BOSS®

AUDIO PLAYER with GUITAR EFFECTS JS-8

eBand

Owner's Manual
Bedienungsanleitung
Mode d'emploi
Manuale dell'utente
Manual de instrucciones
Manual do Proprietário
Gebruikershandleiding

POWER

SONG LIST

MENU

STOP   PLAY   REC

PHRASE TRAINER

EXIT   ENTER

A◁▷B   SPEED

COSM

TUNER   SOLO   EFFECTS

GUITAR/MIC IN   PHONES   GUITAR LEVEL   MASTER LEVEL

eBand
AUDIO PLAYER with GUITAR EFFECTS JS-8
USB Audio Capture   mp3

BOSS®   **eBand**

AUDIO PLAYER with GUITAR EFFECTS **JS-8**

Owner's Manual

Before using this unit, carefully read the sections entitled: "USING THE UNIT SAFELY" (p. 42) and "Important Notes" (p. 43). These sections provide important information concerning the proper operation of the unit. Additionally, in order to feel assured that you have gained a good grasp of every feature provided by your new unit, this owner's manual should be read in its entirety, and it should be saved and kept on hand as a convenient reference.

Printing Conventions and icons in This Manual

Text or numerals enclosed in square brackets [ ]	Indicate buttons. **[WRITE]** WRITE button
NOTE	Indicates information that you should be aware of when using the JS-8.
MEMO	Indicates supplementary information about an operation.
TIP	Indicates information about a convenient operation.
cf. (p. **)	Indicates a reference page.

Checking the Package Contents

- JS-8
- AC Adaptor (Roland PSB-1U)
- Owner's Manual (This document)
- SD Card
- Roland Service (Information Sheet)

COSM

Technology that simulates existing physical structures, materials, and the like using different, virtual means is called "modeling technology."
COSM (Composite Object Sound Modeling) is a technical innovation from Roland that combines a number of such sound-modeling technologies to create new and unique sounds.

Contents

English
Deutsch
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1

Main Features

The JS-8 combines the functions of an audio playback device with a variety of popular BOSS guitar effects, all in a single unit.

Just plug in your guitar and enjoy performing along with songs while playing through great-sounding COSM amps and effects.

Basic Structure of the JS-8

Basic Routing of Sounds

You can easily play along with your favorite songs.

cf. "Playing Songs" (p. 8)

➡	**Audio Signal**
⇨	**Song (Audio File)**

Song (MP3 or other format)

Play back directly.

GUITAR IN

STOP　　PLAY　　REC

PHRASE TRAINER

Audio Player Section

COSM

SOLO　　EFFECTS

Effects Section

Internal Speaker
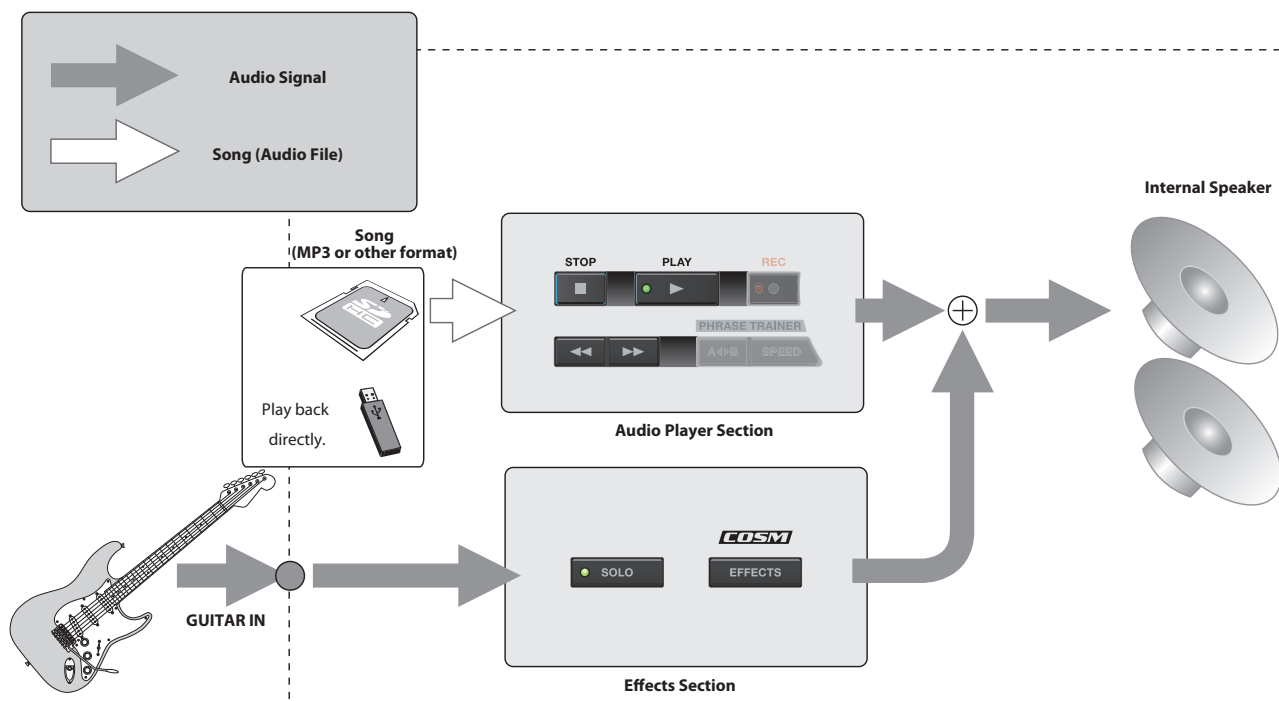
Recording Performances

As you can play, you can record your performance (along with the backing music) to assess your playing or create a new backing track.

cf. "Recording Performances" (p. 9)

Song (MP3 or other format)

STOP　　PLAY　　REC

PHRASE TRAINER

Audio Player Section

GUITAR IN

COSM

SOLO　　EFFECTS

Effects Section

REC

Audio Recorder Section

Recording is possible only to SD card.

Song

Internal Speaker
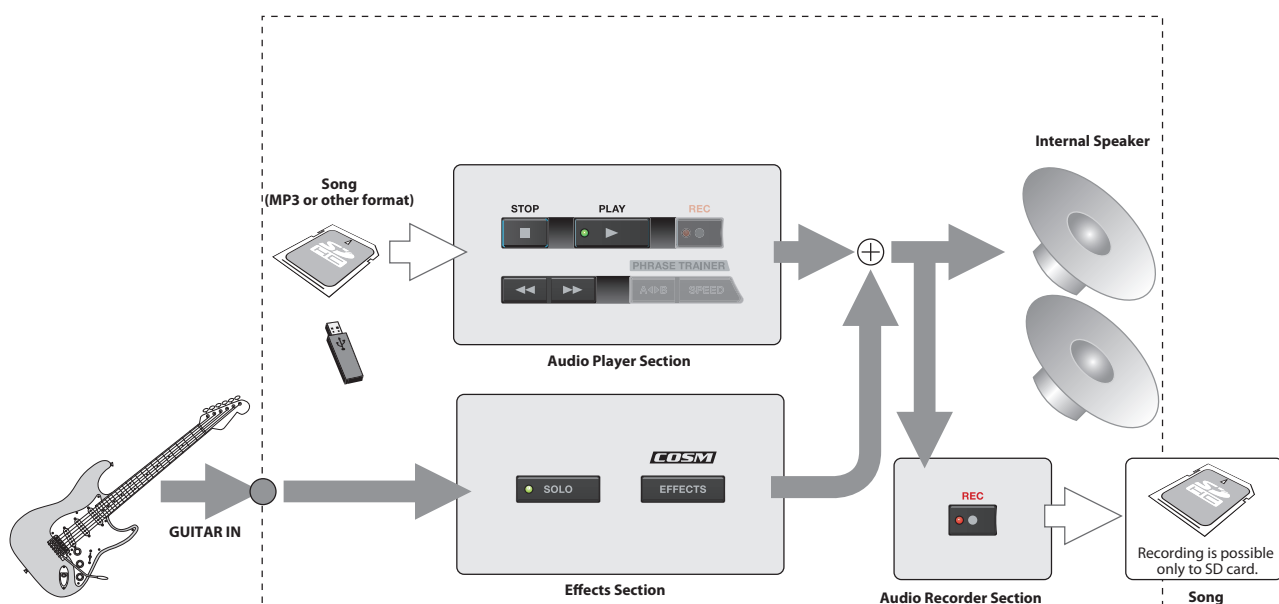
Sound Path When Used with Connected Devices

You can use the JS-8 with digital audio players, computers, and other devices to play sounds and more.

Audio Signal

Song
(Audio File)

Computer

USB

AUX IN

CD Player, Digital Audio Player,
or other equipment

Song
(MP3 or other format)

STOP   PLAY   REC

PHRASE TRAINER

Audio Player Section

COSM

SOLO   EFFECTS

GUITAR IN

Effects Section

Computer

USB

OUTPUT

Stereo, other equipment

Internal Speaker

PHONES
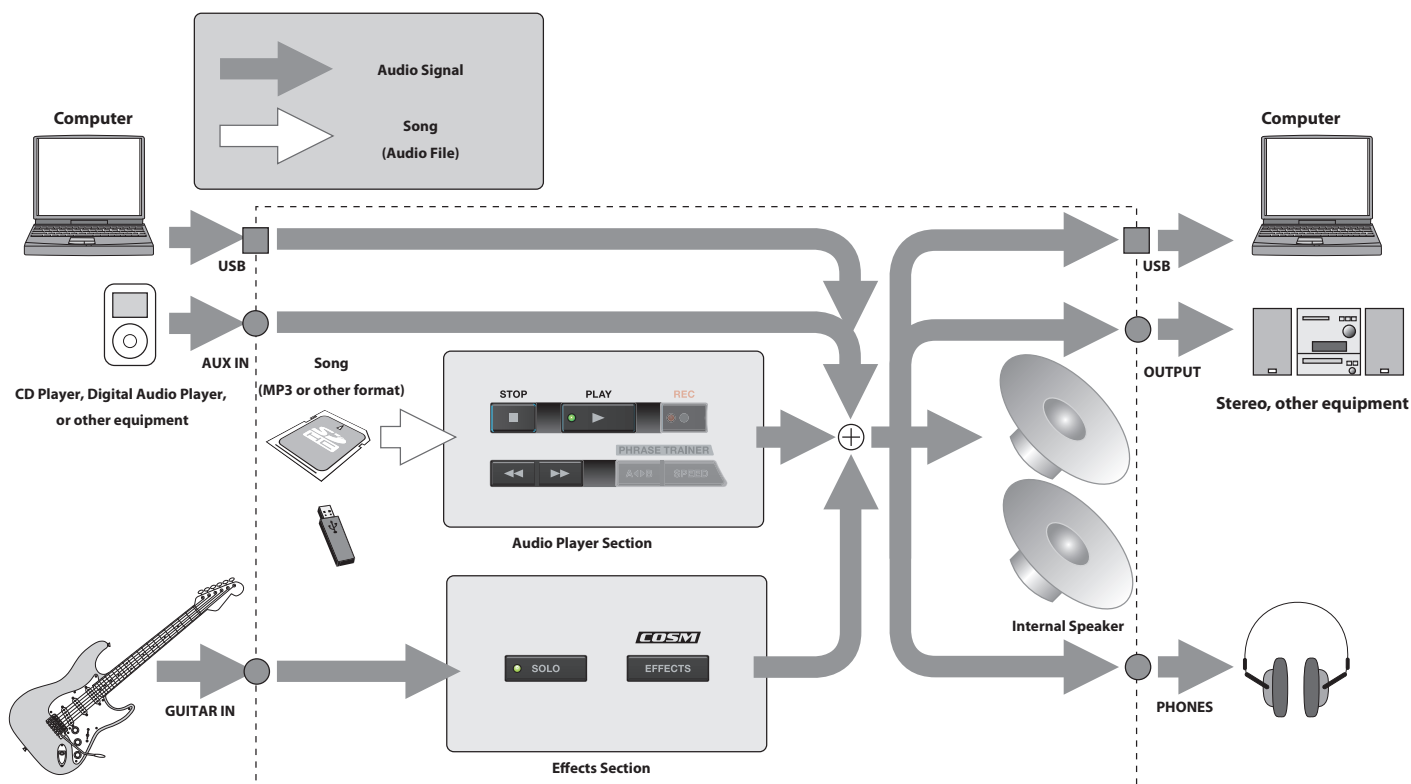
Types of Memory Supported by the JS-8 and Their Applications

You can use two kinds of storage with the JS-8, SD cards and USB memory.

SD (or SDHC) Cards

The JS-8 can record your performances, and can play back songs from an SD card (JS-8 songs, MP3, or WAV).

MEMO

- You'll need an SD card in order to record and play back on the JS-8.
- The JS-8 supports SDHC cards.
- Some SD card types or SD cards from some manufacturers may not record or play backproperly on the JS-8.

USB Memory

You can play back MP3 and WAV files stored in USB memory just as they are and import song data to SD cards.

MEMO

- Operation of the JS-8 does not require USB memory.
- No USB memory is included with the JS-8. Purchase USB memory separately.

Memory Confirmed as Functional with the JS-8

Information on SD cards and USB memory confirmed to work with the JS-8 can be found on the Roland website.

http://www.roland.com/

Songs Supported by the JS-8

The JS-8 works with songs in the following formats.

JS-8 Songs (Recording/Playback)
- Roland/BOSS proprietary compression format

MP3 (Playback only)
- Sampling Rate: 44.1 kHz
- Bit Rate: 32-320 kbps

WAV (Playback only)
- Sampling Rate: 44.1 kHz
- Quantization Bit Rate: 8/16/24-bit
- Monaural or Stereo Data
- Uncompressed (Linear)

MEMO

The JS-8 does not support song formats other than those described above.

Setting Up the JS-8

Basic setup for the JS-8
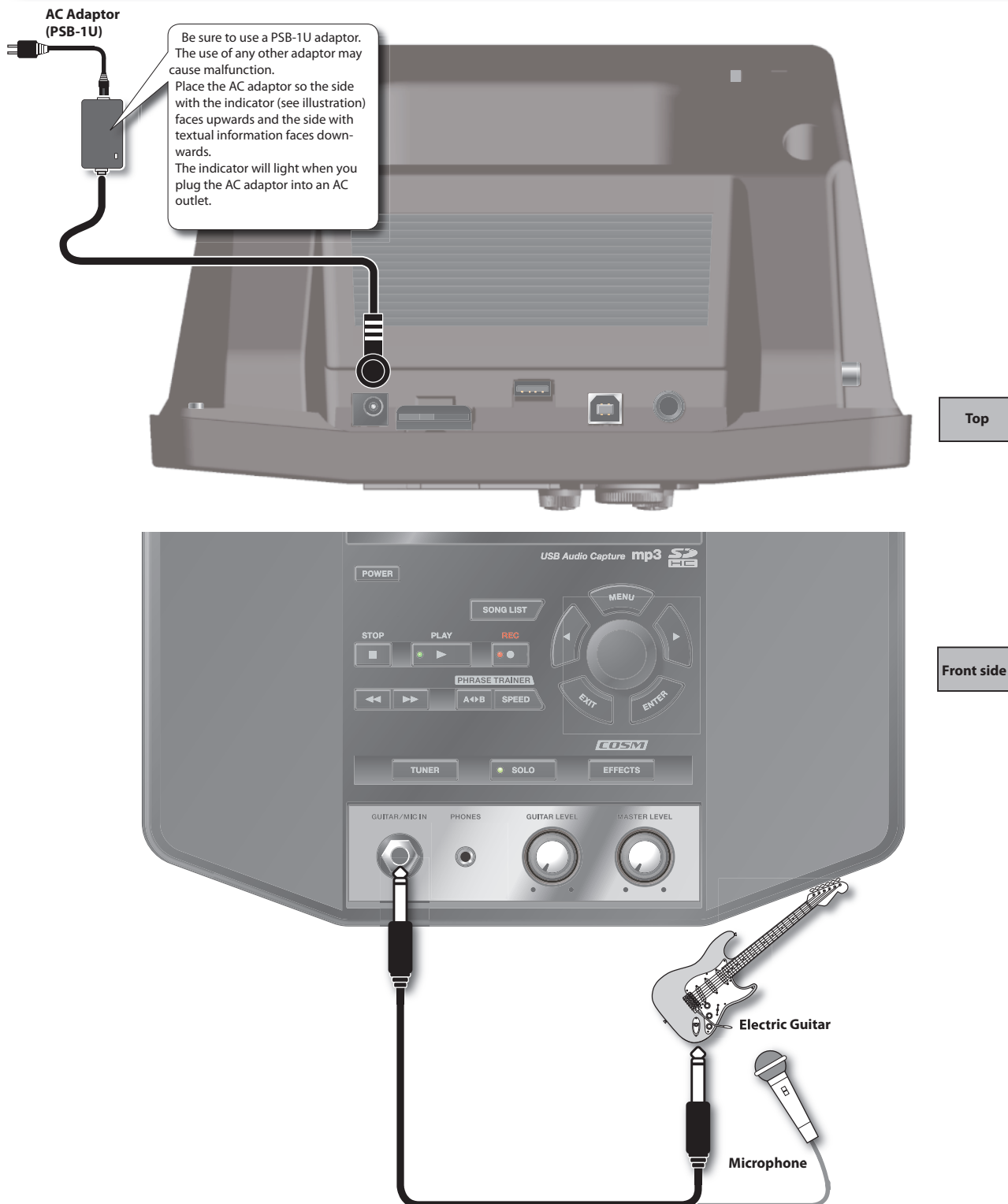
AC Adaptor (PSB-1U)

Be sure to use a PSB-1U adaptor. The use of any other adaptor may cause malfunction.
Place the AC adaptor so the side with the indicator (see illustration) faces upwards and the side with textual information faces downwards.
The indicator will light when you plug the AC adaptor into an AC outlet.

