

SIBELIUS[®]

THE MUSIC NOTATION SOFTWARE

Using the Roland JV-1080

Although the Roland JV-1080 is a very good sound module, the manual is beyond incomprehensible. Sample this: 'Resonance is to some extent qualified to contented apportion within disassociative continuance, preceding space'.

In particular, how to access all the available sounds is far from clear. This is what is addressed in this Info Sheet.

WARNING

Resist the temptation to press any buttons on the JV-1080 than POWER and twiddling the volume, unless otherwise instructed. Remember, it is not meant for earthlings. The buttons are tempting, but you only really need them when using the JV-1080 with other equipment, or if you want to use some of its special effects. All the important features can be accessed much more easily directly from Sibelius.

For instance, there is absolutely no point setting the 'patches' (program numbers) on the JV-1080 before playing from Sibelius, as these will all immediately be overridden by the numbers in the Sibelius 'Sounds' dialogue box.

Similarly, don't use the octave shifting controls on the JV-1080. This will only cause confusion because after shifting octaves for one score, you'll have to reset them; otherwise instruments in other scores will unexpectedly play at the wrong pitch. Instead, use the facilities in Sibelius: You should use 'transposition changes' within Sibelius to play octave shifts. For instance, to get a double bass to play down an octave, create a transposition change to make Middle C sound in octave 3, in a non-transposing score. Don't touch the JV-1080.

Glossary

The JV-1080 uses some unfamiliar terminology, which needs translating into the more standard terms, used in the Sibelius manual:

GM = General MIDI

Part = channel (in effect)

Patch = program number

Preset = bank

Rhythm set = drum set.

How to start

First do the following (you won't have to do it again):

In Sibelius, use the **Play/Flexi-time > Equipment** window to change the patch of your MIDI output to be **Roland JV1080** or **Roland JV1080 orch board** if you have one.

This setting will almost certainly be correct in all your old scores too. If not (if the scores sound wrong after you've tried everything below), choose **Play/Flexitime > Substitute Equipment**, then click **Reset Sounds** and save it again. Note: this will override any special sounds you may have set up in those scores.

Playing General MIDI sounds only

The JV-1080 contains five groups or 'banks' of 128 sounds, listed in its manual p.124-5. You can also plug in expansion boards to get even more choice, each board adding two further banks of 128 sounds.

The PRESET D bank (p. 125) contains the General MIDI sounds found in many sound modules. If you just use these sounds, all the numbers will be set up automatically by Sibelius (i.e. each stave's entry in the **Sounds** dialog box), presuming that you have 'General MIDI' selected as your patch in the **Play/Flexi-time > Equipment** dialog box. This is easy because, although it limits your choice of sounds, you don't have to do any work.

You can set the JV1080 to only play GM sounds. To do this:

Hold down the SHIFT button on the JV-1080 and keep it held while you press PERFORM. (Not the GM PATCH button, perversely.)

Then just play your (General MIDI) score from Sibelius. The JV-1080 will normally stay in this General MIDI mode until you switch it off so you shouldn't have to press any more buttons.

You can change a stave's sound by typing another General MIDI number into the program number part of the **Play/Flexi-Time > Sounds** dialog box, for that stave.

Of course, you can use these Orchestral board sounds for some staves and the built-in sounds for other staves simultaneously. But remember, as above, that you'll have to type two numbers for every stave, even for General MIDI sounds.

(If you add further expansion boards, use bank numbers **10754** and **10755** for the second board, **10756** and **10757** for the third, and **10758** and **10759** for the fourth.)

Playing using several banks

If you don't want to restrict yourself to the General MIDI sounds, you have to do more work. Of course, the upside is that you have many more sounds to choose from.

First, you have to put the JV-1080 into a special 'perform' mode:

Press the PERFORM button (only) on the JV1080. Also ensure that all the PART SWITCH lights are on (see **If some staves are silent**, below).

The JV1080 will normally stay in this mode until you switch it off.

In your Sibelius score, for each stave in turn, decide which sound you want to use, and type two numbers for it into the **Sounds** dialog box as follows:

Bank		Program
USER	10240	no.
PRESET A	10368	no.
PRESET B	10369	no.

PRESET C	10370	no.
PRESET D (General MIDI)	10371	no.
Expansion board A 1-128	10752	no.
Expansion board A 129-256	10753	no. - 128

Where 'no.' is the number in the 'No.' column in your JV1080 manual p.124-5.

For instance, to get the Nice Piano sound, which is no. 4 in Preset A, set the 'bank' to 10368 and the 'program' to 2. Note that now you have to type both numbers, even for General MIDI sounds.

When you've finished all the staves, it's a good idea to save the score. Then play it from Sibelius as normal. Naturally, when you go back to this score at a later date, all you have to do is make sure the JV-1080 is in the 'perform' mode again, and playing will work as before.

Orchestral Expansion Board

You can add up to four expansion boards (such as the Orchestral board) to the JV-1080 to give it extra sounds. To use these sounds, follow **Playing using several banks** (above), using bank number 10752. The numbers for the sounds are in the Patch List (not the Wave List) in the expansion board's own instructions, so use e.g. bank - 10752 program - 87 for no.87 (Flute).

For program numbers greater than 128 you have to subtract 128 and use bank number 10753 instead. So to get no.188 (Plucked Harp), you have to use bank - 10753 program - 60. This is because each bank only holds 128 sounds, so the Orchestral board really has two banks of 128 sounds rather than (as Roland would have you believe) one bank of 256 sounds.

If some staves are silent

While playing, the 8 PART SWITCH buttons on the left (marked 1 2 3 4 1 2 3 4) should be lit. If not, press them until they all light. Then press the button further left marked '1-8/9-16' to display the other 8 channels, and again ensure the same 8 buttons are lit. Otherwise some channels will be muted, which means that some staves won't play.

Drum sets

Setting a staff to play as a drum set (i.e. with a different percussion instrument for each pitch on the staff) works much as for other instruments.

If you are playing using several banks, i.e. pressing just the PERFORM button: Use the **Play/Flexi-time > Sounds** dialog box to ensure that the channel menu is set to 10, for your percussion staff. Then choose your drum set from the lists on pages 126-7 of the JV1080 manual, and type two numbers into the 'bank' and 'program' boxes menu as above, e.g. to choose PRESET A drum set no.2, type in bank - 10368, program - 2.

Then, pitches written on that staff will play the instruments listed, e.g. middle C (otherwise known as C4 or note 60) will sound as Conga Mute Hi. You can use the **Create > Staff type change** options in Sibelius to define your drum kit. See the Sibelius manual for details of how to do this.

Further reading

It will be well worth your while deciphering the JV-1080's manual on the subject of a 'performance', which is a combination of settings which can dramatically alter the standard sounds. The default performance is not completely neutral, so you may find that you prefer the sounds if you switch off some of the settings. Our information sheet **More Advanced work with the Roland JV-1080** has more details on this.

The JV- 1080 is a very powerful sound module, but you will not get the best possible results unless you are prepared to experiment a little. If you do some experimenting but want to return to the original settings, look up Factory reset in the manual.