

JUPITER-8 *Morph*

Instruction Manual



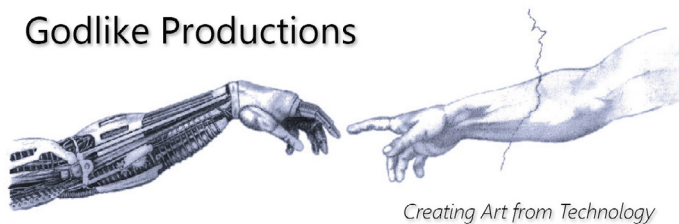
Godlike Productions



Creating Art from Technology

JUPITER-8 *Morph*

Godlike Productions



Creating Art from Technology

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Caution

Ensure you have backed up all patches in your Jupiter 8 before using Jupiter 8 Morph. Jupiter 8 Morph can overwrite your Jupiter 8 Patch memory. You use Jupiter 8 Morph entirely at your own risk and to all extents allowable under the law of Western Australia, Godlike Productions is not liable for loss of damage, direct, consequential or otherwise.



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Contents

Godlike Productions Contact	iv
Introducing Jupiter 8 Morph.....	1-1
Main Features	1-1
Keeping the Software up to date	1-2
Registration.....	1-2
Getting Started	2-1
Installation and Activation	2-1
Setting Things Up	2-1
Features of Jupiter 8 Morph	3-1
Start Up Defaults.....	3-1
The Main Pages	3-1
Panel Page	3-2
Manual Button	3-3
Upper (Main) Patch Selector	3-3
Control Panel	3-3
Page Selector	3-3
Panel Save Buttons	3-3
MIDI Dump Delay.....	3-4
MIDI Delay.....	3-4
VCF Cutoff Control	3-4
Patch Page.....	3-5
.....	3-5
Import Bank Operations	3-6
Last Sync Bank Operations	3-6
Clipboard Bank Opearations	3-7
Library Operations.....	3-7
Jupiter 8 Memory Operations	3-7
Patch Naming	3-7
Copy Options.....	3-8
Configuration Page.....	3-9
Load Banks Manually.....	3-10
Save All Banks.....	3-10
Time of Last Jupiter Fetch.....	3-10

Last Save..... 3-10

Library Filepath 3-10

Initialize Button 3-11

Send Panel Load Button 3-11

Bank Saved Indicators 3-11

Load/Save Buttons..... 3-11

Suppress Warnings Button..... 3-11

Index.....I-1

Chapter 1

Introducing Jupiter 8 Morph

Welcome to Jupiter 8 Morph

This manual will help you get acquainted with your software.



NOTE: JUPITER 8 MORPH REQUIRES CONNECTION TO A ROLAND JUPITER 8 FITTED WITH AN ENCORE MIDI INTERFACE. THIS PLUGIN PROVIDES CONTROL OF THE JUPITER 8 ONLY, AND DOES NOT PRODUCE ANY SOUND OF ITS OWN

Main Features

Jupiter 8 Morph provides MIDI automation of all front panel controls of a Jupiter 8, as well as an advanced librarian, that allows for patch naming, author attribution, and categorization of Jupiter 8 patches. Jupiter 8 Morph provides management of both a library of patches and of the Jupiter 8's patch memory.

Sysex dumps can be imported and exported and the library can also be saved, shared and loaded with any other user, using Jupiter 8 Morph. The Sysex dumps are 100% compatible with any Jupiter 8 with the Encore Electronics JP8MK MIDI Retrofit.

The control of the Jupiter 8 has been carefully designed with a custom MIDI scheduler in order to manage the load on the Jupiter's Z80 processor. All control parameters are mappable to your DAW and the plugin will accept full speed modulation, but provides control at a speed that the Jupiter 8 can keep up with.

Additionally Jupiter 8 Morph allows you to morph between any two saved patches in real time, an exciting new feature for our favourite analog polysynth.

Keeping the Software up to date

Be sure to check the Godlike Productions Website at <https://godlike.com.au> for new documentation and the latest software updates for Jupiter 8 Morph.

Registration

Jupiter 8 Morph is protected by iLok anti piracy. You will need a free iLok account, and the license manager software to be able to use the software. Jupiter 8 Morph supports iLOK Cloud, Computer or iLok Activation

You can obtain the ILoc license manager and a free account at <https://ilok.com>

A trial license can be obtained free of charge in order to test Jupiter 8 Morph with your Jupiter 8, to ensure smooth operation, prior to purchase. Please contact us at <https://godlike.com.au/index.php?id=contact> and request a trial.

Chapter 2

Getting Started

The email that you receive will contain a link to the plugin. The file will contain all of the versions for your operating system, OSX or Windows. 32 bit and 64 bit plugins are available. On Windows you will receive a VST2, VST3 and a Standalone EXE file. For OSX, you will receive an AU plugin and a Standalone DMG file. There will also be a copy of this manual in PDF format. If you lose your copy of the files, please contact us at <https://godlike.com.au/index.php?id=contact> and we will be happy to send you another copy.

Installation and Activation

Copy the plugin files into your plugin directory.

If you have not already done so, install the iLok licence manager. <https://www.ilok.com/#license-manager>. When license manager is installed, sign into your iLok account, or create a new account. iLok accounts can be created for free.

When you load up your DAW (or if you run the Standalone), you will be prompted for the iLok verification. If you have been issued a license already, activate it in the iLok License manager, or otherwise you can activate a 30 day trial. with the code that came with the email.