Top

USB Audio Capture **mp3** SD HC

POWER

SONG LIST   MENU

STOP   PLAY   REC

PHRASE TRAINER

◄◄   ►►   A◄►B   SPEED   EXIT   ENTER

COSM

TUNER   SOLO   EFFECTS

GUITAR/MIC IN   PHONES   GUITAR LEVEL   MASTER LEVEL

Front side

Electric Guitar

Microphone

To prevent malfunction and/or damage to speakers or other devices, always turn down the volume, and turn off the power on all devices before making any connections.

Howling could be produced depending on the location of microphones relative to speakers. This can be remedied by:
1. Changing the orientation of the microphone(s).
2. Relocating microphone(s) at a greater distance from speakers.
3. Lowering volume levels.

cf.

"Adjusting the Guitar and Mic Input Sensitivity" (p. 31)

"Turning Off the Internal Speakers" (p. 31)

Basic operation of the JS-8

MENU Button
This calls up various different functions depending on the screen displayed.

Cursor Button
This moves the position of the cursor (highlighted portion) in the display.
Use the dial to adjust the highlighted value.

Dial
Use this to change values and settings.

ENTER Button
Use this to confirm selection of an item, and to adjust the values of settings and switch among them.

EXIT Button
Press this to cancel settings and return to previous screens.

Turning the Power On/ Turning the Power Off

Once the connections have been completed (p. 4) (p. 6), turn on power to your various devices in the order specified. By turning on devices in the wrong order, you risk causing malfunction and/or damage to speakers and other devices.

When powering up
- Turn on the power to your component stereo system or mixer **last**.

When powering down
- Turn off the power to your component stereo system or mixer **first**.

This unit is equipped with a protection circuit. A brief interval (a few seconds) after power up is required before the unit will operate normally.

About the Top Screen

This screen will appear when you turn on the JS-8's power.
The procedures explained in this manual will start from this screen.

Name of the currently selected song

Cursor (highlighted display)

Number and name of the currently selected effect patch

Level Meter

Play Mode Display

Displayed	Description	Displayed	Description
ONE →	The current song plays to the end and stops.	SHUFFLE	Songs in the list are played back in random order.
ONE ⟲	Playback of the current song is repeated.	SHUFFLE ⟲	Playback of songs in list is repeated in random order.
LIST →	Songs are played back in the listed order.	A◄	Time location "A" has been registered for AB Repeat.
LIST ⟲	Playback of songs in the list is repeated.	A◄►B	Playback will repeat between time locations "A" and "B" (AB Repeat).

Song playback location

REMAIN: Remaining time available for recording
REC: Elapsed recording time (displayed while recording)

Song playback time (Min:Sec)

The explanations in this manual include illustrations that depict what should typically be shown by the display. Note, however, that your unit may incorporate a newer, enhanced version of the system (e.g., includes newer sounds), so what you actually see in the display may not always match what appears in the manual.

English

Deutsch

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Using the JS-8 with Other Devices

Computer

Expression Pedal (EV-5, etc.)

Footswitch (BOSS FS-6, etc.)

Security Slot

USB Cable (Commercially available)

USB Memory Connector

Ground Terminal

SD Card Connector
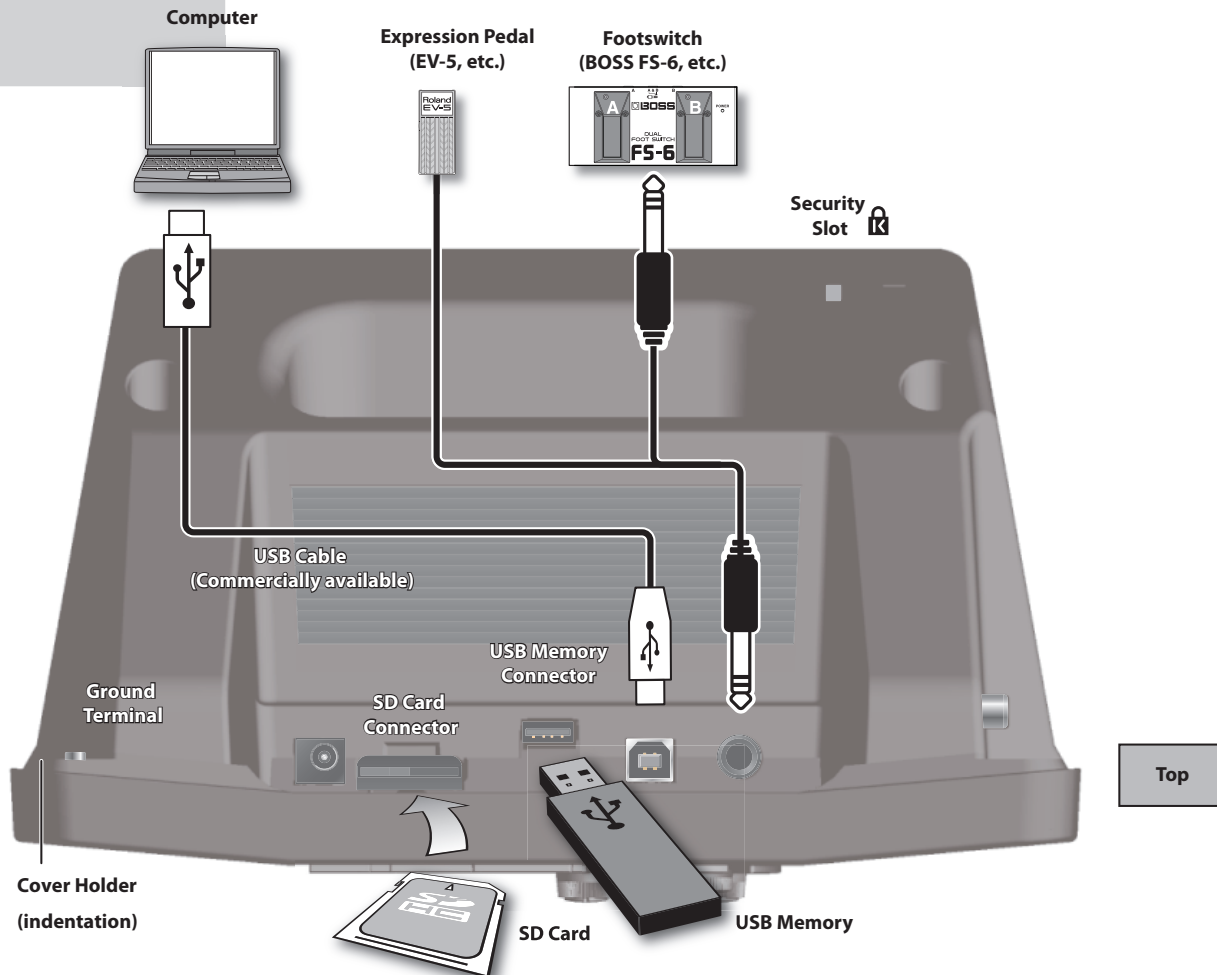
Top

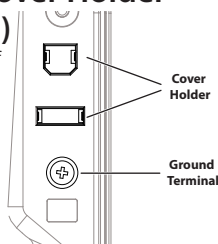**Cover Holder (indentation)**

SD Card

USB Memory

About the USB Cable

A USB cable is not included with the JS-8. Please use a commercially available cable.

About the Cover Holder (indentation)

If you detach the cover of the USB connector, place it in the cover holder so that it won't be lost.

Cover Holder

Ground Terminal

About the Ground Terminal

Depending on the circumstances of a particular setup, you may experience a discomforting sensation, or perceive that the surface feels gritty to the touch when you touch this device, microphones connected to it, or the metal portions of other objects, such as guitars. This is due to an infinitesimal electrical charge, which is absolutely harmless. However, if you are concerned about this, connect the ground terminal (see figure) with an external ground. When the unit is grounded, a slight hum may occur, depending on the particulars of your installation. If you are unsure of the connection method, contact the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page.

Unsuitable places for connection
•Water pipes (may result in shock or electrocution)
•Gas pipes (may result in fire or explosion)
•Telephone-line ground or lightning rod
  (may be dangerous in the event of lightning)

About the SD Cards and the SD Card Connector

Insert the SD card, label side up, into the slot in the JS-8's rear panel.
Press the inserted SD card until you hear an audible "click."

Recording and playback on the JS-8 requires an SD card.

Never insert or remove an SD card while this unit's power is on. Doing so may corrupt the unit's data or the data on the SD card.

Carefully insert the SD card all the way in-until it is firmly in place.

To prevent dust from entering the SD card connector and to prevent the SD card from being stolen, you should screw on the connector cover.

About the USB Memory Connector

Only USB memory can be connected to the USB memory connector. Do not connect devices such as a hard disk or CD-ROM drive.

About the Expression Pedal and Footswitch

Use only the specified expression pedal (Roland EV-5, BOSS FV-500L, or FV-500H; sold separately). By connecting any other expression pedals, you risk causing malfunction and/or damage to the unit.

Never connect or disconnect the expression pedal or the footswitch while this unit's power is on.

About the Security Slot

Connect a commercially available anti-theft security cable here.
http://www.kensington.com/

PHRASE TRAINER

◄◄ ►► | A◄►B | SPEED

EXIT | ENTER

COSM

TUNER | ● SOLO | EFFECTS

GUITAR/MIC IN | PHONES | GUITAR LEVEL | MASTER LEVEL

Front side

Stereo Headphones

Electric Guitar

Microphone

CD Player, Digital Audio Player, or other device

Right side

AUX IN jacks

LINE OUT jacks

White (Left channel)

Red (Right channel)

Component stereo system or other device
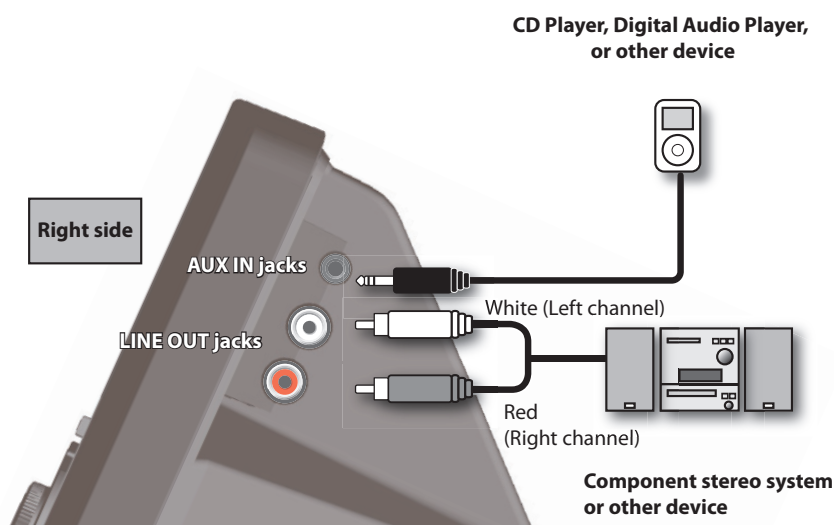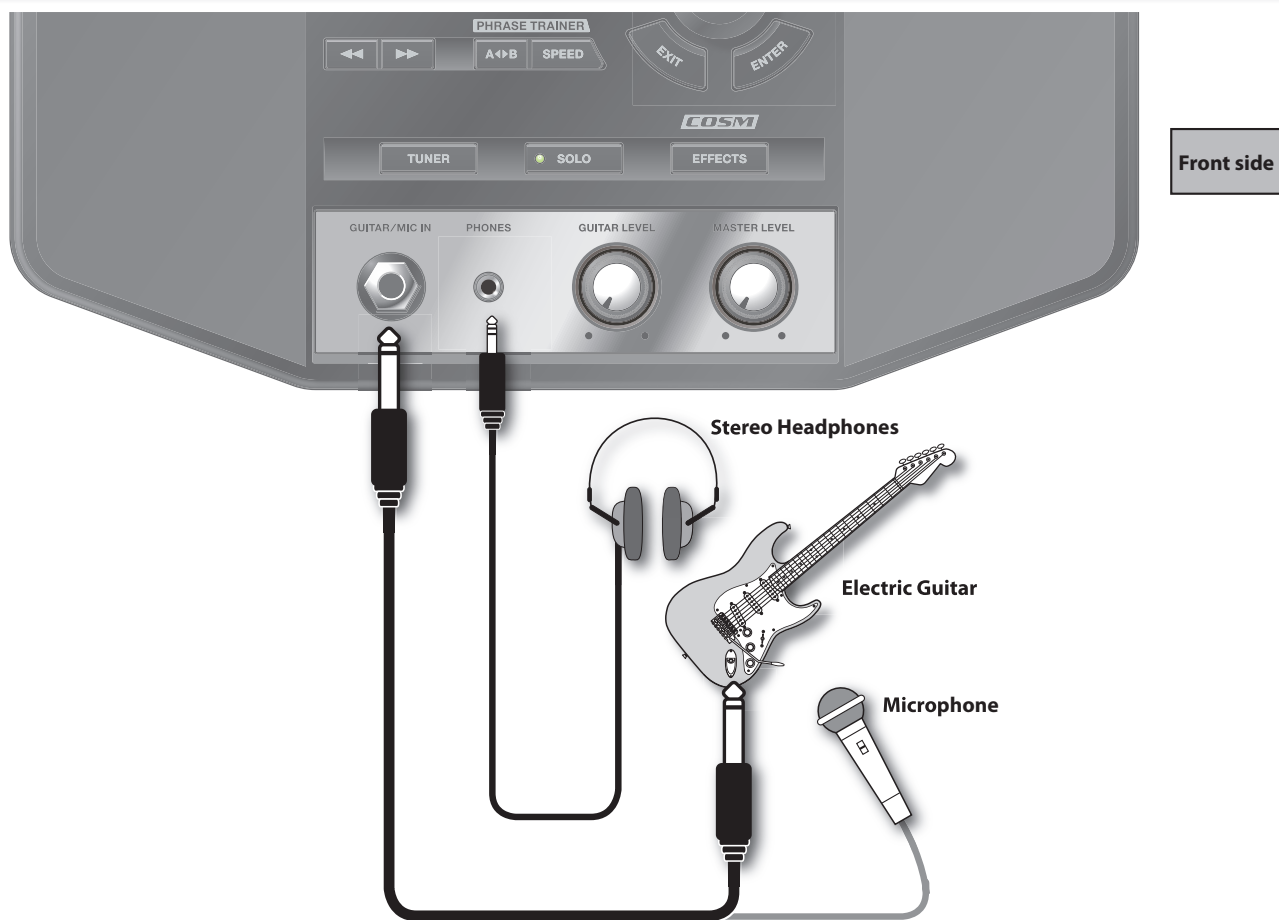
About the AUX IN Jack
Input audio from line-level devices here.

About the LINE OUT Jacks
Output audio to a component stereo system or other device from here.

Caution When Making Connections

To prevent malfunction and/or damage to speakers or other devices, always turn down the volume, and turn off the power on all devices before making any connections.

Howling could be produced depending on the location of microphones relative to speakers. This can be remedied by:
1. Changing the orientation of the microphone(s).
2. Relocating microphone(s) at a greater distance from speakers.
3. Lowering volume levels.

