).

Applying Portamento

Portamento is a glide effect that smoothly connects the pitches of the first and second notes that you play on the keyboard.

MEMO

The portamento effect is enabled when the sound mode is set to “solo mode.”
 → “Switching Between Sound Modes (p. 19)”

1. Press the [NOTE] button to make the indicator light.



2. Press the [SOLO] button.

Set the sound mode to “solo mode” (the button lights up).



3. Press the [PORTAMENTO] button.



Select the mode.

Button status	Portamento mode	Explanation
Lit	On	Plays the notes by smoothly changing the pitch.
Unlit	Off	Plays the pitches of each note separately (this is the normal setting).

Using the Arpeggio

The arpeggio function is used to make the notes of the chords you play sound separately (with “chords” meaning any stack of two or more different pitches).

Turn the arpeggio on to arpeggiate what you play, using various patterns.

1. **Press the [ARPEGGIO] button to make the indicator light.**



2. **Press more than one key at the same time (in other words, play a chord).**

MEMO

You can also use the step buttons on this unit as a keyboard.

For details, refer to “Using the [1]–[13] Buttons as a Keyboard (NOTE) (p. 18).”

Configuring the Arpeggio

Here’s how to configure the arpeggio.

1. **Long-press the [ARPEGGIO] button.**
The ARPEGGIO settings menu appears.
2. **Use the [VALUE] knob to select the parameter to set, and press the [VALUE] knob.**
The parameter setting screen appears.
3. **Turn the [VALUE] knob to set the value.**
4. **When you are finished making the settings, press the [EXIT] button.**

Arpeggio parameters

Step buttons	Indication	Value	Explanation
[1]	<i>rRE</i>	4, 8, 16, 32, 64, 128, 256, 512 "	Sets the length of one note for each step that the arpeggio plays. About note values (p. 37)
[2]	<i>Order</i>	<i>UP</i> <i>down</i> <i>UPdn</i> <i>rnd</i> <i>ndr</i>	Sets the order of notes that are played. The notes are played from the lowest key you played to the highest. The notes are played from the highest key you played to the lowest. The notes are played from the lowest key you played to the highest, and then back down to the lowest. The notes are played in random order. The notes are played in the order in which you play them.
[3]	<i>ShFL</i>	- 100- 100 (%)	Sets the timing of the upbeat. You can create a shuffle rhythm by varying the upbeat timing. Larger values give more of a bouncing, dotted-note rhythmic feel. When this is set to "0," the downbeat and upbeat are played at equal intervals.
[4]	<i>rES</i>	This sets the note value (upbeat note) that the shuffle is based on. <i>16th</i> <i>8th</i>	Sixteenth note Eighth note
[5]	<i>Oct</i>	-3-3	Sets the range in octaves over which the arpeggio plays. Setting this to a "+" value makes the arpeggio play up an octave from the key(s) you press, and setting this to a "-" value makes the arpeggio play down an octave from the key(s) you press.
[6]	<i>trns</i>	-36-36	Shifts (transposes) the arpeggio notes in semitone steps.
[7]	<i>dur</i>	0-100 (%)	Sets the length of each note played by the arpeggiator. Larger values lengthen the note value (tenuto), whereas smaller values shorten the note value (staccato).
[8]	<i>VEL</i>	<i>rEL</i> , 1- 127	Sets the velocity of notes played by the arpeggiator. To make the arpeggio play at the strength (velocity) with which you play the keys, set this to "rEL." To make the arpeggio play at the same strength (velocity), set a value from 1 to 127.
[9]	<i>Hold</i>	OFF, ON	When this is set to "ON," the arpeggio keeps playing even after you take your hands off the keyboard. MEMO You can also switch this on/off by pressing the [ARPEGGIO] button while holding down the [NOTE] button.

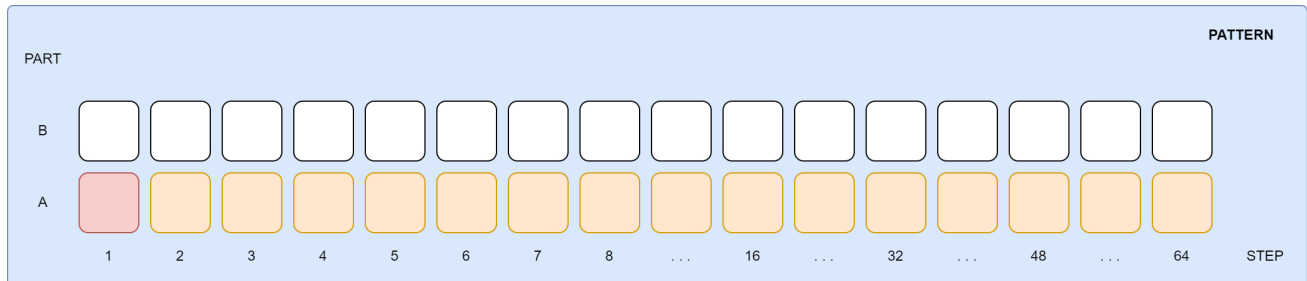
MEMO

- You can also press a corresponding step button to select the parameter items.
- To play chords using an external MIDI keyboard connected to this unit, set the MIDI receive and transmit channels beforehand.

Using the Sequencer

The sequencer is a function that lets you repeatedly play back the notes you've recorded in a pattern. You can record and play back up to 64 steps (64 notes) per pattern.

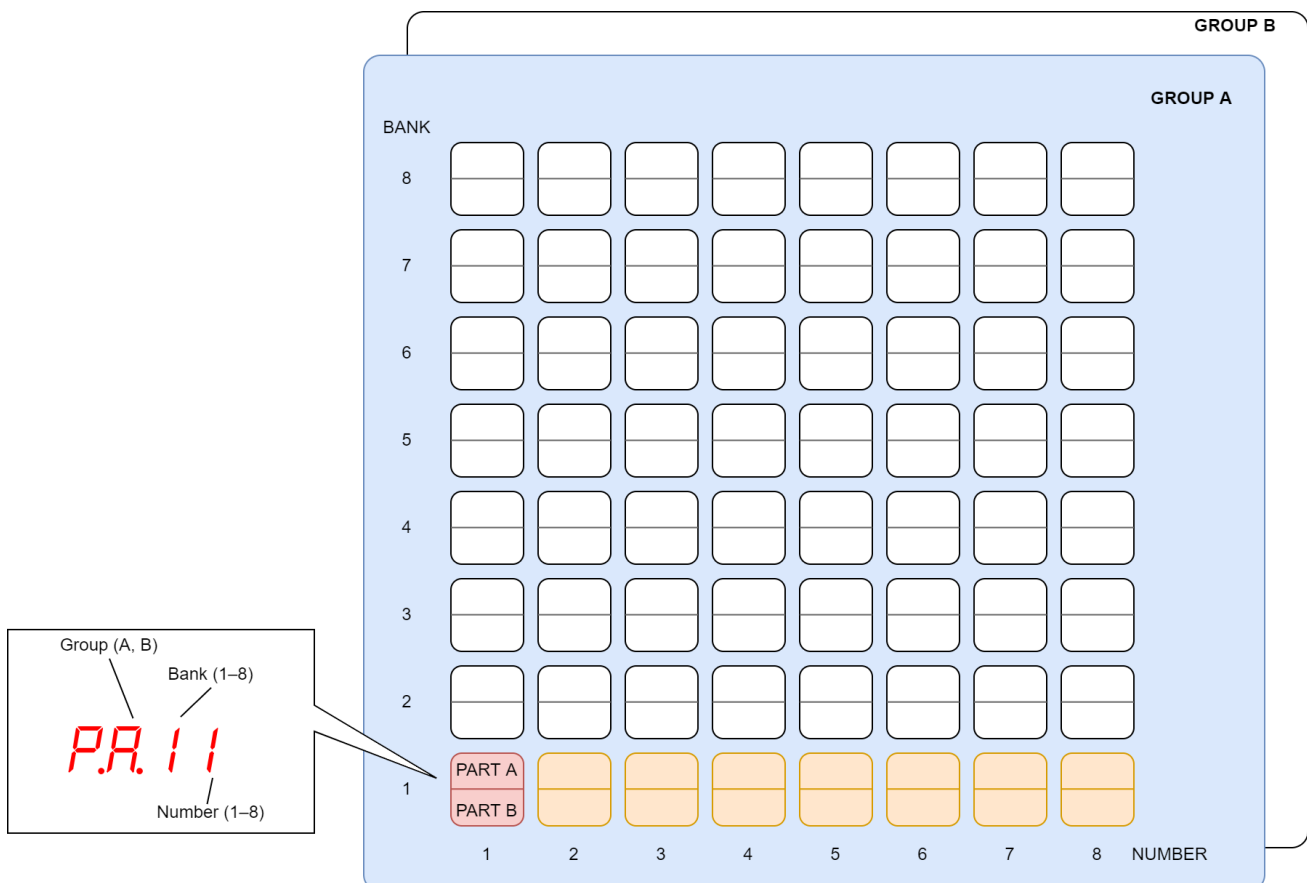
A pattern can contain patch numbers for parts A and B, as well as the recorded sequence data. For this reason, you can record and play back two tracks of your performance per pattern.



