

B67 ZEN EditorLib Quick Start

Editor librarian for Roland Fantom 6/7/8, Fantom-06/07/08, Ax-Edge, Jupiter-X e Jupiter-XM synth

(updated versions of this document together with videos, sound banks and user guides are available at the following link) [Link](#))

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Note for AX-Edge users: the synth only uses Zen-Core tones and therefore in the following guides the steps where it is necessary to prepare tones with this type of synthesis can be ignored.

Operating requirements

- Install the latest available firmware on the synth
- Install the MIDI USB drivers for the Computer-Synth dialog
- Turn on and connect the synth to the computer via USB before starting the software (connection via the MIDI Din 5 pin connectors is not fast enough for using the editor)
- **Carry out the pre-installation operations (for MAC only) and setting of the MIDI ports (MAC and PC) as indicated in the INSTALLATION chapter of the Manual**

Link Driver

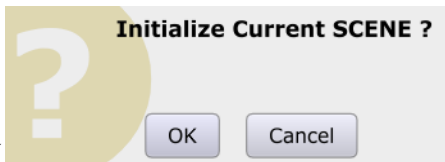
Fantom 6	https://www.roland.com/it/support/by_product/fantom_6/updates_drivers/
Fantom 7	https://www.roland.com/it/support/by_product/fantom_7/updates_drivers/
Fantom 8	https://www.roland.com/it/support/by_product/fantom_8/updates_drivers/
Fantom-06	https://www.roland.com/it/support/by_product/fantom-06/updates_drivers/
Fantom-07	https://www.roland.com/it/support/by_product/fantom-07/updates_drivers/
Fantom-08	https://www.roland.com/it/support/by_product/fantom-08/updates_drivers/
AX-Edge	https://www.roland.com/it/support/by_product/ax-edge/updates_drivers/
Jupiter-X	https://www.roland.com/it/support/by_product/jupiter-x/updates_drivers/
Jupiter-Xm	https://www.roland.com/it/support/by_product/jupiter-xm/updates_drivers/

1) Loading and Editing of the 24 presets

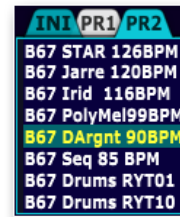
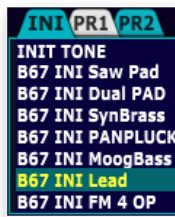
Editing of ZEN-Core tones is performed on Part1 of the scene



- Click on the red "i" to initialize the scene



- Click on OK



- Double click on the presets to play or edit
- Editing of the synthesis parameters present in the screens accessible by clicking on the 6 sections



- Editing can also be done in parallel with the interface and controls of the synth: after any changes made



directly on the synth, to update the editor parameters click on the top left on

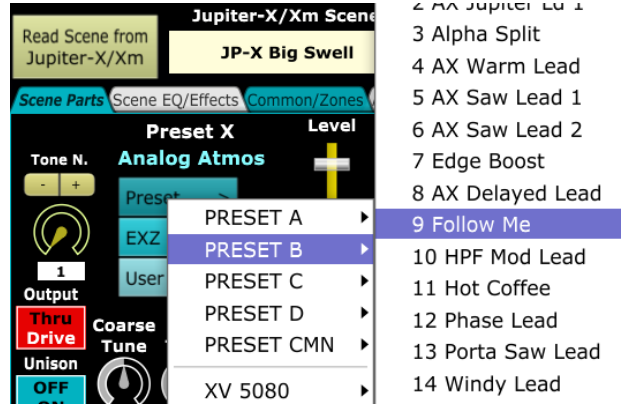
- after editing, the tone can be saved inside the synth with its controls, on a file in SysEx format (click on **Save**



File) or within the library (click on **LIBRARIAN**)

2) Editing a ZEN-Core tone of synth

- Editing of ZEN-Core tones is performed on Part1 of the scene. The Zen-Core tone to be edited on that part can be loaded using the synth menu and controller or with the Scene Edit section of the software.



In this case click on  and select the tone


- to update all the ZEN-Core parameters of the editor and graphics click on the top left icon




Zone1-Tone → **Editor**

- after editing, the tone can be saved inside the synth with its controls, on a file in SysEx format (click on **Save**



File) or within the library (click on )

3) Save the tone in the library

- After loading and possibly modifying the ZEN-Core tone on Part1, to store it in the library, click on 
- Single Click on the location of the library where to store the sound (in the example location No.2 of LIB1 and



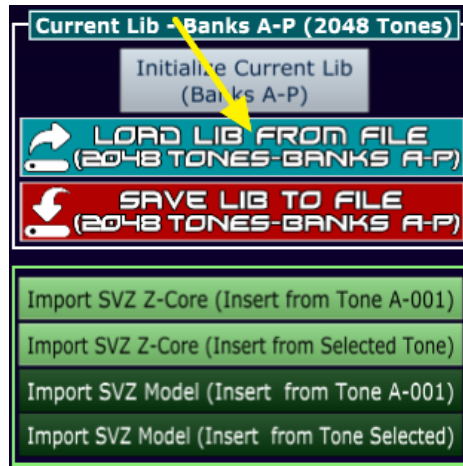
Bank A



- Click on **“Write Actual Tone To Selected Tone/Bank”**
Note: it is also possible to select the location on which to store the sound using the N. Tone to Overwrite control.
- At the end of the session, in order not to lose the data, it is necessary to store the library on file: according to needs, this can be done using the red icons **Save Lib1-8 to File** (entire database of 16384 tones), **Save Lib to File** (2048 tones of the selected Lib 1-8) or **Save Bank to file** (128 tones of the selected A-P bank)

4) Load of optional libraries B67_Collection_X

- Click on **LIBRARIAN**



- Click on "Load Lib from File", selezionare e aprire il file **NomeFile.B67**

5) Listening and editing library sounds

Unlike tone editing which is carried out only on part 1, it is possible to transfer the sounds of the library to any part of the scene (1-16 for Fantom and 1-4 for Jupiter-X/Xm and AX-Edge).

