Roland

DCB DIGITAL KEYBOARD RECORDER
JSQ-60

The JSQ-60 is a polyphonic sequencer featuring DCB standard, and can be used with the following keyboards.

Juno-60
Jupiter-8

(Contact your nearest Roland dealer, if your Jupiter-8 is prior to serial No. 282879.)

FEATURES

● The JSQ-60 features Step Load function, that is loading a note or chord step by step by setting a pitch or pitches one after another. By using the REST and TIE Buttons, fairly complicated music pieces can be loaded. Therefore, you can chose either Step Load or Real time load mode.

● It is possible to overdub on the existing data up to three times in Real time mode.

● The Patch Shift of the Juno-60 or Patch Preset of the JP-8 can be memorized.

● Tape Interface allows loading the data in the JSQ-60's memory onto an ordinary audio tape for storage and later retrieval.

● Two Sync Out Jacks (DIN) allowing synchronization with another sequencer or the rhythm machine featuring Sync In.

● Up to 2000 notes can be written into the JSQ-60, and the Memory Indicator tells you how much memory has been consumed so far.

CONTENTS

POWER SUPPLY

- The JSQ-60 adapts AC powered system. Be sure to use the supplied AC Adaptor. Using any other adaptor will cause malfunction or even break down.

- Do not turn the JSQ-60 on, before connecting the AC Adaptor to it.

- This unit might not work properly if turned on immediately after turned off. If this happens, simply turn it off again and turn it on a few seconds later.

- Before setting up the JSQ-60 with an external synthesizer, be sure to turn both of them off.

LOCATION

- Using the JSQ-60 near a neon or fluorescent lamp may cause noise interference. If so, change the angle or position of the JSQ-60.

- Avoid using the JSQ-60 in extreme heat or humidity or where it may be affected by dust.
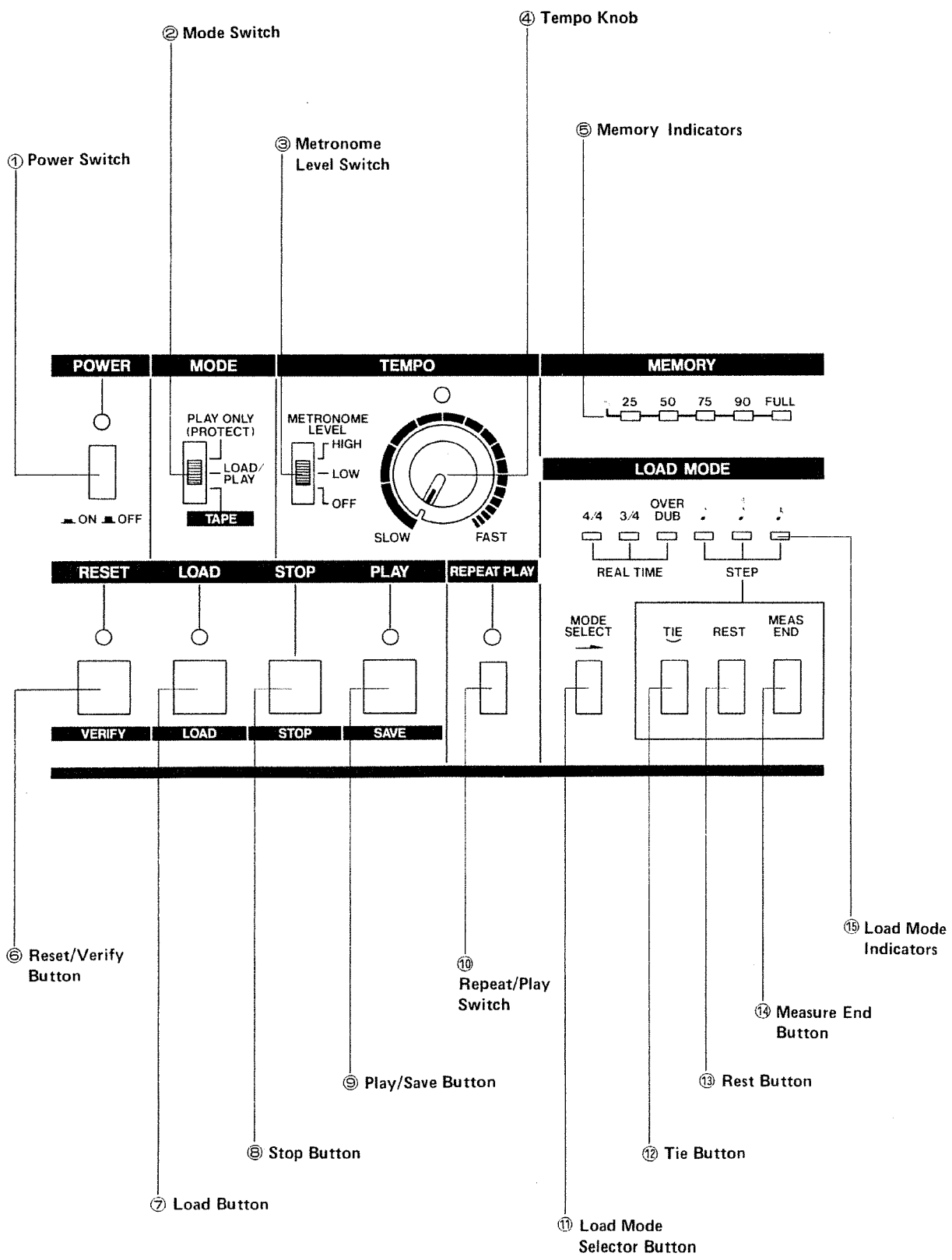
CLEANING

- Use a soft cloth and clean only with a mild detergent.

- Do not use solvents such as paint thinner.

OTHERS

- If the AC Adaptor is connected, turning the Power Switch off does not erase the data in memory, but in about a day after the AC Adaptor is disconnected, its data will be completely erased. So it may be a good idea to load all data onto a cassette tape for precaution.

- Do not pull the DCB cord hard.

④ Tempo Knob

② Mode Switch

⑤ Memory Indicators

③ Metronome
Level Switch

① Power Switch

POWER	MODE	TEMPO	MEMORY

PLAY ONLY
(PROTECT)

METRONOME
LEVEL
┌ HIGH

25 50 75 90 FULL

LOAD/
PLAY

─ LOW

└ OFF

LOAD MODE

ON ▪ OFF

TAPE

SLOW   FAST

OVER
4/4 3/4 DUB

RESET	LOAD	STOP	PLAY	REPEAT PLAY

REAL TIME   STEP

MODE
SELECT

TIE   REST   MEAS
END

VERIFY	LOAD	STOP	SAVE

⑮ Load Mode
Indicators

⑥ Reset/Verify
Button

⑩
Repeat/Play
Switch

⑭ Measure End
Button

⑨ Play/Save Button

⑬ Rest Button

⑧ Stop Button

⑫ Tie Button

⑦ Load Button

⑪ Load Mode
Selector Button

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① Power Switch
Pushing this switch on will light up the Indicator and turns the JSQ-60 on.