Selecting a Pattern

Your sequencer performance is saved in a memory called a "pattern." You can recall all kinds of performance patterns by selecting (switching between) the patterns.

The patterns are organized by group (A, B), bank (1–8) and number (1–8), letting you save a total of $2 \times 8 \times 8 = 128$ patterns.



Select the pattern to play back or edit by following the steps below.

- 1. Hold down the [START] button and press the BANK [1]–[8] buttons.**

This selects the bank.



MEMO

You can select the group (A/B) by holding down the [START] button and repeatedly pressing the BANK [1]–[8] buttons.

2. **Hold down the [START] button and press the NUMBER [1]–[8] buttons.**

This selects the pattern.



MEMO

- You can also turn the [VALUE] knob while holding down the [SHIFT] button to select the bank and pattern.
- When you press the [EXIT] button while holding down the [START] button, the [START] button remains in a pressed-down state. In this case, you can still select banks and patterns even if you take your finger off the [START] button. To cancel the selection, press the [EXIT] button.

Playing Patterns

Here's how to play back a pattern you've selected.

1. **Select the pattern to play back (Selecting a Pattern (p. 23)).**
2. **Press the [START] button to make the indicator light.**

This plays back the pattern.



MEMO

By holding down the [START] button and pressing the LAYER [TONE A] or [TONE B] button, you can mute the playback of the respective part. The indicators blink for parts that are muted.



Tempo Settings

Sets the pattern's tempo.

1. **Hold down the [COMMON] button and press the [EFFECTS] button to make the indicators light.**

The unit enters sequencer mode. The current tempo is shown on the display.



2. **Turn the [VALUE] knob to set the tempo.**



MEMO

You can switch between the tempo and patch displays with each press of the [VALUE] knob.

Creating a Pattern (Note Input)

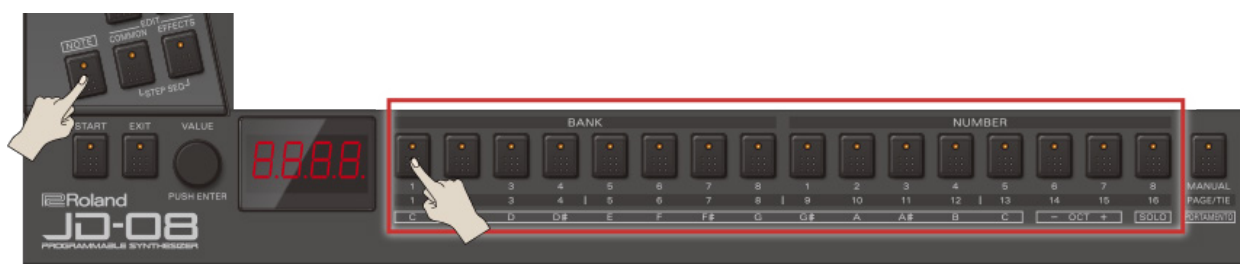
Input some notes (from the scale on the keys) into the sequencer to create a pattern.

1. **Select the pattern to record (Selecting a Pattern (p. 23)).**
2. **Hold down the [COMMON] button and press the [EFFECTS] button to make the indicators light.**

The unit enters sequencer mode (STEP SEQ). The current tempo is shown on the display.



3. **To select the step to record, hold down the desired [1]–[16] button and press the [NOTE] button.**



4. **Press the [1]–[13] buttons to input the notes.**

Inputting notes using the K-25m (sold separately)

You can use the K-25m (sold separately) to directly input notes (from the scale on the keys) into the steps to record.

1. **Select the pattern to record (Selecting a Pattern (p. 23)).**
2. **Hold down the [COMMON] button and press the [EFFECTS] button.**

The unit enters sequencer mode (STEP SEQ). The current tempo is shown on the display.

3. **Input the notes using the keyboard while holding down the [1]–[16] buttons corresponding to the steps to record.**

MEMO

For installation/removal/angle adjustment, refer to the K-25m's Owner's Manual.

Inputting Notes for Steps After Step 17 (PAGE)

You can switch between step numbers assigned to the [1]–[16] buttons (in other words, switch to a different “page” of steps). When you want to input a note whose length stretches into step 17 and afterwards in the pattern, switch the page and then input the note.

1. **Select the pattern to record (Selecting a Pattern (p. 23)).**
2. **Hold down the [COMMON] button and press the [EFFECTS] button to make the indicators light.**
3. **Press the [PAGE/TIE] button to make the indicator light.**

The step numbers for the [1]–[16] buttons change to the step numbers for the next page (the range of steps starting 16 steps later). The page switches each time you press the [PAGE/TIE] button.



1-4
 Current page number Upper limit for page numbers

Page 1: Steps 1–16
 Page 2: Steps 17–32
 Page 3: Steps 33–48
 Page 4: Steps 49–64

MEMO

You can switch pages up to the number of steps that you set as the pattern length.

4. **To select the step to record, hold down the desired [1]–[16] button and press the [NOTE] button.**
5. **Press the [1]–[13] buttons to input the notes.**

Selecting the Part for Recording Notes

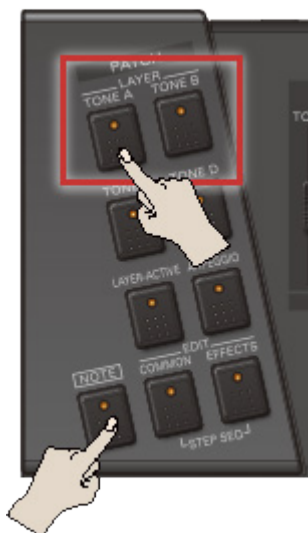
The sequencer has two parts (PART A and PART B), to which you can individually record a sequence. Here we select the part for recording notes.

1. **Hold down the [COMMON] button and press the [EFFECTS] button to turn off sequencer mode (the LEDs of both buttons go dark).**
2. **Press the [COMMON] button.**
 A menu appears.
3. **Turn the [VALUE] knob to select “PART,” and press the [VALUE] knob.**
4. **Turn the [VALUE] knob to select “SEL,” and press the [VALUE] knob.**
5. **Turn the [VALUE] knob to select the part, and press the [VALUE] knob.**

This selects the part to record.

MEMO

By holding down the [NOTE] button and pressing the [TONE A] or [TONE B] button, the unit switches to that part, regardless of the current mode.



Connecting Notes (Tie Input)

This shows how to connect two notes (from the scale on the keys) with a tie.

1. **Select the pattern to record (Selecting a Pattern (p. 23)).**
2. **Hold down the [COMMON] button and press the [EFFECTS] button to make the indicators light.**

The unit enters sequencer mode (STEP SEQ). The current tempo is shown on the display.

3. **Hold down the [1]–[16] buttons and press the [PAGE/TIE] button to select the step where you want to input a tie.**

The note connected by the tie is input into the next step.



MEMO

- When you repeatedly press the [PAGE/TIE] button while holding down a step button, a tie is repeatedly input into the steps following the next step.
- When you press the [1]–[16] buttons where notes have already been input (which turns the LED off), those notes are deleted.

NOTE

When you input a tie, the note connected by the tie is input into the next step. For this reason, the notes already input are deleted.

Inputting Notes Step by Step (Step Input)

You can input notes (from the scale on the keys) while advancing in steps.

1. **Select the pattern to record (Selecting a Pattern (p. 23)).**
2. **Hold down the [COMMON] button and press the [EFFECTS] button to make the indicators light.**

The unit enters sequencer mode (STEP SEQ). The current tempo is shown on the display.

3. **Hold down the [1]–[16] buttons and press the [START] button to select the first step to record.**



4. Press the [NOTE] button to make the indicator light.



5. Press the [1]–[13] buttons to input the notes.

Once you input a note, the sequence automatically advances to the next step. Repeat this for each step. Input mode ends once you input the note for the last step.

Inputting notes in steps using the K-25m (sold separately)

You can input notes using the keyboard of the K-25m instead of following steps 4 and 5.

MEMO

For installation/removal/angle adjustment, refer to the K-25m's Owner's Manual.

Recording Your Performance in Real Time

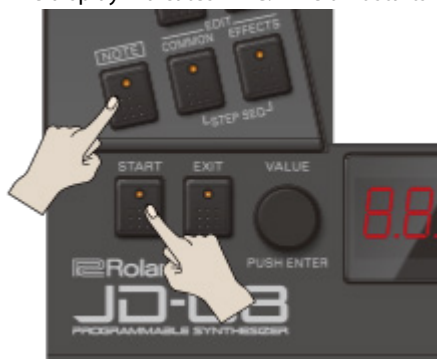
You can record notes (from the scale on the keys) and note lengths that you play on the keyboard, just as you performed them.