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Deutsch

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Play Your Guitar with Songs as Your Backing

Playing Songs

**CD Player,
Digital Audio Player,
or other device**

Use a commercially available cable that's appropriate for the device to which you are connecting.

You can mix in sound from external audio devices.

To AUX IN

Stereo miniature phone type

2

Step

Play[▷] and Stop[□]

Use these buttons to start and stop performances.

1

Step

Adjust the Volume

1. **Turn the MASTER VOLUME knob completely counterclockwise (minimum level).**

2. **Press [▷](PLAY), and while the song is playing back, gradually turn the MASTER VOLUME knob clockwise until you reach the desired volume level.**

Rewind[◁◁] and Fast Forward[▷▷]

These let you move rapidly to points before and after the current playback location in the song.

3

Step

Adjust the Guitar Level

1. **Turn the MASTER VOLUME knob completely counterclockwise (minimum level).**

2. **While playing the guitar, gradually turn the GUITAR VOLUME knob clockwise until you reach the desired volume level.**

Electric Guitar

MEMO

While stopped, pressing [o](STOP) will return the song playback location to the beginning (00:00) (Zero Return).

TIP **Playing Songs on USB Memory**

1. **Connect the USB memory device to the USB memory connector.**
   The contents of the USB memory device will be displayed.

2. **Using the dial, select the song that you want to play, then press [ENTER].**

3. **Continue by following the procedure in "Playing Songs."**

Recording Performances

You can record the exact sounds you hear from the JS-8.

Recording Performances

1. Press [○](REC).

To Stop Recording

1. Press [□](STOP).

Saves the recorded song and starts playback.

Discards the recorded content. At the message "Are you sure?", press [ENTER] to discard the recording. (The recorded content will not be saved.)

MEMO
- Recorded data (songs) are automatically assigned the name "SONG****" (with **** indicating the number).
- You can easily find songs you've recorded in the JS-8 by using the "USER" category in the SEARCH function.

cf.
To select the "USER" category, refer to "Narrowing the Number of Songs Appearing in the Display (SEARCH Function)" (p. 10)

TIP With the MENU button...

You can do the following by pressing the MENU button.

MENU Category	Description
BEST 30 EDIT	Add the current song to the BEST 30. **cf.** "Ranking Your Favorite Songs (BEST 30)" (p. 10)
AB EDIT	Make precise settings for the AB REPEAT function. **cf.** "Repeating Playback of a Fixed Segment (AB REPEAT)" (p. 15)
CAPTURE	Capture audio. This is a convenient way to capture a song. **cf.** "Importing the Song (CAPTURE)" (p. 16)
METRONOME	Sound the metronome.

MENU Category	Description
SONG INFO	Confirm song information and edit song names.
SYSTEM	Make a variety of JS-8 settings.
ERASE	Delete the selected song.
EXPORT	Convert the selected song to WAV format and write it to USB memory.
IMPORT	Store the songs on the selected USB memory to the SD card.
CONVERT	Convert MP3 data on the SD card to JS-8 song format.
PHRASE LOOP	Use the Phrase Loop function. **cf.** "The PHRASE LOOP function" (p. 29)

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Selecting Songs

Selecting Songs

1. **Press [SONG LIST].**

2. **Turn the dial to select a song.**

3. **Press [ENTER].**

Select the song you want to hear or the rhythm you want played.

MEMO

You can narrow the number of songs displayed by specifying certain conditions (SEARCH Function).

Use of the demo song and rhythm data supplied with this product for any purpose other than private, personal enjoyment without the permission of the copyright holder is prohibited by law. Additionally, this data must not be copied, nor used in a secondary copyrighted work without the permission of the copyright holder.

Narrowing the Number of Songs Appearing in the Display (SEARCH Function)

1. **Press [SONG LIST].**

2. **Press [MENU].**

3. **Select the search type with the dial and press [ENTER].**

Narrowing down the songs listed in the display helps you find the songs you are looking for more quickly.

MEMO

• Narrowing search results with the SEARCH function applies to songs shipped with the JS-8 and songs saved to the JS-8 using the JS-8 Song List Editor.
• You can display up to a maximum of 4,000 songs.

Ranking Your Favorite Songs (BEST 30)

1. **Before starting, first select a song you want to list in the BEST 30.**

2. **Press [MENU].**

3. **Select BEST 30 EDIT with the dial and press [ENTER].**

4. **Determine the order using the dial, then press [ENTER].**

This process determines the songs listed when BEST 30 is selected as the SEARCH type.

Including your favorite songs, allows you to always have the songs you want appear in song lists.

TIP **With the MENU button...**

Pressing [SONG LIST] and then [MENU] allows you to carry out the following procedures.

You can choose from the following types of searches.

SEARCH Type	Description
ALL SONGS	All songs included in the saved albums and artists are listed.
USER	Data recorded with the JS-8 is automatically registered in this category.
BEST 30	Only the thirty favorite songs are listed, if these songs have already been ranked (1–30).
ALBUM/ARTIST	Songs are listed by album title (ALBUM) or artist name (ARTIST). **MEMO** These headings are available when album titles and artist names are registered to the songs. You can use the JS-8 Song List Editor to register and edit album titles and artist names.
RHYTHM	Only short phrases (RHYTHM LOOP) contained on the card included with the JS-8 are listed. **MEMO** By using the JS-8 Song List Editor you can add a favorite audio file as a rhythm.
USB MEMORY	Browses files saved to the USB memory.
SD CARD	Browses files saved to the SD card. **MEMO** Only if the VIEW SW parameter is ON. (p. 39)

MEMO

With "Selecting Songs," songs are displayed according to the selected search type.

MENU Category	Description
REMOVE	Remove the selected song from the BEST 30 list.

MEMO

The MENU categories that are displayed may differ according to the screen and cursor position.

How to Use the RHYTHM Data

The rhythm data in the included card can be played back repeatedly in place of the metronome or backing.

1. Press [SONG LIST].

2. Press [MENU].

3. Select RHYTHM with the dial and press [ENTER].

4. Turn the dial to select the song (rhythm data) and press [ENTER].

5. Use the dial to set the "Play Mode Display" (p. 5) to ⬚⬚.

6. Press [▷](PLAY); the rhythm will play.

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Switching Effects

Select Effects

1. Press [EFFECTS].

Effect patch number

Effect category

Use the dial to select the effect.

Switch to the SOLO Effect

1. Press [SOLO].

BOSS eBand
P001
BLUESY CRUNCH

The SOLO icon will light if SOLO is on.

TIP **With the MENU button...**

Pressing [EFFECT] and then [MENU] allows you to carry out the following procedures.

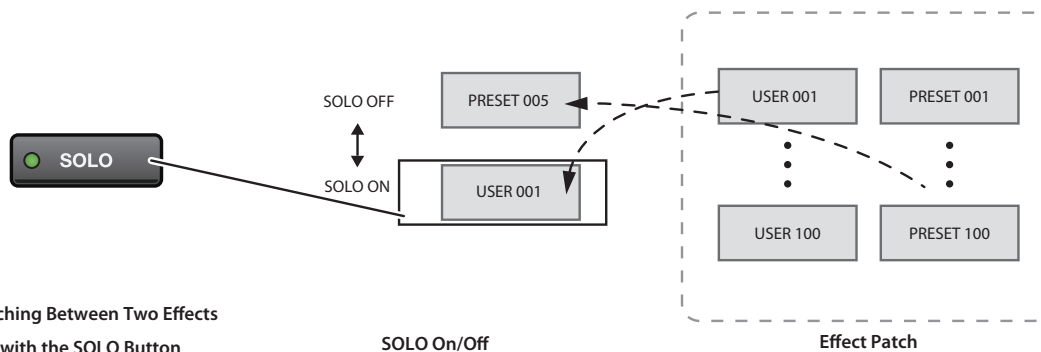| MENU Category	Description
WRITE	Saves the effect currently being edited. Also copies the currently selected effect.
EXCHANGE	Exchanges one effect for another.
INITIALIZE	Initializes the effect settings.

MEMO

The MENU categories that are displayed may differ according to the screen and cursor position.

TIP **Switching Back and Forth Between Two Effects**

Different JS-8 effect numbers are stored depending on whether SOLO is on or off.
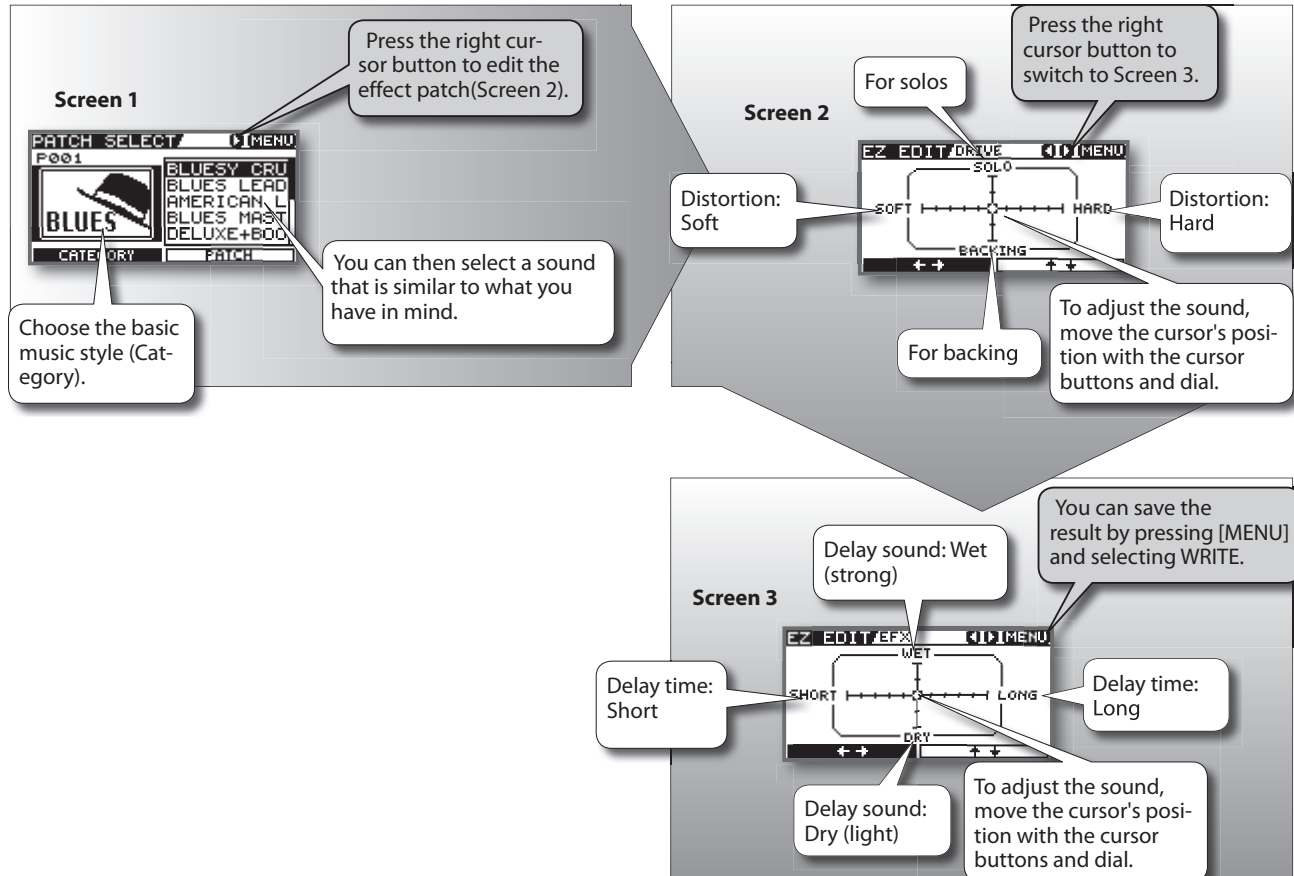
The JS-8 will assign a different effect patch number depending on whether the SOLO button is on or off. Thus, you can instantly switch between two different effects each time you press [SOLO].

SOLO

SOLO OFF

PRESET 005

SOLO ON

USER 001

USER 001   PRESET 001

USER 100   PRESET 100

Switching Between Two Effects with the SOLO Button

SOLO On/Off

Effect Patch

Changing Effects to Get the Desired Sound

1. Press [EFFECTS].

2. Press the right cursor button.

You can create sounds by choosing song genres and using intuitive sound-shaping grids that adjust multiple parameters with a single control.

Press the right cursor button to edit the effect patch(Screen 2).

Screen 1

PATCH SELECT ▶ MENU
P001
BLUESY CRU
BLUES LEAD
AMERICAN L
BLUES MAS
DELUXE+BOO
BLUES
CATEGORY PATCH

You can then select a sound that is similar to what you have in mind.

Choose the basic music style (Category).

Press the right cursor button to switch to Screen 3.

For solos

Screen 2

EZ EDIT DRIVE ◀▶ MENU
SOLO
SOFT ├┼┼┼┼○┼┼┼┤ HARD
BACKING
← → ← →

Distortion: Soft

Distortion: Hard

For backing

To adjust the sound, move the cursor's position with the cursor buttons and dial.

Delay sound: Wet (strong)

You can save the result by pressing [MENU] and selecting WRITE.

Screen 3

Delay time: Short

EZ EDIT EFX ◀▶ MENU
WET
SHORT ├┼┼┼┼○┼┼┼┤ LONG
DRY
← → ← →

Delay time: Long

Delay sound: Dry (light)

To adjust the sound, move the cursor's position with the cursor buttons and dial.
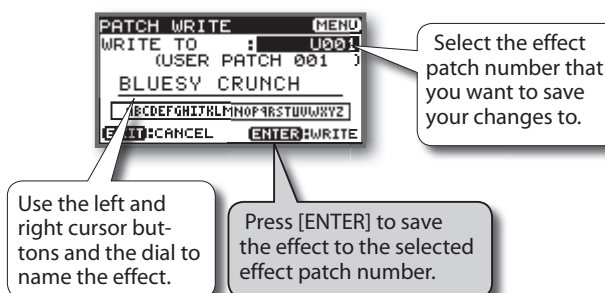
MEMO

You can edit effect patches even more precisely.
Please refer to "Advanced Editing of Effect Parameters" (p. 20)

NOTE

Switching effect patches with PATCH SELECT before you save an edited effect patch will cause the edited content to be lost.

Saving Effects

1. After editing the effect patch, press [MENU].

2. Select WRITE with the dial and press [ENTER].

PATCH WRITE MENU
WRITE TO : U001
(USER PATCH 001)
BLUESY CRUNCH
ABCDEFGHIJKLMNOPQRSTUVWXYZ
EDIT:CANCEL ENTER:WRITE

Select the effect patch number that you want to save your changes to.

Use the left and right cursor buttons and the dial to name the effect.

Press [ENTER] to save the effect to the selected effect patch number.

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Convenient Practice Functions

Tuner

1. Press [TUNER].

Use this feature to tune your instruments.

This sets the frequency of A4 (the middle A on a piano keyboard).
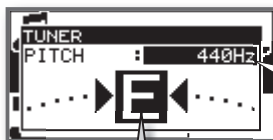
Adjust the tuning until the desired pitch is shown and both triangles are lit.

Display	Description
▷	Too low
▷ ◁	**Tuned**
◁	Too high

Standard Tuning

	7th	6th	5th	4th	3rd	2nd	1st
Guitar	B	E	A	D	G	B	E
Bass			B	E	A	D	G

Metronome

1. Press [MENU].

2. Select METRONOME with the dial and press [ENTER].

Play along with the metronome to learn how to perform at a steady tempo.

Press [SPEED] two or more times to match the song's rhythm; that pace is set as the TEMPO.

Press [ENTER] to turn the metronome sound on and off.

This sets the metronome beat.

This sets the tempo (BPM).

This sets the metronome volume.

MEMO
- You can't play back songs in the Metronome screen.
- The metronome will stop sounding when you exit the Metronome screen.

Phrase Trainer

PHRASE TRAINER
◄◄ ►►   A◄►B SPEED   EXIT ENTER

COSM

Repeating Playback of a Fixed Segment (AB REPEAT)

1. Press [▷](PLAY).

2. Press [A◄►B] at the start point, and again at the end point of the segment to be repeated.

Use this feature for guitar solo practice and in other situations where you want to practice along with a single section as it plays back repeatedly.

(MEMO)

To turn AB Repeat off, press [A◄►B] once again.

