Supplemental Notes

Using the JV-1010 with SoundDiver

Introduction

The JV-1010 is an amazingly compact 64-voice synth module packed with great sounds. Its simple front-panel controls provide quick access to the parameters you'll most often want to use—see the *JV-1010 Owner's Manual* to learn about its operation.

The JV-1010's front panel only hints at the powerful synthesis engine inside. The Emagic SoundDiver™ software included with your JV-1010 allows you to unlock this hidden power.

Note

To use your SoundDiver software, you'll need a personal computer. You'll find both MacOS and Windows versions of SoundDiver on the enclosed JV-1010/XP-30 CD-ROM.

SoundDiver allows you to create your own JV-1010 sounds, or edit factory sounds to suit your needs. SoundDiver also acts a librarian you can use for organizing and storing your JV-1010 sounds on your computer's hard drive or on a removable drive.

Tip

The SoundDiver software bundled with the JV-1010 is a special version that works only with Roland JV and XP instruments. The full version of SoundDiver—which supports many, many more instruments—can be purchased separately. For more information, call Emagic at (530) 477-1051 or visit their Web site at: *http://www.emagic.de/english/index.html*.

Tip

From time to time, Emagic updates SoundDiver JV/XP. You can download free SoundDiver JV/XP updates from Emagic's Web site.

Topics

We'll discuss the following topics in this *Supplemental Note*:
- Setting up the JV-1010, your computer and SoundDiver
- Moving sounds back and forth between SoundDiver and your JV-1010
- Constructing sound libraries using SoundDiver
- Creating audition recordings for trying out sounds
- Editing patches in SoundDiver
- Editing performances in SoundDiver
- Editing rhythm sets in SoundDiver
- Organizing your sounds using SoundDiver
- SoundDiver's advanced window-management features

I.   Recalling the Factory Presets

In order to ensure that what we describe in the following pages conforms to what you experience, let's start by resetting your JV-1010 to its factory settings before proceeding.

To reset the JV-1010:

1.   Repeatedly press the VALUE knob to switch to any mode other than Patch, as indicated by the LED to the left of the knob.
2.   While holding down the VOLUME knob, press the VALUE knob.
3.   Turn the CATEGORY/BANK knob to select "PIANO"—the display shows "Fct," for "Factory Reset."
4.   Press the VALUE knob—the display asks if you're sure ("Sur") you wish to proceed.
5.   Press the VALUE knob once more to execute the factory reset.

II.   Setting the JV-1010's COMPUTER Switch

The JV-1010 can be connected to your computer using MIDI or by using a direct serial connection if your computer provides serial ports. You'll need to decide which connection method is best for you.

MIDI

Pros—Since you can connect multiple MIDI devices to a computer using a multi-port MIDI interface or patcher, you can integrate the JV-1010 in an existing computer/MIDI setup. You'll be able to play the JV-1010 from a MIDI keyboard or other MIDI controller as you work in SoundDiver.

Cons—You'll need a computer MIDI interface and two MIDI cables.

Serial

Pros—You'll only need a single serial cable.

Cons—Many modern computers lack serial ports.

Since MIDI allows you to play the JV-1010 from a controller while working in SoundDiver, we recommend using a MIDI connection. We also strongly recommend the use of a MIDI controller when editing.

Tip 🔅

Once you've selected the connection method you want to use, you must set the JV-1010's rear-panel COMPUTER switch accordingly:

_____COMPUTER_____
                          PC-2
MIDI ⌐   ⌐ PC-1
                          Mac

•   Select MIDI to connect the JV-1010 to a computer MIDI interface using MIDI cables.
•   Select PC-2 to connect the JV-1010 to a serial port on a PC.
•   Select Mac to connect the JV-1010 to a serial port on a Mac.
•   If you wish to use both serial and MIDI communication at the same time, set the JV-1010's COMPUTER switch to PC-2 or Mac, depending on the type of computer you have.

Now that the COMPUTER switch is set, you're ready to connect the JV-1010 to your computer, and to install the necessary software. This setup will take a few moments, but only needs to be done once. You'll then be able to quickly launch and use SoundDiver whenever you want.
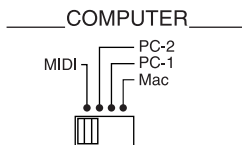
III.   Cabling

With either method, you'll need to connect the required cables—
purchased separately—between the JV-1010 and your computer.

MIDI—Connect one end of one MIDI cable to the JV-1010's MIDI OUT
   jack, and the other end to the MIDI IN jack of your MIDI interface.
   Using the other MIDI cable, connect the MIDI OUT of your interface
   to the MIDI IN of the JV-1010.

MIDI

5 pins

If you're using a multi-port MIDI interface or MIDI patcher, consult its
manual for connection details.

Serial—Connect one end of the serial cable to the serial port of your
computer and the other to the JV-1010's serial port.

Serial

8 pins

If you have problems connecting a cable, make sure you're using the
correct type of cable.

There are no special audio connections required for using the JV-1010
with SoundDiver (see p. 18 of the *JV-1010 Owner's Manual*).

IV.   Preparing Your Computer

Before proceeding, make sure your computer is ready to support the
connection method you've selected. The files you'll need are all supplied
on the JV-1010/XP-30 CD-ROM. If you run into problems not covered
below, consult your computer's documentation for further information.

PC Only: Roland Serial MIDI Drivers

Make sure the proper serial/MIDI driver is installed. See "Roland Serial
Driver" on p. 5 of the JV-1010/XP-30 CD-ROM booklet to learn which
driver to use. Installation instructions are on the booklet's p. 6.