1. Select the pattern to record ([Selecting a Pattern \(p. 23\)](#)).
2. Hold down the [COMMON] button and press the [EFFECTS] button to make the indicators light.

The unit enters sequencer mode (STEP SEQ). The current tempo is shown on the display.

3. Hold down the [NOTE] button and press the [START] button.

The display indicates "REC." The unit starts recording what you play.



4. Press the [NOTE] button to make the indicator light.
5. Press the [1]–[13] buttons to input the notes.

MEMO

The movement of the knobs and sliders (MOTION) can also be recorded in the pattern.

- When you are finished recording your performance, press the [EXIT] button.

Inputting notes in real time using the K-25m (sold separately)

You can input notes using the keyboard of the K-25m instead of following steps 4 and 5.

MEMO

For installation/removal/angle adjustment, refer to the K-25m's Owner's Manual.

Setting the Note Loudness and Length (Velocity/Gate Time)

Here's how to set the loudness or strength of the notes (from the scale on the keys) you play, as well as the length of each note.

- Select the pattern to edit ([Selecting a Pattern \(p. 23\)](#)).
- Hold down the [COMMON] button and press the [EFFECTS] button to make the indicators light.

Sequencer mode turns on, and the current tempo is shown.

- Hold down the [1]–[16] buttons and press the [VALUE] knob to select the step to edit.

The step number to be edited is shown.



- Press the [VALUE] knob.

The current velocity is shown.

Example indications	Explanation
V. 1	Velocity 1
V. 127	Velocity 127

- Turn the [VALUE] knob to set the velocity, and press the [VALUE] knob.

The current gate time is shown.

Example indications	Explanation
G. 0	Gate time 0
G. 100	Gate time 100
G.L. 12	tie

- Turn the [VALUE] knob to set the gate time, and press the [VALUE] knob.

The display returns to the step number to be edited. The display repeats consecutively with each press of the [VALUE] knob.

- When you are finished making the settings, press the [EXIT] button.

The display returns to the current tempo.

Making sequencer settings

With these settings, you can set how the sequencer operates, and access useful functions (utilities) for input.

1. While in sequencer mode, press the [COMMON] button.

The sequencer menu appears.

2. Use the [VALUE] knob to select the item, and press the [VALUE] knob.

The setting for the item you selected is shown.

3. Turn the [VALUE] knob to set the value, and press the [VALUE] knob.

This confirms the value you set.

4. When you are finished making the settings, press the [EXIT] button.

Step buttons	Indication	Value	Explanation
[1]	<i>SHFL</i>	<i>-90-90</i>	Sets the timing at which the upbeats (even-numbered steps) play.
[2]	<i>SCAL</i>	<i>8, 16, 32, 48, 88, 168</i> "	Specifies the length (scale) of one note for each step.
		<i>About note values (p. 37)"</i>	
[3]	<i>SLEN</i>	<i>1-64</i>	Sets the length (number of steps) of the pattern.
[4]	<i>dir</i>		Specifies how the sequencer plays.
		<i>Fwd</i>	Plays forward from the first step.
		<i>rev</i>	Plays backward from the last step.
		<i>F_r</i>	Plays forward from the first step, and plays backward after reaching the last step.
		<i>inu</i>	Inverts and plays back the even-numbered and odd-numbered steps.
		<i>rnd</i>	Plays steps randomly.
[5]		<i>klr9</i>	The sequence plays back normally while you are playing the keyboard.
	<i>CC</i>	<i>OFF, On</i>	When this is on, the unit outputs a control change message whenever you change the patch's settings (when you operate the controls on the panel).
[6]	<i>DUPL</i>		Doubles the number of steps in a pattern and copies the performance data.
[7]	<i>rnd</i>		Generates random performance data.
[8]	<i>Undo</i>		Reverts the performance data settings to their most recent state just before being edited.
[9]	<i>redo</i>		Restores the performance data settings to the state they were in before the last undo operation (in other words, this cancels the undo).
[10]	<i>COPY</i>		Copies the performance data.
[11]	<i>PSTE</i>		Pastes the performance data you copied.
[12]	<i>CLR</i>		Deletes the control change messages from a pattern.
[13]	<i>nCLR</i>		Deletes the note messages from a pattern.
[14]	<i>RCLR</i>		Deletes the control change and note messages from a pattern.

MEMO

You can also press a corresponding step button to select the parameter items.

Saving a Pattern

Any settings you have edited for a pattern are lost if you select a different pattern or turn off the power after editing. For this reason, be sure to save your important settings.

MEMO

When you've edited a pattern and then long-press the [START] button, a dot is shown next to the pattern number in the display.



1. Press the BANK [1]–[8] buttons while holding down the [START] button to select the group and bank where you want to save the data.



2. Long-press the NUMBER [1]–[8] buttons while holding down the [START] button to select the save destination pattern number.

The display blinks several times. The pattern is saved in the pattern number you selected.



Configuring the Effects

Here's how to configure the effects.

1. Press the [EFFECTS] button.

The [EFFECTS] button lights up.

2. Use the [VALUE] knob to select the parameter to set, and press the [VALUE] knob.

The parameter setting screen appears.

3. Turn the [VALUE] knob to set the value, and press the [VALUE] knob.

4. When you are finished making the settings, press the [EXIT] button.

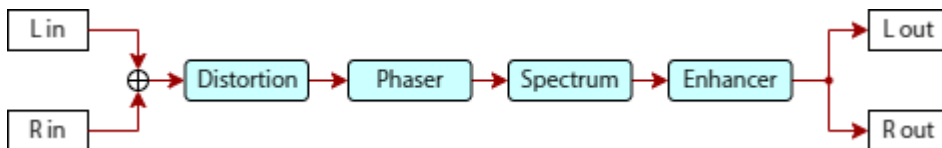
Step buttons	Item	Value	Explanation
[1]	SE9A	dP5E.-E5P.d.	Configures the connection order for effect A. "Effect A (p. 34)"
[2]	d5		Edits the distortion settings. "Distortion (p. 34)"
[3]	PH		Edits the phaser settings. "Phaser (p. 35)"
[4]	SP		Edits the spectrum settings. "Spectrum (p. 35)"
[5]	EH		Edits the enhancer settings. "Enhancer (p. 35)"
[6]	PPAn	r64-L63	Sets the pan position of the effect A sound.
[7]	AL EU	0-127	Sets the volume of effect A.
[8]	SE9b	E.d.r.-r.d.E.	Configures the connection order for effect B. "Effect B (p. 36)"
[9]	dLY		Configures the delay settings. "Delay (p. 36)"
[10]	ChO		Configures the chorus settings. "Chorus (p. 37)"
[11]	rEU		Configures the reverb settings. "Reverb (p. 37)"
[12]	bbAL	1000	Adjusts the volume balance between the dry (original sound) and effect sound for effect B. Dry sound = 100 : Effect sound = 0
		0.100	Dry sound = 0 : Effect sound = 100
[13]	bLEU	0-127	Sets the volume of effect B.

MEMO

You can also press a corresponding step button to select the parameter items.

Effect A

Recreates the effects included in group A of the JD-800.



Distortion

Step buttons	Parameter	Value	Explanation
[1]	d55B	OFF, On	Turns the distortion on/off.
[2]	tYPE		Sets the type of distortion.
		n.d.r.P	Softer distortion with a slightly darker sound.
		0.d.r.P	Distortion that resembles a vacuum tube amp being driven.

Step buttons	Parameter	Value	Explanation
		<i>CdrP</i>	Distortion that emphasizes the high end.
		<i>Nd5t</i>	Gives the feeling of distortion playing through a large amp.
		<i>Ld5t</i>	Strong distortion with a bright sound.
		<i>Fd5t</i>	Thick distortion that emphasizes the low and high ends.
		<i>Fud5</i>	Distortion that's even more powerful than <i>Fd5t</i> .
[3]	<i>drP</i>	0–100	Sets the amount of distortion.
[4]	<i>LEU</i>	0–100	Sets the distortion output level.

MEMO

You can also press a corresponding step button to select the parameter items.

Phaser

Step buttons	Parameter	Value	Explanation
[1]	<i>PH5H</i>	OFF, On	Turns the phaser on/off.
[2]	<i>FRn</i>	50–980 (Hz), 10–150 (kHz)	Sets the basic frequency from which the sound is modulated with the phaser effect.
[3]	<i>rPteE</i>	0.1–100 (Hz)	Sets the cycle of the phaser modulation.
[4]	<i>dEP</i>	0–100	Sets the depth of the phaser modulation.
[5]	<i>rESo</i>	0–100	Sets the amount of feedback for the phaser. Increasing the value creates a more unusual sound.
[6]	<i>n iH</i>	0–100	Sets the volume of the phased sound.

