

# AZS JP-ETERNAL

## INSTALLATION GUIDE & PATCH LIST



### INTRODUCTION

JP-Eternal contains 64 **patches** and 64 **performances**. Performances load patches into two parts, upper and lower. Performances store other data too, such as effects settings, voice count distribution, output configuration and so on.

One cool thing about the performances is they don't alter patch memory, so any changes you make to a performance are self contained. For example if you load a patch "PD Orbit" into a performance and then modify and save that performance, the original patch "PD Orbit" will remain unaltered.

**Note:** In the performances I have set both parts to respond to MIDI channel 1, unless the two parts are meant to play separately, for example a lead and chords.

Also, please be aware, if you use the **.mid** files to save this bank to your JP8000/8080 using the old way, sending MIDI from your DAW, this will **over-write** the JP's memory and any patches you had previously saved in **USER A**. Please **make a back-up if needed**.

If you are using the Mystery Islands plug-in you can load patches into temporary memory as needed, and this does not overwrite anything unless you intentionally write it into memory. You can simply import the .j8k file and double click on any patch or performance to load it into temporary memory, or push the data to the internal memory of the JP.

## INSTALLATION GUIDE

There's a few ways to install this bank, the old school way or using the VST/Librarian from Mystery Islands (a paid product), or if you're on windows Roland has a program called WinJPLib.

### Sending MIDI Dump from DAW to JP:

1. On your JP-8000/8080 set the device ID number to 17. To do this enter the **MIDI PRM** menu (press shift+button4) and set the ID to 17. (On the 8080 this is shift+button5)
2. Turn the Exclusive Receive Switch ON (also in the **MIDI PRM** menu)
3. Take the .mid file and load it into your DAW & send it to the MIDI OUT of your interface, and to the MIDI IN on the JP. This can be either the patches file or the performances file, or you can do one after the other to write both to memory.
4. Set the playback to 120bpm. Press play and let it complete the playback before stopping. The JP-Eternal Bank is now saved to your JP!

### Using the Mystery Island Plug-in:

1. Go to the browser, and then click on bank edit
2. Use the import menu and use the standard .j8k file
3. You can do this in Performance or Preset mode, the process is the same for either

### Using WinJPLib (Windows only)

This one's easy, just load from the WinJPLib folder and then send the patches to your JP!

## PERFORMANCES

The performances offer a little something extra over the patches. Sometimes a performance is simply a "stack" of two existing patches and sometimes a performance is entirely new, not making use of any of the 64 patches. Some performances use a split keyboard configuration, other performances might use the same preset panned left and right to create a wide stereo field. On some performances it will make sense to have the Left and Right inputs as a **stereo pair** into your DAW, on others it makes more sense for both to be treated as **independent mono channels** (See page 5 for breakdown).

**Note:** The Sequence performances on the 8080 only play patterns via the **MIDI KB IN** MIDI input.



## JP-8080 CONTROL PARAMETERS

The JP-8000 has a ribbon controller which I've assigned on many patches and performances to morph/alter the sound in some way.

If you have the JP-8080 you don't have a ribbon controller, but the assignments are still saved in the presets. To take advantage of the control parameters you will need to configure the 8080 and choose which CC input will control the "ribbon". It's really easy to do and I *highly recommend* it.

To do this, go into the **MIDI** menu by pressing **EDIT**, then button 5. Keep pressing the **MIDI** button until you see the CONTROL UP menu. We're only concerned about this setting for this sound bank. Here you can choose a MIDI CC such as modulation (CC01) or breath (CC02).

On my own unit I've set this to CC01, which means I can control this parameter from the Modwheel on my controller keyboard.

Normally Modwheel engages LFO2 on the JP, so I've zeroed out any LFO2 assignments to avoid this conflict.

Many patches have the control assigned to the filter, even though the filter is right there on the hardware. The reason for this two fold:

1. It allows for easily repeatable automation
2. The control parameter allows multiple changes at once, even if all you can hear is the filter cut-off change.

Doing it this way allowed me to set the Amp Envelope attack to 0 when the filter is open, for a snappy sound, while also softening that attack as the filter closes. This avoids the loud clicking a fast envelope causes as you close the filter.

## MIDI Royalty

Usually with my banks the included MIDI is royalty free, no strings attached. This time however I need to provide a caution, while the MIDI is not a 1to1 of the original melodies that inspired it, in some cases it's quite close. I would suggest you use it for inspiration or learning only, and not directly in unmodified form for any commercial releases.