MacOS Only: Serial and MIDI Connections

If you're using a serial connection, make sure the required extensions
are enabled—launch the Extensions Manager in your Control Panels
folder, select the "ALL" extension set, and then restart the Mac if you're
not sure which extensions you need.

If you're using MIDI, make sure that any MIDI software required by your
MIDI interface is installed—consult its documentation to learn more.

MIDI works best on the Mac with AppleTalk turned off.

OMS

OMS is a suite of MacOS MIDI programs that allow you to manage
multiple MIDI devices connected to your computer. Some MIDI
interfaces and sequencing programs require OMS, or use it to
communicate with other MIDI-based programs—consult the
documentation for your MIDI interface and MIDI programs to see if you
need OMS. Neither the JV-1010 or SoundDiver require OMS. It's
supplied on the JV-1010/XP-30 CD-ROM for your convenience should
you need it. Page 7 of the JV-1010/XP-30 CD-ROM booklet provides
installation instructions. "Setting for OMS" describes how to set up a
Mac that has modem and printer ports—if yours has USB ports instead,
consult the OMS documentation or your interface's manual for help.

V.　　Installing SoundDiver

PC Users:

1. Insert the JV-1010/XP-30 CD-ROM into your computer's CD-ROM drive.
2. Access the CD-ROM drive and launch the CD-ROM.
3. Double-click the SoundDiver™ folder.
4. Double-click the setup.exe. icon.
5. Follow the instructions on screen.
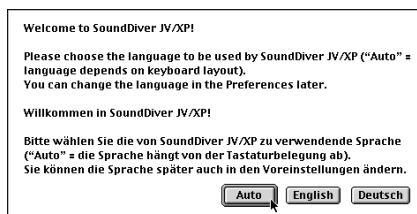6. Click "Close" when the installation is complete.

Mac Users:

1. Insert the JV-1010/XP-30 CD-ROM into your computer's CD-ROM drive.
2. Double-click the JV-1010/XP-30 CD-ROM's icon on the desktop.
3. Double-click the SoundDiver™ JV/XP folder.
4. Double-click the SoundDiver™ JV/XP Installer.
5. Follow the instructions onscreen.
6. Click Quit to leave the installer.

VI.　　Launching SoundDiver for the First Time

If everything is properly hooked-up and installed, the first time you launch SoundDiver, it will ask you a series of questions, search your system for the JV-1010, and ask if you want to copy its user patches, performances and rhythm sets into SoundDiver.

1. Begin by locating SoundDiver on your hard drive—not on the CD-ROM—and double-clicking its icon. If your computer's sound is turned on, when SoundDiver launches you'll hear a small splashing sound—it *is* Sound*Diver*, after all—and a welcome screen will appear.
2. Read the welcome screen and click the OK button for a *big* splash. SoundDiver often uses sounds to help you know what's going on or what's just happened.
3. Next, SoundDiver will ask you to select the language you'd like to use. In most cases, you'll want to click Auto—this makes the program use the language your computer uses.

> Welcome to SoundDiver JV/XP!
>
> Please choose the language to be used by SoundDiver JV/XP ("Auto" = language depends on keyboard layout).
> You can change the language in the Preferences later.
>
> Willkommen in SoundDiver JV/XP!
>
> Bitte wählen Sie die von SoundDiver JV/XP zu verwendende Sprache ("Auto" = die Sprache hängt von der Tastaturbelegung ab).
> Sie können die Sprache später auch in den Voreinstellungen ändern.
>
> [Auto]　[English]　[Deutsch]

4. If OMS is installed on your computer, SoundDiver will ask you if you want to use it. Click Use Now if you want to decide each time you launch SoundDiver, or Always if you'll always want to use OMS. If you don't want to use OMS, click one of the other buttons.

> ⚠　OMS has been detected. Do you want to use it?
>
> [Never]　[Don't use now]　[Use now]　[Always]
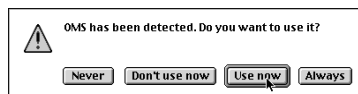
Launching SoundDiver for the First Time (Continued)

5. A screen appears providing information about your connections. Read it and click OK.
6. If SoundDiver presents its preferences window, click OK. SoundDiver will now take a few moments to look for your JV-1010. When it finds it, it will ask:

> **Request the new Devices' Memories?**
>
> Cancel · OK

7. Click OK to copy the user patches, performances and rhythm sets in your JV-1010 into SoundDiver. When the data has been copied into SoundDiver, you'll hear another sound effect, and the Memory Manager window will appear.
    If SoundDiver shows:

> **No new Device found!**
> **Please check MIDI cables and Devices. If you add the Devices with "Manually", you have to adjust all settings yourself.**
>
> Cancel · Manually · Retry

> Double-check your connections—and your OMS setup if you're using OMS—and click Retry. If you get the same message, read the next section of this *Supplemental Note*. Otherwise, skip to the following section.

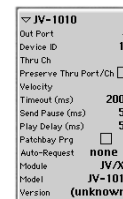## VII.   Manually Configuring SoundDiver

If you're sure that there's nothing wrong with your setup, you can click Manually in the dialog above to configure SoundDiver yourself. It's worth pointing out, however, that if the automatic setup doesn't work, you may also experience problems with the manual setup. Check your connections again before clicking Manually.

When you proceed with the manual configuration, SoundDiver first asks you to select the model you'd like to install.

