Roland®

MV-8000 PRODUCTION STUDIO Version 2.0

Owner's Manual

This manual explains how to use an MV-8000 in which "System Program Version 2.00" (included with the MV8-VGA) is installed.

The main contents of this manual are:

- Items shown in the external display
- Operations using the mouse
- New functionality and changes added to the MV-8000 owner's manual

Please read this manual in conjunction with the original MV-8000 owner's manual.

● About the Symbols and icons in this manual

- Text in square brackets [ ] refers to buttons on the panel of the MV-8000.

  Buttons indicated as [F1 (Sample)] refer to the F1 (function 1) button when the F1 function shown in the LCD is "Sample."
- Where a range of values is shown, the default value is printed in bold type.

  For example, an indication of
  Range: **60**, 67, 72, 75 (Hz)
  means that 60 Hz is the default value.

Indicates information that you should be aware of when using the MV-8000.

Indicates a convenient operation or useful music production technique.

Indicates supplementary information about an operation.

Indicates a reference page.

Indicates an explanation of a term.

Indicates operation from the MV-8000's top panel.

Indicates operation from the Mouse and the external VGA display.

- Before using this unit, carefully read the sections entitled: "IMPORTANT SAFETY INSTRUCTIONS" (Owner's Manual p. 2), "USING THE UNIT SAFELY" (Owner's Manual p. 3), and "IMPORTANT NOTES" (Owner's Manual p. 5). These sections provide important information concerning the proper operation of the unit. Additionally, in order to feel assured that you have gained a good grasp of every feature provided by your new unit, Quick Start and Owner's Manual should be read in its entirety. The manual should be saved and kept on hand as a convenient reference.
- The explanations in this manual include illustrations that depict what should typically be shown by the display. Note, however, that your unit may incorporate a newer, enhanced version of the system (e.g., includes newer sounds), so what you actually see in the display may not always match what appears in the manual.

Roland Web Site http://www.roland.co.jp/

Contents

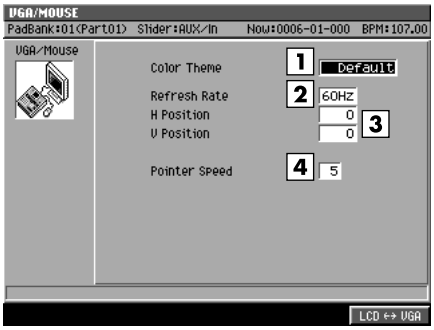
Using an external display and mouse to operate the MV-8000

If the MV8-VGA is installed in the MV-8000, you can connect an external display (VGA) and the included mouse, and perform operations from the external display.

Even when you are using an external display to operate the MV-8000, you can also view information on the MV-8000's built-in LCD screen.

The newly added VGA/MOUSE screen

This screen lets you make settings for the external display and mouse if the MV8-VGA (sold separately) is installed.



1. Color Theme

You can select the combination of colors used in the external display. Select your favorite color scheme from the following choices.

Range		
Default	Chocolate	Magenta
Mint	Slate	Moss Green
Purple	Orchid	Copper
Grass	Tan	
Violet	Gray	

2. Refresh Rate

Sets the rate at which the monitor re-draws it image.

Range: **60**, 67, 72, 75 (Hz)

3. H Position and V Position

Adjust the H Position (Horizontal Position) and the V Position (Vertical Position) parameters if you'd like to shift the image on your VGA monitor.

Refresh Rate	H Position	V Position
60	-3–**0**–4	-14–**0**–14
67	-5–**0**–5	-21–**0**–22
72	-5–**0**–5	-18–**0**–19
75	-5–**0**–5	-8–**0**–9

4. Pointer Speed

Sets how fast the mouse's cursor moves.

Range: 1 (Slow)–**5**–9 (Quick)

MEMO

In order to operate the MV-8000 using an external display, the MV-8000's system program version must be 2.00 or higher.

NOTE

If you select a value the monitor doesn't support, image quality may be poor, and damage to the monitor may result.

MEMO

Depending on the H Position or V Position settings, the image shown in the external display may be distorted. If the external display you're using has settings for adjusting the image position, make adjustments first on the external display.

Using the two operating modes, the display, and the mouse

Here's how to tell whether the current screen for operations is the external display or the built-in LCD.

● When the external display shows the "MV-8000 logo"

In this state you use the MV-8000's panel and its own built-in LCD to perform operations. The external display and mouse cannot be used for operations.

● When the MV-8000's LCD indicates "VGA MODE"

A 640 x 480 pixel color screen will appear on the external display, and you can operate the MV-8000 from the external display (VGA mode). You can use the front panel to perform the same operations as before, and also operate the MV-8000 using the included mouse. The MV-8000's LCD will indicate the status of the tracks and the samples assigned to the velocity pads.

Switching between the two operating modes

Here's how to select either the external display or the built-in LCD as the screen in which you will operate the MV-8000.

1 **Press** SYSTEM

The SYSTEM MENU screen will appear.

2 **With the cursor located in the lower row of icons, press** F3 **(VGA/Mouse). Alternatively, you can select the VGA/MOUSE icon and press** ENTER **.**

The VGA/MOUSE screen will appear.