② Mode Switch
The JSQ-60 includes two modes for sequencer, and a mode for loading the sequencer data onto a tape as follows.

● Play Only (Protect) mode
This mode is to playback the data you have written into the sequencer, but writing is not possible in this mode.
To protect the data from accidental loss, always turn the JSQ-60 into this mode except when loading.

● Load/Play mode
This mode is for loading, playing back, editing and overdubbing.

● Tape mode
This mode is for saving sequencer data onto a tape, and later loading it back to the sequencer.

< NOTE >
Be sure that the JSQ-60 is not running while changing the modes. The data will be erased if you change the modes during loading operation.

③ Metronome Level Switch
This is to adjust the volume of the metronome sound.

④ Tempo knob
This sets the tempo in playing or real time loading.

⑤ Memory Indicator
This shows how much memory is consumed so far. Also, it flashes when there is any error made.

⑥ Reset/Verify Button

● Reset (in Play Only or Load/Play mode)
This is to reset the data for loading or playing back from the beginning.

● Verify (in Tape mode)
Here, the same button works as a verify button for the data saved on a tape.

⑦ Load Button

● Load (in Load/Play mode)
Press this button in loading the data into sequencer.

● Load (in Tape mode)
Here, this button is used to load the data saved on a tape back to the JSQ-60.

⑧ Stop Button
Press this when loading is completed, or to stop playing in the middle of the data.
In Tape mode, this button is used to stop save, load or verify.

⑨ Play/Save Button

● Play (in Play Only or Load/Play mode)
Press this button in playing back the loaded data.

● Save (in Tape mode)
Here, this button is used in saving the sequencer data onto a tape.

⑩ Repeat Play Switch
If this switch is pushed on and the Play Button pressed, the data will repeat playing until the Stop or Reset Button is pressed.

⑪ Load Mode Selector Button
This button is to select a mode for loading and it works only when the JSQ-60 is not running.

⑫ Tie Button
This is to load tie or slar.

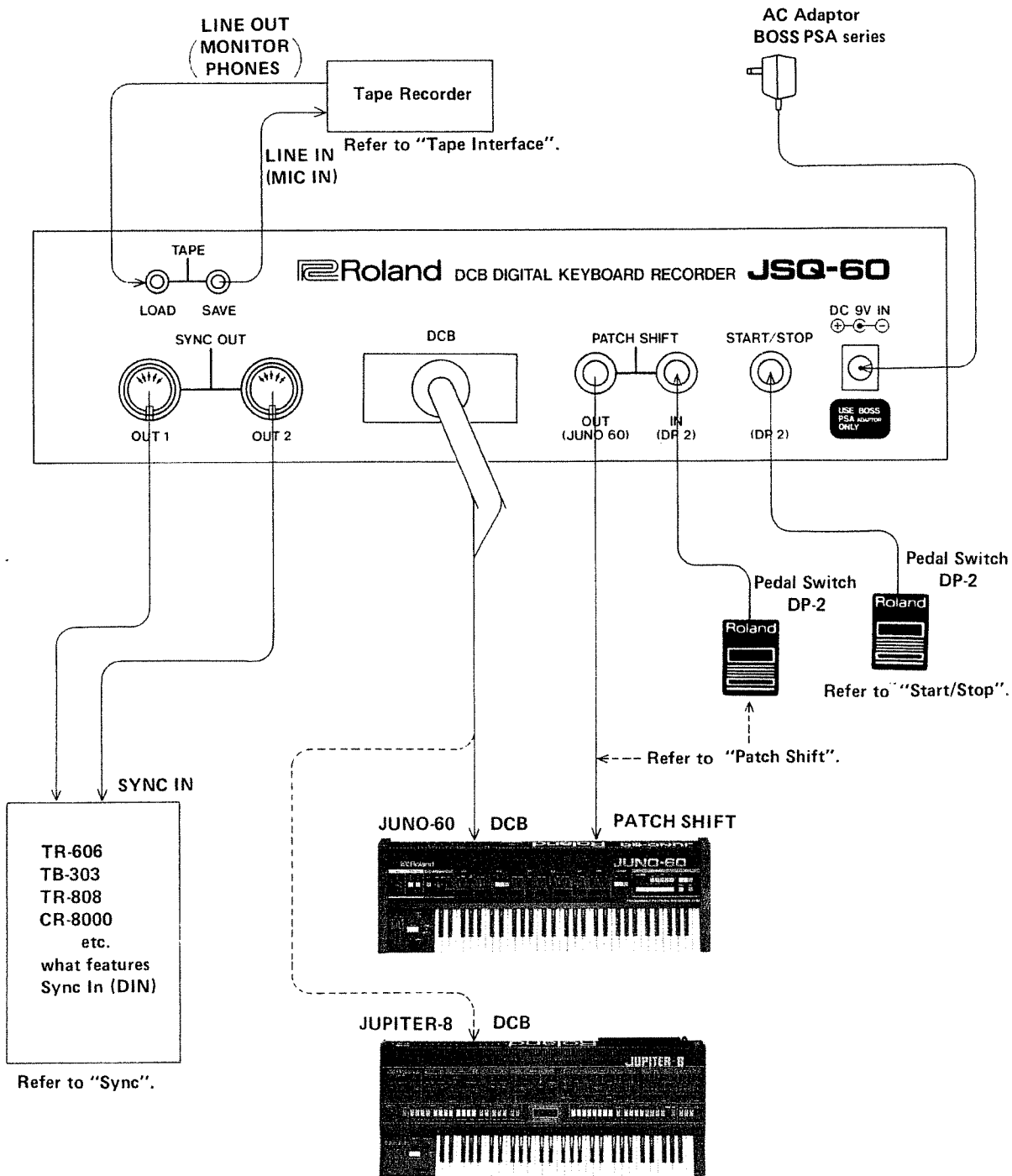**⑬ Rest Button**
This is to load rests.

⑭ Measure End Button
This is to load bar lines.

⑮ Load Mode Indicators
The one selected with the Load Mode Selector Button will light up. None of these lights in Play or Tape mode.

LINE OUT
(MONITOR)
(PHONES)

AC Adaptor
BOSS PSA series

Tape Recorder

Refer to "Tape Interface".

