

JD-XA Evolving Arpeggios

A collection of complex, evolving sounds and textures that highlight the potential of the JD-XA's Crossover sound engine. Programmed using analog parts, digital parts, synced LFO and new arpeggio movements, each program also contains a sequence to activate a drum part or chord progression preview.

01 Sol Levante

A great D-50 style Synthbell for an oriental sound flavor. The bass part is made by an analog Synth Bass (part 2), while analog parts 1 and 4 are used by to play the drum pattern (activate it by pressing [Play] in the Sequencer section). By activating analog part 3 you can also add an additional Saw Synth to the program.

02 Trance

Ambient sounds reminiscent of '90s trance music. The main arpeggio sequence is made by analog parts 3 and 4, while digital part 4 features a synchronized LFO. Don't forget to press [Play] to start the sequence and activate the bass and snare pattern programmed into analog parts 1 and 2.

03 Sweep Arpg

A complex, wide sound with sync delays for a great example of the power of the Crossover engine. By pressing [Play] on the sequencer, you can activate the drum pattern (analog parts 3 and 4). Use wheel 2 to tweak the cutoff of the SuperNATURAL Synth (digital part 3).

04 Eighty Five

A classic '80s sound with a typical Arpeggio movement. Use wheel 2 to change the Cutoff value of the analog Part 1 arpeggio. A 4/4 bass drum pattern can be activated pressing [Play] in the sequencer section.

05 Moments Arpg

This program is inspired by the Art of Noise. The left part of the keyboard features a nice bass sound made from analog parts 1 and 2; the main sound comes from digital part 1. By activating digital part 2 it is possible to add the Orchestra Hit sound. Don't forget to add the drum programmed into the sequencer section – just press [Play].

06 Enjoy Arpg

This program was influenced by the legendary Depeche Mode. Complex sounds programmed in the digital parts (Vox, Bells with arpeggios, Bass) plus a warm Synth Bass layered in to the Left zone of the keyboard, programmed using the analog synth part 1. The drum part is programmed into analog parts 3 and 4.

07 Déjà vu

Classic electronic sounds with an '80s flavor. Analog Bass sounds in the left part of the keyboard, plus SuperNATURAL synth sounds in the right part (try tweaking them by using wheel 2). Activate the drum pattern programmed into the internal sequencer, by pressing [Play].

08 Trance Arpg

Hypnotic sound typical of '90s trance. The fat, warm bass drum can be activated by pressing [Play] in the sequencer section.

09 Rave Motion

This sound evokes the Rave genre with a cool combination of analog bass and the drum parts of the sequencer. The right parts feature Synth arpeggios in combination with an evolving pitch synth.

10 Atmo Arpg

Analog parts, digital parts, synchronized LFO and delays combine for a highly atmospheric program. Listen to a preview of the chord progression by pressing [Play] in the Sequencer section.

11 Relaxing Arpg

A program inspired by Sound Lounge music with an '80s vibe, featuring two guitars coming from the digital parts. An ambient snare with reverb can be activated by pressing [Play] in the Sequencer section.

12 JM1

Inspired by the legendary Jean Michel Jarre, and using arpeggiators, sync LFOs, synth bass and digital Vox. By pressing [Play] on the sequencer you can activate the chord progression preview.

13 Electro Arpg

SuperNATURAL-powered synth brass on the digital part, supported by analog bass programmed on analog parts 1 and 2. A powerful analog kick drum can be triggered by pressing [Play] in the sequencer section.

14 Club Arpg

A warm synth pad combined with a rhythmic, housey synth bass. Access the drum pattern programmed on the internal sequencer by pressing [Play].

15 JM 2

An additional program inspired by the sound of the legendary Jean Michel Jarre, featuring Synth Vox and LFO bass synchronized with the bass drum, which is triggered by the internal sequencer.

16 KraftArpg

A great program evoking one of the most influential electronic music pioneers; Kraftwerk. The drum part pattern is programmed using analog parts 3 and 4.