3 **Press** F5 **(VGA-LCD).**

1 **From the menu bar, click "SYSTEM" → "VGA/Mouse."**

The VGA/MOUSE screen will appear.

2 **Click** LCD ↔ VGA **.**

You will be able to operate in the built-in LCD.

MEMO

You can press the [SHIFT] + [EXIT] buttons to switch the operating mode from the external display to the internal LCD. You can't use this method to switch from the internal LCD to the external display.

Mouse

You can use the included mouse to operate the on-screen knobs and buttons, or the sequence data in the play list.

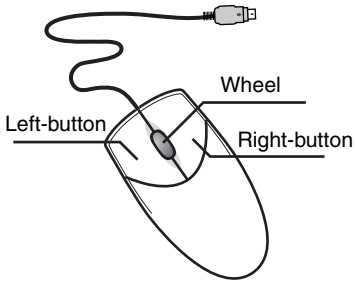
When you move the mouse, the mouse pointer (the arrow symbol) will move in the screen. By placing the mouse pointer on a button or knob and pressing (clicking) the mouse button you can perform various operations depending on the selected item.

MEMO

In order to use the mouse, the MV-8000's system program must be version 2.00 or higher. Mouse operations can be used only in the external display.

About the mouse

The included mouse is a wheel mouse.



MEMO

The included mouse is an optical mouse. It may not function correctly on some surfaces, so be sure to use it on the included mouse pad.

Basic operation

Basic mouse operations are:

- Use the mouse pointer to indicate a button or knob in the screen ("point")
- Press the mouse button ("click")
- Turn the mouse wheel

● Point

Move the tip of the mouse pointer to a button or knob shown in the screen. This is called "pointing" at the button or knob.

● Click

Point to a button or knob in the screen; then press and release the mouse button once.

In some cases you will be specifically told to "right-click," which means to click using the right mouse button.

● Double-click

Point to an on-screen button or knob, and rapidly press the mouse button twice.

● Operating the wheel

Turn the wheel toward or away from yourself.

After clicking on a numerical parameter, you can turn the wheel to raise or lower the value. The wheel can be used only for numerical parameters; it cannot be used to operate buttons or knobs.

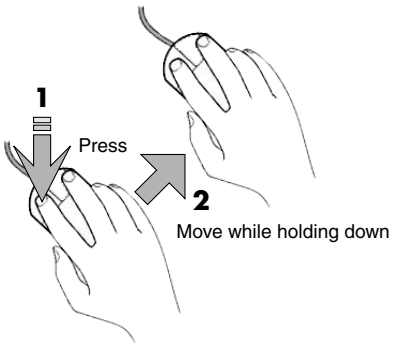
MEMO

The wheel can also be clicked just like the left or right buttons, but the MV-8000 does not use this action.

● Drag

Move the mouse while holding down the mouse button.

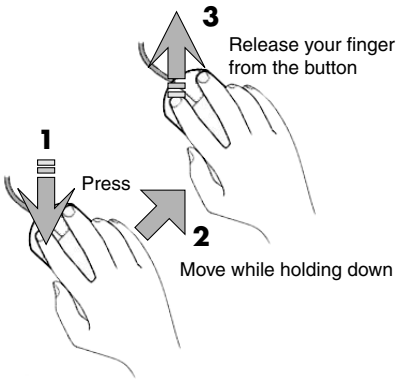
For example by dragging an event shown in a play list, you can change the starting time or the track of that event. By dragging a knob you can change its setting.



● Drag&Drop

Drag, and then release the mouse button at the desired location.

The sequence data or knob you dragged will move to the position at which you released the button.



Mouse operations

Here's how to operate the buttons and knobs shown in the screen.

● Menu Bar

Click an item in the menu bar, and a list showing the contents of that item will appear. In the list, click the desired item.

● Buttons

You can click on "buttons" shown in the screen to execute various operations or to select parameters.

● Sliders

Sliders are used to continuously vary a value. Point to the knob of a slider, and drag it up or down.

● Knobs

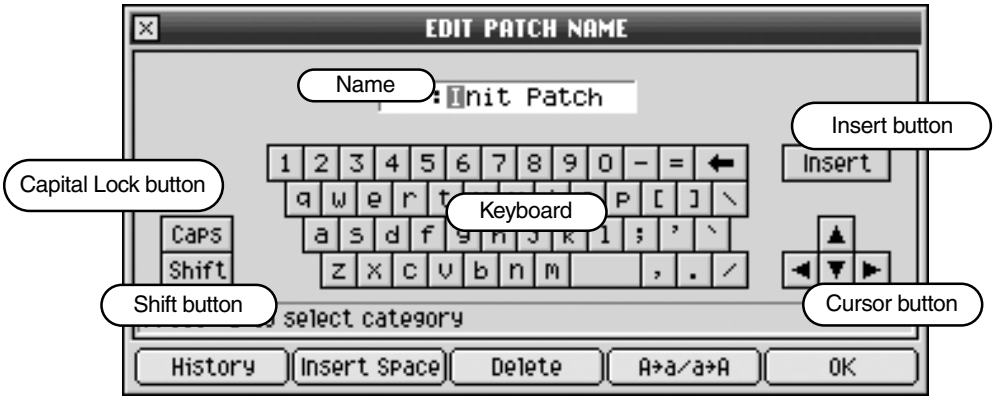
Knobs are used to continuously vary a value. Point to a knob, and drag it horizontally.