LINE IN
(MIC IN)

TAPE

≡Roland DCB DIGITAL KEYBOARD RECORDER **JSQ-60**

LOAD   SAVE

SYNC OUT   DCB   PATCH SHIFT   START/STOP   DC 9V IN
⊕-ℂ-⊝

OUT 1   OUT 2   OUT   IN   (DP 2)   USE BOSS
(JUNO 60) (DP 2)   PSA ADAPTOR
ONLY

Pedal Switch
DP-2

Pedal Switch
DP-2

Roland

Roland

Refer to "Start/Stop".

←--- Refer to "Patch Shift".

SYNC IN

JUNO-60   DCB   PATCH SHIFT

TR-606
TB-303
TR-808
CR-8000
etc.
what features
Sync In (DIN)

JUNO-60

JUPITER-8   DCB

JUPITER-8

Refer to "Sync".

If your JP-8 does not feature DCB Connector, ask for any Roland dealer nearby.

■ Load
Writing sequencer data into the JSQ-60 is to be called "Load" in this manual.

Initially, connect the DCB cord to the DCB connector of the Juno-60 or Jupiter-8.

Set the Mode Switch to Play Only, then turn the JSQ-60 on. Here, 4/4 is automatically selected.
* Changing the Mode Switch from the Tape mode to Play Only or Load/Play will automatically select 4/4.

REAL TIME LOAD

If either of 4/4 or 3/4 mode is selected, what you play on the keyboard will be faithfully loaded into the sequencer.

┌─ **Real Time Load** ─────────────────────────────────────┐
│   │
│   ┌──────┐   ┌─────────────────┐   ┌──────┐ ⎛Play the⎞ ┌──────┐ │
│   │RESET │ → │ LOAD MODE SELECT │ → │ LOAD │ →⎝Keyboard⎠→ │ STOP │ │
│   └──────┘   │   REAL TIME   │   └──────┘   └──────┘ │
│   │   ⁴⁄₄ , ³⁄₄   │   │
│   └─────────────────┘   │
│   │
└──┘
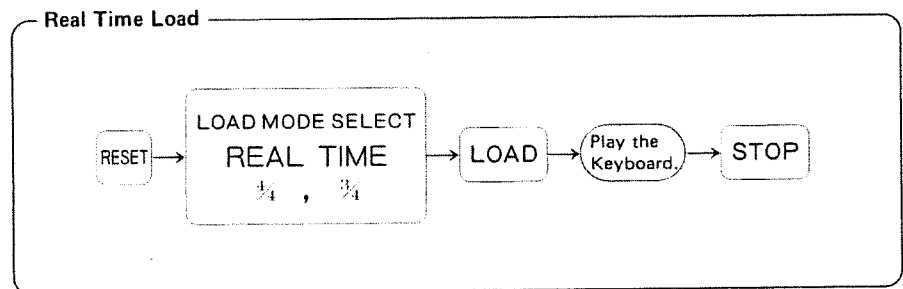
(1) Set the Mode Switch to the LOAD/PLAY position (thus, Memory Protect function does not work).
* Be sure that the JSQ-60 is not running when changing the Mode Switch. Otherwise, the data will be erased.

(2) Press the Reset Button, if the Load Indicator or Play Indicator is flashing.

(3) Select either of Real time (4/4 or 3/4) with the Load Mode Selector Button ⑪.

(4) By pushing the Load Button ⑦ on, turn the JSQ-60 into the writing mode. Metronome will start playing immediately, but there is no loading during the first measure of metronome. In other words, you should start playing the keyboard from the second measure of metronome.

* The Load Indicator blinks in the same tempo as the metronome during the first measure.

* If Full is indicated (all the Memory Indicators light up) during loading, the data stops automatically in the end of the measure. (If there are many notes before the end of the measure, it may stop even before.)

(5) To stop loading, press the Stop Button ⑧. Loading will continue up to the last note of that measure then stop. (The Load Indicator starts blinking.)

(6) If loading is completed, return the Mode Switch ② to the Play Only position, so that the loaded data will be protected.

PLAY/REPEAT

┌─ **Play** ──┐
│   │
│   RESET→ PLAY ─────────→ When you finish loading, the │
│   Play Indicator starts blinking. │
│   │
│   Continue Play   │
│   │
│   RESET→ PLAY ───→ STOP ──→ PLAY ─→ If there is no more │
│   ↑   data, error will be │
│   ┊   indicated.   │
│   To playback again from the beginning.   │
│   │
│   RESET─↗ PLAY ───────→ RESET   │
│   ↑   │
└──┘
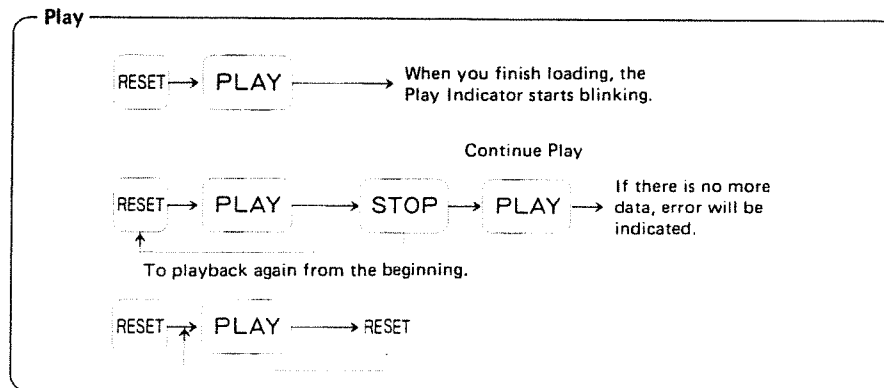
(1) Set the Mode Switch to PLAY ONLY or LOAD/PLAY.

(2) Press the Reset Button ⑥ if the Load Indicator or Play Indicator flashes.

(3) Pressing the Play Button ⑨ will light up the Play Indicator and start playing the data you have loaded. It automatically stops when the data is played up.

* If you wish to stop in the middle of the playback, press the Stop Button ⑧. The playback will continue up to the last note of the measure, then the Play Indicator starts flashing. If you wish to continue to playback, simply press the Play Button ⑨, but if there is no data following, error will be indicated.
Pressing the Reset Button in the middle of playback will stop playing. If you press the Play Button at this stage, the data will play from the beginning.

* If you wish to repeat playing the same data, set the Repeat Play Switch ⑩ to ON, and press the Play Button, then the data will repeat playing until the Stop Button ⑧ or Reset Button ⑥ is pressed.

TEMPO/METRONOME

Metronome will be heard in Real Time Load or playback mode in quarter note intervals with an accent on the head of each measure.