> **Which model do you want to install manually?**
>
> Cancel · JV-1080 · XP-50 · XP-80 · JV-2080 · JV-1010 · XP-30
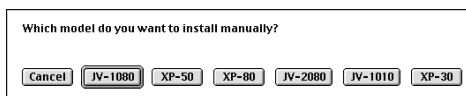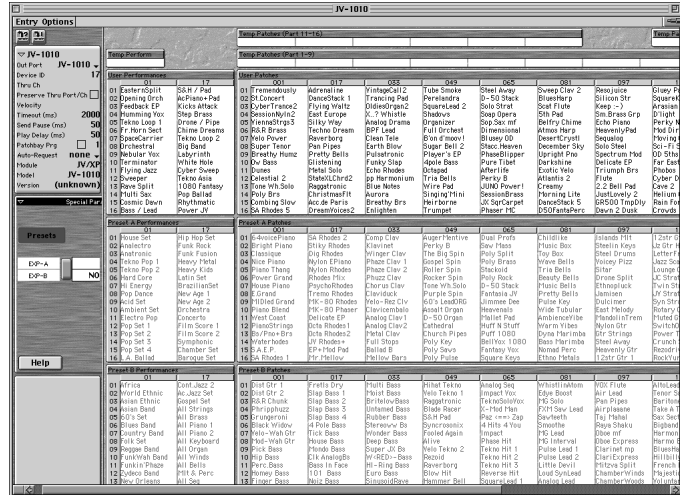
Here's what to do:

1. Click the JV-1010 button.
    The Memory Manager window—which we'll describe in detail in the next section—appears with no entries in the JV-1010's user memory, and no Out Port select in the parameter area to the left of the screen. All of the other settings are already in place for the JV-1010.
2. From the Out Port pop-up menu, select the interface or computer port to which your JV-1010 is connected.
3. Next, type Command-A (*MacOS*) or Ctrl-A (*Windows*) to select all of the user memory locations.
4. Type Command-R (*MacOS*) or Ctrl-R (*Windows*) to request the user patches, performances and rhythm sets from the JV-1010.

> ▽ JV-1010
> Out Port   ▾
> Device ID   17
> Thru Ch
> Preserve Thru Port/Ch ☐
> Velocity
> Timeout (ms)   2000
> Send Pause (ms)   50
> Play Delay (ms)   50
> Patchbay Prg   ☐ 1
> Auto-Request   none ▾
> Module   JV/XP
> Model   JV-1010
> Version   (unknown)
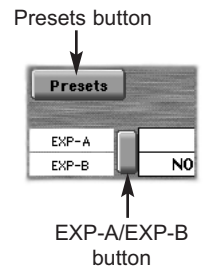
VIII.   The Memory Manager

SoundDiver's Memory Manager window displays the user patches, performances and rhythm sets in your JV-1010. Don't worry if what you see looks different than what you see above—you'll soon learn why.

After SoundDiver "requested" the JV-1010's memory contents, it copied all of the user-bank patches, performances and rhythm sets. If you change anything in the JV-1010, you can always request its entire memory contents again, or just what you've changed. We'll describe this procedure later on.

Note

All of the JV-1010's many patches and performances couldn't possibly fit on your monitor at the same time. Use the Memory Manager window's scroll bars and buttons to see everything in your JV-1010.

SoundDiver already knows about the JV-1010's permanent, preset patches. Here's how to view them in the Memory Manager, as shown in the screenshot above:

- To view the patches in Preset Banks A-E, click the Memory Manager window's Presets button.
- To view the patches on the JV-1010's built-in Session expansion board, click the EXP-A/EXP-B button.
- If you've installed an optional wave expansion board, click on the "NO" next to EXP-B in the Memory Manager window and select the card you've installed.

Presets button

EXP-A/EXP-B button

In the Memory Manager window, you can copy, move and delete patches, performances and rhythm sets. Editing also begins here— when you double-click a patch, performance or rhythm set name, its editor window opens, as we'll see in a moment.

Tip

You can quickly open the Memory Manager window at any time by typing Command-3 (*MacOS*) or Ctrl-3 (*Windows*).

Each of SoundDiver's windows—such as the Memory Manager window—has its own menus.

Tip

You may be surprised to see that the JV-1010 contains 32 user performances. You can edit these in SoundDiver and select them on the JV-1010 using Bank Select and Program Change messages (see p. 35 in the *JV-1010 Owner's Manual* to learn more.)
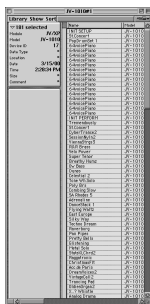
IX.   SoundDiver Libraries

As you change things in the Memory Manager window, SoundDiver can transmit those changes immediately to the JV-1010. As a result, it's possible to erase things in the JV-1010 that you want to keep. It's therefore a good idea to keep a "safety" copy of anything important using SoundDiver's Library feature. You can always re-load a library— and the patches, performances and/or rhythm sets it contains—back into the JV-1010.

Tip 💡

The full version of SoundDiver allows you to save patches and so on from different devices in the same library so that you can have everything you need for a particular project in a single convenient library file.

Tip 💡

You may also find it convenient to create libraries containing a particular type of sound such as, for example, your piano patches.

Let's save the current patches, performances and rhythm sets in a library file:

1. Click on the Entry menu in the Memory Manager window, and select "Build Library" and "All Entries." SoundDiver will re-scan the JV-1010 to make sure the Memory Manager accurately reflects the current contents of the JV-1010.
   A new library window will appear containing the current contents of the JV-1010's user memory, with all of the contents selected. In our example, the library will be named "JV-1010#1." Use the window's scroll bars and buttons or widen the window to view its contents.
2. Select "Save as..." in the File menu to store the library on your hard drive You can re-name it if you wish when you save it.