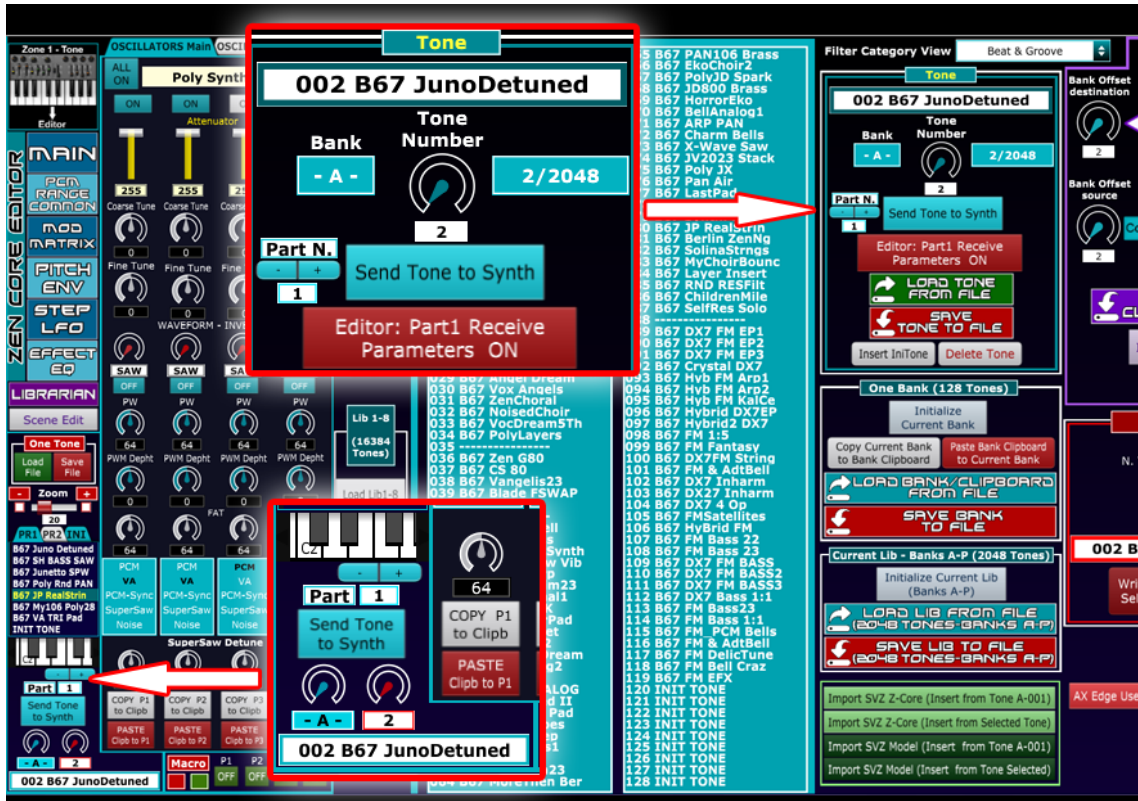
To do this, you need to set standard ZEN-core tones on the desired parts: the simplest way to do this is to click on



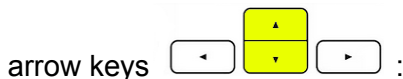
the red "i" to initialize the scene (ZEN-Core tones are automatically set on all parts)


- Click on **LIBRARIAN**

- If necessary, modify the part where you want to transfer the sound by clicking on the + and - icons above the Part writing (you can do this either at the bottom left or in the center)



- Select the Tone No. (1-128) with single click, or alternatively with the "Tone Number" control or the Up-Down



- Sending the sound to the synth either by double clicking on the tone, or by clicking on the “Send Tone to Synth” icon  or by using the Enter key on the keyboard.

Nota: if **Part1** is selected, the sound will first be transferred from the library to the synth and immediately afterwards all the parameters and graphics of the editor will be updated; if the other parts are selected (2-4 for AX-Edge and Jupiter-X/Xm and 2-16 for Fantom) the operation is faster as these parts are not set up for editing and therefore, after transferring the sound, the parameters and graphics are not updated. In this case the greater speed of data transfer guarantees the possibility of quickly trying out the sounds (“Zapping” of the sounds in the library).

It is possible to **disable/enable** the automatic updating of the editor parameters and graphics also for Part1 by



clicking on the icon  : obviously you can update

these parameters at any time by clicking on the icon **Zone 1 - Tone**→**Editor**



In this way (Receive Parameters OFF - Green) it is also possible for Part1 to speed up the sound transfer (a fraction of a second) for immediate listening of the Zen-Core tone.

6) Scene Editing

Unlike ZEN-Core tone editing, where all the parameters of the standard are implemented, in scene editing only a part of the available parameters have been inserted.

For all parts, the selection of tones is available (divided by presets, EXZ, USER and Models), the editing of all offset parameters (Cutoff, Resonance, ADSR, ...) and the complete editing of all parameters of the Chorus, Rev and Delay effects.

The Fantom editor for the scene section can only operate on parts 1-4 out of the 16 available.



- Click on
- Update the editor parameters and graphics by clicking on the yellow icon at the top

“Read Scene (Program) from XX”

Read Scene from
Fantom

Read Scene from
Jupiter-X/Xm

Read Program
from AX Edge

- When modifying the parameters you can also proceed in parallel on the synth and the software: when operating on the synth, to resynchronize the editor parameters you need to click on the yellow icon again.