The trial is fully featured, but the plugin will expire after 30 days. You only need 1 license, as you can freely move it between any number of computers, iLok's or iLok Cloud. You can run multiple instances of the plugin (if you have more than 1 Jupiter 8) or one machine, but you will need an additional license if you wish to run the plugin on more than 1 machine at the same time.

Setting Things Up

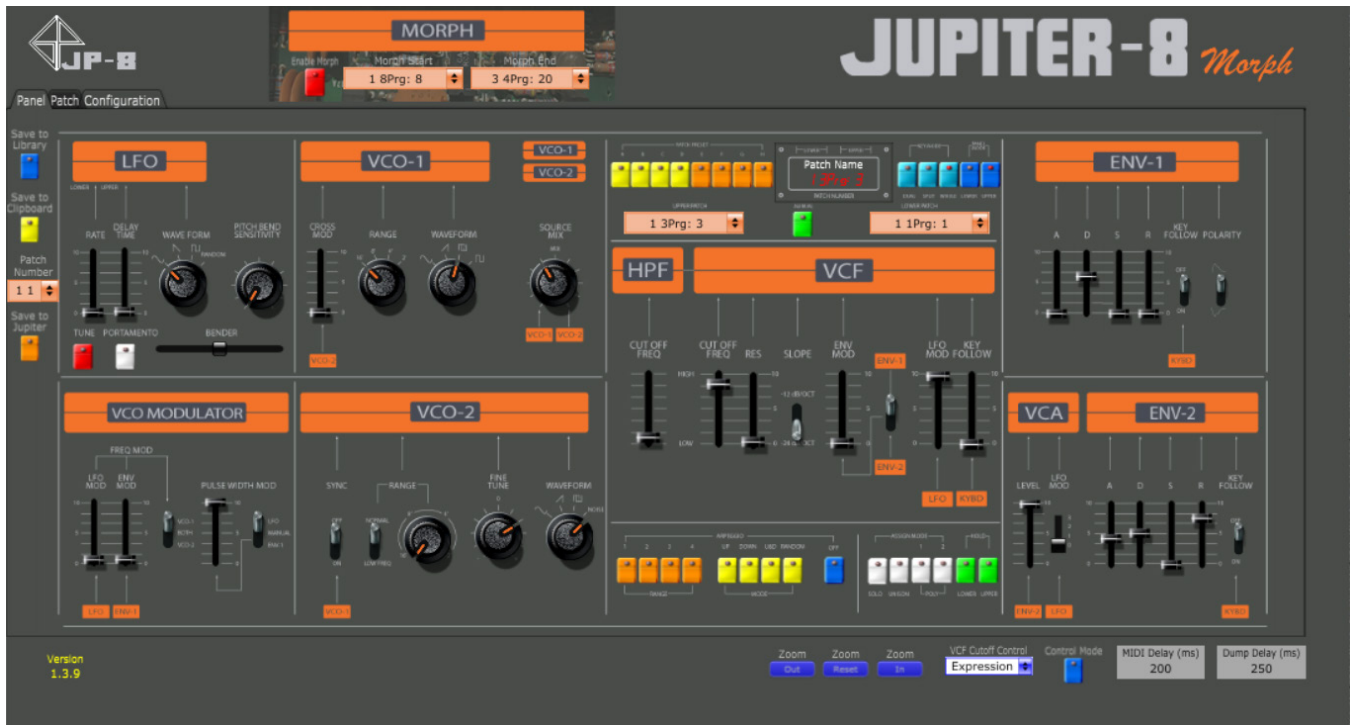
Jupiter 8 Morph communicates with your Jupiter 8 over MIDI. Attach a MIDI cable from the MIDI out of your MIDI Interface to the MIDI In of the Encore JP8MK, and connect a cable from the MIDI out of the Encore JP8MK to the input of your MIDI interface.

Both cables are required for communication.

Getting Started

Normally the JP8MK retransmits all MIDI received at the MIDI in to the MIDI Out (it is a MIDI thru port), and the JP8MK transmits its own data as well. Jupiter 8 Morph will manage this MIDI data and stop MIDI data being retransmitted back to your DAW.

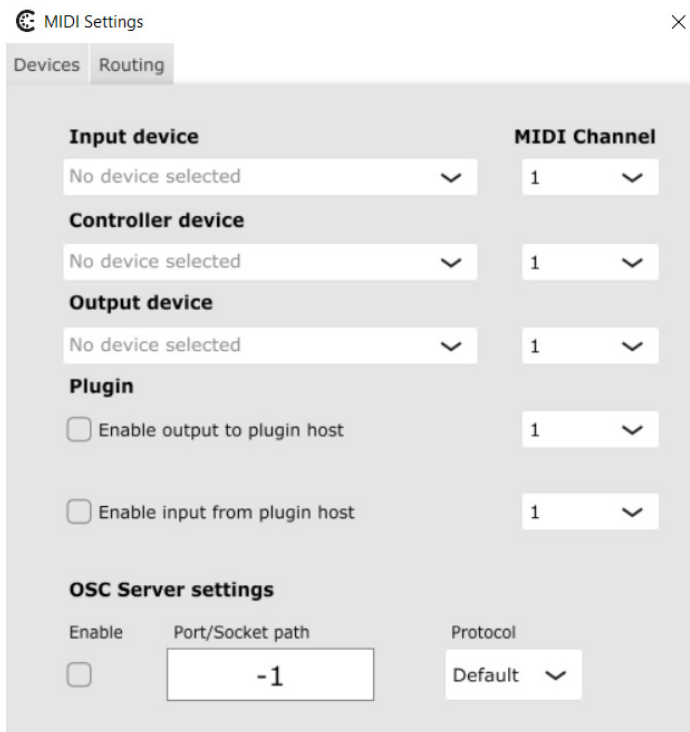
MIDI information will only be received (for Sysex Dumps, for example), while the Control Mode button is switched off. When this is off, none of the panel controls will transmit data to the Jupiter 8.