Tip 💡

Recently saved libraries can be quickly accessed from SoundDiver's Windows menu.

X.   Setting Up SoundDiver

Now that we've safely stashed our patches, performances and rhythm sets on our hard drive, there are three important settings we need to enable:
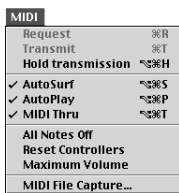
1. Click on the MIDI menu and select "MIDI Thru"—a checkmark will appear next to "MIDI Thru" to show that it's been activated. MIDI Thru sends any MIDI data received by your computer, such as notes coming from a connected MIDI keyboard, to the JV-1010 so that you can play the patch, performance or rhythm set you're working on.
2. In the same menu, check "AutoSurf." AutoSurf automatically sends any changes you make in SoundDiver to the JV-1010.
3. And finally, in the same menu, make sure that "AutoPlay" is checked. When AutoPlay is active, SoundDiver sends a sample note —or more, as we'll see—to the JV-1010 when you select a new patch, performance or rhythm set, or when you change a parameter value during editing. This lets you hear what you've done.

XI.   The SoundDiver Sequencer

Tip 🔅

With a connected MIDI controller, you can record into SoundDiver's built-in sequencer, and use the recording to audition patches and edits.

We recommend that you limit the size of your recording to one bar. Longer passages can become annoying when auditioning patches.
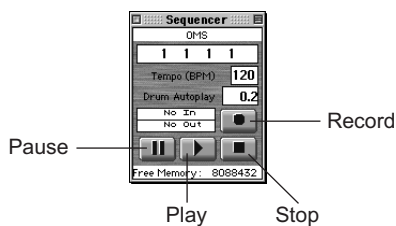
1. Click the Windows menu—ignore the number next to "Windows" for now; we'll explain it later on—and select "Sequencer," or type Command-7 (*MacOS*) or Ctrl-7 (*Windows*) to display the Sequencer window.
2. Click the Sequencer window's Record button—the sequencer starts counting but does not actually begin recording until you play something on your MIDI controller.
3. Play the phrase you wish to record, and then press Stop.
4. Click Play to listen to your recording.
5. If you're satisfied, return to the Memory Manager window. If not, re-record the phrase, and then go back to the Memory Manager.
6. Click on any patch name in the Memory Manager window—since AutoPlay is on, SoundDiver plays the phrase you've just recorded using the just-selected patch.

Pause — Record
Play   Stop

The Sequencer window always "floats" to the front so that it remains visible at all times. To close the window, click its close box—don't worry: this does not erase your recorded phrase.

Tip 🔅

You can store sequencer phrases in SoundDiver's libraries. This can be especially handy when, for example, you've got a library of bass sounds. You can record a suitable bass phrase and save it along with your patches so that it'll be available the next time you want to audition or edit bass patches. To store the current sequence in a library, select "Store Sequence" from the Library's Library menu. If you choose not to store the current sequence, it will be lost when you quit SoundDiver.

Note

If you're using SoundDiver along with a multi-tasking MIDI program—such as Emagic's Logic™ sequencers—SoundDiver's internal sequencer will not be available. You can play a sequence using the external sequencer, and as you select and edit sounds in SoundDiver, the sequence will switch to the newly selected SoundDiver sound.

XII.   SoundDiver Editing Overview

SoundDiver unleashes the hidden power of the JV-1010 by revealing all of its patch, performance and rhythm set parameters. With SoundDiver, you can customize everything in the JV-1010. You can even create your own unique sounds.

Once SoundDiver has a copy of a patch, performance or rhythm set, you can double-click it to open its editor window and view its parameters. When you double-click the patch, performance or rhythm set, it's copied into the corresponding edit buffer in SoundDiver. You may not notice this happening since it takes place at roughly the same time that the editor window pops open.

When you double-click a patch's name...

...it's copied into SoundDiver's Temp Patch patch-editing buffer.

Editing a Patch in SoundDiver (Continued)

An edit buffer is a place where you can safely perform your edits—and from which you can play what you're working on—without affecting the original copy stored in the JV-1010's user memory. When you're done editing, you can store it in the desired location in the JV-1010's user memory, overwriting the original version. By the way, you don't have to worry about losing the factory version of anything since we've already saved the JV-1010's original contents in a library, and we can always re-load anything we want.

Tip 💡

Since AutoPlay plays a sequence each time you change a value during editing, you may want to disable this feature while editing—you can select the Sequencer window from the Windows menu and click Play when you actually want to audition the patch being edited.

XIII.   Editing a Patch in SoundDiver

Let's demonstrate patch-editing using the first patch in the JV-1010's user memory, Tremendously. Since SoundDiver has already grabbed a copy of this patch, all we need to do to start editing is:

1. Double-click Tremendously in the Memory Manager.
    Its editor window opens and Tremendously is copied into SoundDiver's Temp Patch buffer.

Let's take a look around to get our bearings and see what's available in this typical patch editor window.

The Overview
button is turned on.
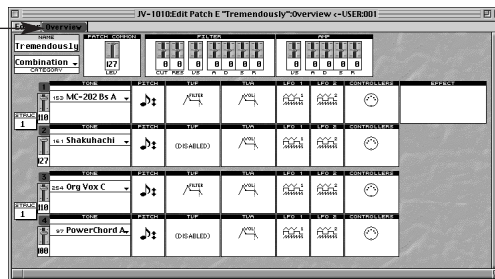
Tremendously's editor window opens in overview mode. Overview mode provides a simplified view of the patch's parameters to get you started. You can also see parameters that apply to the entire patch, such as its name and category, structure, tone selections and so on. The individual tone parameters are grouped into sections represented by icons.