● Numerical boxes

Numerical boxes are used to make detailed changes in the value of a parameter. Click a numerical value to highlight it, and turn the wheel forward or backward to change the value.

● Name editor

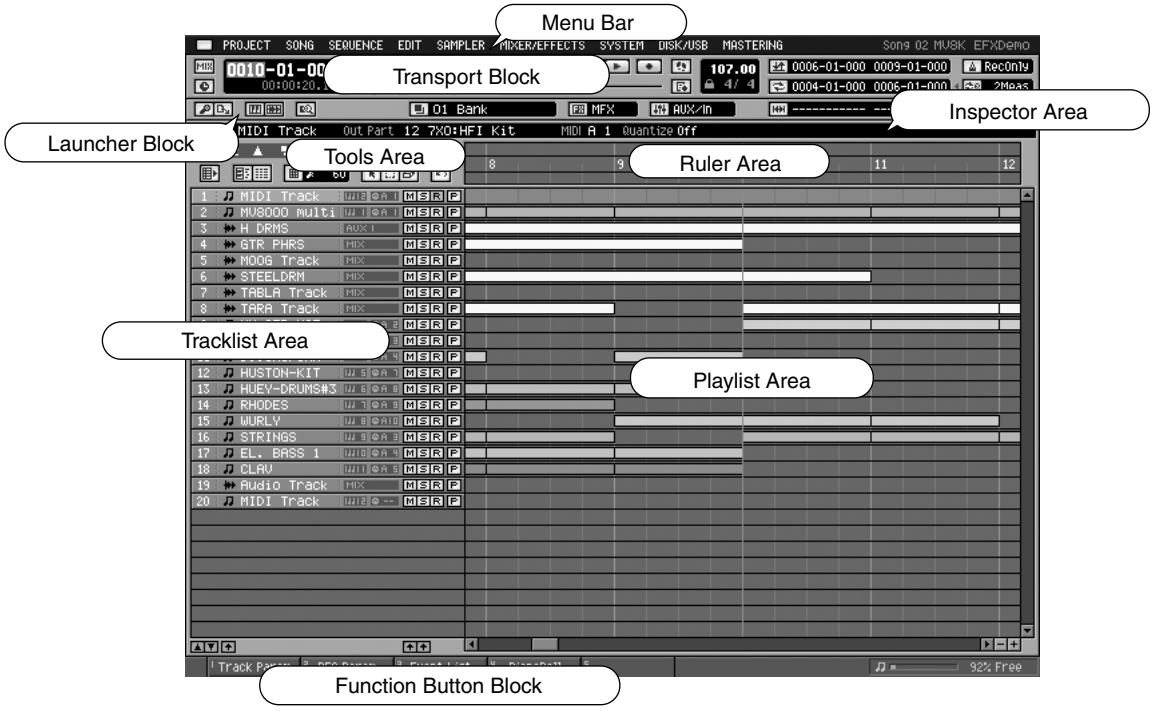
This is a popup window used to input names in various screens. Input the desired name by using the mouse to click the buttons.



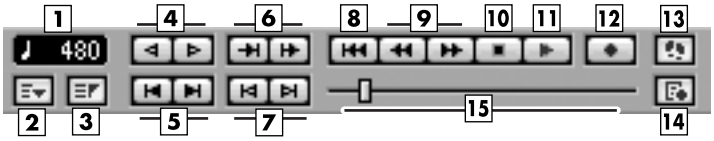
	Explanation
Name	This is the area in which you will input the name.
Keyboard	Use these buttons to select the characters you want to input.
Insert button	This button switches between Insert input mode and Overwrite input mode. Insert input mode is selected when the button is in the inward position; the characters you select will be input at the cursor position, and any subsequent characters will be moved toward the right. In Overwrite input mode, any previously-input characters will be overwritten by the characters you input.
Capital Lock button	This button switches between uppercase (Caps) and lowercase characters. Uppercase (Caps) input is selected when the button is in the inward position; only uppercase characters will be input from the keyboard.
Shift button	This button temporarily switches the type of characters that will be input from the keyboard. Clicking the keyboard when the Shift button is in the inward position will defeat the Shift button.
Cursor button	These buttons change the position at which characters from the keyboard will be input.

Screen Section

SEQUENCE screen



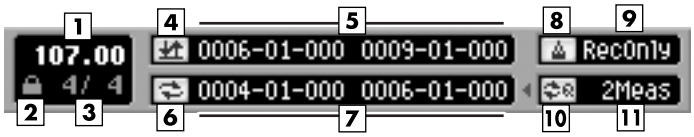
● Transport Block



	Explanation
1 Step Time	This indicates the range of movement that will occur when you press the step buttons (Rewind/Forward). You can click this area to see a list of the available movement ranges.
2 Marker button	The MARKER popup will appear.
3 Locator button	The LOCATOR popup will appear.
4 Step button (Rewind/Forward)	These buttons return or advance the current time location by the range specified in Step Time.
5 Marker button (Previous/Next)	These buttons move the current time location to the next or previous recorded marker.
6 Preview button (To/From)	These buttons audition a several-second portion (specified by Preview Length) before or after the current time location.
7 Event button (Previous/Next)	These buttons move the current time location to the next or previous recorded event.
8 Top button	Return to the start of the current song (0001-01-000).
9 Meas button (Rewind/Forward)	These buttons move the current time location forward or backward in one-measure steps.
10 Stop button	To stop the sequencer.
11 Play button	To play the sequencer.
12 REC button	The RECORD PARAMETER popup will appear. Here you can make preparations for recording data into the sequencer.
13 Step REC button	The STEP REC popup will appear. Starts the step recording.