TIP
Precise Adjustment of the AB REPEAT Segment
You can precisely adjust the start and end points of the segment to be repeated.

1. In the Top screen, press [MENU].

2. Select METRONOME with the dial and press [ENTER].

3. In the AB REPEAT EDIT screen, adjust the start point (A) and the end point (B).

AB REPEAT EDIT
A : 00 м 00 ѕ 00
B : 00 м 00 ѕ 50
◄►:CURSOR ENTER:OFF/ON

(MEMO)
- You can press [ENTER] in the AB REPEAT EDIT screen to alternately switch the AB REPEAT function on and off without clearing the markers.
- With MP3 data, you may be unable to play back from a specific time (the performance starts near the specified time). In such cases, if you want playback to start at an exact point, use the CONVERT function to convert the file to a JS-8 song.
- The interval between time locations "A" and "B" cannot be less than 0.5 seconds.

(MEMO)
- Phrase Trainer settings are saved as part of each song on the SD card.
- However, these settings are not saved for songs in USB memory.

Practicing with the Song Tempo Changed and Center Sound Removed

1. Press [SPEED].

This lets you slow down the song tempo to practice faster passages and remove the center sound from songs so you can use them for backing as you perform.

Screen 1 — Press the right cursor button to switch to the screen for the pitch (Screen 2).

PHRASE TRAINER ►
ENTER:OFF/ON
75 (%) OFF
SPEED CENTER CANCEL

This sets the song speed. Normally, the speed is set to 100%.

Set this to ON to remove the sounds heard in the center (Center Cancel).

Screen 2 — Press the right cursor button to switch to the screen for finely adjusting the Center Cancel quality (Screen 3).

PHRASE TRAINER ◄►
ENTER:OFF/ON
PITCH
0   0
SHIFT FINE

Raises or lowers the pitch in semitone steps. Adjusts the pitch in fine steps of 1 cent.

Screen 3

PHRASE TRAINER ◄
ENTER:OFF/ON
CENTER CANCEL
C0 HIGH 80
POSITION FREQ DEPTH

Specify the location in the sound field of the sound you want to eliminate. C0 eliminates the sound that's in the center, L** and R** eliminate sounds at the left or right, respectively.

Specify the frequency range of the sound you want to eliminate.
- HIGH: High frequency range
- MID: Middle frequency range
- LOW: Low frequency range

Increasing this value will remove the sound more completely.

(MEMO)
Depending on the recorded audio, it may not be possible to completely eliminate the sound.
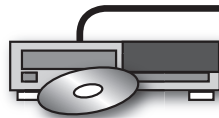
BOSS eBand
P001
BLUESY CRUNCH
A◄B 00:00 REMAIN 00:00 L R
PH.TRAINER

The PH.TRAINER icon will be lit if Speed, Pitch, or Center Cancel are on.

English / Deutsch / Français / Italiano / Español / Português / Nederlands

Importing Songs

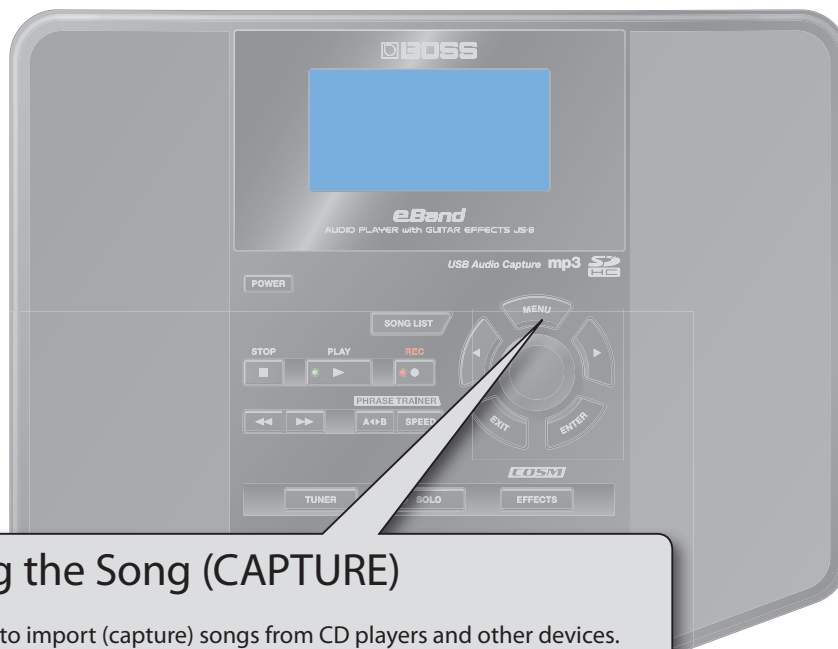## Importing Songs from CD Players and Other Devices

CD player,
Digital Audio Player,
or other equipment

Use a commercially available cable that's appropriate for the device to which you are connecting.
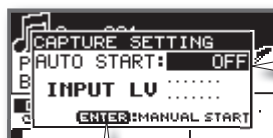
To AUX IN

Stereo miniature phone type

Importing the Song (CAPTURE)

Use this procedure to import (capture) songs from CD players and other devices.

1. Press [MENU].

2. Select CAPTURE with the dial and press [ENTER].

3. On your CD player or other device, start playing the song that you want to import.

4. To quit importing, press [EXIT].

Capturing Data at the Desired Time

This mode (OFF) lets you start data capture manually by pressing the [ENTER] button.

Press [ENTER] to start the capture.

Capturing Automatically

In this mode, the capture begins automatically when the input level exceeds a set value. (LEVEL1–LEVEL7)

Press [ENTER] to switch to standby mode. In standby mode, the capture begins automatically when the input level exceeds a set value.

(MEMO)

- Audio input from the GUITAR/MIC IN jack (guitar, vocals, etc.) are not recorded during captures.
- Captured data (songs) are automatically assigned the name "SONG****" (with **** indicating the number).
- You can easily find songs you've captured in the JS-8 by using the "USER" category in the SEARCH function.
- The captured data will be saved in JS-8 format.

Capturing Songs from Various Sound Sources

The JS-8 can capture songs using various different methods.

Source	Capture Method
Analog connection (audio input to AUX IN jack)	Refer to "Importing the Song (CAPTURE)" (p. 16).
Digital connection (audio input to USB port)	**1. Connect the computer to the JS-8's USB port by a USB cable.** **2. When the USB SELECT screen appears in the JS-8, select AUDIO and press [ENTER].** **3. Use the computer software to select the JS-8 as the audio output destination.** **(MEMO)** For instructions on how to switch the output destination, refer to the user's guide for the software you are using. **4. Follow the instructions in "Importing the Song (CAPTURE)" (p. 16) to capture the data.**
USB Memory	**1. Connect the USB memory to the JS-8's USB port.** **2. Use the dial to select the song you want to capture.** **3. Press [MENU] to select IMPORT, then press [ENTER].** **4. Press [ENTER].**
Importing Songs to the JS-8 from Computers (USB Port)	**1. Connect the computer to the JS-8's USB port by a USB cable.** **2. When the USB SELECT screen appears in the JS-8, select JS-8 SONG LIST EDITOR and press [ENTER].** **3. Follow the instructions in "Importing WAV or MP3 into the JS-8 (IMPORT)" (p. 19) to import the songs on the computer to the JS-8.**

English

Deutsch

Français

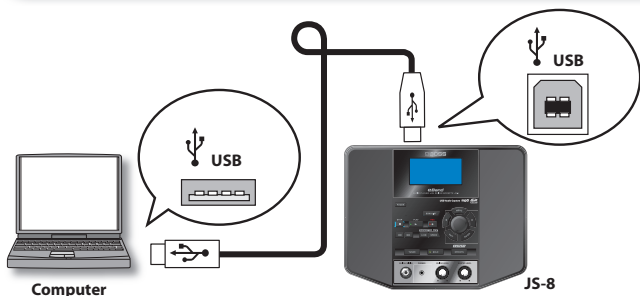Italiano

Español

Português

Nederlands

Using the JS-8 Song List Editor

You can use the JS-8 Song List Editor (hereafter referred to as "Song List Editor") for the following.

- Importing songs from music CDs into the JS-8
- Importing WAV and MP3 files into the JS-8
- Editing song data

1. Connecting to the Computer

Computer   JS-8

1. Connect the computer to the JS-8's USB port by a USB cable.

2. When the USB SELECT screen appears in the JS-8, select JS-8 SONG LIST EDITOR and press [ENTER].

MEMO

A USB cable is not included with the JS-8. Please use a commercially available cable.

2. Installing the Song List Editor

The SD card included with the JS-8 comes with Song List Editor contained on the card.

MEMO

Song List Editor can be installed only on one computer.

1. Connect the computer to the JS-8's USB port by a USB cable.

2. When the USB SELECT screen appears in the JS-8, select JS-8 SONG LIST EDITOR and press [ENTER].

3. Using Explorer or My Computer (Windows) or Finder (Mac OS), navigate to the folders on the JS-8.

4. Open the WIN folder (Windows users) or the MAC folder (Mac OS users).

5. Copy the USB driver installer for your computer's operating system to a folder on the computer.

Windows XP/Vista users (in the WIN folder)
- JS8_EditorWin***.zip

Mac OS users (in the MAC folder)
- JS8_EditorMac***.zip

6. Double-click the installer listed above to uncompress it.

7. In the folder that is created when you uncompress the file, read the readme_e.txt file and install Song List Editor as directed.

MEMO

- The included SD card contains Song List Editor installers, sample songs and rhythms, and other files. You can delete any unneeded data to utilize the SD card's capacity more effectively.
- You can access the data again by backing up the files before deleting them or by downloading the various files from the Roland website.

3. Starting up the Song List Editor

1. Connect the computer to the JS-8's USB port by a USB cable.

2. Double-click the icon for the Song List Editor.

Importing Songs into the JS-8 from CDs (CD IMPORT)

This procedure converts music CDs to songs and imports them into the JS-8.

1. Start up the Song List Editor.

2. Load the CD you want to import into the JS-8.

3. Click [CD RIPPING].

4. Use the Song List Editor to select the song you want to import.

5. Click [OK].

Importing WAV or MP3 into the JS-8 (IMPORT)

This procedure imports WAV or MP3 audio data into the JS-8.

1. Start up the Song List Editor.

2. Click [IMPORT].

3. Use the Song List Editor to select the song (audio file) you want to import.

4. Click [OK].

MEMO

You can easily find songs you've imported in the JS-8 by using the "USER" category in the SEARCH function.

Editing Song Information

You can use the Song List Editor to edit information (song names, artist names, and album titles) registered to songs stored in the JS-8.

MEMO

• The JS-8's Search function works by using this information.
• The Song List Editor supports MP3 tag data.

cf.

For details on using the Song List Editor, refer to the Song List Editor Help.

Displaying Song Names with Non-Alphabetic Characters

You can use the Song List Editor to name songs using not only letters of the alphabet, numerals, and symbols, but also double-byte characters (such as Japanese "kanji" characters).
In addition, the JS-8 can display song names (even those containing double-byte characters), when the songs are imported into the JS-8 using the Song List Editor.

MEMO

• The JS-8 can handle up to a maximum of 4,000 songs.
• You can register up to 2,000 headings, including those for Album Title, Artist Name.

English

Deutsch

Français

Italiano

Español

Português

Nederlands

Convenient Functions

Advanced Editing of Effect Parameters

1. Press [EFFECTS].

Screen 1

Effect patch number

Press the right cursor button to switch to Screen 2, 3.

Use the dial to select the effect category.

Select the effect patch you want to edit here.

Screen 2

Press the right cursor button to switch to Screen 4.

Screen 3

To adjust the sound, move the cursor's position with the cursor buttons and dial.

Screen 5 (Example: AMP)

Press the right cursor button to access additional parameters for the selected effect.

Press [MENU], then select WRITE to save the edit.

Use the cursor buttons and dial to edit the parameters.

Press [ENTER] to switch the effect on and off.

Screen 4

Pressing [MENU] enables various editing procedures.

Press [ENTER] to switch to the settings screen for the selected effect (Screen 5).

Use the cursor buttons to select the effect you want to edit.

Use the dial to switch the selected effect on and off.

(Example) AMP

ON:

OFF:

Saving Effects

1. After editing the effect, press [MENU].

2. Use the cursor buttons to select WRITE, and then press [ENTER].

Select the effect patch number you want to save your changes to.

Use the left and right cursor buttons and the dial to name the effect.

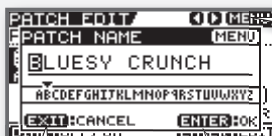Press [ENTER] to save the effect to the selected effect number.

NOTE

Switching effects with PATCH SELECT before you save an edited effect will cause the edited content to be lost.

TIP **To Copy an Effect Patch**

Call up the effect patch you want to copy, then merely save that effect patch as it is to the desired effect patch number.

About the Effect Menu

Pressing [EFFECT] and then [MENU] allows you to carry out a variety of different procedures.

MENU Category	Description	Screen
WRITE	Saves the effect patch currently being edited (or copies the current patch if it's unedited).	Use the left and right cursor buttons and the dial to name the effect. / Select the patch number to be written to here (save destination). / Press [ENTER] to save the effect patch.
PATCH NAME	Changes the name of the effect patch.	Use the left and right cursor buttons and the dial to name the effect. / Press [ENTER] to enter the change. / Pressing [MENU] allows you to carry out the following procedures. **MENU Category — Description** ALL DELETE — Deletes the all characters. DELETE — Deletes the character and shifts the characters that follow to the left. INSERT — Inserts a blank space at the cursor position.
EXCHANGE	Exchanges the current effect patch with another patch.	Press [ENTER] to exchange effect numbers. / Sets the number for the effect you want to exchange.
INITIALIZE	Restores the effect settings to their default factory state.	The message "Are you sure?" appears. • To return to the factory settings, press [ENTER]. • If you decide to cancel, press [EXIT].

MEMO

The MENU categories that are displayed may differ according to the screen and cursor position.

About the JS-8's Internal Effects

The trademarks listed in this document are trademarks of their respective owners, which are separate companies from Roland/BOSS. Those companies are not affiliated with Roland/BOSS and have not licensed or authorized BOSS's JS-8. Their marks are used solely to identify the equipment whose sound is simulated.

Internal Effects

With the JS-8, you can use seven effects types simultaneously in a single effects patch, including AMP (amp modeling), FX (various effects), EQ (equalizer), NS (noise suppressor), DELAY (delay), and REVERB (reverb).

For the FX type, you can select among compressor, distortion, wah, and a wide variety of other effects.

Internal Effects	
AMP (amp modeling)	Models sounds passed through guitar and bass amps. COSM modeling simulates not just preamp and speaker characteristics, but even miking as well. You can select from a large number of different amp types. **cf.** "AMP parameter list", "MIC TYPE" (p. 24)
FX (effects)	Provides a wide variety of effects to choose from, including compressor, distortion, wah, and many others. **cf.** "FX parameter list" (p. 25)
EQ (equalizer)	Adjusts the volume levels for different frequencies in the low-frequency to high-frequency ranges. Low and high midrange settings feature parametric equalization. **cf.** "EQ parameter list" (p. 28)
NS (noise suppressor)	This effect suppresses noise and hum from the guitar's pickups. Since the noise reduction follows the guitar sound's envelope (the change in volume over time), it has practically no influence on the guitar sound itself, thus producing a highly natural effect. **cf.** "NOISE SUPPRESSOR parameter list" (p. 28)
DLY (delay)	A delayed sound is added to the normal guitar sound, producing a thicker tone with a distinctive ambience. **cf.** "DELAY parameter list" (p. 29)
CHO (chorus)	This effect adds a subtle frequency modulation, producing a beautiful sound with greater breadth and body. **cf.** "CHORUS parameter list" (p. 30)
REV (reverb)	This effect adds reverberation and other spatial effects. Set the REVERB TYPE to choose from a variety of different types of reverb sound. **cf.** "REVERB parameter list" (p. 30)

AMP parameter list

TYPE	Paramter	
	OFF/ON	Turns the AMP OFF/ON.
JC CLEAN	**BOSS CLEAN**	This is a clean sound that is smooth and warm.
JC CLEAN	**JC-120**	This is the sound of the Roland JC-120.
JC CLEAN	**JAZZ COMBO**	This is a sound suited to jazz.
JC CLEAN	**FULL RANGE**	This is a sound with flat response. Good for acoustic guitar.
TW CLEAN	**CLEAN TWIN**	This models a Fender Twin Reverb.
TW CLEAN	**PRO CRUNCH**	This models a Fender Pro Reverb.
TW CLEAN	**TWEED**	This models a Fender Bassman 4 x 10" Combo.
TW CLEAN	**DELUX CRUNCH**	This models a Fender Deluxe Reverb.