Note 🖊

This *Supplemental Note* describes how to use SoundDiver. Patch, performance and rhythm set programming is a separate, much deeper subject. To learn about programming the JV-1010, use your browser to check out the "parameter_reference.htm" file in the JV-1010 Reference Manual folder on the JV-1010/XP-30 CD-ROM.

Tip 💡

SoundDiver contains brief, built-in explanations of the JV-1010's parameters. Click on a parameter—so that it blinks—and press the Help key on your keyboard to learn what the parameter does.

You can reveal a tone's parameters by clicking on the desired section in the overview. Each tone's parameter sections are presented in a horizontal row running from left to right.
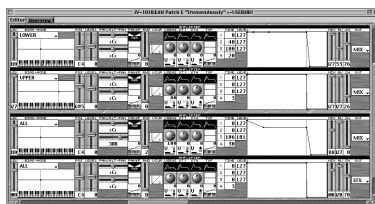
Editing a Patch in SoundDiver (Continued)

Let's look at the Amplifier parameters associated with the Shakuhachi tone—these parameters control and shape the volume of the shakuhachi sound in Tremendously:

1. Click on Shakuhachi's TVA box as shown here. "TVA" stands for "Time Variant Amplifier."

The Amplifier parameters for all four tones appear.

For now, we'll turn off the other tones so that we can hear the shakuhachi clearly.

2. Scroll to the left and click the green number bar to the left of the other three tones. The buttons will turn gray, indicating that the tones have been de-activated—their parameters will also be hidden. We'll turn the tones back on later when we're done exploring.

Tip

When you don't want to turn off any tones, you can reduce the onscreen visual clutter by re-sizing the editor window and using its scroll bars and buttons so that only the parameters you want to work with are visible.

3. Scroll rightward, back to the Amplifier parameters. You'll see "AMPLIFIER" above them.

As you can see, some of the parameters in an editor window are shown as knobs, faders, sliders and other graphic representations, and some are simply numeric values. In many cases, parameters can be edited in more than one way. This lets you work using the technique that makes most sense to you. We can learn how to edit in SoundDiver by playing with the parameters in this editor window.

If you've got a MIDI controller, try playing the shakuhachi as we go along to hear how its sound changes when we alter its parameter values. The shakuhachi is played by Middle C and the keys above it.

The parameters we'll be experimenting with are numbered in the screenshot on the next page so that you can easily find them.

Editing a Patch in SoundDiver (Continued)
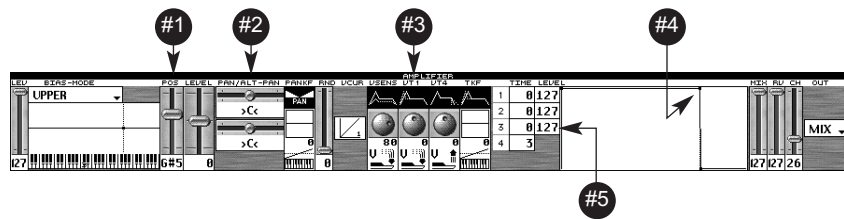
It's time for some fun:

- The editor offers faders—like the one at #1 in the screenshot above—that you can drag up and down. The fader's current value appears beneath it. As you drag the fader, the value changes. The value will stop flashing when you click another parameter or any other spot in the editor window.
- You can also drag the value itself up and down.
- Double-click the fader's value—a window opens in which you can type in a number, and then type Return/Enter. The fader will automatically move to the corresponding position.
- You can drag sliders like #2 to the left and right.
- You can drag knobs—#3—up and down.
- Often in SoundDiver, you can change a value by dragging on its graphic representation. Drag the dot representing the third amplifier envelope level—#4—up and down. As you drag, the numerical value it represents—#5—changes accordingly. Try dragging all of the dots in the envelope—there are four of them, including a couple of dots bunched up at the envelope's left. Notice how changing the look of the envelope also changes the numerical values to its left. When you drag left and right, you change the envelope's time values. When you drag up and down, you change its levels.
- Try dragging up/down or left/right on the rest of the amplifier's numerical settings and graphics to see how they interact.

When you've finished trying out the various controls, click the Overview button and click on other parameter-group symbols to see what they reveal. When you're done, go back to the overview and re-activate the other three tones in Tremendously.

Close the editor window by clicking the close box in its title bar—the Close Editor dialog appears.


As a convenience, SoundDiver is asking you if you'd like to copy your newly edited patch to a location in the JV-1010's user memory. By default, it's offering to put it in Tremendously's original location. If you wanted to save the patch in another location, you could click on the dialog's pop-up menu and drag to select another user memory location.

Since we weren't seriously editing Tremendously, we don't need to save our efforts. Click Don't Store—our edits will still be in the edit buffer, but won't be copied to a real user memory location.