	Explanation
14 REC Parameter button	The RECORD PARAMETER popup will appear.
15 Song Position Bar	The entire length of this bar corresponds to the length of the current song, and the scrollbar handle indicates the current time location. You can move the current time location by dragging or clicking the scrollbar handle.

	Explanation
1 Mixdown Mode button	This switches the mixdown mode. If you record while this is on, the current song will be mixed down.
2 Sync Mode button	Here you can switch the synchronization mode.
3 Current Time Location	This area indicates the current time location in “measures - beats - ticks.” You can click a numerical field and change the time.
4 Current Time Location	This area indicates the current time location in “hours : minutes : seconds . frames.”



	Explanation
1 BPM (Tempo)	This indicates the tempo at the current time location. If the tempo track is off, you can click this value and change the tempo.
2 Tempo Track Switch	You can click this area to switch the Tempo Track On ( )/Off ( ).
3 Time Signature	Display the time signature of the current song.
4 Auto Punch button	This button switch the Auto Punch function On/Off.
5 Auto Punch In/Out	This area indicates the auto punch-in time (at left) and auto punch-out time (at right). You can click a numerical field and change the time.
6 Loop button	This button switch the Loop function On/Off.
7 Loop Start/End	This area indicates the loop-start time (at left) and loop-end time (at right). You can click a numerical field and change the time.
8 Metronome Mode	Specifies when the metronome signal will be output.
9 Loop Quick Set button	This button makes the playback loop from the beginning of the current beat for the length specified by the Loop Quick Set Length setting.
10 Loop Quick Set Length	This indicates the loop length that will be used when you press the Loop Quick Set button. You can click this to see a list of the available loop lengths.

● Launcher Block

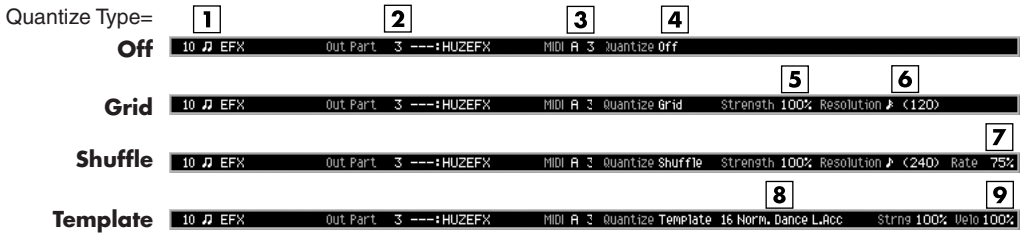
	Explanation
1 Sampling button	The SAMPLING popup will appear. Here you can make settings and execute sampling.
2 Import button	The IMPORT popup will appear. Here you can import data from the hard disk or a CD.
3 Instruments button	The INSTRUMENTS popup will appear. Here you can edit or make settings for instruments.
4 Audio Phrases button	The AUDIO PHRASES popup will appear. Here you can edit or make settings for audio phrases.
5 Quick Edit button	Here you can edit the audio phrases or the partials of the current track.
6 Pad Banks button	The PAD BANKS popup will appear. Here you can switch the pad bank of the velocity pads.

	Explanation
7 Pad Bank Number/Name	Display the current pad bank and pad name. If the tempo track is off, you can click this value and change the tempo.

	Explanation
1 Effects button	The EFFECTS popup will appear. Here you can make settings for the built-in MFX, Delay/Chorus and Reverb.
2 Effect Section Selector	This selects the effect module (MFX, delay/chorus, reverb) that will be controlled by the C1–C3 knobs.
3 Mixer button	The MIXER popup will appear. Here you can adjust the volume and panning of the audio tracks and instrument parts.
4 Mixer Section Selector	This displays mixer sections which can be controlled by the eight sliders on the MV-8000's panel. A list of the available mixer sections will appear when you click this. The available mixer sections are: • Audio Track 1–8 • Instrument Part 1–8 • Instrument Part 9–16 • AUX1–4/Effect Return/Audio Phrase/Input • Assignable sliders
5 Region In/Out button	This button specifies the current time location as region-in (beginning of the selected region) or region-out (end of the selected region).
6 Region In/Out point	This area indicates the region-in time (at left) and region-out time (at right). You can click a numerical field and change the time.