TYPE	Paremeter	
CRUNCH	BOSS CRUNCH	This is a crunch sound that faithfully reproduces picking nuances.
	BLUES	This is a sound suited to blues.
	WILD CRUNCH	This is a crunch sound with wild distortion.
	STACK CRUNCH	This is a crunch sound with high gain.
COMBO	VO DRIVE	This models the drive sound of a VOX AC-30TB. This is a sound that it suited to sixties-style British rock.
	VO LEAD	This models the lead sound of the VOX AC-30TB.
	VO CLEAN	This models the clean sound of the VOX AC-30TB.
MATCH	MATCH DRIVE	This models the sound produced using the left input on a Matchless D/C-30, a modern tube amp widely used in styles from blues to rock.
	FAT MATCH	This models the sound of a Matchless modified for high gain.
	MATCH LEAD	This models the sound produced using the right input on a Matchless D/C-30
BG LEAD	BG LEAD	This models the lead sound of the MESA/Boogie combo amp, a tube amp that was very popular in the late '70s and '80s.
	BG DRIVE	This models a MESA/Boogie with TREBLE SHIFT SW on.
	BG RHYTHM	This models the rhythm channel of a MESA/Boogie combo amp.
MS CLAS-SIC	MS1959 I	This models the sound produced using Input I on a Marshall 1959 Super Lead amp. This is a trebly sound suited to hard rock.
	MS1959 I+II	The sound of connecting Inputs I and II of the Marshall 1959 amp in parallel, creating a sound with a stronger low end than I.
MS MOD-ERN	MS HIGAIN	This models the sound of a Marshall modified with a midrange boost.
	MS SCOOP	This is a Marshall sound that's been tweaked for a metal sound.
R-FIER	R-FIER VINTAGE	Models the sound of the Channel 2 VINTAGE Mode on the MESA/Boogie DUAL Rectifier.
	R-FIER MODERN	Models the sound of the Channel 2 MODERN Mode on the MESA/Boogie DUAL Rectifier.
	R-FIER CLEAN	Models the sound of the Channel 1 CLEAN Mode on the MESA/Boogie DUAL Rectifier.
T-AMP	T-AMP LEAD	The models AMP3 on a Hughes & Kettner TriAmp.
	T-AMP CRUNCH	The models AMP2 on a Hughes & Kettner TriAmp.
	T-AMP CLEAN	The models AMP1 on a Hughes & Kettner TriAmp.
HI-GAIN	BOSS DRIVE	This is a drive sound producing awesome distortion.
	SLDN	This models a Soldano SLO-100, a very popular tube amp in the 1980s.
	LEAD STACK	This is a lead sound with high gain.
	HEAVY LEAD	A powerful lead sound featuring extreme distortion.
METAL	BOSS METAL	This is a metal sound suited to heavy riffs.
	5150 DRIVE	This models the lead channel of a Peavey EVH 5150.
	METAL LEAD	This is a lead sound suited to metal.
	EDGE LEAD	This is a sharp sound suited for lead play.
BASS	BASS CLEAN	Clean sound that is great for use with bass guitars.
	BASS CRUNCH	Crunch sound with natural distortion that sounds great with bass guitars.
	BASS HIGAIN	A high-gain sound suitable for use with bass guitars.

Parameter	
GAIN	Adjusts the distortion of the amp.
LEVEL	Adjusts the volume of the entire preamp. **(MEMO)** Be careful not to raise the LEVEL setting too high.

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Convenient Functions

Parameter		
These adjust the volume of the respective EQ bands. **MEMO** When you set the TYPE parameter to VO DRIVE, VO LEAD, VO CLEAN, MATCH DRIVE, FAT MATCH, or MATCH LEAD, the PRESENCE parameter functions as the high cut filter found in the original amps.		
BRIGHT	Turns the bright setting OFF/ON. **MEMO** The BRIGHT parameter setting is only partially available with some JC CLEAN, TW CLEAN, CRUNCH, or BG LEAD settings in AMP TYPE.	
	OFF	Bright is not used.
	ON	Bright is switched on to create a lighter and crisper tone.
GAIN SW	Provides for selection from three levels of distortion. Distortion will successively increase for settings of LOW, MIDDLE and HIGH.	
SOLO SW	Set SOLO SW to ON to add a boost in volume that's suitable for solos.	
SOLO LEVEL	Adjusts the volume level when the SOLO SW is ON.	
SP TYPE	Select the speaker type.	
	OFF	This turns off the speaker simulator.
	ORIGIN	This is the built-in speaker of the amp you selected with AMP TYPE.
	1x8"	This is a open-back speaker cabinet with one 8-inch speaker.
	1x10"	This is a open-back speaker cabinet with one 10-inch speaker.
	1x12"	This is a open-back speaker cabinet with one 12-inch speaker.
	2x12"	This is a open-back speaker cabinet with two 12-inch speakers.
	4x10"	This is a closed-back speaker cabinet with four 10-inch speakers.
	4x12"	This is a closed-back speaker cabinet with four 12-inch speakers.
	8x12"	This is a double stack of two closed-back cabinets, each with four 12-inch speakers.

Parameter		
MIC TYPE	This setting selects the simulated mic type.	
	DYN57	This is the sound of the SHURE SM-57, a general-use dynamic mic used for instruments and vocals. Optimal for use in miking guitar amps.
	DYN421	This is the sound of the SENNHEISER MD-421, a dynamic mic with extended low end.
	CND451	This is the sound of the AKG C451, a small-diaphragm condenser mic for use with instruments.
	CND87	This is the sound of the NEUMANN U87, a large-diaphragm condenser mic with flat response.
	FLAT	Simulates a mic with perfectly flat response. Produces a sonic image close to that of listening to the sound directly from the speakers (on site).
MIC DIS.	Simulates the distance between the mic and speaker.	
	OFF MIC	This setting points the mic away from the speaker.
	ON MIC	Provides conditions whereby the mic is directed more towards the speaker.
MIC POS.	This simulates the mic position.	
	CENTER	Simulates the condition that the mic is set in the middle of the speaker cone.
	1–10	Simulates the condition that the mic is moved away from the center of the speaker cone.
MIC LEVEL	Adjusts the volume of the mic.	

FX parameter list

Parameter	
OFF/ON	Turns FX OFF/ON.

FX SELECT Parameter	
OD/DS	This effect distorts the sound to create long sustain. Select the type of distortion with TYPE, then use DRIVE to adjust the amount of distortion. **cf.** "OD/DS parameter list" (p. 26)
WAH	You can connect an expression pedal to the EXP PEDAL CTL1/2 jack and use the pedal to control the wah effect in real time. **cf.** "WAH parameter list" (p. 26)
COMP	This is an effect that produces a long sustain by evening out the volume level of the input signal. Use the SUSTAIN parameter to adjust the length of the effect and ATTACK to adjust the strength of the picking attack. **cf.** "COMP parameter list" (p. 27)
LIMITER	The limiter attenuates loud input levels to prevent distortion. Adjust THRESHOLD to match the guitar input signal. **cf.** "LIMITER parameter list" (p. 27)
OCTAVE	This adds a note one octave lower, creating a richer sound. Play a single tone while completely muting the other strings. **cf.** "OCTAVE parameter list" (p. 27)
AC.PROCESSOR (AC.PRO)	This processor allows you to change the sound produced by the pickup on an acoustic electric guitar, creating a richer sound similar to that obtained with a microphone placed close to the guitar. You can select the acoustic guitar type. **cf.** "AC.PROCESSOR parameter list" (p. 27)
PHASER	By adding varied-phase portions to the direct sound, the phaser effect gives a whooshing, swirling character to the sound. You can select the phaser configuration. **cf.** "PHASER parameter list" (p. 27)
FLANGER	The flanging effect gives a twisting, jet-airplane-like character to the sound. **cf.** "FLANGER parameter list" (p. 27)
TREMOLO	Tremolo is an effect that creates a cyclic change in volume. **cf.** "TREMOLO parameter list" (p. 27)
ROTARY	This produces an effect like the sound of a rotary speaker. Setting CTL 1/2 to ROTARY SPEED SEL allows you to switch the speaker's rotation speed between SLOW and FAST with the footswitch. **cf.** "ROTARY parameter list" (p. 28)
UNI-V	This models a Uni-Vibe. Although this resembles a phaser effect, it also provides a unique modulation that you can't get with a regular phaser. **cf.** "UNI-V parameter list" (p. 28)
PAN	Alternately changes the volume level of the left and right channels. When monitoring the sound in stereo, this effect makes the guitar sound "fly" back and forth between the speakers. **cf.** "PAN parameter list" (p. 28)

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OD/DS parameter list

BOOSTER

Mid Bst	This is a booster with unique characteristics in the midrange. This produces a great sound for solos.
Cln Bst	This not only functions as a booster, but also produces a clean tone that has punch even when used alone.
Trbl Bst	This is a booster that has bright sound characteristics.

BLUES

Blues	This is the crunch sound of the BOSS BD-2. This produces distortion that faithfully reproduces the nuances of picking.
Crunch	A crunch sound with an added element of amp distortion.
Natural	This provides the natural sounding distortion of a slightly overdriven amp.

OD

OD-1	The sound of the BOSS OD-1. This produces sweet, mild distortion.
T-Scrm	This models an Ibanez TS-808.
Turbo	This is the high-gain overdrive sound of the BOSS OD-2.
Warm OD	This is a warm overdrive.

DIST

Dist	This gives a basic, traditional distortion sound.
Mild DS	This produces a mild distortion sound.
Mid DS	This distortion sound features a boosted midrange.

CLASSIC

RAT	This models a Pro Co RAT.
GUV DS	This models a Marshall GUV' NOR.
DST+	This models an MXR DISTORTION+.

MODERN

Modern	This is the deep distortion sound of a large stack-type amp.
Solid	This is a distortion sound featuring an edge effect.
Stack	A fat sound with an added element of a stack amp's distortion.

METAL

Loud	This distortion sound is ideal for performing heavy riffs.
Metal Z	This is the sound of the BOSS MT-2. It produces a wide range of metal sounds, from old style to slash metal.
Lead	Produces a distortion sound with the smoothness of an overdrive along with a deep distortion.

FUZZ

60s FZ	This models a FUZZFACE. It produces a fat fuzz sound.
Oct FZ	This models an ACETONE FUZZ.
Muff FZ	This models an Electro-Harmonix Big Muff π.

Parameter

DRIVE	Adjusts the depth of distortion.
TONE	Adjusts the tone.
EFFECT LEVEL	Adjusts the volume of the OD/DS sound.

WAH parameter list

Parameter

MODE	Selects the wah mode.	
	MANUAL	An expression pedal connected to the EXP/CTL PEDAL jack will control wah.
	T.UP	This produces a wah effect matched to the intensity of picking.
	T.DOWN	
TYPE (*1)	Selects the type of wah.	
	CRY WAH	This models the sound of the CRY BABY wah pedal popular in the '70s.
	VO WAH	This models the sound of the VOX V846.
	FAT WAH	This is a wah sound featuring a bold tone.
	LIGHT	This wah has a refined sound with no unusual characteristics.
	7ST WAH	This expanded wah features a variable range compatible with seven-string and baritone guitars.
	RESO	This completely original effect offers enhancements on the characteristic resonances produced by analog synth filters.

Parameter

PEDAL POS. (*1)	Adjusts the position of the wah pedal. **(MEMO)** This parameter will change when you operate the expression pedal.
SENS (*2)	This sets the sensitivity of response to the input sound.
FREQUENCY (*2)	Adjusts the center frequency of the Wah effect.
PEAK (*2)	This sets the intensity of the wah sound.

(*1) Setting available with MODE set to MANUAL.

(*2) Setting available with MODE set to T.UP or T.DOWN.

COMP parameter list

Parameter	
SUSTAIN	This sets the sustain for the sound.
ATTACK	This sets the attack (onset) of the sound.
LEVEL	This sets the volume level of the effect.

LIMITER parameter list

Parameter	
THRESHOLD	When the input signal level exceeds the level set here, limiting will be applied.
RELEASE	Adjusts the amount of time that the limiting effect is applied after the signal exceeds the threshold level.
LEVEL	This sets the volume level of the effect.

OCTAVE parameter list

Parameter	
OCTAVE LEVEL	This sets the volume level of the effect sound.
DIRECT LEVEL	This sets the volume level of the direct sound.

AC.PROCESSOR parameter list

Parameter		
TYPE	Selects the modeling type.	
	SMALL	This is the sound of a small-bodied acoustic guitar.
	MEDIUM	This is a standard, unadorned acoustic guitar sound.
	BRIGHT	This is a bright acoustic guitar sound.
	POWER	This is a powerful acoustic guitar sound.
BASS	Adjusts the low-end volume.	
MIDDLE	Adjusts the midrange volume.	
TREBLE	Adjusts the high-end volume.	

PHASER parameter list

Parameter		
TYPE	Selects the number of stages that the phaser effect uses.	
	4 STAGE	This is a four-phase effect. A light phaser effect is obtained.
	8 STAGE	This is an eight-phase effect. This is the most common phaser effect.
	12 STAGE	This is a twelve-phase effect. A deep phase effect is obtained.
	BI-PH.	This is the phaser with two phase shift circuits connected in series.
RATE	This sets the speed of the effect.	
DEPTH	This sets the richness of the effect.	
RESONANCE	This sets the intensity of the effect.	

FLANGER parameter list

Parameter	
RATE	This sets the speed of the effect.
DEPTH	This sets the richness of the effect.
MANUAL	Adjusts the modulation frequency of the flanger effect.
RESONANCE	This sets the intensity of the effect.

TREMOLO parameter list

Parameter	
RATE	This sets the speed of the effect.
DEPTH	This sets the richness of the effect.
WAVE SHAPE	Adjusts changes in volume level. A higher value will steepen wave's shape.

(MEMO)

About the RATE Parameter in PHASER, FLANGER, and TREMOLO Effect

When set to BPM, the value of the RATE parameter is set according to the value of the "EFFECT TEMPO" (p. 30) specified for each patch. This makes it easier to achieve effect sound settings that match the tempo of the song.

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ROTARY parameter list

Parameter	
RATE SLOW	This parameter adjusts the SPEED SELECT of rotation when set to "SLOW."
RATE FAST	This parameter adjusts the SPEED SELECT of rotation when set to "FAST."
DEPTH	This sets the richness of the effect.
SPEED SELECT	This parameter changes the simulated speaker's rotating speed.

UNI-V parameter list

Parameter	
RATE	This sets the speed of the effect.
DEPTH	This sets the richness of the effect.
LEVEL	This sets the volume level of the effect.

PAN parameter list

Parameter	
RATE	This sets the speed of the effect.
DEPTH	This sets the richness of the effect.
WAVE SHAPE	Adjusts the sound character of the volume level changes imparted with the pan effect.

EQ parameter list

Parameter	
OFF/ON	Turns the EQ OFF/ON.

These adjust the volume of the respective EQ bands.

Specify the center frequency of the mid bands with "LO MID FREQ" and "HI MID FREQ."

Parameter	
LEVEL	Adjusts the volume before the equalizer.
LO-MID Q	Adjusts the width of the area affected by the EQ centered at the "LO MID FREQ." Higher values will narrow the area.
HI-MID Q	Adjusts the width of the area affected by the EQ centered at the "HI MID FREQ." Higher values will narrow the area.
LO CUT	This sets the frequency at which the low cut filter begins to take effect. When "FLAT" is selected, the low cut filter will have no effect.
HI CUT	This sets the frequency at which the high cut filter begins to take effect. When "FLAT" is selected, the high cut filter will have no effect.

(MEMO)

About the RATE Parameter in ROTARY, UNI-V, and PAN Effect

When set to BPM, the value of the RATE parameter is set according to the value of the "EFFECT TEMPO" (p. 30) specified for each patch. This makes it easier to achieve effect sound settings that match the tempo of the song.

## NOISE SUPPRESSOR parameter list

Parameter	
OFF/ON	Turns the NOISE SUPPRESSOR OFF/ON.
THRESHOLD	This adjusts the effect in response to the level of noise. A value of 0 switches off the noise suppressor. **(MEMO)** Setting this higher than necessary may cause no sound to be produced when the guitar is played at low volume.
RELEASE	Adjusts the time from when the noise suppressor begins to function until the noise level reaches "0."