┌──────────────────────────────────────┐
│ (Example) Step load; if loaded and   │
│   played in 7/8 time.   │
│   │
│   >   >   │
│   ╠═♩─♩─♩─♪═╦═♩─♩─♩─♪═╣   │
│   │
│   (Metronome)   │
└──────────────────────────────────────┘
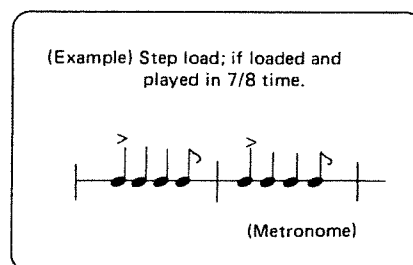
Before loading, set the tempo to an appropriate speed depending on the music you are to load. For instance, if you load a quick chord with the Tempo knob set to slow, and play it back in a quick tempo, its rhythm may prove somewhat unstable.
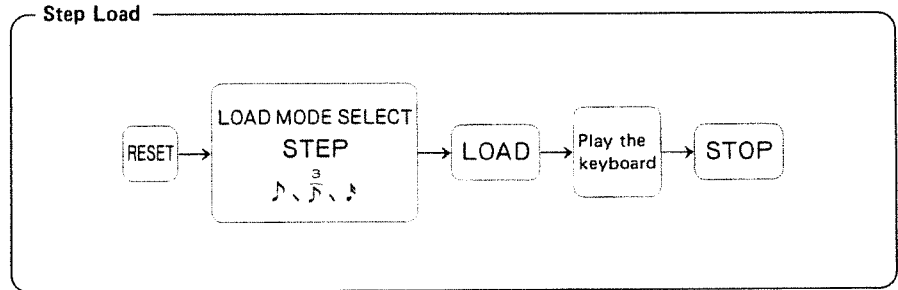
● Monitoring Tempo
If you wish to see what the tempo of the metronome is actually like, set the Mode Switch to the PLAY ONLY or LOAD/PLAY position, and press the Stop button and Reset Button at the same time. It will stop by pressing the Stop Button ⑧. Here, the external device connected to the SYNC OUT does not work.

* Metronome will have accents in the same places as the data lately loaded in real time. (4/4, if the data has been overdubbed, and no accent if there is no data written before.)

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STEP LOAD

In this mode, only pitches can be written (i.e. timing values are the same throughout).

Three options ♪ , ³♪ and ♪ are available as a shortest timing value (1 step). By using the Tie, or Rest Button, even long tones, legato with star, or rest can be written.

┌─ **Step Load** ─────────────────────────────────────┐
│   │
│   ┌─────────────────┐   │
│   │ LOAD MODE SELECT│   ┌──────────┐   │
│ ┌─────┐│   STEP   │┌────┐│Play the │┌──────┐ │
│ │RESET│→│   ³   │→│LOAD│→│keyboard │→│STOP │ │
│ └─────┘│   ♪ 、 ♪ 、 ♪   │└────┘│   │└──────┘ │
│   └─────────────────┘   └──────────┘   │
│   │
└──┘

(1) Find out the shortest note in the piece you are to write. Then represent the entire score with the shortest timing value.

(2) Set the Mode Switch ② to LOAD/PLAY (Memory Protect function is disabled).

(3) Select a stop mode; ♪ , ³♪ or ♪ with the Load Mode Select Button ⑪ .

(4) Press the Load Button ⑦ to turn the JSQ-60 into loading mode. Now, loading can start at any time.

  * Each time a chord, a single note, or a rest is loaded, metronome will be heard once, advancing one step (when a bar line is written, a metronome with accent will sound once, but no step is advanced).

  * How you play the keyboard does not affect the timing value of each note, i.e. all the notes will be written in the same length. What is important is pressing all the keys of the cord you wish to load at precisely the same time, and release all of them. The moment the keys are released, the pitches will be written. (If you have to load a chord which cannot be pressed at the same time, turn on the Hold Button on the Juno-60, and play each key one after another, then turn the Hold off.)

(5) When loading is completed, press the Stop Button ⑧.

(6) Return the Mode Switch ② to the PLAY ONLY position to protect the data you have loaded.

Example: If loading [♪♪♪ musical notation] (in Step Load mode ♪)

Correct: Press [notation] → Release all the keys → Press [notation] → Release all the keys.

Wrong: Press [notation] → Press [notation] with [notation] being held down → Release all the keys.

([musical notation] will be loaded instead of [musical notation])

Loading Pitches (in ♪ mode)

On releasing the keys, the chord is loaded.

If loading

Press them at precisely the same time. → Release all keys → Metronome will be heard and the chord is loaded.

Repeat the same procedure four times.

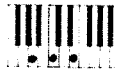* This will make a quarter note interval, costing 4 steps, so the metronome will sound with accent.

Loading Rests (in ♪ mode)

Pressing the Rest Button will load the shortest rest (♪ if ♪ mode).
To load ♩ , press the Rest Button four times.

Loading Tie (in ♪ mode)

Pressing the Tie Button will make the timing value one step longer.

If loading

Press them at precisely the same time. → Release the keys → Press the Tie Button three times.

Special Use of the Tie Button (in ♪ mode)

1) Legato

Load the first note in a usual way and the next one by pressing a relevant key while holding the Tie Button down.
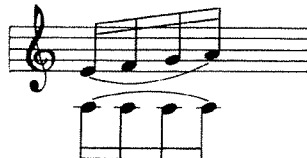
If loading

→ Release the key. → Press the Tie Button → Play D, E and F in non legato manner. → Release the Tie Button

Keep the Tie Button held down.

2) Tie + Legato

If loading

Modify the score as shown aside, then load in the same way as above.

■ Measure End

This is to load bar lines. Pressing the button will make a metronome sound, and a bar line will be loaded.

Please do not skip wirting bar lines, or later editing would be very difficult.

■ Step Value

If the shortest timing value is ♪ (16th note), ♩ (quater note) and ♪ (eighth note) can be repalced as shown below.

The shortest timing value is counted one step, so if ♪ = 1 step, ♪ = 2 steps and ♩ = 4 steps.