● Playlist Block

Inspector Area (When the current track is MIDI track)

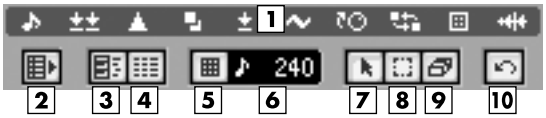


	Explanation
1 Current Track Number/Name	Display the current track number and current track name.
2 Output Assign (Instrument)	This indicates the instrument part played by the current track. If you click this area, show the list of the instrument part.
3 Output Assign (MIDI)	Specifies the MIDI connector and channel used for MIDI output of the data from the MIDI track.
4 Quantize Type	Display the setting of quantization of the current track.
5 Strength	Display the strength of quantization. You can click the numerical value to edit the strength. (This is displayed when the Quantize Type is set to Grid or Shuffle.)
6 Resolution	Display the quantization timing. You can click the numerical value to edit the resolution. (This is displayed when the Quantize Type is set to Grid or Shuffle.)
7 Rate	This indicates the amount of "swing" that will be applied when the Quantize Type is set to Shuffle. You can click the numerical value to edit the rate.
8 Template	This indicates the template name that will be applied when the Quantize Type is set to Template. You can click the template name to show the template list and select the other template.
9 Velocity	This indicates the strength of the velocity correction that will be applied when the Quantize Type is set to Template. You can click the numerical value to edit the velocity.

Inspector Area (When the current track is Audio Track)

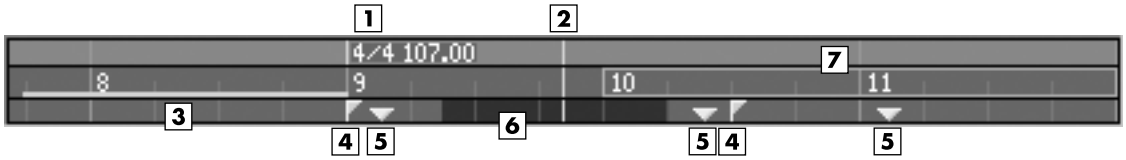
	Explanation
1 Current Track Number/Name	Display the current track number and current track name.
2 Output Assign	Specifies the output connector from which the audio recorded on the track will be output.

Tools Area



	Explanation
1 View Filter	This indicates the type of events that will be displayed in the SEQUENCE screen or in the EVENT LIST popup window. By clicking an icon you can specify whether that type of event will be displayed (white) or will be hidden (black).
2 Expand Track List Area button	This expands the track list area display.
3 Piano Roll button	The PIANO ROLL EDIT popup will appear. This is available when the current track is a MIDI track.
4 Event List button	The EVENT LIST popup will appear. This is available when the current track is a MIDI track.
5 Snap button	If this is on, clicking in the play list or ruler will automatically select a suitable location (such as the beginning of a measure). Since the interval of this division is specified by the Grid Resolution setting, you can use this feature to "snap" your selection to precise units of beats or measures.
6 Grid Resolution	This indicates the unit (the level of detail) that can be selected with the mouse pointer when using the Snap function. By clicking the numerical value you can specify whether that list of resolution will be displayed.
7 Arrow button	This switches the mouse pointer to Arrow mode. Use this when you want to select a range of events in the play list. All events included in the mouse selection will be selected even if they extend beyond the range.
8 Range button	This switches the mouse pointer to Range mode. Use this when you want to select a range of events in the play list. The range selected by the mouse will be the actual selected range.
9 Eraser button	This switches the mouse pointer to Eraser mode. In Eraser mode, you can click an event in the play list to delete it.
10 Undo/Redo button	You can click this button to cancel (UNDO) the results of an editing command in sequencer section. If you then click the button again, you can cancel the UNDO (i.e., REDO).

Ruler Area



	Explanation
1 Tempo Change Event	This indicates the location of a change in tempo and time signature.
2 Current Time	The current time is indicated by a red line.
3 Region of Auto Punch In/Out	This indicates the region (red) in which Record mode will be enabled automatically.
4 Locator	These are locators placed in the song. You can place up to 10 locators in a song. The desired time location can be stored in any Locator number.
5 Marker	These are markers placed in the song. You can place up to 99 markers in a song. Markers are automatically numbered in ascending order according to their time location.
6 Selected Region	This indicates the region of time you selected by dragging the mouse, etc.
7 Region of Loop	The enclosed region (blue) will loop.

Right-click on the Ruler Area

1 Locator
The LOCATOR popup will appear.
You can specify a locator number and register a time locationi for it.

2 Tempo Track
The TEMPO TRACK popup will appear.
The tempo track lets you specify the tempo and time signature.

3 Add Marker
This adds a marker at the current time location.

4 Add Tempo Change Event...
The ADD TEMPO CHANGE EVENT popup will appear.
Here you can input or edit tempo events.

5 Clear Marker
Erase Marker in place which carried out the right-click.

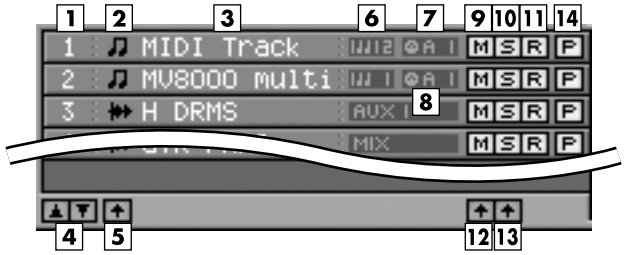
6 Clear Locator
Erase Locator in place which carried out the right-click.