XIV.   The Patch Setup Window

SoundDiver also lets you edit the parameters that determine
the JV-1010's behavior when it's in Patch mode. To view
these parameters, scroll the window to the right and double-
click the Setup buffer.
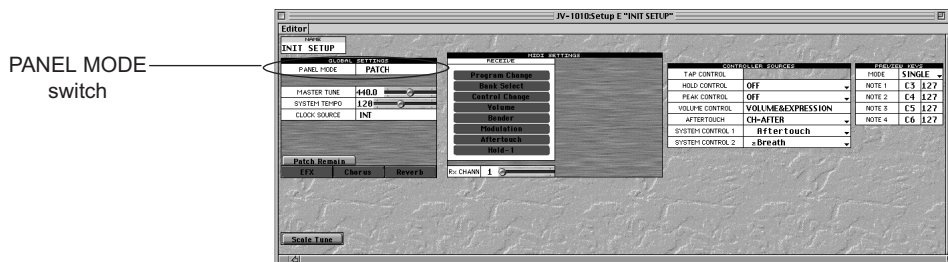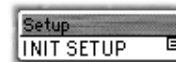
PANEL MODE
switch

The window that appears also serves as the performance setup window,
according to the setting of its PANEL MODE switch. For now, click the
switch to make sure it's set to PATCH.

In this window you can set Patch mode's:

- basic tuning
- MIDI channel
- timing reference for its patch LFOs
- way of handling lingering notes when you change patches
- effects on/off switches

- pitch table
- response to MIDI controllers

You can also determine the nature of SoundDiver's AutoPlay feature
when the JV-1010 is in Patch mode.

XV.   The Performance Setup Window

While we're here, let's check out the performance setup window. Click
the PANEL MODE toggle switch to select PERFORMANCE.
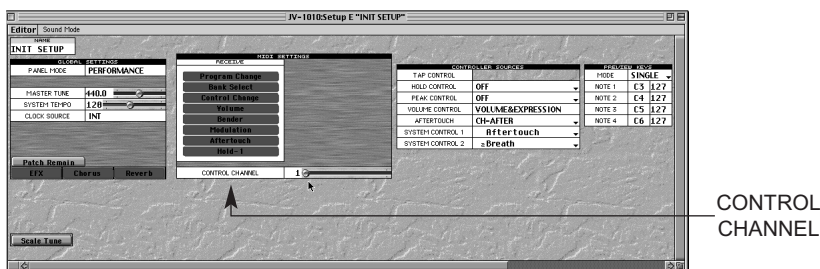
CONTROL
CHANNEL

Not much changes in the window, since most of the Patch mode
parameters have identical counterparts in Performance mode.

The new parameter that appears is CONTROL CHANNEL, which sets
the JV-1010's performance control channel. It's an important parameter
since it selects the MIDI channel on which the JV-1010 will receive
program changes that select the performances in its preset and user
memory. You'll need to set this parameter in order to select different
performances in SoundDiver's Memory Manager.

Set CONTROL CHANNEL to a MIDI channel you seldom use for patch
control, such as Channel 16, and close the performance setup window.

XVI.   Editing a Performance in SoundDiver

Note

SoundDiver offers two ways of editing a performance:

- The Temporary Performance feature lets you quickly select patches for a performance's 16 parts, much as you would from the JV-1010's front panel. This performance cannot be saved to a user performance memory location.
- The performance editor window provides access to all of the performance parameters for more detailed editing, and lets you create a performance that can be stored in the JV-1010's user memory.

Building a Temporary Performance

A temporary performance can be a great time-saver when you want to assign patches to parts without regard for the part parameters. Here's how it works. The 16 parts are represented by the 16 Temp Patches fields at the top of the Memory Manager window.
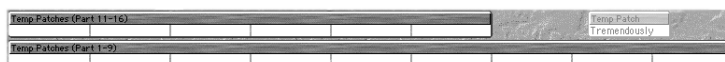

The first 10 parts are in the bottom row, while the next six are above them. To build your performance, all you've got to do is place the desired patch into the desired field. There are two ways to do this:

- Click in a part's field. A small E will appear in its upper-right corner ⊟ to show that it's selected. Click the desired patch name to select the patch—in a moment, it will appear in the part's field.
- Option-drag (*MacOS*) or Windows-drag (*Windows*) the desired patch name into the part.

Using the Performance Editor Window

The procedure for editing a performance stored in the JV-1010's user memory is the same as the procedure for editing a patch:

1. Double-click the user performance called "EasternSplit."
   When you do this, the performance is copied into SoundDiver's Temp Perform buffer, and its editor window opens.

Note
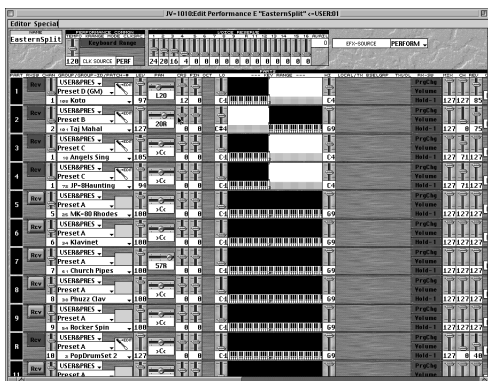
The performance editor window has no overview mode.

Editing a Performance in SoundDiver (Continued)

2. You can set a performance's parameters using the same techniques you used earlier for patch editing.
3. When you close the editor window, the performance Close Editor window appears, offering to copy your edits into the original performance's user memory location. Click Don't Store for now.

Tip ☀💡

If you want to create a performance from scratch, we recommend starting with the Preset performance called "Pop Set 1"—this performance has its 16 parts set to MIDI channels 1-16, respectively, and its parameter settings make it a good starting point for programming. Before you can do this, however, you'll have to copy Pop Set 1 into SoundDiver. We'll describe how to do this a little later on.

XVII. Editing a Rhythm Set

Once again, the method for editing a rhythm set is the same as for editing a patch or performance—when you double-click the rhythm set you want to edit, it's copied into the Temp Rhythm buffer and its editor window opens.