We need to enable communication with the Jupiter 8. There are 2 ways to accomplish this.

The first way is direct communication. This is required for the standalone version. In windows, ensure that the MIDI in and out is disabled in your DAW. Jupiter 8 Morph will take over these MIDI ports, and unfortunately Windows will not MIDI ports to be addressed by 2 different applications at the same time.

Load up the Jupiter 8 plugin and on the Config page, press the MIDI Config button. Select your input and Output MIDI devices. These are the devices that the Jupiter 8's MIDI Input and Output are connected to. You don't need to select Controller device.

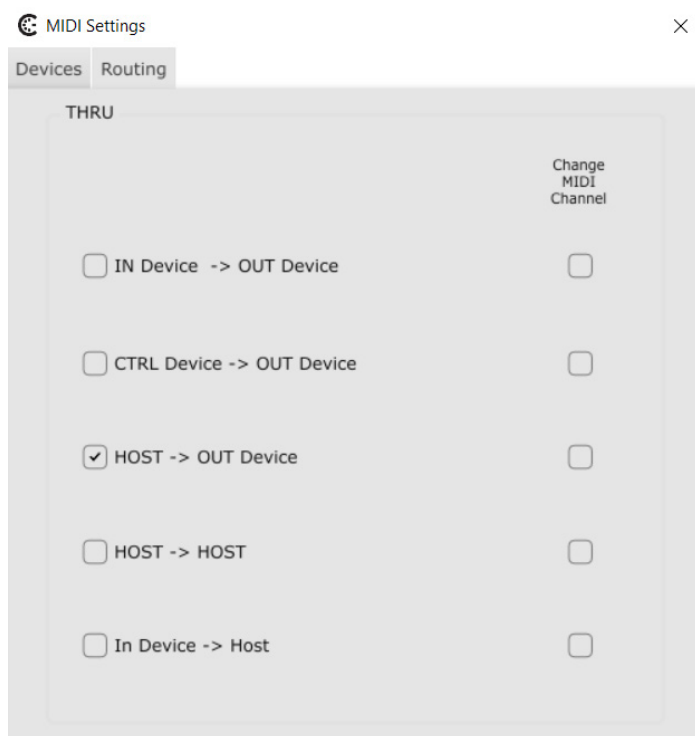


Select your output channel. Notes will be sent from Jupiter 8 Morph on this channel. If you wish to use Presets, or Splits, you will need to ensure MIDI input is set to all channels, in which case Jupiter 8 Morph will send notes received on Channel 2 to whatever channel you have selected in the output, and whatever notes are received on channel 1 to the output channel - 1.

When using the plugin within a DAW, you will also need to ensure that the Host passes MIDI note data to the Jupiter 8, via the Plugin. Select the routing tab and ensure that Host to Out Device is ticked.

Note that no note data is sent on the Jupiter 8's MIDI Out. It acts as a MIDI Thru, and sends SYSEX data. You should not route this to the Host, as you can get nasty MIDI loops that can crash the Jupiter 8.

Getting Started



With the Encore JP8MK, the Upper Channel provides note data for Whole Mode, and Dual Mode.

Chapter 3

Features of Jupiter 8 Morph

This chapter will help familiarize you with the features of the Jupiter 8 Morph Software.

Start Up Defaults

In general, Jupiter 8 Morph will remember all of the settings from the previous session. Data structures, such as the Library, Jupiter 8 patches and Last Sync will be remembered even between the standalone and the plugin (as long as they have the same file path in the Configuration page). Import Bank and Clipboard will always open empty, but the last versions can be loaded manually.