7 Clear Tempo Change Event
Erase Tempo Change Event in place which carried out the right-click.

8 Set Selected Region to Loop
This sets the selected region as the Loop region.

9 Set Selected Region to Auto Punch
This sets the selected region as the Auto Punch region.

Tracklist Area



	Explanation
1 Track Number	Display the Track number. You can click here to make that number the current track.
2 Track Type Icon	This indicates the type of track. You can click here to select or de-select that track.
3 Track Name	Display the name of the track. When you double-click here, the EDIT TRACK NAME popup window will appear, allowing you to edit the name of the track.
4 Track Move Up/ Down button	You can click these to move the current track upward or downward (i.e., change their order).
5 All Track Select button	Click this to select or de-select all tracks.
6 Output Assign (Instrument)	This indicates the instrument part played by the current track.
7 Output Assign (MIDI)	Specifies the MIDI connector and channel used for MIDI output of the data from the MIDI track.
8 Output Assign (Audio)	Specifies the output connector from which the audio recorded on the track will be output.
9 Mute button	Click this to turn Mute on (yellow) or off.
10 Solo button	Click this to turn Solo on (light blue) or off.
11 Record button	Click this to switch the current track.
12 All Track Mute Off button	Click this to defeat Mute for all tracks.
13 All Track Solo Off button	Click this to defeat Solo for all tracks.
14 Track Parameter button	Click this to display the TRACK PARAMETER popup window for the corresponding track.

Right-click on the Tracklist Area

1 Add MIDI Tracks...
The ADD MIDI TRACKS popup will appear. Add one or more MIDI tracks for recording data in your current song.

2 Add Audio Tracks...
The ADD AUDIO TRACKS popup will appear.
Add one or more Audio tracks for recording data in your current song.

3 Delete Tracks...
The DELETE TRACKS popup will appear. Here you can delete the tracks.

4 Merge Tracks...
The MERGE TRACKS popup will appear.
Here you can combine multiple MIDI tracks into a single track.

5 Insert Measure...
The INSERT MEASURE popup will appear.
Here you can insert blank measures at the specified measure location.

6 Erase All Events
Deletes the all events of current track.
A confirmation message will appear before the data is erased.

7 Track Name...
The EDIT TRACK NAME popup will appear.
You can change the name of the track.

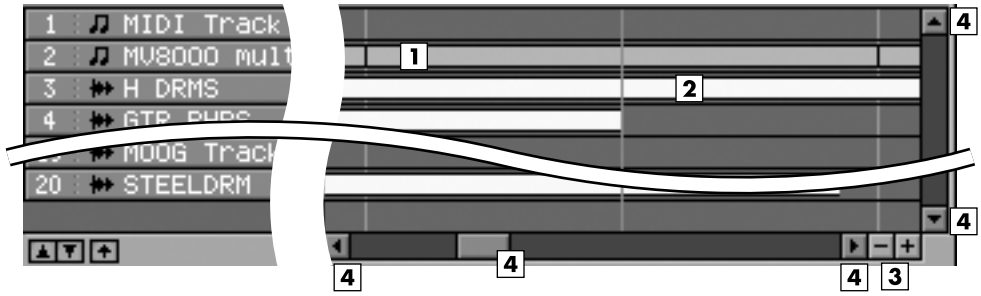
8 Track Parameter
The TRACK PARAMETER popup will appear.

9 Select All Tracks
Select or de-select all tracks.

10 All Mute Off
Defeat Mute for all tracks.

11 All Solo Off
Defeat Solo for all tracks.

Playlist Area



	Explanation
1 MIDI Event	These boxes indicate MIDI events. They are color-coded according to the assigned instrument part. When you double-click a MIDI event, the PIANO ROLL EDIT popup window will appear. HINT When you holding down [JUMP] and double-click a MIDI event, the EVENT LIST popup will appear.
2 Audio Event	These boxes indicate audio events. When you double-click an audio event, the AUDIO EVENT PARAMETER popup window will appear.
3 Zoom button	These buttons expand (+) or shrink (-) the time axis of the playlist.
4 Scroll button/bar	Here you can move the displayed portion of the play list along the time axis. Click ◀ to move toward the beginning of the song, or click ▶ to move toward the end of the song. You can drag the scroll bar to move the current time location accordingly.

Right-click on the Playlist Area

1 Move...
The MOVE popup will appear.
Moves the data of the selected region to the specified location.

2 Copy&Paste...
The COPY&PASTE popup will appear.
Copies the data of the selected region to the specified location.

3 Copy&Insert...
The COPY&INSERT popup will appear.
Inserts the data of the selected region to the specified location.

4 Erase
Deletes the data. The deleted region will be blank.

5 Cut
Deletes the data. Subsequent data will be moved forward.

6 Quantize...
The QUANTIZE popup will appear.
Adjust the timing of MIDI note events in the way you specify.

7 Change Velocity...
The CHANGE VELOCITY popup will appear.
Changes the velocity of MIDI note events.

8 Change Duration...
The CHANGE DURATION popup will appear.
Changes the duration (note length) of MIDI note events.

9 Shift Timing...
The SHIFT TIMING popup will appear. Moves the events of the selected region forward or backward in units of one tick (1/480th of a quarter note).