Scroll the Memory Manager window to the right to view the rhythm sets, and double-click the user rhythm set called "HouseDrumSet." The rhythm set editor window opens in its overview mode.
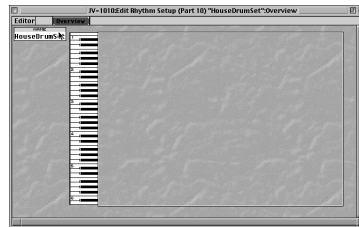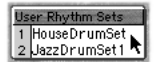
In a rhythm set, each note plays a different percussion patch. Click the note on the displayed piano keyboard corresponding to the note you want to edit, and the parameters for the entire rhythm set are displayed.
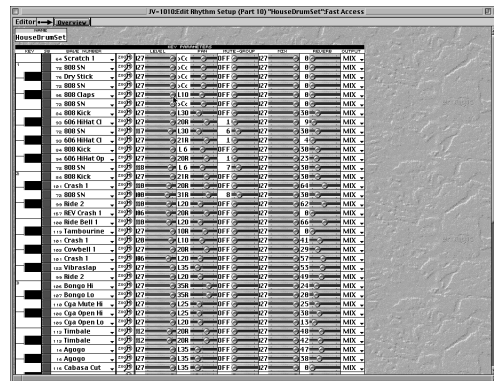
XIII.   Copying Presets into SoundDiver

Up to now, we've been describing how to edit patches, performances and rhythm sets in the JV-1010's user memory. When we first launched SoundDiver, all of these patches, performances and rhythm sets were copied into the Memory Manager.

You can also copy patches, performances and rhythm sets from the JV-1010's preset memory into SoundDiver.

You can tell if a patch, performance or rhythm set has been copied into SoundDiver by its appearance in the Memory Manager. If its name is gray, it has not yet been copied, and must be retrieved from the JV-1010 before it can be edited.
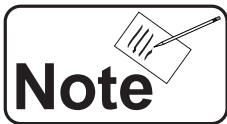
You'll notice that some patches are in bold gray type—boldface signifies that copies of the patch can be found in the JV-1010's user patch bank.

There are two ways to copy a patch, performance or rhythm into SoundDiver:

- You can double-click it, and answer OK to the dialog box that appears. It will be copied into SoundDiver, copied again into the appropriate buffer, and its editor window will open. Use this method when you want to start editing immediately.

> **This Entry is unknown.**
> **Request it?**
>
> [Cancel] [**OK**]

- You can click its name once and type Command-R (*MacOS*) or Ctrl-R (*Windows*) to request it from SoundDiver. It will be copied into the Memory Manager and its name will no longer be gray. Use this method when retrieval from the JV-1010 is all you need to do right now. You can also use this method when you want to retrieve several items at once by drag-selecting their grayed names, or Shift-clicking (*MacOS*) or Ctrl-clicking (*Windows*) them.
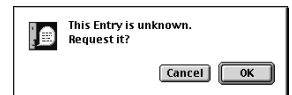
You can actually copy anything from the JV-1010's memory at any time:

- To copy all of its patches—you don't need to do this right now, since SoundDiver already did this when we first launched it—you can type Command-A (*MacOS*) or Ctrl-A (Windows) to Select All, and then Command-R (*MacOS*) or Ctrl-R (*Windows*) to request everything from SoundDiver. If you configured SoundDiver manually back on p. 5, you've already done this.
- You can click along the top edge of any bank in the Memory Manager to select its contents and then type Command-R (*MacOS*) or Ctrl-R (*Windows*). Note that doing so will replace the bank's current contents with whatever is currently in the JV-1010. This will be of most concern when selecting a user memory bank.

Note

XIX.   Organizing Your Sounds

One of SoundDiver's great strengths is that it allows you to easily organize your patches, performances and rhythm sets.

We've already created a library by copying the entire contents of the JV-1010's memory. You can also build libraries by selecting "New" from the File menu and copying patches, performances and/or rhythm sets into the new, empty library window. You can do this by selecting, copying and pasting them from the Memory Manager, or by simply dragging them into their desired positions in the library.

You can also re-organize the contents of the JV-1010's user memory by dragging any user patch, performance or rhythm set to a new location—whatever's already there trades places with it when you click Store in response to the dialog that appears.

```
                        Swap Entry
              Swap Patch PR-A:027 "Delicate EP"
                            with ...

   JV-1010                              already used:
   Patch USER:001 "Tremendously"                      ▼
                    Cancel      Store
```

When you drag a preset patch, performance or rhythm set to a new location, no swapping occurs—anything currently in the new location is deleted. SoundDiver copies the preset to the new location while its original remains in place since the JV-1010's preset memory is not rewritable. The dialog still says "Swap," but means "Copy" in this case.

Note

Before you can drag a preset to a new location in SoundDiver, you must first retrieve it from the JV-1010 as described on the previous page.

Tip

Since dragging a preset patch, performance or rhythm set to an already-occupied user memory location deletes anything currently stored there, you may want to drag the location's current occupant to the appropriate edit buffer for safekeeping until you can move it to a new location. You can also temporarily stash up to 16 patches in the Temp Patches buffers.

When AutoSurf is on, a patch, performance or rhythm set is transmitted immediately to the corresponding user memory location in the JV-1010 as soon as you move it to its new location.

Tip

When AutoSurf is off, no patches, performances or rhythm sets you move—or edits you make—are transmitted automatically to the JV-1010. You can manually transmit them by selecting whatever it is you want to send, and typing Command-T (*MacOS*) or Ctrl-T (*Windows*).