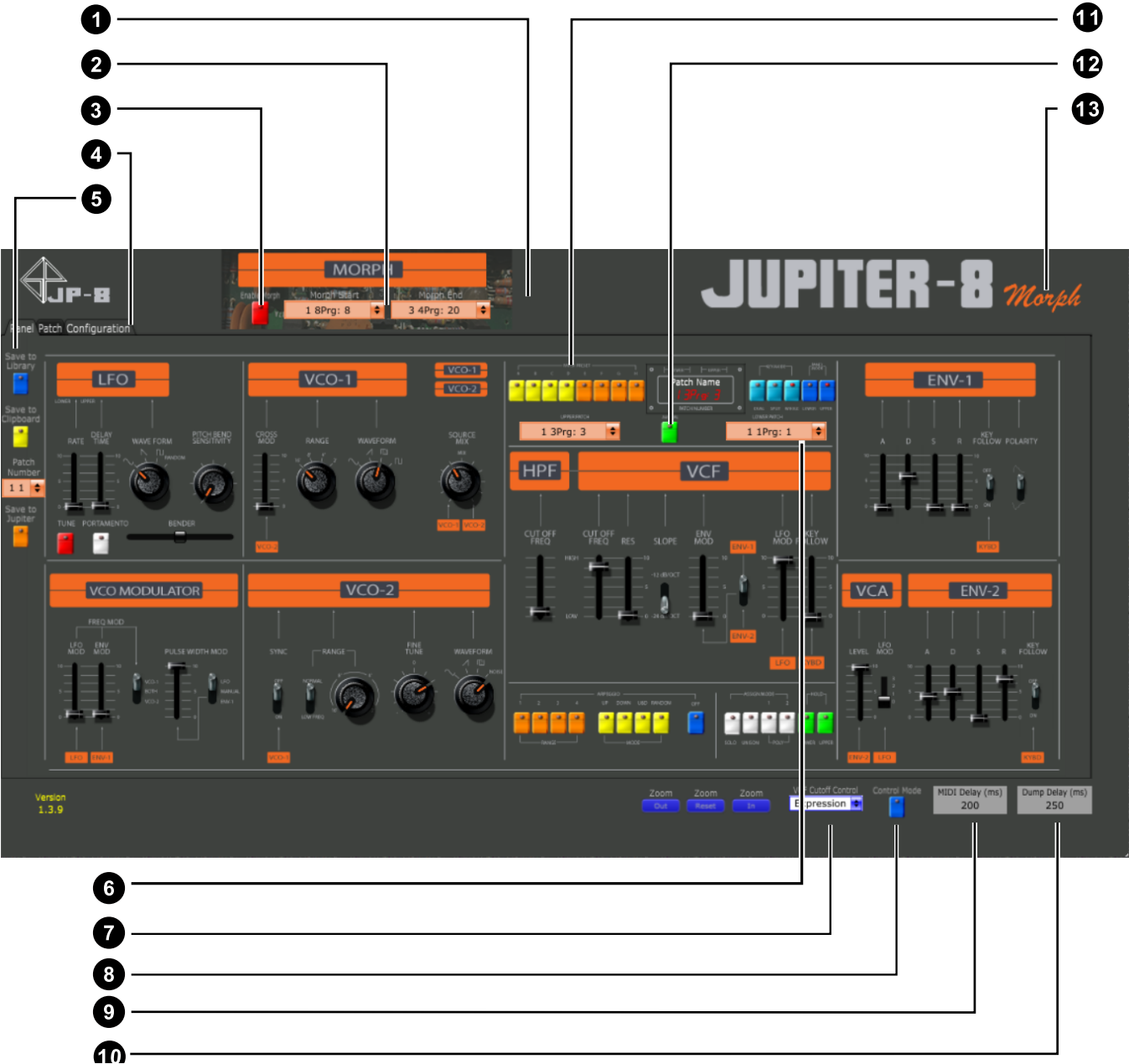
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The Main Pages

There are 3 windows for the Jupiter 8 Morph Plugin. The main areas of the Panel Page are:

- Panel. This is the main real time control area of the plugin. The Control Mode button must be lit for the panel control to send data to the Jupiter.
- Patch. This is the librarian of the Jupiter 8. Control Mode must be off for any dumps to or from the Jupiter (The Jupiter Bank)
- Configuration. Global parameters and plugin data storage is managed on this page.

Panel Page



1	Morph Panel Open Button
2	Morph Enable
3	Morph Start and End Patches
4	Page Selector
5	Panel Save Buttons
6	Patch Selectors
7	VCF Cutoff Control

8	Control Mode Button
9	MIDI Control Delay
10	MIDI Dump Delay
11	Control Panel
12	Manual Button
13	Morph Slider

Morph Panel Open Button

This opens the special feature of Jupiter 8 Morph, and reveals the Morph Controls.

Morph Enable Button

This control enables morph function to take control of the control panel. While you can move the main controls to adjust the sound, while Morph is enabled, moving the Morph Slider will immediately

Morph Start and End

These select the start and end nodes of the morph.

Morph Slider

Moving the morph slider will smoothly morph the sound between the two nodes.

Manual Button

This loads the current controls from the Jupiter 8 front panel into Jupiter 8 Morph. It's similar to pressing the manual button on the front panel of the Jupiter.

If you want to send the current controls from Jupiter 8 Morph to the Jupiter's buffer. Press the Control Mode Button.

Patch Selector

Selecting a patch will send a program change to the Jupiter, and the Jupiter will load the patch. It's the same as typing the patch number using the number keys on the Jupiter's front panel. The upper patch selector is the main program mode and this determines the upper program in Split and Dual Modes

Control Panel

This is a mirror of the Jupiter's front panel. When control mode is on, moving a control is the same as moving that control on the Jupiter's panel. While controls are being moved, the control state of Jupiter 8 Morph will be updated on the Jupiter 8 at the period defined in the MIDI Delay (ms) setting. (See below for more information)

Page Selector

Click on the relevant tab to navigate between the Control Panel, the Patch Librarian and the Category Page.

Panel Save Buttons

These buttons save the current panel state. The Options are:

- Save to Library - This will save to the end of the Library.
- Save to Clipboard - This will append to the end of the Clipboard.
- Save to Jupiter. This will save directly to the Patch Number selected in the Patch Number combo above, without any confirmation. It will overwrite whatever was in that patch location. The Jupiter patch library (On the Patch Page) will also be updated.