MEMO

You can also press a corresponding step button to select the parameter items.

Spectrum

Step buttons	Parameter	Value	Explanation
[1]	<i>SP5H</i>	OFF, On	Turns the spectrum on/off.
[2]	<i>band1</i>	-15–15 (dB)	Sets the gain (amount of boost/cut) in the 250 Hz range.
[3]	<i>band2</i>	-15–15 (dB)	Sets the gain (amount of boost/cut) in the 500 Hz range.
[4]	<i>band3</i>	-15–15 (dB)	Sets the gain (amount of boost/cut) in the 1000 Hz range.
[5]	<i>band4</i>	-15–15 (dB)	Sets the gain (amount of boost/cut) in the 2000 Hz range.
[6]	<i>band5</i>	-15–15 (dB)	Sets the gain (amount of boost/cut) in the 4000 Hz range.
[7]	<i>band6</i>	-15–15 (dB)	Sets the gain (amount of boost/cut) in the 8000 Hz range.
[8]	<i>B idt</i>	1–5	Sets the bandwidth for changing the levels, common to all bands.

MEMO

You can also press a corresponding step button to select the parameter items.

Enhancer

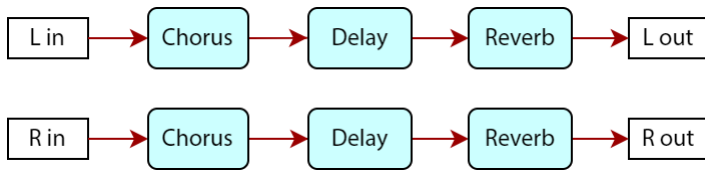
Step buttons	Parameter	Value	Explanation
[1]	<i>EH5H</i>	OFF, On	Turns the enhancer on/off.
[2]	<i>SEn5</i>	0–100	Sets how easily the enhancer effect is applied.
[3]	<i>n iH</i>	0–100	Sets the ratio at which the harmonics generated by the enhancer are mixed with the original sound.

MEMO

You can also press a corresponding step button to select the parameter items.

Effect B

Recreates the effects included in group B of the JD-800.



MEMO

Effect B is only enabled for PART A.

Delay

Step buttons	Parameter	Value	Explanation
[1]	<i>dLSB</i>	<i>OFF,On</i>	Turns the delay on/off.
[2]	<i>LSYn</i>	<i>OFF,On</i>	When this is set to on, the delay audio output that is heard from the center is synchronized with the tempo.
[3]	<i>LE n</i>	<i>0.1-6000</i>	Sets the delay time for the delay audio output from the center when the <i>LSYn</i> is off.
[4]	<i>Lnob</i>	<i>64t, 1_64, 32t, 1_32, 16t, 1_32, 1_16, 1_8t, 1_16, 1_8, 1_4t, 1_8, 1_4, 1_2t, 1_4, 1_2, 1t, 1_2, 1, 2t, 1, 2</i> "	Sets the delay time (as a note length) for the delay audio output from the center when the <i>LSYn</i> is on.
		About note values (p. 37) "	
[5]	<i>LEU</i>	<i>0-100</i>	Adjusts the volume of the delay sound from the center.
[6]	<i>LSYn</i>	<i>OFF,On</i>	When this is set to on, the delay audio output that is heard from the left is synchronized with the tempo.
[7]	<i>LE n</i>	<i>0.1-6000</i>	Sets the delay time for the delay audio output from the left when the <i>LSYn</i> is off.
[8]	<i>Lnob</i>	<i>64t, 1_64, 32t, 1_32, 16t, 1_32, 1_16, 1_8t, 1_16, 1_8, 1_4t, 1_8, 1_4, 1_2t, 1_4, 1_2, 1t, 1_2, 1, 2t, 1, 2</i> "	Sets the delay time (as a note length) for the delay audio output from the left when the <i>LSYn</i> is on.
		About note values (p. 37) "	
[9]	<i>LEU</i>	<i>0-100</i>	Adjusts the volume of the delay sound from the left.
[10]	<i>rSYn</i>	<i>OFF,On</i>	When this is set to on, the delay audio output that is heard from the right is synchronized with the tempo.
[11]	<i>RE n</i>	<i>0.1-6000</i>	Sets the delay time for the delay audio output from the right when the <i>rSYn</i> is off.
[12]	<i>rnob</i>	<i>64t, 1_64, 32t, 1_32, 16t, 1_32, 1_16, 1_8t, 1_16, 1_8, 1_4t, 1_8, 1_4, 1_2t, 1_4, 1_2, 1t, 1_2, 1, 2t, 1, 2</i> "	Sets the delay time (as a note length) for the delay audio output from the right when the <i>rSYn</i> is on.
		About note values (p. 37) "	
[13]	<i>REU</i>	<i>0-100</i>	Adjusts the volume of the delay sound from the right.
[14]	<i>Fb</i>	<i>-98-98 (%)</i>	Adjusts the proportion of the delay sound that is fed back into the effect. (Negative values invert the phase.) When the center delay sound is fed back, the feedback delay sounds to the left and right are also inputted.

About note values

Indication	Explanation	
64t	Sixty-fourth-note triplet	
1_64	Sixty-fourth note	
32t	Thirty-second-note triplet	
1_32	Thirty-second note	
16t	Sixteenth-note triplet	
1_32.	Dotted thirty-second note	
1_16	Sixteenth note	
1_8t	Eighth-note triplet	
1_16.	Dotted sixteenth note	
1_8	Eighth note	
1_4t	Quarter-note triplet	
1_8.	Dotted eighth note	
1_4	Quarter note	
1_2t	Half-note triplet	
1_4.	Dotted quarter note	
1_2	Half note	
1t	Whole-note triplet	
1_2.	Dotted half note	
1	Whole note	
2t	Double-note triplet	
1.	Dotted whole note	
2	Double note	

Chorus

Step buttons	Parameter	Value	Explanation
[1]	ChSB	OFF, On	Turns the chorus on/off.
[2]	rATE	0.1–100 (Hz)	Sets the rate of modulation for the chorus. Higher values produce a faster rate (shorter cycle).
[3]	dEPt	0–100	Sets the depth of modulation for the chorus. Higher values produce a greater modulation depth.
[4]	dLY	0.1–500	Sets the delay time for the chorus. This sets the time it takes from the start of the original sound to when the chorus effect begins. Larger values produce longer delays, creating a wider sound.
[5]	Fb	-98–98 (%)	Adjusts the proportion of the chorus sound that is fed back into the effect. (Negative values invert the phase.)
[6]	LEV	0–100	Adjusts the volume of the chorus sound.

Reverb

Step buttons	Parameter	Value	Explanation
[1]	rHSH	OFF, On	Switches the reverb on/off.
[2]	TYPE		This selects the reverb type. Use this to select the reverberation characteristics, which occur owing to the hall size, wall materials and so on.
		ron, ron2	A reverb that simulates a room. ron2 has a more reflective and brighter sound than ron.
		hDL.1–hDL.4	A reverb that simulates a concert hall. The types 1–4 differ in room size, reflections and so on.
		Gdte	A reverb to which a gate is applied. This mutes the reverberations at a fixed time.
		reP	Makes the reverberations grow louder and then mute at a fixed time.
[3]	Pr.dL	FLY.1, FLY.2	Pans the reverberations from left to right (FLY.1) or right to left (FLY.2).
		0–120	This sets the pre-delay time, meaning the time it takes for the reverberations to sound after the original sound is heard. Larger values give an impression of being in a larger room.

Step buttons	Parameter	Value	Explanation
[4]	<i>ErLv</i>	0-100	<p>Sets the sound level of the direct reflections from the walls and the early reflections after the original sound is produced. This is an expression of the distance from the sound source (the original sound) to the walls. Larger values indicate a shorter distance to the walls.</p> <p>This parameter is disabled if <i>Gate.Rev.Fly.1</i> or <i>FLY.2</i> are selected for the <i>TYPE</i>.</p> <p>The early reflection level and reverb level work separately. For this reason, the early reflection can still be heard even when the reverb level is "0".</p>
[5]	<i>hFdn</i>	500, 530, 800, 1k, 125k, 1.6k, 2k, 2.5k, 3.15k, 4k, 5k, 6.3k, 8k, 10k, 12.5k, 16k (Hz), <i>bypass</i>	<p>Sets the frequencies to cut in the high-frequency portion of the reverberation. The high-frequency portion of reverb sounds decays differently depending on the wall material. This parameter simulates this kind of high-frequency decay.</p> <ul style="list-style-type: none"> • <i>bypass</i>: bypass
[6]	<i>reTn</i>	<p>Sets the reverberation time. Higher values produce longer reverberations.</p> <p>0.1-200 (s)</p> <p>5-250 (ms)</p>	<p>The reverb time when <i>TYPE</i> is <i>ron</i>, <i>ron2</i>, or <i>hbl.1-hbl.4</i></p> <p>The reverb time when <i>TYPE</i> is <i>Gate.Rev.Fly.1, FLY.2</i></p>
[7]	<i>rLEV</i>	0-100	Sets the reverberation volume.