DELAY parameter list

Parameter		
OFF/ON	Turns the DELAY OFF/ON.	
TYPE	Use this to choose the type of delay.	
	SINGLE	This is a simple monaural delay.
	PAN	This delay is specifically for stereo output. This provides a tap delay effect that divides the delay time between the left and right channels.
	STEREO	The direct sound is output from the left channel, and the effect sound is output from the right channel.
	REV.	This produces the effect of playback in reverse.
	ANALOG	This produces a mild analog delay sound.
	TAPE	This setting provides the characteristic wavering sound of a tape echo.
	MOD.	This is a delay with a pleasant chorus-type effect added to the delay repeats.
	HICUT	This features a more suppressed high end than the Single delay.
	PH.LOOP	This provides a phrase loop effect where you can record up to 40 seconds of a performance and play it back repeatedly in a loop. You can use the loop for backing, and add more material by overdubbing additional performances in the loop. **(MEMO)** You'll need a footswitch (e.g., FS-6; sold separately) in order to use PH.LOOP.
DELAY TIME	This sets the delay time. **(MEMO)** When set to BPM, the value of the DELAY TIME parameter is set according to the value of the "EFFECT TEMPO" (p. 30) specified for each patch. This makes it easier to achieve effect sound settings that match the tempo of the song.	
FEEDBACK	This sets the number of repetitions for the delay.	
EFFECT LEVEL	This sets the volume level of the effect. **(MEMO)** When TYPE is set to REVERSE, this adjusts the balance of direct and effect sound.	

The PHRASE LOOP function

When you choose PHRASE LOOP from MENU in the top screen, the delay TYPE will switch to Phrase Loop (PH.LOOP) and pedal assignments will be made automatically.
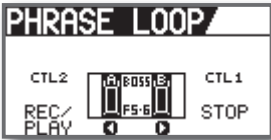
(MEMO)
- In the PHRASE LOOP screen, the pedals are assigned as follows.
  CTL1=PH.LOOP STOP
  CTL2=PH.LOOP REC/PLAY
- When you exit the PHRASE LOOP screen, the effect and pedal assignments will return to their previous settings.

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CHORUS parameter list

Parameter		
OFF/ON	Turns the CHORUS OFF/ON.	
TYPE	Use this to choose the type of chorus.	
	MONO	This chorus effect outputs the same sound from the left and right channels.
	ST 1	This is a stereo chorus effect that adds different chorus sounds to L channel and R channel.
	ST 2	This stereo chorus uses spatial synthesis, with the direct sound output in the left channel and the effect sound output in the right channel.
	MN MLD	This features a more suppressed high end than MONO.
	ST1 MLD	This features a more suppressed high end than ST 1.
	ST2 MLD	This features a more suppressed high end than ST 2.
RATE	This sets the speed of the effect. **(MEMO)** When set to BPM, the value of the RATE parameter is set according to the value of the "EFFECT TEMPO" (p. 30) specified for each patch. This makes it easier to achieve effect sound settings that match the tempo of the song.	
DEPTH	This sets the richness of the effect.	
EFFECT LEVEL	This sets the volume level of the effect.	

REVERB parameter list

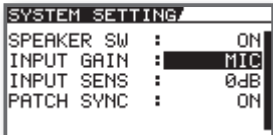| Parameter		
OFF/ON	Turns the REVERB OFF/ON.	
TYPE	Use this to choose the type of reverb.	
	AMBI.	Simulates an ambience mic (off-mic, placed at a distance from the sound source) used in recording and other applications. Rather than emphasizing the reverberation, this reverb is used to produce a sense of openness and depth.
	ROOM	Simulates the reverberation in a small room. Provides warm reverberations.
	HALL 1	Simulates the reverberation in a concert hall. Provides clear and spacious reverberations.
	HALL 2	Simulates the reverberation in a concert hall. Provides mild reverberations.
	PLATE	Simulates plate reverberation (a studio effect unit that uses the vibration of a large metal plate to produce reverberation). Provides a metallic sound with a distinct upper range.
REVERB TIME	Adjusts the length (time) of reverberation.	
HIGH CUT	The high cut filter adjusts the amount of high frequencies in the reverb sound. When "FLAT" is selected, the high cut filter will have no effect.	
EFFECT LEVEL	This sets the volume level of the effect.	

EZ CHARACTER parameter list

Parameter	
EFFECT TEMPO	This sets the tempo when RATE parameters such as DELAY TIME, PHASER, and FLANGER are synchronized to the song tempo. Set DELAY TIME and RATE to (Whole Note)-(16th Note). You can also input the tempo by tapping [SPEED] in time with the beat (TAP function).
EZ CHAR	This adjusts the character of the guitar tone, ranging from solo tone (-20) to a tone used for backing (+20).

Adjusting the Guitar and Mic Input Sensitivity

You can connect a mic to the JS-8's GUITAR/MIC IN jack and adjust the input sensitivity.

1. Press [MENU].

2. Select SYSTEM, and then press [ENTER].

3. Select SYSTEM SETTING, and then press [ENTER].

4. Set INPUT GAIN parameter to MIC.

```
SYSTEM SETTING
SPEAKER SW   :        ON
INPUT GAIN   :       MIC
INPUT SENS   :       0dB
PATCH SYNC   :        ON
```

(MEMO)

• The JS-8 features an effect especially designed for use with mics. To choose this effect, select MIC from the effect categories.
• When connecting a guitar to the GUITAR/MIC IN jack, set the INPUT GAIN parameter back to GUITAR.
• Use INPUT SENS to precisely adjust the input sensitivity.
• The JS-8 does not feature a phantom power supply, so no sound will be produced if you connect a condenser mic or other mic that requires phantom power.

Turning Off the Internal Speakers

You can output audio from the JS-8's OUTPUT jacks to an external playback device (Ex. component stereo system).

When doing so, you may want to turn off the JS-8's internal speakers.

Use the following procedure to switch off the internal speakers.

1. Press [MENU].

2. Select SYSTEM, and then press [ENTER].

3. Select SYSTEM SETTING, and then press [ENTER].

4. Set SPEAKER SW parameter to OFF.

```
SYSTEM SETTING
SPEAKER SW   :        ON
INPUT GAIN   :     GUITAR
INPUT SENS   :       0dB
PATCH SYNC   :        ON
```
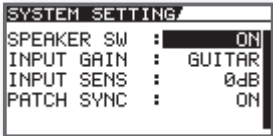
Calling Up the Effect Stored in a Song (Patch Sync)

The effect patch stored in each song can be called up at the same time that you switch songs.

1. Turn the dial to select the desired song.

2. Press [MENU].

3. Select SONG INFO, then press [ENTER].

4. Press the right cursor button once to access the following screen.

If you press [MENU] to select SET PATCH, the currently selected effect patch number will be registered (assigned) to PATCH SYNC.

Specifies the effect patch that will be called up if SOLO is OFF.

Specifies the effect patch that will be called up if SOLO is ON.

(MEMO)

You can disable (turn off) the Patch Sync function in System Settings (p. 39).

```
SYSTEM SETTING
SPEAKER SW   :        ON
INPUT GAIN   :     GUITAR
INPUT SENS   :       0dB
PATCH SYNC   :       OFF
```
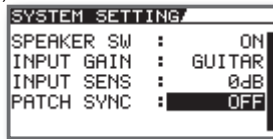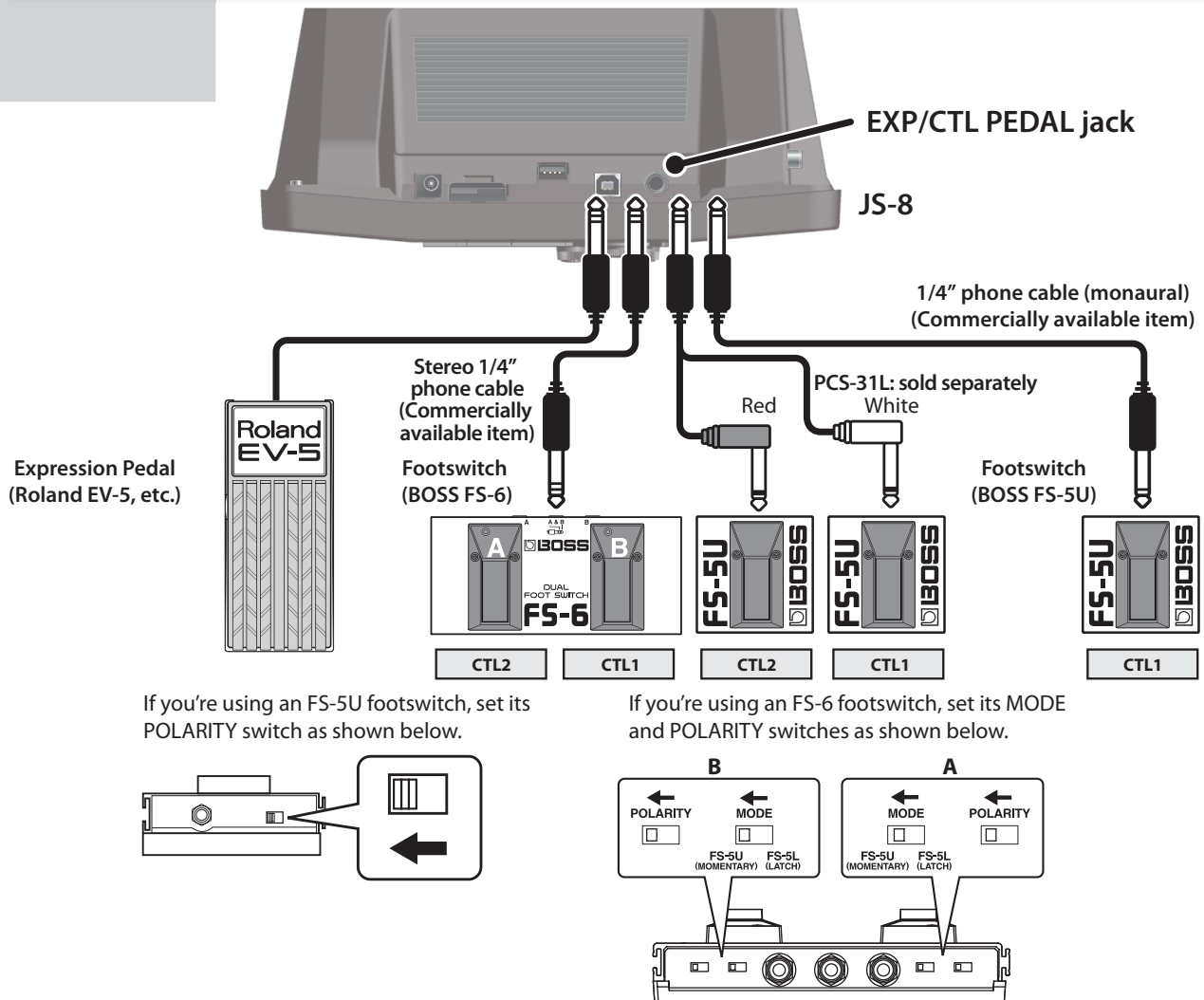
If this is disabled, the Patch Sync setting will be ignored, and the currently selected effect patch will be used. (The effect patch will not change when you switch songs.)

(MEMO)

The Patch Sync function cannot be used for songs in USB memory.

Effect Patch Number	
OFF	Play using the current effect patch.
P***	Call up the specified preset effect patch.
U***	Call up the specified user effect patch.

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Using Foot Switches and Expression Pedals

EXP/CTL PEDAL jack

JS-8

1/4" phone cable (monaural) (Commercially available item)

Stereo 1/4" phone cable (Commercially available item)

PCS-31L: sold separately

Red

White

Expression Pedal (Roland EV-5, etc.)

Footswitch (BOSS FS-6)

Footswitch (BOSS FS-5U)

Roland EV-5

| CTL2 | CTL1 | CTL2 | CTL1 | CTL1 |

If you're using an FS-5U footswitch, set its POLARITY switch as shown below.

If you're using an FS-6 footswitch, set its MODE and POLARITY switches as shown below.

B

POLARITY MODE

FS-5U (MOMENTARY) FS-5L (LATCH)

A

MODE POLARITY

FS-5U (MOMENTARY) FS-5L (LATCH)

MEMO

Never connect or disconnect the expression pedal or the footswitch while this unit's power is on.

You can connect an optional footswitch and use your foot to control the following operations.

The function controlled with the footswitch is assigned with PEDAL SETTING in the SYSTEM settings.

PEDAL SETTING	
PLAY/STOP	Operate the player (Play/Stop).
REC/STOP	Operate the recorder (Rec/Stop).
PATCH +1	Select the next effect patch number (+1).
PATCH -1	Select the previous effect patch number (-1).
SOLO	Switch SOLO on and off.
PH.LOOP REC/PLAY	Control REC/PLAY in PHRASE LOOP (DELAY).
PH.LOOP STOP	Stop PHRASE LOOP (DELAY). The recorded content will be erased at the same time.
ROTARY SPEED SEL	Switch the speaker's rotation speed (SLOW/FAST).
TUNER	Switch the Tuner screen on/off.

If a separately sold expression pedal is connected, the operation of the expression pedal is determined by the effect that's selected.

Effect setting	Expression pedal operation
FX=ON, FX SELECT=WAH, and MODE=MANUAL	Operates as a wah pedal.
Other than the above	Operates as a volume pedal.

Using USB Audio Interfaces

Exchanging audio data between a computer and the JS-8 via USB requires installation of a USB driver on the computer you are using. Follow the instructions below to install the USB driver.

MEMO

- It is only necessary to install the USB driver on the computer the first time the driver is used.
- The USB driver is contained on the SD card included with the JS-8.
- The latest version of the USB driver can be found on the Roland website.

Preparing to Install the USB Driver

Save the USB driver installer for your computer.

MEMO

The following procedure is not necessary if you already have downloaded the USB driver from the Roland website and saved it on your computer. If so, proceed to "Installing the USB Driver".

1. Connect the computer to the JS-8's USB port by a USB cable.

2. When the USB SELECT screen appears in the JS-8, select JS-8 SONG LIST EDITOR and press [ENTER].

3. Using Explorer or My Computer (Windows) or Finder (Mac OS), navigate to the folders on the JS-8.

4. Open the WIN folder (Windows users) or the MAC folder (Mac OS users).

5. Copy the USB driver installer for your computer's operating system to a folder on the computer.

> **Windows XP/Vista users (in the WIN folder)**
> - JS8_XPDrv***.zip (for Windows XP)
> - JS8_VistaDrv***.zip (for Windows Vista)
> - JS8_Vista64Drv***.zip (for Windows Vista 64-bit edition)
>
> **Mac OS users (in the MAC folder)**
> - JS8_MacDrv***.tgz (for Mac OS X)

MEMO

Although the copy-destination folder can be anywhere on the computer, we recommend that you copy to a folder that will be easy to locate later.

6. Disconnect the JS-8 from the computer:

With Windows Vista/XP
- In My Computer, right-click on the "JS-8" icon (or "Removable disk (*:)" icon) to "Eject" the disk.

With Mac OS X
- Drag the "JS-8" icon to the eject icon in the Dock.

> **MEMO**
>
> If you're using Windows Vista/XP and were unable to "eject" in step 5, proceed as follows.
>
> **1. Click the icon in the task tray, then click the "Stop USB Disk–drive (*:)" message displayed there.**
>
> Task bar ↑   ↑ Task tray
>
> **2. Click [OK] in the "Safe To Remove Hardware" dialog box that appears.**
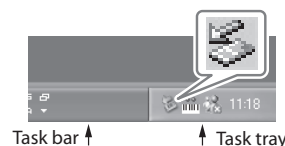
Installing the USB Driver

1. Disconnect a USB cable from the JS-8's USB port.

2. Download the USB driver installer from the Roland website or copy it as described above, and then double-click it to uncompress the file.

3. Read the Readme.htm file found in the uncompressed folder, and install the driver as directed.

Playing Songs on a Computer Through the JS-8

You can listen to audio played back with a computer through the JS-8's speakers via a USB connection.

1. Connect the computer to the JS-8's USB port by a USB cable.

2. When the USB SELECT screen appears in the JS-8, select AUDIO and press [ENTER].

3. Set the JS-8 as the output destination for audio played back by the computer's audio playback software.

MEMO

For instructions on how to switch the output destination, refer to the user's guide for the software you are using.