MIDI Dump Delay

Jupiter 8 Morph runs at a much faster speed than both the MIDI bandwidth allows, and the Jupiter 8's processor. To ensure that all dump data is received prior to requesting the next patch, this control inserts a delay between each dump request when receiving the bulk dump from the Jupiter 8. If you find that some patches are missing from the dump, increase this delay time. We do not recommend setting this below 150ms

MIDI Delay

This setting controls how fast the panel from Jupiter 8 Morph is sampled and sent to the Jupiter 8. The lower the number, the more responsive the Jupiter 8 will be, however the Z80 processor on the Jupiter 8 was never designed to receive large volumes of patch information in addition to managing all of the Jupiter's systems, so setting this number too low, may overwhelm the Z80 and cause the display to become garbled, or cause the Jupiter 8 to crash. It may also cause the Z80 to overheat.

If this happens, turn your Jupiter 8 off and then on again, using its power button, and increase this setting. In testing, we found that a setting of 100 ms would cause the Jupiter 8 to hang, 200 ms would cause the occasional screen glitch, and 250ms always seemed safe.

Jupiter 8 Morph has been designed to only send data to the Jupiter 8 if a control has changed, however it will send ALL control positions, so modulating everything transmits the same amount of data as modulating just 1 control (except VCF cutoff or Pitch Bend - see below)

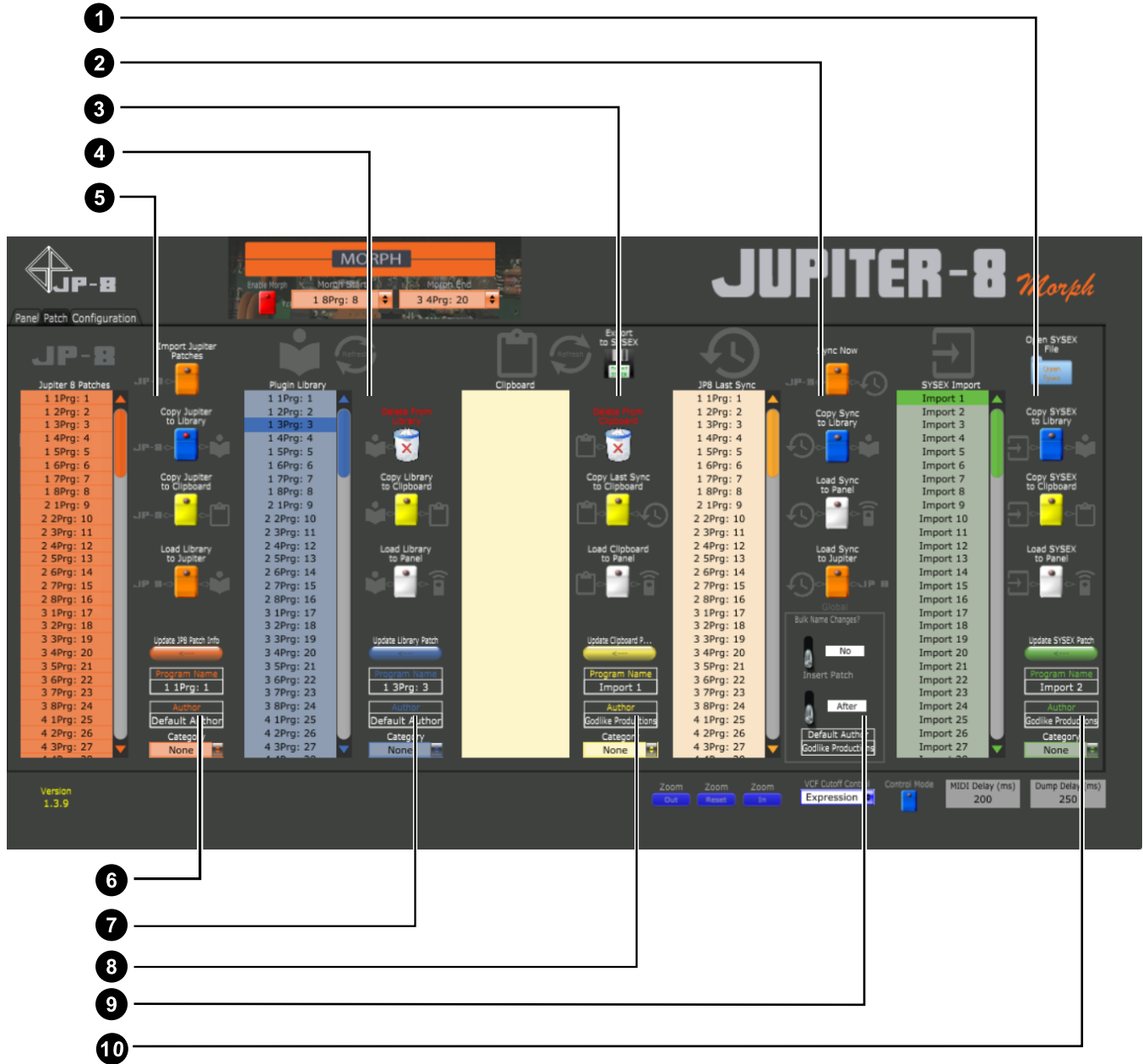
Jupiter 8 Morph will allow you to modulate any and all controls at whatever speed you like, or that your DAW will allow. This parameter controls the maximum rate that data is sent to the Jupiter 8. If you change this setting, you don't need to reprogram your automation data.

VCF Cutoff Control

Encores's JP8MK allows for VCF cutoff control to be set to Expression, or Breath. Additionally Jupiter 8 Morph can send VCF control messages during SYSEX control of the Jupiter 8.