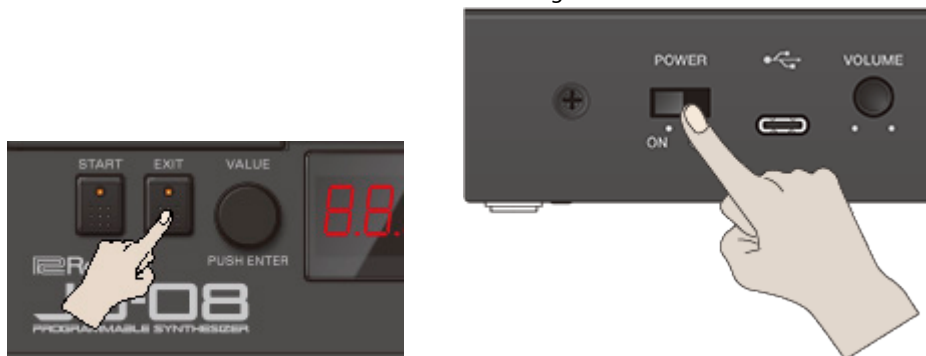
Backing Up Data

You can save (backup) the tones, patterns and system settings stored on the JD-08 to your computer.


This backup data can then be restored to the JD-08 at a later date.

1. **Connect your computer to the JD-08 with a USB cable.**
2. **While holding down the [EXIT] button, turn on the power.**

The JD-08 operates in USB mass storage mode. The JD-08 is recognized by your computer as an external storage device. It takes around 20 seconds for the connection to be recognized.



3. **Open the "JD-08" on your computer.**
The "BACKUP" folder is located in the JD-08.
4. **Open the "BACKUP" folder.**
The backup file appears.
5. **Copy (drag and drop) the backup file to your computer.**
6. **Disconnect the JD-08 from your computer.**

If you're using Windows, click the Safely Remove Hardware icon in the taskbar () and then click "Eject Boutique."
If you're using macOS, drag the JD-08 icon to the trash.

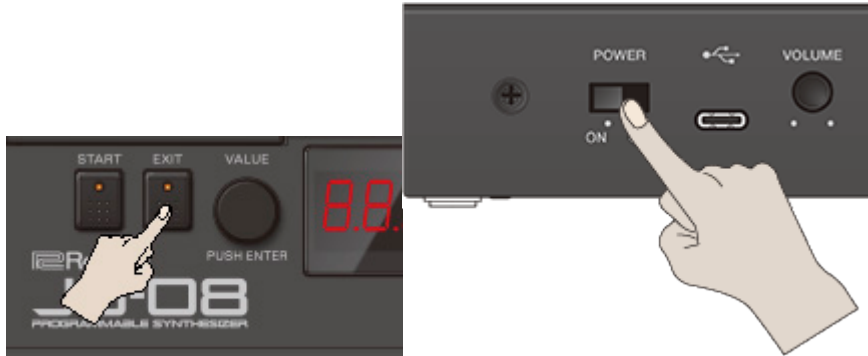
7. **Turn off the JD-08.**

Restoring the Settings (Restore)

You can use the backup data that you created on your computer to restore the settings of the JD-08.

1. **Connect your computer to the JD-08 with a USB cable.**
2. **While holding down the [EXIT] button, turn on the power.**

The JD-08 operates in USB mass storage mode. The JD-08 is recognized by your computer as an external storage device. It takes around 20 seconds for the unit to be recognized.




3. **Open the "JD-08" on your computer.**

The "BACKUP" folder is located in the JD-08.

4. **Delete the "BACKUP" folder.**
5. **Copy (drag and drop) the backup file that you backed up on your computer to the "RESTORE" folder on the JD-08.**
6. **Disconnect the JD-08 from your computer.**



If you're using Windows, click the Safely Remove Hardware icon in the taskbar () and then click "Eject JD-08." If you're using macOS, drag the JD-08 icon to the trash.

7. **Press the [PAGE/TIE] button on the JD-08.**

The restore operation begins, and the [PAGE/TIE] button blinks. "done" is displayed once the restore operation is finished.



8. **Turn off the JD-08.**

Configuring the Settings of This Unit

This shows you how to configure the settings that apply to the entire unit, such as part settings, system settings and so on.

MEMO

When both the [COMMON] and [EFFECT] buttons are lit, press both buttons at the same time to make their LEDs go dark (this turns STEP SEQ off).

1. Press the [COMMON] button.

The [COMMON] button lights up.



2. Use the [VALUE] knob to select the parameter to set, and press the [VALUE] knob.

The parameter setting screen appears.

3. Turn the [VALUE] knob to set the value, and press the [VALUE] knob.

4. When you are finished making the settings, press the [EXIT] button.

Step buttons	Indication	Explanation
[1]	<i>PART</i>	Configures the settings for the selected part. "Part Settings (p. 42)"
[2]	<i>LAYER</i>	Configures the settings for the selected layer. "Configuring the Layer Settings (p. 43)"
[3]	<i>LFO</i>	Configures the LFO-related settings for the selected layer. "Configuring the LFO (p. 44)"
[4]	<i>WG</i>	Configures the WG-related settings for the selected layer. "Configuring the WG (Waveform Generator) (p. 45)"
[5]	<i>ENV</i>	Configures the envelope-related settings for the selected layer. "Configuring the ENV (Envelope) (p. 46)"
[6]	<i>RANGE</i>	Configures the range-related settings for the selected part. "Setting the Tone Key Range (p. 47)"
[7]	<i>EQ</i>	Configures the EQ settings for the selected part. "Configuring the EQ (Equalizer) (p. 48)"
[8]	<i>KEY</i>	Configures the keyboard settings. "Keyboard Settings (p. 49)"
[9]	<i>MIDI</i>	Configures the MIDI-related settings. "MIDI Settings (p. 50)"
[10]	<i>SYS</i>	Configures the system settings. "System Settings (p. 51)"
[11]	<i>UTIL</i>	Select this to use the utilities. "Using the Utilities (p. 52)"

MEMO

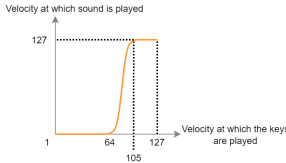
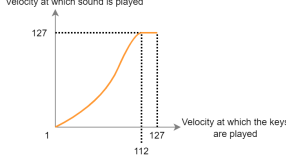
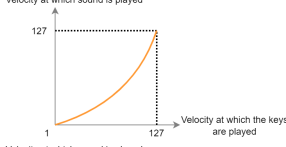
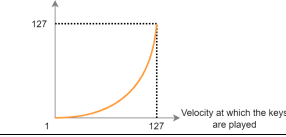
You can also press a corresponding step button to select the parameter items.

Part Settings

These parameters configure the overall settings for the parts.

Step buttons	Item	Value	Explanation
[1]	SEL	R, b	Selects the part to configure. You can also select a part by holding down the [NOTE] button and pressing the [TONE A] or [TONE B] button.
[2]	PVOL	0-127	Adjusts the part volume. You can adjust this parameter for each pattern.
[3]	PPAN	L64-r63	Sets the pan position for each part.
[4]	UOL	0-127	Adjusts the tone volume.
[5]	UNSON	OFF, On	When this is on, a certain number of sounds (set in each tone) are layered for a unison effect.
[6]	PORT	LEG	This sets the playing style for applying portamento.
		PORT	Portamento is always applied.
		LEG	Portamento is only applied when you play in legato style (playing one key and then playing the next while holding down the first one).
[7]	PORT	0-100	When portamento is used, this sets the time taken for the pitch to change. Higher settings make the pitch take longer when gliding to the next note.
[8]	LEG	OFF, On	When this is turned on and you play a note while holding down the first note (legato style), the second note you play sounds without its attack portion. This lets you smoothly connect the pitches without a gap in the notes. This effect is applied when [SOLO] button is on.
[9]	AFTS	-36, -24, -12-12	Sets the aftertouch sensitivity.

Configuring the Layer Settings

Step buttons	Parameter (as displayed)	Value	Explanation
[1]	U.C.r.U		Selects the intensity (curve) of each envelope according to how hard you press the keys (the velocity). The envelopes that produce change are PITCH, TVF and TVA.
		1	
		2	
		3	
		4	
[2]	HOLD	OFF, On	Sets whether the tone sustains when you operate the hold pedal.
[3]	FAFt	-50-50	Sets how much the aftertouch you use changes the cutoff frequency.
[4]	FAFt	-50-50	Sets how much the aftertouch you use changes the volume.