In this way, about 2000 notes (in single note) can be loaded into the JSQ-60. If the maximum Memory capacity is exceeded, the Memory Indicator Full will go on, and no more loading is possible. If you press the Load Button ⑦ at this stage, error will be indicated.
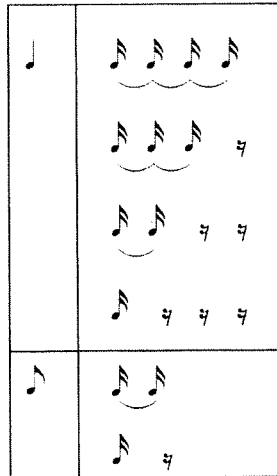
EDIT

Editing or adding data is possible by using Continue Load function. (Refer to "CONTINUE LOAD")

* In overdubbing mode, Continue Load function is not available.
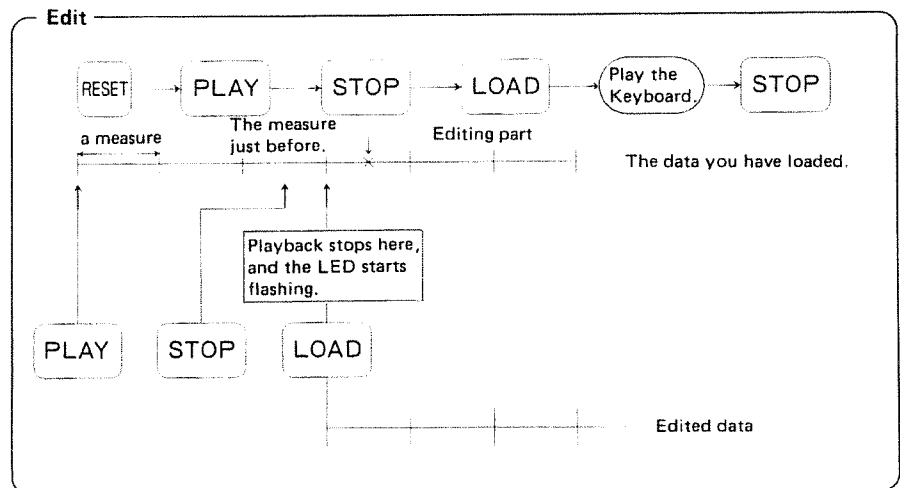
(1) Make sure that the Repeat Switch ⑩ is turned off.

(2) Playback the data and press the Stop Button ⑧ just before the measure that you wish to edit.

(3) When it stops, select either 4/4 or 3/4 with the Load Mode Selector Button
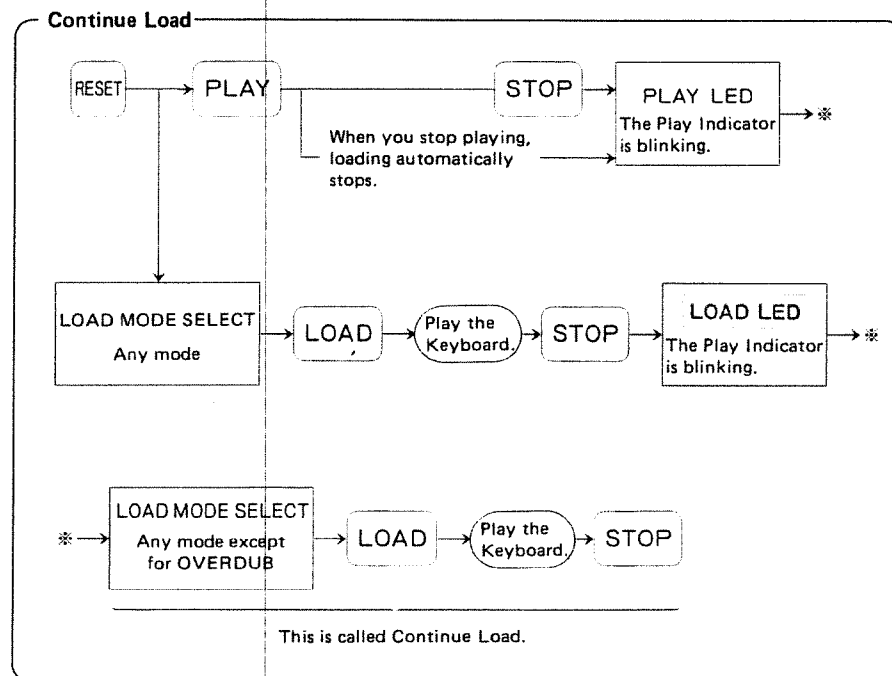
(4) Press the Load Button ⑦.

(5) Start loading correct data

Note: If the data you are to edit has been loaded in Step Load mode without bar lines, the data does not stop playing to the very end, even by pressing the Stop Button. So, it is not possible to edit the data in the middle, i.e, you have to rewrite the whole data.

CONTINUE LOAD

You can stop loading data by pressing the Stop Button ⑧, (the Load Indicator starts flashing) and continue loading simply by pressing the Load Button ⑦. Also, it is possible to stop playing data, (the Play Indicator starts flashing) and start loading by pressing the Load Button ⑦. This function of the JSQ-60 is called Continue Load.

Continue Load

```
RESET ──→ PLAY ──────────────→ STOP ──→ PLAY LED
              │                            The Play Indicator   ──→ ※
              │    When you stop playing,   is blinking.
              │    loading automatically
              │    stops.
              ↓
  LOAD MODE SELECT ──→ LOAD ──→ (Play the ──→ STOP ──→ LOAD LED
    Any mode                     Keyboard.)              The Play Indicator ──→ ※
                                                         is blinking.

  ※──→ LOAD MODE SELECT ──→ LOAD ──→ (Play the ──→ STOP
         Any mode except                 Keyboard.)
         for OVERDUB
```

This is called Continue Load.

<Note>

● When the Memory Indicator shows FULL, Continue Load is not possible.

● In overdubbing, Continue Load is not possible, either.

● Exceeding the maximum memory capacity during Continue Load after playback or overdubbing will erase the existing data.

● If you start Continue Load in real time (4/4 or 3/4) after playback or overdubbing, the number in the Memory Indicator shows the amount of the data newly added. So you are required to work out how much capacity is left to load.

■ Application of Continue Load

● Combining two different Load Modes in loading.

It is possible to load in one of the Load Modes, then continue loading in different Load Mode.

Using the Continue Load function
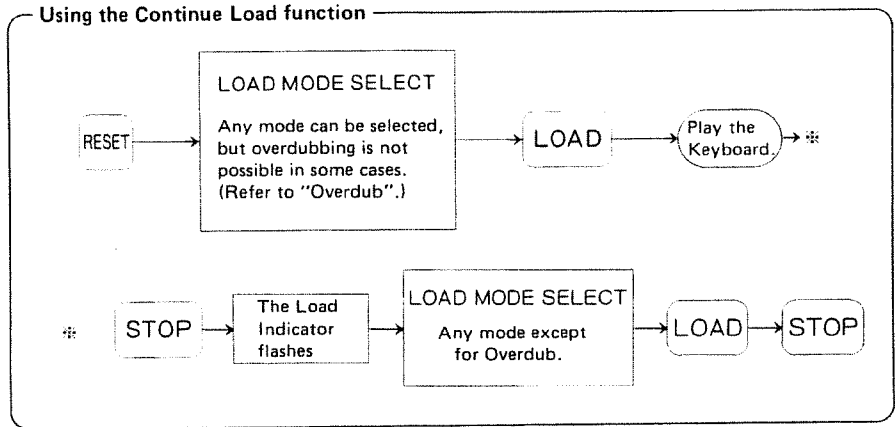
Note: If you stop playback or loading by pressing the Stop Button ⊜, the Load or Play Indicator will start flashing. This flashing means that you need to press the Reset Button ⊜ to go back to the beginning of the data.