XX.   Window Control

SoundDiver offers a great set of window management tools. These are especially handy given the many parameters of the JV-1010—even with a big monitor, there's not enough room to see them all at once. Here are two advanced techniques that will make using SoundDiver even easier.

Multiple Editor Windows

Since there's so much to see in an editor window, why not open separate windows for just the parameters you want to see and arrange them the way you want on your monitor? Here's an example that shows how to do this:

1. Open Tremendously's editor window again and make sure it's in overview mode.
    Let's say we want to edit some parameters for the first tone, the one that's using the MC-202 Bs A waveform.
2. Click the first tone's pitch parameter symbol.
3. Make the editor window smaller and use its scroll bars and buttons so that only the first tone's pitch parameters are visible.
4. Drag the window to the upper-lefthand corner of your monitor.
5. From the Windows menu, select "Open Editor," or type Command-4 (*MacOS*) or Ctrl-4 (*Windows*)—a new copy of Tremendously's editor window opens.
6. Click MC-202 Bs A's LFO 1 symbol to view its first LFO's settings.
7. Again, re-size the window so that only the first tone's LFO 1 settings are visible and drag the window beneath the tone's pitch parameters.
8. Repeat Steps 5-7 for the first LFO of the second tone, the one that's using the Shakuhachi waveform.

You can have as many mini-editor windows for the currently selected edit buffer as you want.

Screensets

Here's an even-more-powerful feature. You may have noticed the number next to the Windows menu. This number shows you SoundDiver's current screenset. There are 90 user-definable screensets in SoundDiver. Each one can contain a particular view that you've chosen. Here's how they work. Right now—if you followed the instructions in the previous section—you've got three mini-editor windows on your monitor.

1. Notice the number next to the word "Windows" in the menu bar at the top of your screen. For most users this will be a "1," though it may not be, for reasons that will be made clear in a moment. Whatever the number is, remember it: it's the currently selected screenset.
2. Now let's pick another. On your keyboard's numeric keypad, type 27. We'll use this number for our example, though any number other than the one shown next to "Windows" will do in real practice.
3. Notice how SoundDiver's windows have all disappeared although its menus remain—that's because this screenset has not yet been used. "27" is now visible next to "Windows."
4. Open the Memory Manager.

Window Control (Continued)

5. Now, here's the fun part. Again using the numeric keypad, type the number that was originally next to "Windows" back at Step 1.
    Bang! Your mini-editors are back because we recalled the screenset that was active when we set them up.
6. Type 27—there's the view of the Memory Manager we had when Screenset 27 was last active.

Note

If "Windows" was not followed by a "1" back in Step 1, it's likely that you hit one of the keys in the numeric keypad while SoundDiver was launched and had already switched screensets without realizing it.

Tip

Your screensets—along with your other current SoundDiver settings— are stored in a Preferences file on your computer's hard drive. You can save different Preference files for different SoundDiver situations by using the File menu's Save Prefs as... command. When you want to use the specially saved preferences, just double-click them to launch SoundDiver. If you choose not to use this command, SoundDiver will automatically save its preferences in your System Folder's Preferences folder (*MacOS*) or in SoundDiver's Diver folder (*Windows.*)

Before proceeding, quit SoundDiver.

XXI.   The Next Time You Launch SoundDiver

When you re-launch SoundDiver, something new will happen:

1. Launch SoundDiver.
    The standard welcome screen appears.
2. If OMS is installed on your computer, SoundDiver may present the dialog we saw earlier asking if you want to use OMS. Click the desired button in response.
    SoundDiver will next present a dialog we haven't seen before:

```
┌──────────────────────────────────────────┐
│ ⚠  CAUTION!                               │
│    Device entries have been loaded from   │
│    Preferences file.                      │
│    Possibly, your devices contain different data in │
│    the meantime. If you are in doubt, better │
│    receive all data again.                │
│                                           │
│         [ No further warnings ]  [  OK  ] │
└──────────────────────────────────────────┘
```

Since SoundDiver doesn't know how long it's been since it was last launched, it's reminding you that it's loaded the patches, performances and rhythm sets that were in the JV-1010's memory the last time you were in SoundDiver, and that it's possible that this no longer corresponds to the JV-1010's current contents.
In our case—having been in SoundDiver only moments ago, we can be sure the JV-1010's contents haven't changed.
If you're not sure that what's in the Memory Manager still matches what's in the JV-1010, you can save the contents of the Memory Manager to a library for safekeeping and request the contents of the JV-1010's user memory.

3. Click OK to proceed, or click No Further Warnings if you never want to see this reminder again.

Tip

We recommend clicking OK. This is a useful reminder, after all.

XXII. Moving On…

SoundDiver is packed with great features beyond those we have room to describe here. Fortunately, it has extensive built-in documentation that can help you master the program. As mentioned earlier, SoundDiver also provides information about the JV-1010's parameters:

- To view SoundDiver's own built-in documentation, select "SoundDiver Features..." from the Apple Menu (*MacOS*) or "SoundDiver Features..." from the Help menu (*Windows*).
- To view the built-in JV-1010 help, widen the Memory Manager window to expose the Help button, and click it.

To truly master JV-1010 programming, there's no substitute for the information-packed files in the JV-1010 Reference Manual folder on the JV-1010/XP-30 CD-ROM. We highly recommend these documents.

Programming your JV-1010 can be a rewarding musical experience and lots of fun, and SoundDiver is terrific way to get the most out of this powerful little box. Enjoy!

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