## PATCHES

- PD SUPERPAD
- PD BLUE WATER
- PD TRANQUIL
- PD ORBIT
- PD SPHERICAL
- PD TREMELO
- PD ORGANIC
- PD TIME
- PD LUNARIS
- PD ICEWORLD
- PL V-SAW
- PL PHASING
- PL HARP
- PL GOLF 2000
- PL GRAPHINE
- PL PWM
- BA BREEZE
- BA RESON
- BA DEEP
- BA SOFT
- BA THICK SQ
- BA TRI-MOD
- BA LOON
- BA DESIRE
- BA MONSTER
- BA SYNC BP
- BA MIRROR
- LD SUPERSAW
- LD METALLIC
- LD INDIGO
- LD SQUAREMOD
- LD SILICA
- LD ANGEL
- LD SERAPHIM
- LD VISIONS
- LD SUBLIME
- LD SUBLIME II
- LD LEADER
- LD DISKO
- LD DEEP 5TH
- LD SFT 7
- LD SHINE
- LD ROBOT
- LD ROBOT II
- LD BREEZE
- LD SWIRLS
- LD CLOUD 9
- LD CONTROL
- LD DEADLINE
- LD BLANCHE
- LD JUNE
- LD JULY
- LD FALL
- LD JP VOICE
- LD TRASHED
- LD BINARY
- LD MANHATTAN
- LD 2FAST
- FX BUBBLES
- FX ALERT
- FX FEEDME
- SY BIONIC
- SY EVERYDAY
- ST VEL ACID



## PERFORMANCES

LD SYNAESTHESIA	STEREO	PD OFFWORLD	STEREO
LD SOLARCOASTER	STEREO	PD ARCTICWIND	STEREO
LD CARTE BLANCHE	STEREO	PD LANDING	STEREO
LD SYSTEMBLUE	STEREO	PD FLIGHT	STEREO
LD GOURYELLA	STEREO	PD METALLIC	STEREO
LD SUPERCLEAR	STEREO	PD MACHINE	STEREO
LD GREEK 2000	STEREO	PD BLUE SKY	STEREO
LD TRANSCEND	STEREO	PD NEON GLOW	STEREO
LD FLY AWAY	STEREO	PD SUPER TECH	STEREO
LD S.H.O.K.K.	STEREO	SY SUBMERGED	STEREO
LD DEVOTION	STEREO		
LD SOFTNOISE	STEREO		
LD EARTH FORM	STEREO		
LD BEAUTIFUL	STEREO		
LD SOLSTICE	STEREO		
LD NEWYORK	STEREO		
LD CATAclysm	STEREO		
LD SHAKEDOWN	STEREO		
LD LOST TIME	STEREO		
LD SANDSTORM	DUAL MONO		
LD SIGNUM	STEREO		
LD SHINE 2000	STEREO		
LD ORANGE X	STEREO		
LD THE WORLD	STEREO		
LD 2000 REMAKE	STEREO		
LD ICECOLD	STEREO		
LD LAST VOICE	STEREO		
LD ARCSTORM	STEREO		
LD THOUGHTS	STEREO		
LD BRIGHTSKY	STEREO		
PL SOL GUITAR	STEREO		
PL EVERYWHERE	STEREO		
PL ALT+PLUCK	STEREO		
PL RAINFOREST	STEREO		
PL THE DANCE	STEREO		
PL ENDLESS	STEREO		
SQ ORGANISM	STEREO		
SQ X-MOD SEQ1	STEREO		
SQ X-MOD SEQ2	STEREO		
SQ X-MOD SEQ3	STEREO		
SQ X-MOD SEQ4	STEREO		
SQ X-MOD SEQ5	STEREO		
SQ X-MOD SEQ6	STEREO		
SQ X-MOD SEQ7	STEREO		
PD ALIEN POD	STEREO		
PD ORGANIC	STEREO		
PD LIFEFORM	STEREO		
PD NEOFORMA	STEREO		
PD SUPERPAD	STEREO		
PD SANCTUARY	STEREO		
PD CLEAR BLUE	STEREO		
PD FLIGHTPATH	STEREO		
PD FLUTTER	STEREO		
PD DISTANCE	STEREO		