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Using the JS-8 with Commercial Digital Audio Workstation (DAW) Software

Via USB, you can use the JS-8 as an audio interface for commercially available DAW software. Record audio from a connected guitar or mic into the DAW, either dry or with the JS-8's effects applied. Play back audio from the DAW for monitoring purposes, or through the JS-8's effects to "re-amp" previously recorded tracks.

1. **Connect the computer to the JS-8's USB port by a USB cable.**

2. **When the USB SELECT screen appears in the JS-8, select AUDIO and press [ENTER].**

3. **Press [MENU].**

4. **Select SYSTEM, and then press [ENTER].**

5. **Select USB (COMPUTER), and then press [ENTER].**
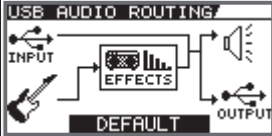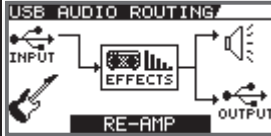
6. **Select AUDIO ROUTING, and then press [ENTER].**

7. **Set the desired USB audio routing (see the table below).**

8. **Select the JS-8 as the audio input and audio output device in the DAW software you're using.**

(MEMO)

For instructions on operating the DAW software, refer to the owner's manual for the DAW software you are using.

USB AUDIO ROUTING	Description	USB AUDIO ROUTING	Description
DEFAULT	Select this setting when using the JS-8 as a USB audio interface or when playing the guitar while playing back songs with the computer.	**RE-AMP**	Select this setting when "re-amping" guitar sounds that were previously recorded without any effects added.
GUITAR (EFX)	Select this setting when playing the guitar while playing back songs with the computer or when using the computer to record guitar sounds with effects added.	**DIRECT OFF**	Select this setting when playing audio from the computer as is. **(MEMO)** With this setting, you cannot play guitar sounds directly through the the JS-8's speakers. The only sound that can be played through the speakers is audio from the computer.
GUITAR (DRY)	Select this setting when playing the guitar while playing back songs with the computer or when using the computer to record guitar sounds without any effects added. **(MEMO)** With this setting, you can still monitor the guitar sound with effects, but the DAW will capture the sound before effects are applied.		**(MEMO)** If you turn the JS-8's power off with USB AUDIO ROUTING set to RE-AMP or DIRECT OFF, it will be set to DEFAULT the next time you turn the power on.

What is "Re-Amping?"

This is a technique in which a guitar sound is recorded directly into a DAW without any effects, then played back through effects later to create a finished guitar sound after the fact. The advantage of re-amping is that, even after recording, you can use your recorded performance as is to create new sounds. This technique is particularly advantageous if you've ever recorded your guitar with effects added, and then later realized you were unhappy with the results, or found that the guitar gets "lost in the mix" after other parts are added.

With re-amping, you can focus on recording a great performance instead of worrying about getting the perfect effects sound. Once your performance has been recorded dry, you can then play it back through the JS-8's effects, adjust the sound just the way you want it, and then record the result as a new track in the DAW.

When you intend to record a sound dry and re-amp it later, choose GUITAR (DRY) as the JS-8's USB audio routing. This allows you to monitor the live guitar sound with effects (for inspiration during recording) while sending the dry sound to the DAW software. To play recorded audio from the DAW through the JS-8's effects, select RE-AMP as the USB audio routing.

Using Commercial SD Cards

Removing SD Cards

1. Press [POWER] to turn off the JS-8.

2. Push SD card inward, and then release your finger.

NOTE

Remove an SD card only while the JS-8's power is switched off.

Removing an SD card with the JS-8 turned on may result in corruption of data recorded on the SD card or damage to the card itself.

1. Push

2. Release your finger

Initializing SD Cards

1. Press [MENU].

2. Select SYSTEM, and then press [ENTER].

3. Select SD CARD, and then press [ENTER].

4. Select FORMAT, and then press [ENTER].

5. When the message "Are you sure?" appears, press [ENTER].

NOTE

Initializing the SD card causes the loss of all data on the card. Song protection settings are also disregarded. Since there is no way to recover data after initialization, be sure to back up any important data before initializing.

MEMO

If you want to copy data from one SD card to another freshly initialized SD card, back up the first SD card ("Backing Up SD Cards" (p. 36)), and then recover the backed-up data to the new SD card ("Recovering Backed Up Data to SD Cards (RECOVERY)" (p. 37)).

About the SD card Write/Protect Function (Lock)
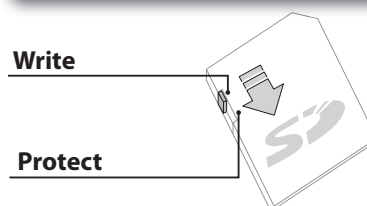
Write

Protect

The contents of the memory card can be protected by write protecting it.

To write protect a card, slide the write protect switch on the side of the memory card to the "LOCK" position. Unlock write protect to delete data on the card.

Specifications for SD Cards Used with the JS-8

The JS-8 supports SD cards meeting the following specifications.

- Maximum capacity: 32 GB
- SD/SDHC standard

Memory Confirmed as Functional with the JS-8

Information on SD cards confirmed to work with the JS-8 can be found on the Roland website.

http://www.roland.com/

MEMO

- The JS-8 supports SDHC memory cards.
- Some SD card types or SD cards from some manufacturers may not record or play backproperly on the JS-8.

SD Card Capacity and Recording Time

The table below shows the relationship between SD card capacity and the approximate number of JS-8 songs you can store on the card.

	JS-8 Song	MP3	WAV
1 GB (included card as shipped from the factory)	30 songs	120 songs	10 songs
1 GB (included card after initialization)	50 songs	200 songs	20 songs
32 GB	1,700 songs	4,000 songs	600 songs

MEMO

- Figures in the table above are based on a song length of five minutes.
- MP3 figures are based on data encoded at 128 kbps.
- WAV figures are based on stereo data with a sampling rate of 44.1 kHz and quantization bit rate of 16 bits.
- The number of songs you can record may vary according to the songs contained.
- Regardless of the amount of free space that is available, the JS-8 can only store a maximum of 4,000 songs.

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Backing Up

Backing Up SD Cards

You can back up data on SD cards to computers.

(MEMO)

The computer procedures in the following descriptions use Explorer and My Computer with Windows and Finder and other applications with the Mac OS.

1. Connect the computer to the JS-8's USB port by a USB cable.

2. When the USB SELECT screen appears in the JS-8, select JS-8 SONG LIST EDITOR and press [ENTER].

3. Using Explorer or My Computer (Windows) or Finder (Mac OS), navigate to the folders on the JS-8.

(MEMO)

"Removable Disk (*:)" may appear instead of the JS-8 icon.

4. Copy (drag and drop) the <u>entire ROLAND folder</u> within the JS-8 icon to a folder residing on the computer.

NOTE

<u>Copy the entire ROLAND folder.</u> Copying only portions within the ROLAND folder may render the data unusable as backup data.

5. Disconnect the JS-8 from the computer.

With Windows Vista/XP
Right-click on the "JS-8" icon in My Computer (or the "Removable Disk (*:)" icon) and execute "Eject."

With Mac OS
Drag the "JS-8" icon to the eject icon in the Dock.

Backing Up Effects to SD Cards (PATCH BACKUP)

1. Press [MENU].

2. Select SYSTEM, and then press [ENTER].

3. Select PATCH BACKUP, and then press [ENTER].

4. Select BACKUP, and then press [ENTER].

5. When the message "Are you sure?" appears, press [ENTER].

Recovering Backed Up Data (RECOVER)

Recovering Backed Up Data to SD Cards (RECOVERY)

Use this procedure to restore JS-8 data previously backed up on a computer to SD cards.

You can restore the JS-8 to its status at the time the data was backed up.

(MEMO)
The computer procedures in the following descriptions use Explorer and My Computer with Windows and Finder and other applications with the Mac OS.

1. Connect the computer to the JS-8's USB port by a USB cable.

2. When the USB SELECT screen appears in the JS-8, select JS-8 SONG LIST EDITOR and press [ENTER].

3. Copy (drag and drop) the backed up <u>entire "ROLAND" folder</u> on the computer to the "JS-8" icon (or the "Removable disk (*:)" icon) and drop it there (overwriting it).

(MEMO)
- "Removable Disk (*:)" may appear instead of the JS-8 icon.
- During the copy, a message may appear on the computer saying that an identical file exists at the copy destination. If this occurs, click "Overwrite all" to continue with the copy.

NOTE
- Recovering (copying) backed up data to an SD card results in the loss of the content of the card prior to the recovery, restoring the card with the data at the time the data was backed up.
- <u>Copy the entire ROLAND folder.</u> Copying only portions within the ROLAND folder may render the data unusable as backup data.

4. Disconnect the JS-8 from the computer.

With Windows Vista/XP
Right-click on the "JS-8" icon in My Computer (or the "Removable Disk (*:)" icon) and execute "Eject."

With Mac OS
Drag the "JS-8" icon to the eject icon in the Dock.

Recovering Effects Backed Up on SD Cards (PATCH RECOVER)

1. Press [MENU].

2. Select SYSTEM, and then press [ENTER].

3. Select PATCH BACKUP, and then press [ENTER].

4. Select RECOVER, and then press [ENTER].

Use this mode to recover all the effects backed up on an SD card to the JS-8.

Press [ENTER] to recover the data. (This will overwrite the data stored in all patches.)

Use this mode to recover only specified effects to the JS-8.

Specify the effect patch number to be recovered.

Press [ENTER] to recover the data. (This will overwrite the data stored in all patches.)

Specify the destination effect patch that you'd like to recover the patch to.

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Song Settings (Song Information/Protect/Effects/Song Name)

1. Turn the dial to select the desired song.

2. Press [MENU].

3. Select SONG INFO, then press [ENTER].

Screen 1

Press the right cursor button to switch to Screen 2.

Song format

Song length (time)

Song size

Screen 2

This sets the volume of song playback. Normally, SONG LEVEL should be set to 100.

Press the right cursor button to switch to Screen 3.

If you press [MENU] to select SET PATCH, the currently selected effect patch number will be registered (assigned) to PATCH SYNC.

If this is ON, it will not be possible to delete or modify that song.

When set to OFF, the current effect patch is used when the song is selected. When set to a specific effect patch number, that patch is called up when the song is selected. (p. 31)

	Effect Patch Number
Preset	P***
User	U***

(With *** indicating the number.)

Screen 3

Use the left and right cursor buttons and the dial to name the song.

To cancel the changes, press [EXIT].

To save the changes, press [ENTER].

Pressing [MENU] allows you to carry out the following procedures.

MENU Category	Description
ALL DELETE	Deletes the all characters.
DELETE	Deletes the character and shifts the characters that follow to the left.
INSERT	Inserts a blank space at the cursor position.

MEMO

For songs in USB memory, only Screen 1 can be viewed.

Converting songs and transferring them between media

Here's how you can convert a song's format, or transfer songs between an SD card and USB memory.

1. Use the dial to select the desired song.

2. Press [MENU].

3. Choose the desired action from the menu, and press [ENTER].

MENU Category	Description
EXPORT	Write the currently selected song to USB memory.
IMPORT	Store the songs on the selected USB memory to the SD card.
CONVERT	Convert MP3 data on the SD card to JS-8 song format.

4. When the message "Are you sure?" appears, press [ENTER].

MEMO
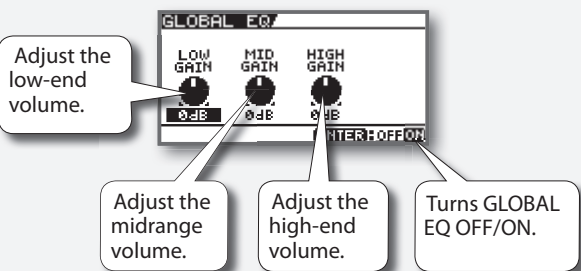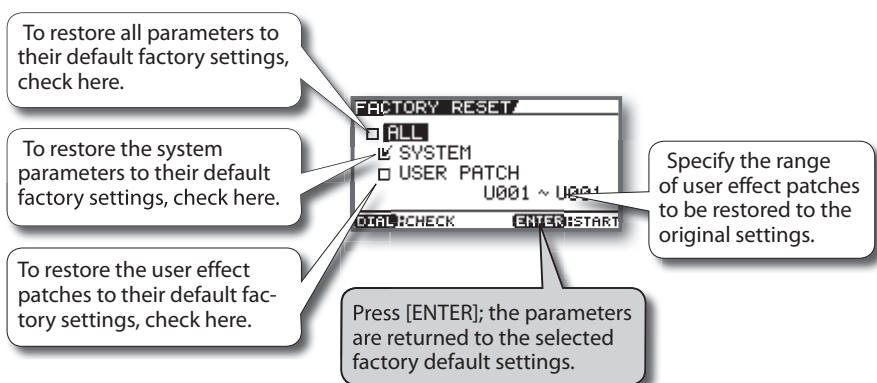
The MENU categories that are displayed may differ according to the screen and cursor position.

Various System Settings

1. Press [MENU].

2. Use the dial to select SYSTEM, and then press [ENTER].

You can make a variety of settings for the JS-8 in the SYSTEM screen.

SYSTEM Category	Description
SYSTEM SETTING	Allows you to turn the internal speaker on and off and adjust the GUITAR/MIC IN jack input sensitivity.
GLOBAL EQ	Adjusts the tone of the entire JS-8. Adjust the low-end volume. Adjust the midrange volume. Adjust the high-end volume. Turns GLOBAL EQ OFF/ON.
USB (COMPUTER)	Allows you to switch the USB mode and audio data routing.
SD CARD	Allows you to edit the VIEW SW parameter, check the capacity, and initialize (format) the card.
USB MEMORY	Allows you to confirm the capacity of the connected USB memory.
PEDAL	Allows you to assign functions to an externally connected footswitch. **cf.** "Using Foot Switches and Expression Pedals" (p. 32)
PATCH BACKUP	Allows you to back up and recover effects. **cf.** "Backing Up Effects to SD Cards (PATCH BACKUP)" (p. 36), "Recovering Effects Backed Up on SD Cards (PATCH RECOVER)" (p. 37)
LCD	Allows you to adjust the LCD display's contrast.
FACTORY RESET	Allows you to restore the JS-8 to its original default factory settings. To restore all parameters to their default factory settings, check here. To restore the system parameters to their default factory settings, check here. To restore the user effect patches to their default factory settings, check here. Specify the range of user effect patches to be restored to the original settings. Press [ENTER]; the parameters are returned to the selected factory default settings.

About the VIEW SW parameter for the SD card

If VIEW SW is turned ON, an SD CARD item will be added to the SONG LIST.

By selecting SD CARD in the SONG LIST, you'll be able to directly view the contents of the SD card from the JS-8's own screen, just as on your computer.

1. Press [MENU].

2. Select SYSTEM, then press [ENTER].

3. Select SD CARD, then press [ENTER].

4. Select SETTING, then press [ENTER].

VIEW SW	Description
OFF	SD CARD will not be shown in the SONG LIST. (Factory setting)
ON	SD CARD will be shown in the SONG LIST. By selecting SD CARD in the SONG LIST, you can view the files that are saved on the SD card.

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Error Messages

Cannot Edit Song Name!
It is not possible to edit the song name. Use Song List Editor to edit the name.

> **MEMO**
>
> The song name edited by Song List Editor can be viewed but not edited on the JS-8.

Card Full!
There is no free space on the SD card.

Either delete unwanted songs from this card (p. 9), or use a different SD card that contains free space. (p. 35)

Card Locked!
The SD card's write protection is activated.

Turn off write protection. (p. 35)

Card Read Error!
The SD card cannot be read. Format the SD card. (p. 35) However, be aware that formatting an SD card will erase all data stored on that card.

Card Write Error!
Cannot write to the SD card. Format the SD card. (p. 35) However, be aware that formatting an SD card will erase all data stored on that card.

Data Too Long!
Playback is not possible because the song is too long (too large).

Data Too Short!
Playback is not possible because the song is too short.

Drive Busy!
The data could not be read or written fast enough.

> **MEMO**
>
> • If this error message appears when you're playing high-bit-rate MP3 data, or when you've raised the playback speed or pitch of MP3 data, use CONVERT to convert that MP3 data to JS-8 song format before using it.
> • If this error message appears when you're playing back a song from USB memory, use IMPORT to import that song into the SD card before using it.

No Backup Data!
There is no effect data backed up to the SD card.

No Card!
No SD card is inserted in the JS-8.

No File!
The selected song does not exist on the SD card.

From the song list, delete the song that produced the error.

Protected!
The song is protected.