10 Data Thin...
The DATA THIN popup will appear.
Thins-out events of the selected region to reduce the amount of data.

11 Transpose...
The TRANSPOSE popup will appear.
Transposes the pitch of note events in the selected region, in units of a semitone.

12 Split notes...
The SPLIT NOTE popup will appear.
This lets you extract only specific note events from a track, and move them to a specified other track.

13 Copy As MIDI Clip...
The COPY AS MIDI CLIP popup will appear.
Add the specified data to the MIDI clip library.

14 Paste MIDI Clip...
The PASTE MIDI CLIP popup will appear.
Paste the MIDI clip from the MIDI clip library into the current song.

15 Copy As Audio Phrase...
The COPY AS AUDIO PHRASE popup will appear.
Here you can copy the selected data to the velocity pads.

16 Audio Event Parameter
The COPY AS MIDI CLIP popup will appear.
Adjust the parameters of the event of an selected audio track.

● Function Block

	Explanation
1 Function buttons	The [F1]–[F5] buttons correspond to functions displayed at the bottom of the LCD.
2 Wave Memory meter	If it is in the state which can do the direct recording, the remaining recordable time and the remaining amount of memory are displayed.
3 Sequence Memory meter	In the state which can do the sequence recording, green meter is displayed. This indicates the amount of sequence data that has been recorded. The numerical value shows the proportion of free area available for recording events into the sequencer.

● Menu Bar

PROJECT

Manage the project and make project setting.

1 Rename Project...
The EDIT PROJECT NAME popup will appear. Assign a name to the project.

2 Set Project Protection...
The SET PROJECT PROTECTION popup will appear.
Protect a project saved on disk from being overwritten or deleted.

3 Load Project...
The LOAD PROJECT popup will appear. Load a project, making it the current project.

4 Save Project
"Save Current Project?" message will appear. Save the current project.

5 Save As New Project...
The SAVE AS NEW PROJECT popup will appear.
Here you can save the current project under a different name, and then make it the current project.

6 Create New Project...
The CREATE NEW PROJECT popup will appear. Create a new project.

7 Delete Project...
The DELETE PROJECT popup will appear. Delete an unwanted project.

8 Optimize Project
"Optimize Project?" message will appear.
This will reorganize the samples used by the current project
in order to make the most efficient use of memory.

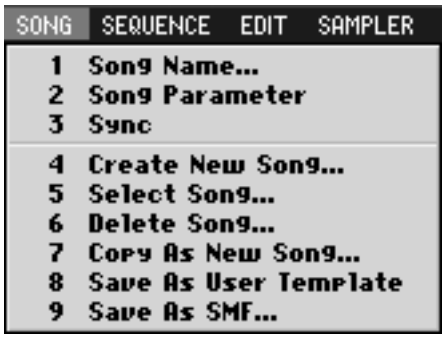
9 Backup To CD...
The BACKUP PROJECT TO CD popup will appear.
Backup the current project to a CD-R/RW disc.

10 Recover From CD...
The RECOVER PROJECT FROM CD popup will appear.
Recover (restore) a backed-up project from CD into the MV-8000 with the name you specify.

11 Shutdown
"SHUTDOWN Are you sure?" message will appear.
You must execute this operation before powering-off the MV-8000.

SONG

Manage the song and make various settings for the current song.



1 Song Name...
The EDIT SONG NAME popup will appear. You can change the name of the current song.

2 Song Parameter
The SONG PARAMETER popup will appear. Make settings for the current song.

3 Sync
The SYNC popup will appear. Make synchronization settings.

4 Create New Song...
The CREATE NEW SONG popup will appear. Create a new song within the current project.

5 Select Song...
The SELECT SONG popup will appear. Change the current song by recalling the desired song.

6 Delete Song...
The DELETE SONG popup will appear. Delete an unwanted song.

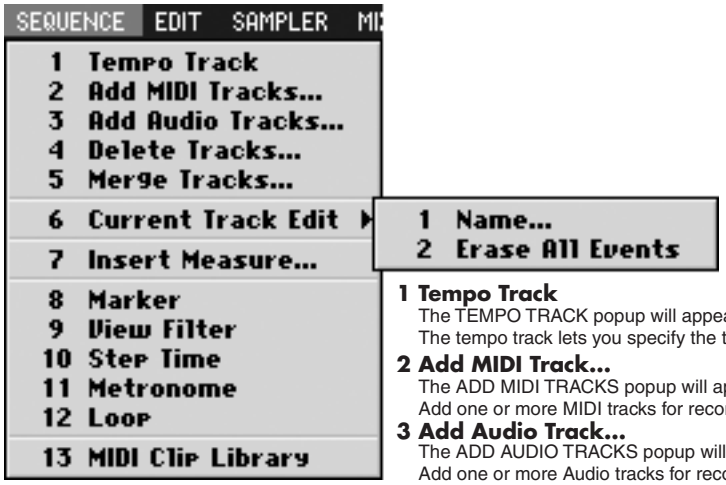
7 Copy As New Song...
The COPY AS NEW SONG popup will appear.
Copy the current song, and switch the current song to be the resulting copy.