When set to Expression or Breath, this slider will send MIDI control messages at a faster rate (as will the Pitch Bender control). If you are just modulating Cutoff Frequency and Pitch Bend, we recommend setting this to Expression or Breath, as you will get better responsiveness. If you are modulating even one other parameter, then set this to SYSEX.

Patch Page



1	Import Bank Operations
2	Last Sync Bank Operations
3	Clipboard/Sysex Export Ops.
4	Library Operations
5	Jupiter 8 Memory Operations

6	Jupiter Patch Naming
7	Library Patch Naming
8	Clipboard Patch Naming
9	Copy Options (Global)
10	Import Bank Naming

Import Bank Operations

Sysex Import allows you to open SYSEX files exported from Encore Electronics equipped Jupiter 8's. Open SYSEX File, will open a file dialog, and will import the patches into the SYSEX Import List. The Author of imported patches will be set to whatever is set in the Default Author Box (Press Enter after changing this, for the changes to be accepted).

Once you have imported the patches, you can select one or more patches and copy them into either the Plugin Library or the Clipboard, using the Blue or Yellow Buttons. Note that the button colour corresponds to the destination Bank (Green for SYSEX Import, Yellow for Clipboard, Blue for Plugin Library and Orange for the Jupiter 8's Patch Memory. The icons beside the buttons correspond to the Banks, and are provided to help remember the functionality of each. The Last Sync is a backup of the Jupiter 8's Patches in case you have made manual edits on the Jupiter 8, between sessions of Jupiter 8 Morph.

You can copy multiple patches at once, by holding down Ctrl when selecting patches. These will be inserted into the destination depending on the position of the Insert Patch Switch (See Below).

The Load SYSEX to panel button, will load the first selected patch into the Control Panel. If or when Control Mode is activated, this patch will be sent to the Jupiter 8's Buffer and you will be able to hear it played on the Jupiter 8.

To load a SYSEX file into the Jupiter 8's memory, you will first need to copy it to the Plugin Library.

Last Sync Bank Operations

The Last Sync Bank, is really designed to remember the patches from last time Jupiter 8 Morph downloaded patches from your Jupiter 8. Immediately before Jupiter 8 Morph fetches all patches from the Jupiter 8, Jupiter 8 Morph copies the bank to the Last Sync bank. In this way, the last state of the Jupiter that Jupiter 8 Morph knows about, is backed up. If you have edited patches from the Jupiter 8's front panel, this gives you the opportunity to recover old patches if you desire.

It is only possible to select 1 patch at a time, and you can preview them by loading them to the panel.

The Sync Now button manually initiates copying patches from the Jupiter's patch Bank (within Jupiter 8 Morph) to the JP8 Last Sync Bank. ie copy dark orange bank to the light orange bank.

The Load Sync to Jupiter button allows you to load the selected patch to the patch location selected in the Jupiter 8 Bank. It will overwrite whatever is currently saved in that location, without confirming.

Clipboard Bank Operations

The clipboard is designed to shortlist sounds from the Library (for example, for your current project,) or to collect sounds together to create a SYSEX dump.

Export to SYSEX will create a Jupiter 8 compatible SYSEX file of all the patches in the Clipboard. Name, Author and Category will not be saved, however this file can be loaded into the Jupiter 8 without Jupiter 8 Morph. These exports have the same format as native JP8MK exports.

The Delete From Clipboard Button will delete all of the patches selected from the clipboard.

Library Operations

The Library is designed to be the repository for all of your patches. You can copy patches in and out of this bank to and from the other banks, and to the Jupiter and panel.

The buttons work in the same way as the other banks. Copying to the Jupiter Bank will overwrite patches in the Jupiter 8's patch memory.

Jupiter 8 Memory Operations

This bank represents the Jupiter 8's internal Patch Memory. When you open Jupiter 8 Morph, The Jupiter 8 Patches in this bank may not match the Jupiter 8's patch memory, especially if you have worked on the Jupiter 8, in between Jupiter 8 Morph sessions, or when running Jupiter 8 Morph for the first time.

To synchronize Jupiter 8 Morph with the Jupiter 8, press the Import Jupiter Patches button. 4 patches per second will be downloaded to Jupiter 8 Morph via SYSEX dumps (depending on the setting in Dump Delay). This operation will take several minutes to complete. After this is finished, Jupiter 8 Morph will remain in sync with the Jupiter 8's patch memory for the duration of the session.

Patch Naming

This section is identical for Jupiter 8, Library, Clipboard and Import Banks. When you select a patch in the Patch list the Program Name, Author and Category will update to show the values for the patch. If you have multiple patches selected, the information for the first patch will be shown.

To rename, or set a new author, click and type the new information in the relevant field. You **MUST** press enter for the information to be accepted into the field and then press the Update button.

The information will be updated in all patches selected. To change multiple patch names, you must ensure that the Bulk Name Changes switch is set to Yes.

Copy Options

These changes are global to the Librarian. By default, Bulk Name Changes? is set to No, so that when modifying multiple patches, you don't change their name. This is useful, if you want to change the Authors, or Category for a number of patches, rather than changing them one by one.

When Insert Patch is set to Before, copied patches will be inserted at the start of the bank shifting all other patches down. When Insert Patch is set to Selected, the patches will all be inserted directly after the selected patch, moving later patches down. If multiple locations are selected in the destination patch, all patches selected in the source bank will be inserted after the first patch selected in the destination bank.

When Insert Patch is set to After, all patches will be copied to the end of the Destination Bank.