OVERDUB

(Real Time)

It is possible to overdub a different phrase on the phrase you have already loaded.

* Overdubbing cannot be done other than in real time mode.
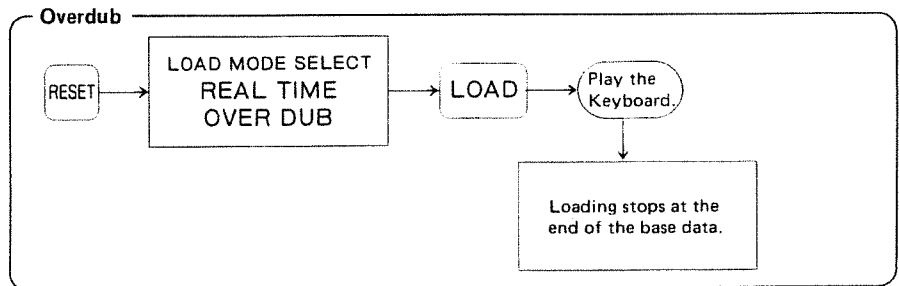
Overdub

(1) Select the OVER DUB mode in Real Time section by using the Load Mode Selector Button.

(2) Press the Load Button ⊘ , and begin playing the keyboard at the fifth metronome. Overdubbing is not possible before this.

(3) Overdubbing automatically stops when it comes to the end of the base data, and the Load Indicator starts blinking, showing that loading is no longer possible.

< Note >

● Overdubbing can be done three times on one base data.

● The maximum notes that can be loaded into the JSQ-60 at a time is 6 by the Juno-60, and 8 by the Jupiter -8. If more notes are loaded, in later overdubbing or playback, noise may interfere.

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- If the same note has been overdubbed on the base data, during playback, rhythm will change as shown below.

Keyboard playing in the first time loading.

Keyboard playing in overdubbing.

Playback on the JSQ-60.
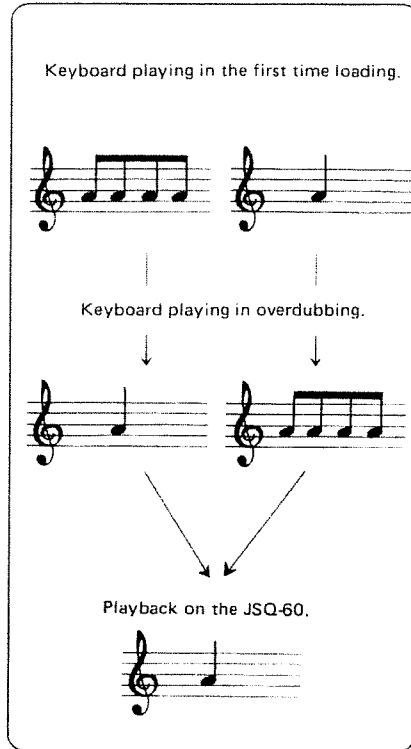
- Please note that if you stop overdubbing before the end of the base data (by pressing the Stop Button), the base data will also be cut short there. So, unless you specifically wish to make the data itself shorter, be sure to remain the overdubbing mode up to the very end, even if no more dubbing is currently needed.

- If Full is shown (all the Memory Indicators light up) during overdubbing, the data stops in the end of the measure (if there are many notes before the end of measure, it may stop even before), but then the following base data will not remain. Also, Memory Indicators may change after this procedure.

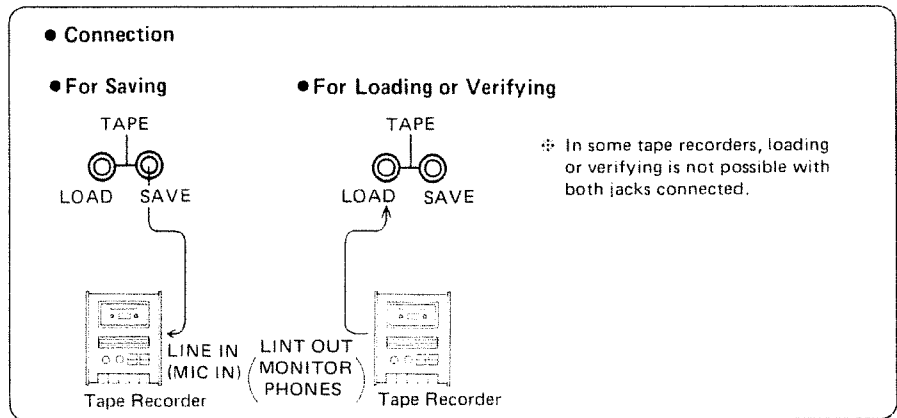- During overdubbing, the Memory Indicator may change even while you are not actually adding new data.

TAPE INTERFACE

The sequencer data you have loaded into the JSQ-60 can be saved onto an ordinary audio tape for storage and later retrieval.

Verify function is featured for you to make sure if the data has been correctly saved.

- If the AC Adaptor is connected, turning the Power Switch off does not erase the data in memory, but in about a day after the AC Adaptor is disconnected, its data will be completely erased. So it may be a good idea to load all data onto a tape for precaution.

● Connection

● For Saving   ● For Loading or Verifying

TAPE   TAPE

⊙—⊙   ⊙—⊙
LOAD SAVE   LOAD SAVE

❖ In some tape recorders, loading
   or verifying is not possible with
   both jacks connected.

LINE IN   LINT OUT
(MIC IN) (MONITOR)
          \ PHONES /
Tape Recorder   Tape Recorder

Set the Mode Switch ② to the TAPE
position.

SAVE

(1) Set the tape recorder to the record-
ing mode (REC).
* If your tape recorder features the
recording level control, set the tape
recorder to Recording Pause mode
and set the recording level to about
0 VU, then turn the tape recorder
to the recording mode.

(2) Press the Save Button ⑨ , and the
Save Indicator lights up and the
Pilot tone will change to a high
tone. In about 5 seconds, saving
will begin.

(3) When saving is completed, metro-
nome sound will be heard once
and the Save Indicator will go out.

* To stop saving in the middle, simply
press the Stop Button ⑧ .

(4) Stop the tape recorder.

VERIFY

(1) Set the tape recorder so that the
tape will start from the beginning
of the data where Pilot Tone is still
heard.

* Pilot Tone is a high pitch sound pro-
duced from the tape before it starts
reading data.

(2) Press the Verify Button ⑥ , and the
Verify Indicator will light up and
verify will start.

(3) Start playback on the tape recorder.