Configuring the LFO

Step buttons	Item	Value	Explanation
[1]	1.54n	0FF, 0n	When this is turned on, the LFO 1 cycle is synchronized with the tempo.
[2]	2.54n	0FF, 0n	When this is turned on, the LFO 2 cycle is synchronized with the tempo.

Configuring the WG (Waveform Generator)

Step buttons	Item	Value	Explanation
[1]	<i>Gain</i>	-18, -12, -6, 0, 6, 12 (dB)	Sets the gain (amplitude) of the waveform.
[2]	<i>bEnd</i>	OFF, On	Sets whether MIDI pitch bend messages are received (ON) or not (OFF). This is set for each layer that's selected as ACTIVE (the [TONE A]–[TONE D] buttons blink).
[3]	<i>ModL</i>	L2.50–L1.50	Sets the depth of vibrato that is controlled by the modulation lever. When this is set for LFO1, the LFO1 waveform is used for vibrato; and when this is set for LFO2, the LFO2 waveform is used for vibrato. Set this to "0" to turn vibrato off.
[4]	<i>AFtb</i>	OFF, On	Sets whether MIDI aftertouch bend messages are received (ON) or not (OFF). The pitch changes when a MIDI aftertouch message is received. This is set for each layer that's selected as ACTIVE (the [TONE A]–[TONE D] buttons blink).
[5]	<i>AFtS</i>	L2.50–L1.50	This sets the depth of vibrato that is controlled by aftertouch. When this is set for LFO1, the LFO1 waveform is used for vibrato; and when this is set for LFO2, the LFO2 waveform is used for vibrato. Set this to "0" to turn vibrato off.

Configuring the ENV (Envelope)

Step buttons	Item	Value	Explanation
[1]	<i>PVEL</i>	-50-50	Sets how much the pitch envelope is changed according to how hard you press the keys (velocity). Larger values (absolute value) produce a greater effect.
[2]	<i>PVEL</i>	-50-50	The T1 (time) parameter of the pitch envelope changes according to how hard you press the keys (velocity). Higher values (absolute value) produce longer times.
[3]	<i>FVEL</i>	-50-50	Sets how much the TVF envelope is changed according to how hard you press the keys (velocity). Larger values (absolute value) produce a greater effect.
[4]	<i>FVEL</i>	-50-50	The T1 (time) parameter of the TVF envelope changes according to how hard you press the keys (velocity). Higher values (absolute value) produce longer times.
[5]	<i>RVEL</i>	-50-50	Sets how much the TVA envelope is changed according to how hard you press the keys (velocity). Larger values (absolute value) produce a greater effect.
[6]	<i>RVEL</i>	-50-50	The T1 (time) parameter of the TVA envelope changes according to how hard you press the keys (velocity). Higher values (absolute value) produce longer times.

Setting the Tone Key Range

Sets the key range for each tone. Set this when you want different key ranges to play different tones.

MEMO

The $F\sharp$ display indicates "F#3."

Step buttons	Item	Value	Explanation
[1]	$r9RL$	$C--G9$	Sets the lower limit of the key range for TONE A.
[2]	$r9RH$	$C--G9$	Sets the upper limit of the key range for TONE A.
[3]	$r9bL$	$C--G9$	Sets the lower limit of the key range for TONE B.
[4]	$r9bH$	$C--G9$	Sets the upper limit of the key range for TONE B.
[5]	$r9cL$	$C--G9$	Sets the lower limit of the key range for TONE C.
[6]	$r9cH$	$C--G9$	Sets the upper limit of the key range for TONE C.
[7]	$r9dL$	$C--G9$	Sets the lower limit of the key range for TONE D.
[8]	$r9dH$	$C--G9$	Sets the upper limit of the key range for TONE D.

These parameters set how much the pitch bend controller changes the pitch when you use it.

Step buttons	Item	Value	Explanation
[9]	$brdL$	0–48 (semitones)	Sets the lower limit of the pitch bend controller.
[10]	$brdU$	0–12 (semitones)	Sets the upper limit of the pitch bend controller.

Configuring the EQ (Equalizer)

Step buttons	Parameter (as displayed)	Value	Explanation
[1]	SB	OFF, On	Turns the equalizer on/off.
[2]	L _c F	20-999 (Hz), 100-16.00 (kHz)	Sets the center frequency of the low range.
[3]	L _c G	-24.0-24.0 (dB)	Adjusts the amount of boost/cut of the low-frequency range.
[4]	M _c F	20-999 (Hz), 100-16.00 (kHz)	Adjusts the amount of mid-frequency boost/cut.
[5]	M _c Q	0.5-16.0	Sets the width of the mid-frequency range. Higher values make the width more narrow.
[6]	M _c G	-24.0-24.0 (dB)	Adjusts the amount of boost/cut of the mid-frequency range.
[7]	H _c F	20-999 (Hz), 100-16.00 (kHz)	Sets the center frequency of the high range.
[8]	H _c G	-24.0-24.0 (dB)	Adjusts the amount of boost/cut of the high-frequency range.

Keyboard Settings

Step buttons	Parameter (as displayed)	Value	Explanation
[1]	<i>TPDS</i>	-5-6	Transposes (moves) the pitch range of the keyboard in semitone steps.
[2]	<i>VELD</i>		This configures the function that detects how hard you play the keyboard (the velocity).
		<i>REAL</i>	The velocity value changes in response to how hard you play the keys.
		1-127	Sets the velocity at a fixed value.
[3]	<i>UCRU</i>		Specifies the keyboard touch.
		<i>LIGH</i>	Sets the keyboard feel to respond with a lighter touch.
		<i>Std</i>	Sets the keyboard feel to respond with a standard touch.
		<i>HEAV</i>	Sets the keyboard feel to respond with a heavier touch.

MEMO

- You can also press a corresponding step button to select the parameter items.
- The *TPDS*, *VELD* and *UCRU* settings are available when a K-25m (sold separately) is being used.

MIDI Settings

Here's how to make MIDI-related settings.

Step buttons	Parameter (as displayed)	Value	Explanation
[1]	<i>CH</i>	<i>1-16, OFF</i>	Sets the MIDI transmitting/receiving channel for the system. <ul style="list-style-type: none"> Use the MIDI channel you set here when using an external MIDI keyboard in place of the K-25m. Pattern selection (program change messages) is output using this channel.
[2]	<i>CHa</i>	<i>1-16</i>	Sets the MIDI transmitting/receiving channel for PART A. <ul style="list-style-type: none"> What you play on the keyboard for PART A (note and control change messages) as well as patch selections (program change messages) are output using this channel.
[3]	<i>CHb</i>	<i>1-16</i>	Sets the MIDI transmitting/receiving channel for PART B. <ul style="list-style-type: none"> What you play on the keyboard for PART B (note and control change messages) as well as patch selections (program change messages) are output using this channel.
[4]	<i>KEY</i>	<i>OFF</i> <i>Midi</i> <i>USB</i>	When you use an external MIDI keyboard in place of the K-25m, this sets which connector to use to connect the external MIDI keyboard. <ul style="list-style-type: none"> Select this when a MIDI keyboard is not connected. Normally you will leave this "OFF." Select this when connecting to the MIDI connector. Select this when connecting to the USB connector.
[5]	<i>SYN</i>	<i>Auto</i> <i>Int</i> <i>Midi</i> <i>USB</i>	This specifies the synchronization signal that this unit's sequencer follows. <ul style="list-style-type: none"> Automatically detects the signal inputted to the jack. The unit operates according to its internal clock. Select this when using this unit by itself. The unit operates according to the synchronization signal input from the MIDI connector. The unit operates according to the synchronization signal input from the USB port.
[6]	<i>SYN</i>	<i>OFF</i> <i>Midi</i> <i>USB</i> <i>ALL</i>	This sets the jack used to output the synchronization signal. <ul style="list-style-type: none"> A synchronization signal is not output. A synchronization signal is output from the MIDI connector. A synchronization signal is output from the USB port. A synchronization signal is output both from the MIDI connector and the USB port.
[7]	<i>TRU</i>	<i>OFF, On</i>	If this is ON, MIDI messages that are input from the MIDI IN connector are re-transmitted as-is from the MIDI OUT connector.

MEMO

You can also press a step button to select the parameter items.

System Settings

Configures the system settings.

Step buttons	Parameter (as displayed)	Value	Explanation
[1]	<i>InLU</i>	0-127	Adjusts the input level of the MIX IN jack.
[2]	<i>ROFF</i>	OFF, 30, 240 (minutes)	Specifies whether the unit will turn off automatically after a certain time has elapsed. If you don't want the unit to turn off automatically, choose "OFF" setting. MEMO The setting is disabled (the power does not turn off automatically) when the unit is connected via USB.
[3]	<i>tUNE</i>	415.3-466.2 (Hz)	Adjusts the overall tuning. The value shown is the frequency of the A4 key (middle A on a piano keyboard).