Turn off protection. (p. 38)

Too Many Songs!
The limit on the number of songs that can be recorded on an SD card (4,000) has been reached. (p. 35)

Either delete unwanted songs from this card (p. 9), or use a different SD card that contains free space. (p. 35)

Unformatted Card!
Either the SD card has not been formatted, or it was formatted in a way that the JS-8 cannot recognize.

Use the JS-8 to format the SD card. (p. 35)

Unformatted USB Memory!
Either the USB Memory has not been formatted, or it was formatted in a way that the JS-8 cannot recognize.

Use your computer to initialize the USB memory.

Unsupported Card!
Unsupported USB Memory!
This card (or USB Memory) cannot be used by the JS-8.

Use an SD card (USB Memory) that Roland has verified as working with the JS-8. Information on SD cards (USB Memories) confirmed to work with the JS-8 can be found on the Roland website.

Unsupported Format!
The song cannot be played because it is in a format not supported by the JS-8.

USB is not connected!
No USB cable is connected.

Use a USB cable to connect the JS-8 to your computer.

USB Memory Full!
There is no free space on the USB Memory.

Either delete unwanted songs from this USB Memory (p. 9), or use a different USB Memory that contains free space.

USB Memory Read Error!
The USB Memory cannot be read.

Use your computer to initialize the USB memory. However, be aware that formatting an USB Memory will erase all data stored on that USB memory.

USB Memory Write Error!
Cannot write to the USB Memory.

Use your computer to initialize the USB memory. However, be aware that formatting an USB Memory will erase all data stored on that USB memory.

Troubleshooting

Power not turning on

- Make sure the JS-8's AC adaptor is properly connected to the power outlet and the JS-8 (p. 4).

No sound

- Is the MASTER LEVEL knob turned down? (p. 6)
- Is the SPEAKER switch set to OFF? (p. 31)
- Are there any songs on the SD card?

Recorded sound is distorted

- Could the guitar level be excessive?

Adjust the GUITAR LEVEL (p. 8) or SONG LEVEL (p. 38) so that "●" does not light.

Can't play MP3/WAV file

- Are the MP3 file's sampling rate and bit rate or the WAV file's sampling rate and quantization bit rate supported by the JS-8? (p. 3)
- Increasing the playback speed or changing the pitch of MP3s with higher bit rates may not be effective in playing back these files. In such cases, convert the song to JS-8 format. (p. 38)

Can't set AB REPEAT segment times correctly

- You cannot set the interval between Point A and Point B to a value less than 0.5 seconds. Increase this interval so that it is at least 0.5. seconds.
- You may be unable to properly play back AB REPEAT segments with MP3s. In such cases, convert the song to JS-8 format. (p. 38)

Low volume from the device connected to the GUITAR/MIC IN or AUX IN jack

- Are you using a connection cable that includes a resistor? Use connection cables that do not contain resistors.
- Is the external device's volume properly adjusted?
- Is the GUITAR LEVEL knob turned down? (p. 8)
- Is a mic connected with INPUT GAIN switched to the guitar setting? Adjust the INPUT GAIN. (p. 31)

Can't run the unit

- Is the JS-8 connected via USB to the computer application?

Can't record/can't import songs

- Do you have an SD card inserted?
- Is the SD card lock on?
- Does the SD card have too little free space available?
- Are you using an SD card that is known to work with the JS-8?
- Do you have more than 4,000 songs (including WAV and MP3 files)? (p. 28) Delete any songs you don't need. (p. 31)
- The JS-8 only handles up to 2,000 artist, album, and keyword headings. Delete any unneeded artists, albums, or keywords. (p. 28)

Problems with SD cards

"Unsupported Card!" displayed
- Is the SD card completely inserted?
- Have you inserted an SD card that is not supported by the JS-8?

SD card data corrupted
Corruption of data on SD cards may be caused by the following. Reinitialize the SD card.
- Could the power have been turned off during recording or while the JS-8 was connected via USB to your computer?
- Did you disconnect the USB cable while the JS-8 was connected to a computer?
- Did you remove the SD card while the JS-8 was still turned on?
- Could the SD card have been subjected to strong impact?

Problems with USB memory

USB memory not recognized
- Is the USB memory securely connected?
- The JS-8 supports FAT-formatted USB memory. On a computer, reformat the USB memory to FAT format.

Cannot EXPORT to USB memory
- Is the USB memory write protected?
- Does the USB memory have too little free space available?

Problems with USB connection

- Is the USB cable properly connected?
- Is the computer turned on?
- Are you using an OS supported by the JS-8?
- Is the SD card completely inserted?
- Have you inserted an SD card that is not supported by the JS-8?

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USING THE UNIT SAFELY

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

About ⚠ WARNING and ⚠ CAUTION Notices

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

About the Symbols

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

-------------------------------- **ALWAYS OBSERVE THE FOLLOWING** --------------------------------

⚠ WARNING

Do not open (or modify in any way) the unit or its AC adaptor.

Do not attempt to repair the unit, or replace parts within it (except when this manual provides specific instructions directing you to do so). Refer all servicing to your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page.

Never install the unit in any of the following locations.
• Subject to temperature extremes (e.g., direct sunlight in an enclosed vehicle, near a heating duct, on top of heat-generating equipment); or are
• Damp (e.g., baths, washrooms, on wet floors); or are
• Exposed to steam or smoke; or are
• Subject to salt exposure; or are
• Humid; or are
• Exposed to rain; or are
• Dusty or sandy; or are
• Subject to high levels of vibration and shakiness.

Make sure you always have the unit placed so it is level and sure to remain stable. Never place it on stands that could wobble, or on inclined surfaces.

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

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

⚠ WARNING

Do not excessively twist or bend the power cord, nor place heavy objects on it. Doing so can damage the cord, producing severed elements and short circuits. Damaged cords are fire and shock hazards!

This unit, either alone or in combination with an amplifier and headphones or speakers, may be capable of producing sound levels that could cause permanent hearing loss. Do not operate for a long period of time at a high volume level, or at a level that is uncomfortable. If you experience any hearing loss or ringing in the ears, you should immediately stop using the unit, and consult an audiologist.

Do not allow any objects (e.g., flammable material, coins, pins); or liquids of any kind (water, soft drinks, etc.) to penetrate the unit.

Immediately turn the power off, remove the AC adaptor from the outlet, and request servicing by your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page when:
• The AC adaptor, the power-supply cord, or the plug has been damaged; or
• If smoke or unusual odor occurs
• Objects have fallen into, or liquid has been spilled onto the unit; or
• The unit has been exposed to rain (or otherwise has become wet); or
• The unit does not appear to operate normally or exhibits a marked change in performance.

In households with small children, an adult should provide supervision until the child is capable of following all the rules essential for the safe operation of the unit.

⚠ WARNING

Protect the unit from strong impact.
(Do not drop it!)

Do not force the unit's power-supply cord to share an outlet with an unreasonable number of other devices. Be especially careful when using extension cords-the total power used by all devices you have connected to the extension cord's outlet must never exceed the power rating (watts/amperes) for the extension cord. Excessive loads can cause the insulation on the cord to heat up and eventually melt through.

Before using the unit in a foreign country, consult with your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page.

⚠ CAUTION

The unit and the AC adaptor should be located so their location or position does not interfere with their proper ventilation.

Always grasp only the plug on the AC adaptor cord when plugging into, or unplugging from, an outlet or this unit.

At regular intervals, you should unplug the AC adaptor and clean it by using a dry cloth to wipe all dust and other accumulations away from its prongs. Also, disconnect the power plug from the power outlet whenever the unit is to remain unused for an extended period of time. Any accumulation of dust between the power plug and the power outlet can result in poor insulation and lead to fire.

⚠ CAUTION

Try to prevent cords and cables from becoming entangled. Also, all cords and cables should be placed so they are out of the reach of children.

Never climb on top of, nor place heavy objects on the unit.

Never handle the AC adaptor or its plugs with wet hands when plugging into, or unplugging from, an outlet or this unit.

Before moving the unit, disconnect the AC adaptor and all cords coming from external devices.

Before cleaning the unit, turn off the power and unplug the AC adaptor from the outlet (p. 4).

Whenever you suspect the possibility of lightning in your area, disconnect the AC adaptor from the outlet.

Should you remove connecter covers, screw, ground terminal, and SD cards, keep them in a safe place out of children's reach, so there is no chance of them being swallowed accidentally.

Important Notes

Microsoft and Windows are registered trademarks of Microsoft Corporation.

The screen shots in this document are used in compliance with the guidelines of the Microsoft Corporation.

Windows® is known officially as: "Microsoft® Windows® operating system."

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MPEG Layer-3 audio compression technology is licensed from Fraunhofer IIS Corporation and THOMSON Multimedia Corporation.

The SD logo ( ) and SDHC logo ( ) are trademarks of SD-3C, LLC.

MMP (Moore Microprocessor Portfolio) refers to a patent portfolio concerned with microprocessor architecture, which was developed by Technology Properties Limited (TPL). Roland has licensed this technology from the TPL Group.

Power Supply

Do not connect this unit to same electrical outlet that is being used by an electrical appliance that is controlled by an inverter (such as a refrigerator, washing machine, microwave oven, or air conditioner), or that contains a motor. Depending on the way in which the electrical appliance is used, power supply noise may cause this unit to malfunction or may produce audible noise. If it is not practical to use a separate electrical outlet, connect a power supply noise filter between this unit and the electrical outlet.

The AC adaptor will begin to generate heat after long hours of consecutive use. This is normal, and is not a cause for concern.

Before connecting this unit to other devices, turn off the power to all units. This will help prevent malfunctions and/or damage to speakers or other devices.

Placement

Using the unit near power amplifiers (or other equipment containing large power transformers) may induce hum. To alleviate the problem, change the orientation of this unit; or move it farther away from the source of interference.

This device may interfere with radio and television reception. Do not use this device in the vicinity of such receivers.

Noise may be produced if wireless communications devices, such as cell phones, are operated in the vicinity of this unit. Such noise could occur when receiving or initiating a call, or while conversing. Should you experience such problems, you should relocate such wireless devices so they are at a greater distance from this unit, or switch them off.

Do not expose the unit to direct sunlight, place it near devices that radiate heat, leave it inside an enclosed vehicle, or otherwise subject it to temperature extremes. Excessive heat can deform or discolor the unit.

When moved from one location to another where the temperature and/or humidity is very different, water droplets (condensation) may form inside the unit. Damage or malfunction may result if you attempt to use the unit in this condition. Therefore, before using the unit, you must allow it to stand for several hours, until the condensation has completely evaporated.

Depending on the material and temperature of the surface on which you place the unit, its rubber feet may discolor or mar the surface.
You can place a piece of felt or cloth under the rubber feet to prevent this from happening. If you do so, please make sure that the unit will not slip or move accidentally.

Maintenance

For everyday cleaning wipe the unit with a soft, dry cloth or one that has been slightly dampened with water. To remove stubborn dirt, use a cloth impregnated with a mild, non-abrasive detergent. Afterwards, be sure to wipe the unit thoroughly with a soft, dry cloth.

Never use benzine, thinners, alcohol or solvents of any kind, to avoid the possibility of discoloration and/or deformation.

Repairs and Data

Please be aware that all data contained in the unit's memory may be lost when the unit is sent for repairs. Important data should always be backed up on USB memory or computer, or written down on paper (when possible). During repairs, due care is taken to avoid the loss of data. However, in certain cases (such as when circuitry related to memory itself is out of order), we regret that it may not be possible to restore the data, and Roland assumes no liability concerning such loss of data.

Additional Precautions

Please be aware that the contents of memory can be irretrievably lost as a result of a malfunction, or the improper operation of the unit. To protect yourself against the risk of loosing important data, we recommend that you periodically save a backup copy of important data you have stored in the unit's memory on USB memory or computer.

Unfortunately, it may be impossible to restore the contents of data that was stored on USB memory or computer once it has been lost. Roland Corporation and BOSS Corporation assume no liability concerning such loss of data.

Use a reasonable amount of care when using the unit's buttons, sliders, or other controls; and when using its jacks and connectors. Rough handling can lead to malfunctions.

Never strike or apply strong pressure to the display.

When connecting / disconnecting all cables, grasp the connector itself-never pull on the cable. This way you will avoid causing shorts, or damage to the cable's internal elements.

To avoid disturbing your neighbors, try to keep the unit's volume at reasonable levels. You may prefer to use headphones, so you do not need to be concerned about those around you (especially when it is late at night).

When you need to transport the unit, package it in the box (including padding) that it came in, if possible. Otherwise, you will need to use equivalent packaging materials.

Use only the specified expression pedal (Roland EV-5, BOSS FV-500L, or FV-500H; sold separately). By connecting any other expression pedals, you risk causing malfunction and/or damage to the unit.

Some connection cables contain resistors. Do not use cables that incorporate resistors for connecting to this unit. The use of such cables can cause the sound level to be extremely low, or impossible to hear. For information on cable specifications, contact the manufacturer of the cable.

Before Using SD Cards

Carefully insert the SD card all the way in-until it is firmly in place.

1. Push 2. Release your finger

Never touch the terminals of the SD card. Also, avoid getting the terminals dirty.

SD cards are constructed using precision components; handle the cards carefully, paying particular note to the following.
- To prevent damage to the cards from static electricity, be sure to discharge any static electricity from your own body before handling the cards.
- Do not touch or allow metal to come into contact with the contact portion of the cards.
- Do not bend, drop, or subject cards to strong shock or vibration.
- Do not keep cards in direct sunlight, in closed vehicles, or other such locations (storage temperature: -25 to 85 ºC).
- Do not allow cards to become wet.
- Do not disassemble or modify the cards.

Copyright

Recording, duplication, distribution, sale, lease, performance, or broadcast of copyrighted material (musical works, visual works, broadcasts, live performances, etc.) belonging to a third party in part or in whole without the permission of the copyright owner is forbidden by law.

This product can be used to record or duplicate audio or visual material without being limited by certain technological copy-protection measures. This is due to the fact that this product is intended to be used for the purpose of producing original music or video material, and is therefore designed so that material that does not infringe copyrights belonging to others (for example, your own original works) can be recorded or duplicated freely.

Do not use this unit for purposes that could infringe on a copyright held by a third party. We assume no responsibility whatsoever with regard to any infringements of third-party copyrights arising through your use of this unit.

Use of the demo song and rhythm data supplied with this product for any purpose other than private, personal enjoyment without the permission of the copyright holder is prohibited by law. Additionally, this data must not be copied, nor used in a secondary copyrighted work without the permission of the copyright holder.

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Specifications

JS-8: Audio Player with Guitar Effects (eBand)	
AD Conversion	• 24-bit + AF method (GUITAR/MIC IN) • 24-bit (AUX IN)
DA Conversion	• 24-bit
Sampling Frequency	• 44.1 kHz
Effect Patches	• Preset: 130 • User: 100
Nominal Input Level	• GUITAR/MIC IN: -20 dBu (INPUT GAIN=GUITAR) • GUITAR/MIC IN: -32 dBu (INPUT GAIN=MIC) • AUX IN: -15 dBu
Input Impedance	• GUITAR/MIC IN: 1 Mohm • AUX IN: 22 kohms
Nominal Output Level	• PHONES: -10 dBu • LINE OUT: -10 dBu
Output Impedance	• PHONES: 44 ohms • LINE OUT: 1 kohm

Connectors	• GUITAR/MIC IN (1/4 inch phone type) • AUX IN (Stereo miniature phone type) • PHONES (Stereo miniature phone type) • LINE OUT (RCA phono type) • CTL1,2/EXP (1/4 inch TRS phone type) • USB (Type A) • USB (Type B) • DC IN
Current Draw	• 400 mA
Dimensions	• 264 (W) x 166 (D) x 201 (H) mm • 10-7/16 (W) x 6-9/16 (D) x 7-15/16 (H) inch
Weight	• 1.7 kg • 3 lbs 12 oz (excluding AC adaptor)
Accessories	• AC adaptor (PSB-1U) • SD card (1 Gbyte) • Owner's Manual • Roland Service (Information Sheet)

Options	• Footswitch (BOSS FS-5U) • Dual Footswitch (B0SS FS-6) • Expression Pedal (Roland EV-5, BOSS FV-500L, BOSS FV-500H) • Footswitch Cable (Roland PCS-31L)

0 dBu = 0.775 Vrms

In the interest of product improvement, the specifications and/or appearance of this unit are subject to change without prior notice.

AF method (Adaptive Focus method)
This is a proprietary method from Roland & BOSS that vastly improves the signal-to-noise (S/N) ratio of the A/D and D/A converters.