(4) If a metronome sound is heard once
and the Verify Indicator goes out,
verify is completed.
* If there is any error, the Memory
Indicator ⑤ will flash and metro-
nome will start to sound (from
now on, we call this "error indica-
tion").
* If you press the Stop Button ⑧
before verify is completed, it will
stop with "error indication".

(5) Stop the tape recorder.

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If error is indicated · · · ·

Rewind the tape and repeat verify procedure taking care of the following points.

a) Be sure to rewind the tape thoroughly.

b) Adjust the playback level of the tape recorder. (The appropriate level varies depending on the type of the tape recorder.)

c) Make sure that the connections are all made correctly.

If verify did not complete even after 1 minute, repeat verify procedure, and if it still ends up with the same result, carefully repeat saving procedure.

If error is indicated again · · · ·

Carefully repeat saving procedure.

If error is indicated again and again no matter how many tiems you try · · · ·

● Replace with a new tape.
● Clean and demagnetize the head of the tape recorder.
● Use a different tape recorder and repeat saving procedure.

* Preserving the Data tape

Please do not keep the data recorded tape in extreme heat or humidity or near a strongly magnetic unit such as a speaker or an amplifier.

LOAD

(1) Set the tape recorder so that the tape will be played back from the beginning of the data.
 * If your tape recorder features a playback level control, set it to medium.

(2) Press the Load Button ⑦. and the Load Indicator will light up and loading will begin.

(3) Start playback on the tape recorder.

(4) When loading is completed, metronome will be heard once and the Load Indicator will light up. If loading is not done properly, error will be indicated.

 * If you press the Stop Button ⑧ in the middle of loading, loading will stop with error indication. In this case, the data in the JSQ's memory will be erased.

(5) If loading has been finished, stop the tape recorder.

If error is indicated · · · ·

Repeat loading procedure taking care of the following points.

● Be sure to rewind the tape completely.

● Adjust the playback level of the tape recorder. (The appropriate level varies depending on the type of the tape recorder.)

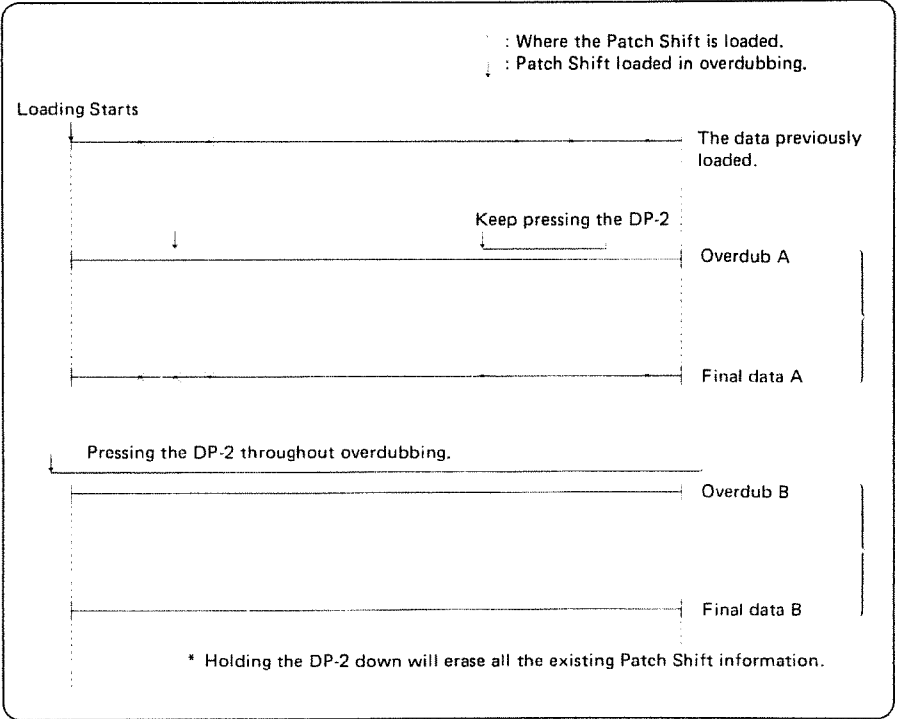● Make sure that the connections are all made correctly.

PATCH SHIFT

The JSQ-60 can memorize the patch shift of the Juno-60.

■ Real Time Load

In this mode, Patch Shift information is loaded in real time, i.e., it is loaded exactly where you press the DP-2. In overdubbing, Patch Shift will be loaded as shown below.


' : Where the Patch Shift is loaded.
: Patch Shift loaded in overdubbing.

Loading Starts

The data previously loaded.

Keep pressing the DP-2

Overdub A

Final data A

Pressing the DP-2 throughout overdubbing.

Overdub B

Final data B

* Holding the DP-2 down will erase all the existing Patch Shift information.

■ Step Load

Only one Patch Shift information is loaded in one step, and it is loaded into the step where the pedal is depressed.

■ Playback

Patch Shift is played back as it has been loaded.

● Connection

JUNO-60
PATCH
SHIFT

PATCH SHIFT

Roland

OUT   IN
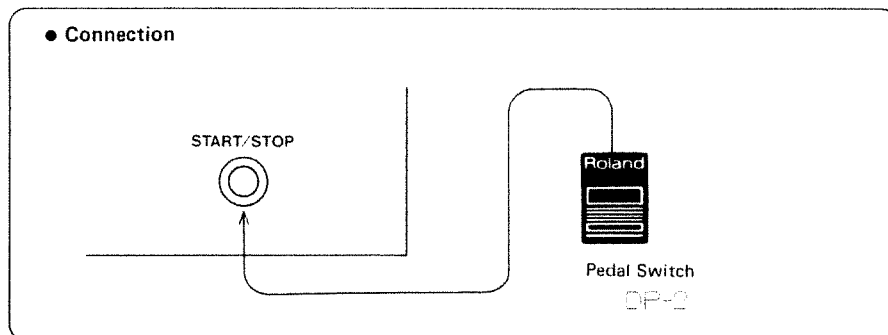(JUNO-60) (DP-2)

Pedal Switch
DP-2
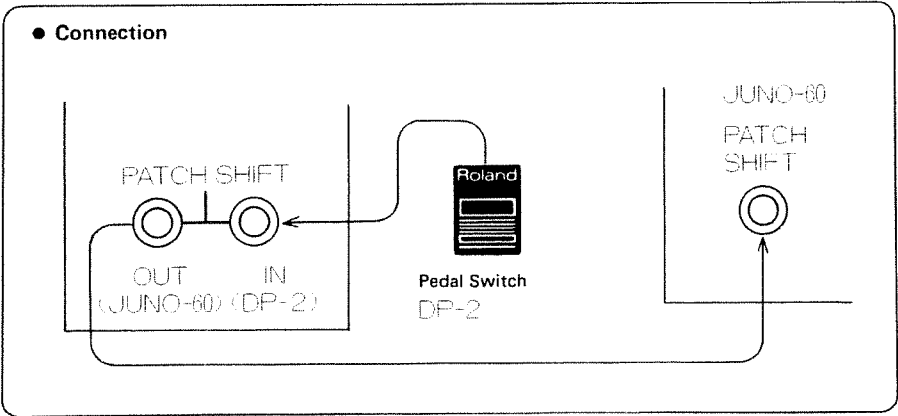
PATCH PRESET

Patch Preset information is sent from the JP-8 to the JSQ-60 through DCB. So it is possible to load Patch Presets on the JP-8 into the JSQ-60.