MEMO

You can also press a step button to select the parameter items.

Using the Utilities

Here are some useful functions for editing.

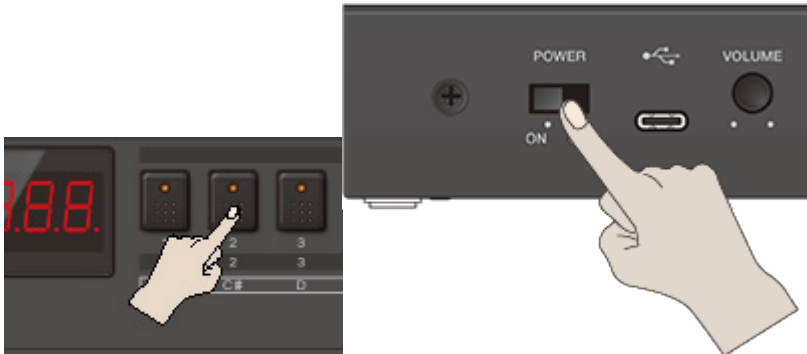
Step buttons	Parameter (as displayed)	Explanation
[1]	<i>PCLr</i>	Initializes the selected pattern.
[2]	<i>tELr</i>	Initializes the selected tone.
[3]	<i>LELr</i>	Initializes the layer of the selected tone.
[4]	<i>FELr</i>	Initializes the effects of the selected tone.
[5]	<i>tRnd</i>	Replaces the currently selected tone with a random tone.

Restoring the Factory Settings (Factory Reset)

Returns the JD-08 to its factory defaults.

1. **While holding down the [2] button, turn on the power.**

The [PAGE/TIE] button blinks. To cancel the factory reset, turn off the power.



2. **Press the [PAGE/TIE] button.**

Initialization begins. Once the JD-08 is restored to factory default settings, "done" appears in the display.



3. **Turn the power of the JD-08 off and then on again.**

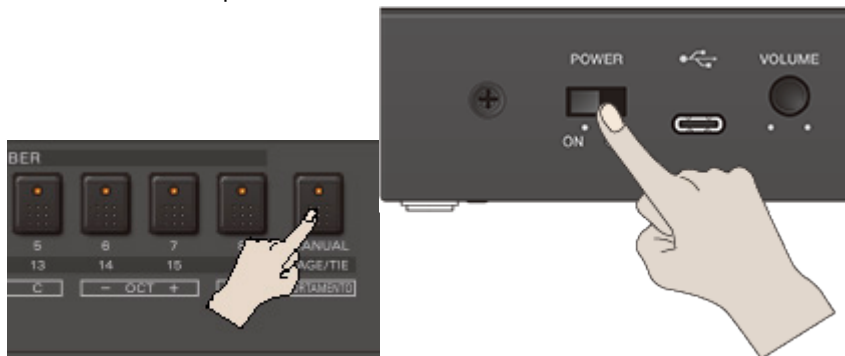
Prioritizing the Battery (Battery Fixed Operation Mode)

This mode lets you operate the JD-08 on battery power, even when connected to another device via USB.

In this mode, this unit does not use (or switch to) USB bus power, even when you connect the unit to another USB port. This lets you use this unit on battery power while the USB port is connected to a device that can't supply it with power.

1. **While holding down the [PAGE/TIE] button, turn the power on.**

This makes this unit operate on batteries.



NOTE

If you handle batteries improperly, you risk explosion and fluid leakage. Make sure that you carefully observe all of the items related to batteries that are listed in the leaflet "USING THE UNIT SAFELY."

Sound List

This is a list of the patches stored in this unit by factory default.

Group/bank/patch number	Tone name
R.11	Millennium
R.12	Massive Pad
R.13	Crystal EPs
R.14	Synthadelic Bass
R.15	Wailing Guitar
R.16	Fantasia 90's
R.17	Spun Glass
R.18	Mother Afrika!
R.21	Swimotion
R.22	Classic Sweeper
R.23	LA MIDI'd Piano
R.24	Meaty Bass
R.25	ST Master
R.26	Perc-Vox Stack
R.27	Killer Pad
R.28	Waveblower
R.31	Pulsating Pad
R.32	Mr.Brass!
R.33	Bruiser Tines
R.34	Wet Bass
R.35	Throaty Clav
R.36	Rockin' Wire
R.37	Iceman
R.38	Ming Dynasty
R.41	Planetarium
R.42	Pulse Pad
R.43	All Stops Out
R.44	Fusion Solo
R.45	MIDI Guitar
R.46	Pain&Injury Keyz
R.47	Deep Breath Pad
R.48	Harlequin
R.51	Slow Bell Pad
R.52	Analog Brass
R.53	Ac.Piano 1
R.54	Modular Bass
R.55	MIDI Clav
R.56	Voco ST
R.57	Invocation
R.58	Ethnic Logs
R.61	2-way Slide
R.62	Macho Swell
R.63	Doo Organ
R.64	Synth Pipe Solo
R.65	Nylon Choir
R.66	Scraping Bone
R.67	Hybrid Strings
R.68	JD-bells 1
R.71	1974!
R.72	Polysynth
R.73	Metallic EPs
R.74	Face Bass
R.75	Velo-Crunch
R.76	Stack Attack!
R.77	Girlish Vox

Group/bank/patch number	Tone name
<i>R.78</i>	Shakuflute
<i>R.B 1</i>	Aurora Borealis
<i>R.B2</i>	Pulsation
<i>R.B3</i>	Waveola Keys
<i>R.B4</i>	Tekno Funk Bass
<i>R.B5</i>	Backwards 60's
<i>R.B6</i>	MetalVox/Bass
<i>R.B7</i>	Bottle It
<i>R.B8</i>	Doo Pipes
<i>b. 11</i>	EDM Pluck
<i>b. 12</i>	My First Synth
<i>b. 13</i>	80's Vision
<i>b. 14</i>	Humen Lead
<i>b. 15</i>	Clav Nation
<i>b. 16</i>	Drum Kit Analog
<i>b. 17</i>	Drum Kit OD
<i>b. 18</i>	M.Glasses&Spoons
<i>b.2 1</i>	Modern Design
<i>b.22</i>	Bow to Enter
<i>b.23</i>	Rubber Dulcimer
<i>b.24</i>	Space Bowls
<i>b.25</i>	Legend Stories
<i>b.26</i>	Vapor Organ
<i>b.27</i>	JD!!
<i>b.28</i>	Glitch Bass
<i>b.3 1</i>	That Rubber Band
<i>b.32</i>	Sacred Dist
<i>b.33</i>	String Too Long
<i>b.34</i>	Hyper Marimba
<i>b.35</i>	Fake EP

List of Waveforms

This is a list of waveforms you can use in the WG section.

No.	WAVEFORM name
1	Syn Saw 1
2	Syn Saw 2
3	FAT Saw
4	FAT Square
5	Syn Pulse1
6	Syn Pulse2
7	Syn Pulse3
8	Syn Pulse4
9	Syn Pulse5
10	Pulse Mod
11	Triangle
12	Syn Sine
13	Soft Pad
14	Wire Str
15	MIDI Clav
16	Spark Vox1
17	Spark Vox2
18	Syn Sax
19	Clav Wave
20	Cello Wave
21	BrightDigi
22	Cutters
23	Syn Bass
24	Rad Hose

No.	WAVEFORM name
25	Vocal Wave
26	Wally Wave
27	Brusky Ip
28	Digiwave
29	Can Wave 1
30	Can Wave 2
31	EML 5th
32	Wave Scan
33	Nasty
34	Wave Table
35	Fine Wine
36	Funk Bass1
37	Funk Bass2
38	ST Sust
39	Harp Harm
40	Full Organ
41	Full Draw
42	Doo
43	ZZZ Vox
44	Org Vox
45	Male Vox
46	Kalimba
47	Xylo
48	Marim Wave
49	Log Drum
50	AgogoBells
51	Bottle Hit
52	Gamelan 1
53	Gamelan 2
54	Gamelan 3
55	Tabla
56	Pole Ip
57	Pluck Harp
58	Nylon Str
59	Hooky
60	Muters
61	Klack Wave
62	Crystal
63	Digi Bell
64	FingerBell
65	Digi Chime
66	Bell Wave
67	Org Bell
68	Scrape Gut
69	ST Atk
70	Hellow Bs
71	Piano Atk
72	EP Hard
73	Clear Keys
74	EP Distone
75	Flute Push
76	Shami
77	Wood Crak
78	Klmba Atk
79	Block
80	Org Atk 1
81	Org Atk 2
82	Cowbell
83	Sm Metal
84	StrikePole
85	Pizz
86	Switch
87	Tuba Slap

