

11. MISCELLANEOUS FEATURES

EXPANDED PATCH MEMORY

Europa expands the Jupiter 6's patch and preset storage by 6X! Patch storage changes from 48 to 288 and preset storage changes from 32 to 192. Only one group of 48 patches and 32 presets is available at a time, and each group is called a Slot, to avoid confusion with Roland's use of the word **BANKS** to refer to groups of 8 patches or presets. Each slot is selectable via MIDI using the standard Bank Select message. The slots are accessed by holding the **PRESET** button, then pushing one of buttons **A - F**. Figure 12 shows Slot #1 selected:

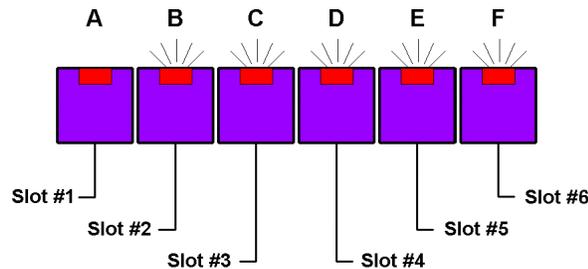


Figure 12 – Memory Slot Select buttons

To move a patch from one memory Slot to another, retrieve it by pushing its patch number, reverse its ENV-1 polarity and then restore the polarity to copy the patch to the edit buffer, call up the new slot using the **PRESET** and **A - F** buttons, then write it to the location you want using the **WRITE** button.

PATCH EDIT UNDO

Have you ever tweaked a patch just a little bit too much, so that the sound that you're working on doesn't quite fit the song anymore? Europa's "undo" function will allow you to recover lost sounds, by undoing and redoing changes made during patch editing!

To undo a change in the patch settings, press and hold **WRITE**, then press **TAPE** to back up one step. To redo the change, press and hold **TAPE**, then press **WRITE**. If all LEDs flash, then there is nothing left to undo or redo.

The number of editing steps that can be undone varies depending upon which patch settings changed. There are separate undo buffers for the upper & lower patches, each of which can hold 127 button presses, 84 slider moves, or some intermediate combination of the two. A slider must sit still for 1/2 second, or a button must be pressed before a new slider move is recorded. If a new patch is selected, the undo buffer is not cleared until an edit is made, at which time the edit buffer is also cleared.

Undo and Redo are front panel functions only, and do not affect the preset settings.

LAYER MODE AND LAYER EDIT

Europa's Layer mode allows the upper and lower patches to be played from the keyboard at the same time, while being edited individually or simultaneously. In Layer mode, the lower synth has 2 voices, and the upper 4 voices, just as in **SPLIT 2-4** mode (though both synths respond across the entire keyboard).

To access Layer mode, enter **WHOLE** mode, then press **WHOLE** a second time. It will flash, indicating that the synth is now in Layer mode. The upper and lower synths will play at the same time with each keypress, and notes will be transmitted on both the Upper and Lower MIDI channels.

With Layer mode enabled, the Arpeggiator acts as though it is in **WHOLE** mode, i.e. the Upper arpeggiator settings are used and the Link mode is available. Arpeggiated notes play on both synths and/or both Midi channels, depending on the Local mode setting.

If the Lower synth is set to one of the **SOLO** voice assign modes, and the Upper synth to one of the **POLY** assign modes, then Layer mode operates in a special Chord mode. The lowest note played at any given time is the only note transmitted on the lower MIDI channel, and if Local mode is enabled, only the lowest note is played on the lower synth. All notes are played on the Upper channel/synth.

Layered patches are normally edited independently, however, it is possible to edit the Upper and Lower patch and preset settings simultaneously using Layer Edit mode. While in Layer mode, press and release either the **LOWER** or the **UPPER** button a second time. The button pressed will flash, and the one beside it will turn on, indicating Layer Edit is enabled. The flashing button indicates which synth's patch and preset settings are displayed on the front panel. If the upper synth is being displayed, press and release the **LOWER** button once so that its LED flashing, the **UPPER** LED is turned on, and the lower synth's patch and preset settings are displayed. Layer Edit is exited by pressing whichever button is flashing.

Layer Mode and Layer Edit are only available only from the front panel.

KEYBOARD TRANSPOSE

Europa allows the upper and lower patches to be transposed independently. To transpose the upper synth, press and hold the **UPPER** button, press and release the key desired to be middle C on the keyboard, then release the **UPPER** button. The lower transposition is similarly set using the **LOWER** button.

If the arpeggiator is off, then any currently playing notes will be turned off, to avoid hung notes. If the arpeggiator is running, then the transposition will take effect once the currently arpeggiated note is turned off. This allows the arpeggiator to continue running without interruption. With the arpeggiator on, turn on **HOLD**, play a few notes so that an arpeggiator is playing, then try changing the transpose point. You should hear the arpeggio transpose up and down flawlessly. Transposing in mid-arpeggio offers many creative performance possibilities.

Notes transposed above the range of the Jupiter-6's internal synths will be limited to the highest octave that can be played, and notes below the range to the lowest octave.