(Juno-60 transmits only keyboard information.)

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START/STOP

● Connection

START/STOP

Pedal Switch
DP-2

The Start/Stop Jack functions differently depending on the mode of the JSQ-60.

In Reset mode (while the Load and the Play Indicators remain dark)
This jack works just like the Play Button ⑤.

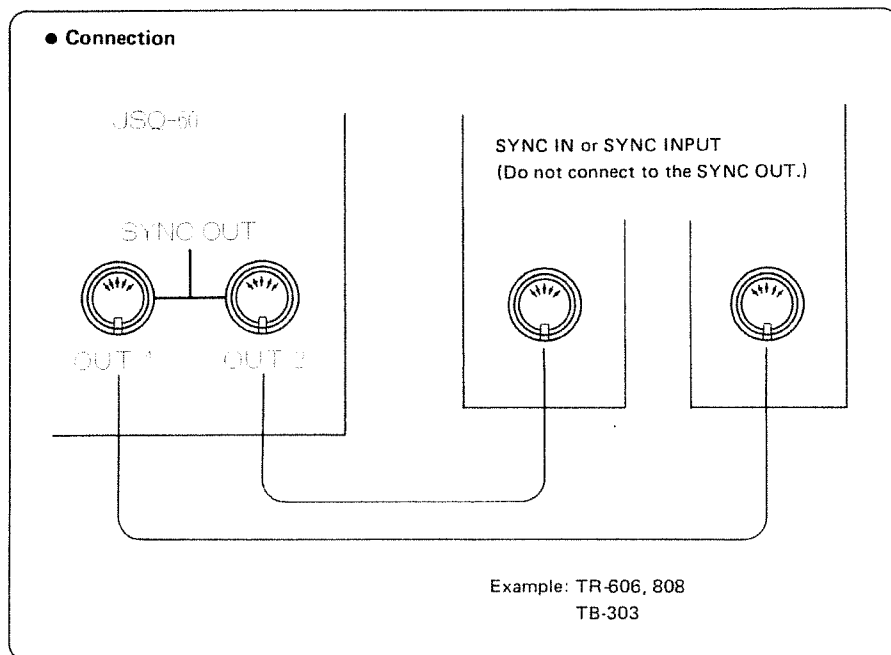**In Play mode**
This jack works just like the Reset Button ⑥.

In Load mode (4/4, 3/4, OVER DUB)
This jack works just like the Stop Button ⑤.

SYNC

Use a DIN cord (5 Pin) for setting up an external device.

The JSQ-60 can control up to two devices which feature SYNC IN Jacks (DIN).

● Connection

JSQ-60

SYNC OUT

OUT 1   OUT 2

SYNC IN or SYNC INPUT
(Do not connect to the SYNC OUT.)

Example: TR-606, 808
TB-303

■**Setting up with the MIDI BUS keyboard**
By using the MD-8 (MIDI ↔ DCB Inter-face), the JSQ-60 can be set up with the keyboard featuring MIDI BUS.

Note: Be sure to set the Function Switch on the MD-8 to MIDI ↔ DCB.

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ERROR

If error is indicated (the Memory Indicator ⊜ blinks and metronome sounds), study the Error Table below.

Button pressed	Possible Cause	Action to be taken
Load Button	• The Mode Switch ⊚ is set to PLAY ONLY.	• Set the Mode Switch ⊚ to LOAD/PLAY.
	• You are trying to overdub for the fourth time.	• Overdubbing is possible up to three times, so stop overdubbing.
	• You are trying to overdub without resetting.	• Press the Reset Button.
	• The Memory Indicator ⊜ shows FULL before starting Continue Load after playback.	• There is no memoy capacity left, so stop loading.
	• The Memory Indicator ⊜ shows FULL before starting overdub.	• There is no memory capacity left, so stop overdubbing.
Stop Button	In Tape Mode • During verify	• Refer to "VERIFY" on P.15.
	• During loading (Data may break)	• Refer to "LOAD" on P.16.
Play Button	• Load Indicator is flashing.	• Press the Reset Button.
	• When there is no data loaded.	• Load data.
	• The data is played up, and the play Indicator is flashing.	• Press the Reset Button.

* If no case above applies to yours, it is likely that the position of the Mode Switch is wrong. Refer to "Panel Description" on P. 5.

■ JSQ-60 Digital Keyboard Recorder

Memory Capacity . . . . Approx. 2000 steps (in single notes)

Front Panel

Mode Switch (PLAY ONLY, LOAD/PLAY, TAPE)
Metronome Level Switch (HIGH, LOW, OFF)
Tempo Knob (♩ = 40 to 220)
Tempo Indicator
Reset/Tape Verify Button
Reset/Tape Verify Indicator
Load/Tape Load Indicator
Stop Button
Play/Tape Save Button
Play/Tape Save Indicator
Repeat Play Switch
Memery Consumption Indicator (25%, 50%, 75%, 90%, FULL)
Load Mode Selector Switch
    Real Time . . . . . 4/4, 3/4, OVER DUB
    Step Load . . . . . ♪ ╲ ♪ ╲ ♪
Load Mode Selector Indicator
    Real Time . . . . . 4/4, 3/4, OVER DUB
    Step Load . . . . . ♪ ╲ ♪ ╲ ♪
Tie Button
Rest Button
Measure End Button
Power Switch
Power Indicator

Rear Panel

DCB Connector
LOAD Jack (Tape Interface)
SAVE Jack (Tape Interface)
SYNC OUT (DIN) x 2
PATCH SHIFT OUT Jack
PATCH SHIFT IN Jack
START/STOP Jack
DC 9V IN (PSA Adaptor) Jack
Memory Data   Keyboard (DCB), Patch Program Selection (DCB), Patch Shift (DP-2)

Others

Dimensions	226(W) x 223(D) x 57(H) mm / 8-7/8(W) x 8-3/4(D) x 2-1/4(H) in.
Weight	1.5 kg / 3 lb. 5 oz.
Power	9V DC, 70 mA
Consumption	3W
Accessory	AC Adaptor: PSA-120, 220 or 240

* Specifications are subject to change without notice.

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