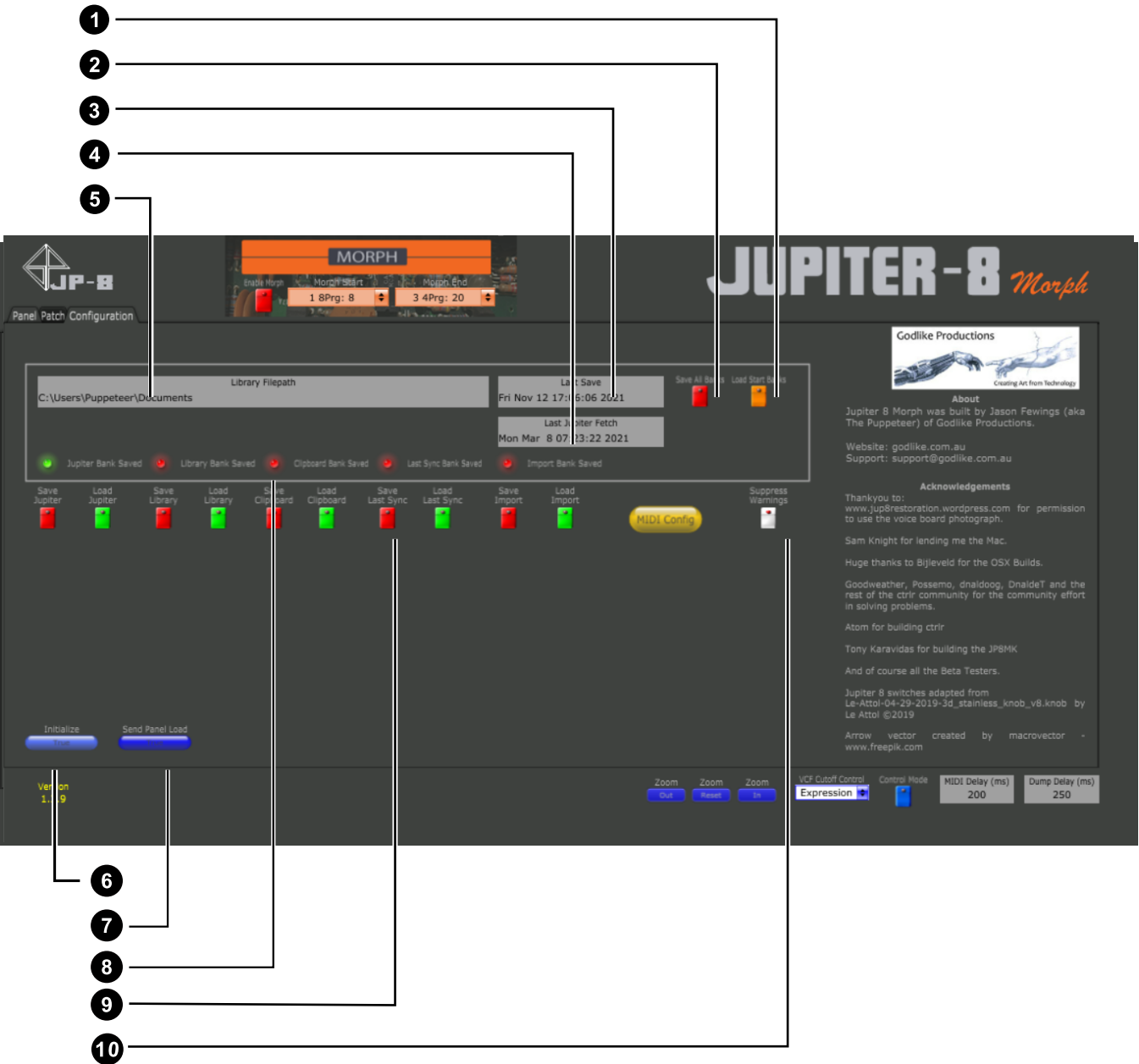
Default Author will be applied to any SYSEX import, when Jupiter 8 is synced with Jupiter 8 Morph or when patches are saved from the Control Panel. It is recommended that you change this to your own name. This author information will appear in patch bank .jp8 files that are shared with other Jupiter 8 Morph users.

Godlike Productions provides a file sharing service (and discussion forums) under the Downloads section of <https://forums.godlike.com.au>.

Refresh Buttons

The refresh buttons update the names in the selection boxes. While they will generally update, use these buttons anytime that you suspect the list is out of date.

Configuration Page



1	Load Banks Manually
2	Save All Banks Manually
3	Time of Last Save
4	Time of Last Jupiter Fetch
5	Library File Path

6	Initialize Panel Button
7	Panel Load Button
8	Banks Saved Indicators
9	Bank Load/Save
10	Suppress Warnings Button

Load Banks Manually

Pressing this button will manually initiate the bank load function that is called when the panel loads. It loads the Jupiter bank, Library Bank and Last Sync Bank. Clipboard and Import SYSEX Banks are left empty, though these banks can be loaded manually using the Load and Save buttons below.

Save All Banks

This initiates the bank save function that happens automatically in the background and when the panel is closed (or when Save Ctrlr State is selected in the File Menu of the standalone application).

All banks will save to the Library Filepath. The names of the files are:

- lastClipboardBank.jp8
- lastImportBank.jp8
- lastJupiterBank.jp8
- lastLibraryBank.jp8
- lastSyncBank.jp8

To back up the state of Jupiter 8 Morph, simply copy these files.