No.	WAVEFORM name
88	Plink
89	Plunk
90	EP Atk
91	TVF_Trig
92	Flute Tone
93	Pan Pipe
94	BottleBlow
95	Shaku Atk
96	FlugelWave
97	French
98	WhiteNoise
99	Pink Noise
100	Pitch Wind
101	Vox Noise1
102	Vox Noise2
103	CrunchWind
104	ThroatWind
105	Metal Wind
106	Windago
107	Anklungs
108	Wind Chime

MIDI Implementation Chart (Part)

Model: JD-08

Date: Oct. 13, 2021

Version: 1.00

	Function	Transmitted	Recognized	Remarks
Basic Channel	Default	1-16	1-16	
	Changed	1-16	1-16	
Mode	Default	Mode 3	Mode 3	
	Messages	×	×	
	Altered	—	×	
Note Number		0-127	0-127	
	True Voice	—	0-127	
Velocity	Note On	○	○	
	Note Off	×	×	
Aftertouch	Key's	×	○	
	Channel's	×	×	
Pitch Bend		×	○	
Control Change	1	○	○	Modulation Wheel
	3	○	○	TVF CUTOFF
	5	×	○	PORTAMENTO TIME
	7	×	○	PART LEVEL
	9	○	○	TVF RESONANSE
	11	×	○	EXPRESSION
	12	×	○	FX B LEVEL
	13	×	○	FX B REVERB TIME
	14	○	○	LFO1 RATE
	15	○	○	LFO1 DELAY
	16	○	○	LFO1 FADE
	17	○	○	LFO1 OFFSET
	18	○	○	LFO1 KEY TRG
	19	○	○	LFO1 WAVEFORM
	20	○	○	LFO2 RATE
	21	○	○	LFO2 DELAY
	22	○	○	LFO2 FADE
	23	○	○	LFO2 WAVEFORM
	24	○	○	LFO2 OFFSET
	25	○	○	LFO2 KEY TRG
	26	○	○	PITCH ENVELOPE TIME KEY FOLLOW
	27	○	○	PITCH ENVELOPE L0
	28	○	○	PITCH ENVELOPE T1
	29	○	○	PITCH ENVELOPE L1
	30	○	○	PITCH ENVELOPE T2
	31	○	○	PITCH ENVELOPE T3
	35	○	○	PITCH ENVELOPE L2
	41	×	○	BENDER RANGE UP
	46	○	○	FILTER ENVELOPE TIME KEY FOLLOW
	47	○	○	FILTER ENVELOPE T1
	48	○	○	FILTER ENVELOPE L1
	49	×	○	BENDER RANGE DOWN
	50	○	○	FILTER ENVELOPE T2
	51	○	○	FILTER ENVELOPE L2
52	○	○	FILTER ENVELOPE T3	
53	○	○	FILTER ENVELOPE SUSTAIN LEVEL	
54	○	○	FILTER ENVELOPE T4	
55	○	○	AMP ENVELOPE TIME KEY FOLLOW	
56	○	○	FILTER ENVELOPE L4	

Function	Transmitted	Recognized	Remarks
57	○	○	AMP ENVELOPE T1
58	○	○	AMP ENVELOPE L1
59	○	○	AMP ENVELOPE T2
60	○	○	AMP ENVELOPE L2
61	○	○	AMP ENVELOPE T3
62	○	○	AMP ENVELOPE SUSTAIN LEVEL
63	○	○	AMP ENVELOPE T4
64	×	○	HOLD PEDAL
66	×	○	SOSTENUTO PEDAL
68	○	×	TONE PALETTE A
69	○	×	TONE PALETTE B
70	○	×	TONE PALETTE C
71	○	×	TONE PALETTE D
72	○	○	WAVEFORM (TX: ENCODER) (RX: 0-108)
79	○	○	PITCH COARSE
80	○	○	PITCH FINE
81	○	○	PITCH RANDOM
82	○	○	PITCH KEY FOLLOW
83	○	○	WG LFO1 DEPTH
85	○	○	WG LFO2 DEPTH
86	○	○	TVF FILTER MODE
87	○	○	TVF ENVELOPE DEPTH
89	○	○	TVF KEY FOLLOW
90	○	○	TVF LFO SELECT
91	×	○	FX B REVERB LEVEL
92	×	○	FX B DELAY L LEVEL
93	×	○	FX B CHORUS LEVEL
94	×	○	FX B DELAY C LEVEL
95	×	○	FX B DELAY R LEVEL
96	○	○	LFO1 RATE (Rate sync)
97	○	○	LFO2 RATE (Rate sync)
102	○	○	TVF LFO DEPTH
103	○	○	TVA LEVEL
104	○	○	TVA BIAS POINT
105	○	○	TVA BIAS LEVEL
106	○	○	TVA BIAS DIRECTION
107	○	○	TVA LFO SELECT
108	○	○	TVA LFO DEPTH
110	×	○	LEVEL
111	○	○	LAYER
112	○	○	ACTIVE
115	○	○	SOLO
116	×	○	LEGATO
117	○	○	PORTAMENTO
118	×	○	PORTAMENTO MODE
119	×	○	UNISON
Program Change	LSB	0	0
	MSB	0-1	0-1
	PC	0-127	0-127
System Exclusive	×	×	
System Common	Song Position	×	×
	Song Select	×	×
	Tune Request	×	×
System Realtime	Clock	○	○
	Commands	○	○
Aux Messages	All Sound Off	×	○
	Reset All Controllers	×	○
	Local On/Off	×	×
	All Notes Off	×	○
	Omni Off	×	○

Function	Transmitted	Recognized	Remarks
Omni On	×	○	Works the same as "all notes off."
Mono Mode On	×	○	Works the same as "all notes off."
Poly Mode On	×	×	
Active Sensing	○	○	
System Reset	×	×	
Notes			

Mode 1: OMNI ON, POLY

Mode 2: OMNI ON, MONO

Mode 3: OMNI OFF, POLY

Mode 4: OMNI OFF, MONO

○: Yes

×: No

MIDI Implementation Chart (System)

Model: JD-08

Date: Oct. 13, 2021

Version: 1.00

Function		Transmitted	Recognized	Remarks
Basic Channel	Default	1–16, OFF	1–16, OFF	
	Changed	1–16, OFF	1–16, OFF	
Mode	Default	Mode 3	Mode 3	
	Messages	×	×	
	Altered	—	×	
Note Number		0–127	0–127	Transmits/receives between the selected part and the system.
	True Voice	—	—	
Velocity	Note On	○	○	Transmits/receives between the selected part and the system.
	Note Off	×	×	
Aftertouch	Key's	×	○	Transmits/receives between the selected part and the system.
	Channel's	×	×	
Pitch Bend		×	○	
Control Change		×	×	
Program Change		0–127	0–127	Selects the step sequencer pattern.
System Exclusive		×	×	
System Common	Song Position	×	×	
	Song Select	×	×	
	Tune Request	×	×	
System Real Time	Clock	○	○	
	Start	○	○	
	Continue	×	○	Works the same as "start."
	Stop	○	○	
Aux Messages	All Sound Off	×	×	
	Reset All Controllers	×	×	
	Local On/Off	×	×	
	All Notes Off	×	×	
	Omni Off	×	×	
	Omni On	×	×	
	Mono Mode On	×	×	
	Poly Mode On	×	×	
	Active Sensing	○	○	
System Reset	×	×		
Notes				

Mode 1: OMNI ON, POLY

Mode 2: OMNI ON, MONO

Mode 3: OMNI OFF, POLY

Mode 4: OMNI OFF, MONO

○: Yes

×: No

Main Specifications

User Memories	Sound Patches	256
	Patterns	128
Effects	Distortion Phaser Spectrum Enhancer Delay Chorus Reverb	
Step Sequencer	64 steps 8 notes (Polyphonic)	
Display	7 segments, 4 characters (LED)	
Connectors	EXT CLOCK IN jack	Mono miniature phone type
	PHONES jack	Stereo miniature phone type
	OUTPUT jack	Stereo miniature phone type
	MIX IN jack	Stereo miniature phone type
	MIDI (IN, OUT) connectors	
	USB port	USB Type-C® (Audio, MIDI)
Power Supply	Ni-MH battery (AA, HR6) x 4 or Alkaline battery (AA, LR6) x 4 USB bus power	
Current Draw	500 mA (USB bus power)	
Expected battery life under continuous use	Ni-MH battery: Approx. 6 hours (When using batteries having a capacity of 1,900 mAh.) <ul style="list-style-type: none"> This can vary depending on the specifications of the batteries, capacity of the batteries, and the conditions of use. 	
Dimensions	300 (W) x 128 (D) x 49 (H) mm 11-13/16 (W) x 5-1/16 (D) x 1-15/16 (H) inches	
Weight (including batteries)	840 g 1 lb 14 oz	
Accessories	Quick Start Leaflet "USING THE UNIT SAFELY" Alkaline battery (AA, LR6) x 4	
Options (sold separately)	Keyboard unit: K-25m Boutique Dock: DK-01	

JD-08

Owner's Manual

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