The .jp8 files are standard .json files and can be viewed in a JSON viewer (or text editor), by changing the file extension to .json. Be sure to change the file extension back to .jp8, otherwise Jupiter 8 Morph won't recognize the file.

Time of Last Jupiter Fetch

This displays the last time that a bulk dump was successfully received from the Jupiter 8.

Last Save

This displays the last time a save was initiated. The Bank Saved Indicators show which banks were successfully saved at this time.

Library Filepath

This is where the automatically generated bank files will be saved. You can change the path by double clicking the path and typing the desired path in. Accept the change by clicking enter when you are done.

Initialize Button

This is a debug function for Beta Testers. This will reset the panel to starting state. Please note down if you ever need to use this, and report it in the Beta Forums.

Send Panel Load Button

This is another debug function. This loads a lot of initiation stuff such as variable names and loads the banks. Usually you will want to do this after Initialize. Again, if you need to use this, please report it in the Beta Forums. Neither debug function will appear on the retail version of Jupiter 8 Morph.

Bank Saved Indicators

A green light indicates that the Bank saved to disk during the Last Save, and red light means that the bank did not save. This is nothing to worry about. Normally a red light indicates that a bank is not loaded into Jupiter 8 Morph, to save.

Load/Save Buttons

These buttons instigate the load and save file boxes to manually save or load bank from anywhere on your computer. Note that a manual save may update the Library Filepath. This is designed as a quick way to change the library location.

Suppress Warnings Button

Verbose warnings are popped up if this is turned off, when banks fail to load or save. This may be useful for trouble shooting, but normally you'll want to keep this off. Further warnings may be added to this function depending on feedback during beta testing.

MIDI Config Button

Press this button to configure MIDI Inputs and Outputs to the plugin. In Windows you will need to disable these MIDI Inputs and Outputs in your DAW as only one piece of software can address the hardware ports at a time.

Index

A

Activation 1-2, 2-1.

B

Backup 3-12.
Bank Saved Indicators 3-12, 3-13.
Breath 3-5.
Bulk Name Changes? 3-10.

C

Clipboard Bank Operations 3-9.
Configuration 3-1, 3-11.
Configuration Page 3-11.
Control Panel 3-3, 3-4, 3-8, 3-10.
Copy 3-10.
Cutoff Frequency 3-5.

D

DAW 1-1, 3-5.
Default Author 3-8, 3-10.
Delete From Clipboard 3-9.
Downloads 3-10.
Dual Mode 2-4.

E

Encore 1-1, 2-1, 2-4, 3-8.
Expression 3-5.

F

Features 1-1, 3-1.
Forums 3-10.

G

Getting Started 2-1.
Global 3-1.
Godlike Productions 1-2, 3-10.

I

iLok 1-2.
Initialize 3-12, 3-13.
Insert Patch 3-8, 3-10.
Installation 2-1.

J

JP8MK 1-1, 2-1, 2-2, 2-4, 3-5, 3-9.
JSON 3-12.

L

lastClipboardBank.jp8 3-12.
lastImportBank.jp8 3-12.
lastJupiterBank.jp8 3-12.
Last Jupiter Fetch 3-12.
lastLibraryBank.jp8 3-12.
Last Save 3-12, 3-13.
Last Sync 3-1, 3-8, 3-12.
lastSyncBank.jp8 3-12.
Last Sync Bank Operations 3-8.
Library 3-1, 3-4, 3-8, 3-9, 3-12, 3-13.
Library Filepath 3-12, 3-13.
Library Operations 3-9.
Load Banks 3-12.
Load/Save Buttons 3-13.
Load Sync 3-8.

M

Manual 3-3.
Manual Button 3-3.
Memory Operations 3-9.
MIDI 1-1, 2-1, 2-2, 2-3, 3-3, 3-4, 3-5.
 Bank. *See* Bank: MIDI.
 Connecting. *See* Connecting MIDI.
MIDI Config 3-13.
MIDI Delay 3-3, 3-4.
MIDI Dump Delay 3-4.
Morph 3-3.
Morph Enable 3-3.
Morph End 3-3.
Morph Slider 3-3.
Morph Start 3-3.

Index

P

Page Selector 3-3.
Panel 3-1, 3-2, 3-3, 3-4, 3-8, 3-10, 3-13.
Panel Page 3-1, 3-2.
Panel Save Buttons 3-4.
Patch 3-1, 3-4, 3-6, 3-8, 3-9, 3-10.
Patch Page 3-4, 3-6.
Pitch Bend 3-4, 3-5.

R

Registration 1-2.

S

Save. *See* Multis: Saving; *See* Program: Saving.
Save All Banks 3-12.
Save to Clipboard 3-4.
Save to Jupiter 3-4.
Save to Library 3-4.
Selecting
 Modes. *See* Mode: Buttons.
 Objects. *See* Objects: Selecting.
Send Panel Load Button 3-13.
Software 1-2, 3-1.
 Update. *See* System Update.
Suppress Warnings Button 3-13.
Switch Pedal. *See also* Pedal.
Synchronize 3-9.
Sync Now 3-8.
Sysex 1-1, 2-2, 3-5, 3-8, 3-9, 3-10, 3-12.

T

Trial 1-2, 2-1.

U

Update 3-9, 3-13.
Upper Patch Selector 3-3.

V

VCF Cutoff Control 3-5.

W

Whole Mode 2-4.

Z

Z80 1-1, 3-4.
Zone
 Muting. *See* Muting Zones.