8 Save As User Template
Save a track structure or loop settings to a song template.

9 Save As SMF...
Save the current song in SMF (Standard MIDI File) format 1.

SEQUENCE

Perform sequencer-related operations.



1 Tempo Track
The TEMPO TRACK popup will appear.
The tempo track lets you specify the tempo and time signature.

2 Add MIDI Track...
The ADD MIDI TRACKS popup will appear.
Add one or more MIDI tracks for recording data in your current song.

3 Add Audio Track...
The ADD AUDIO TRACKS popup will appear.
Add one or more Audio tracks for recording data in your current song.

4 Delete Tracks...
The DELETE TRACKS popup will appear. Here you can delete the tracks.

5 Merge Tracks...
The MERGE TRACKS popup will appear. Here you can combine multiple MIDI tracks into a single track.

6 Current Track Edit >

1 Name...
The EDIT TRACK NAME popup will appear. Here you can change the name of the track.

2 Erase All Events
Deletes the all events of current track. A confirmation message will appear before the data is erased.

7 Insert Measure...
The INSERT MEASURE popup will appear.
Here you can insert blank measures at the specified measure location.

8 Marker
The MARKER popup will appear. Here you can add or delete markers.

9 View Filter
The VIEW FILTER popup will appear.
Here you can select the MIDI events that can be viewed
and edited in the SEQUENCE screen and EVENT LIST screen.

10 Step Time
The STEP TIME popup will appear.
Here you can specify the interval by which the STEP buttons will change the time location.

11 Metronome
The METRONOME popup will appear. Here you can make metronome settings.

12 Loop
The LOOP popup will appear. Here you can make loop settings for loop play.

13 MIDI Clip Library
The MIDI CLIP LIBRARY popup will appear. Here you can rename or delete items in the MIDI clip library.

EDIT

You can edit the track.

1 Move...
The MOVE popup will appear.
Moves the data of the selected region to the specified location.

2 Copy&Paste...
The COPY&PASTE popup will appear.
Copies the data of the selected region to the specified location.

3 Copy&Insert...
The COPY&INSERT popup will appear.
Inserts the data of the selected region to the specified location.

4 Erase
Deletes the data. The deleted region will be blank.

5 Cut
Deletes the data. Subsequent data will be moved forward.

6 Quantize...
The QUANTIZE popup will appear.
Adjust the timing of MIDI note events in the way you specify.

7 Change Velocity...
The CHANGE VELOCITY popup will appear.
Changes the velocity of MIDI note events.

8 Change Duration...
The CHANGE DURATION popup will appear.
Changes the duration (note length) of MIDI note events.

9 Shift Timing...
The SHIFT TIMING popup will appear.
Moves the events of the selected region forward or backward in units of one tick (1/480th of a quarter note).

10 Data Thin...
The DATA THIN popup will appear.
Thins-out events of the selected region to reduce the amount of data.

11 Transpose...
The TRANSPOSE popup will appear.
Transposes the pitch of note events in the selected region, in units of a semitone.

12 Split notes...
The SPLIT NOTE popup will appear.
This lets you extract only specific note events from a track, and move them to a specified other track.

13 Copy As MIDI Clip...
The COPY AS MIDI CLIP popup will appear.
Add the specified data to the MIDI clip library.

14 Paste MIDI Clip...
The PASTE MIDI CLIP popup will appear.
Paste the MIDI clip from the MIDI clip library into the current song.

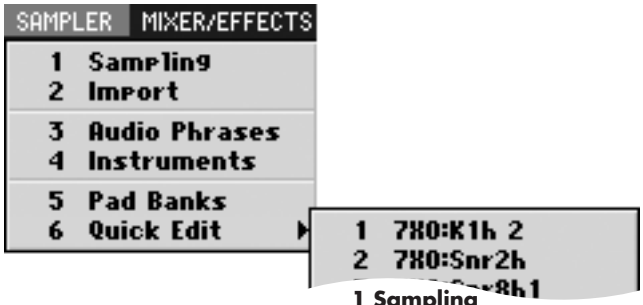
15 Copy As Audio Phrase...
The COPY AS AUDIO PHRASE popup will appear.
Here you can copy the selected data to the velocity pads.

16 Audio Event Parameter
The AUDIO EVENT PARAMETER popup will appear.
Adjust the parameters of the event of an selected audio track.

17 Select All Tracks
Select or de-select all tracks.

SAMPLER

Here you can sample or import of audio sources, and make sampler setting.



1 Sampling
The SAMPLING popup will appear. Here you can make sampling setting and perform sampling.

2 Import
The IMPORT popup will appear. Here you can import of music data from hard disk or CD.

3 Audio Phrases
The AUDIO PHRASES popup will appear. Here you can edit the audio phrases.

4 Instruments
The INSTRUMENTS popup will appear. Here you can edit the instruments.

5 Pad Banks
The PAD BANKS popup will appear. The PAD BANKS popup will appear.
Here you can switch the pad bank of the velocity pads.

6 Quick Edit >
This lets you edit an audio phrase or partial assigned to a velocity pad.
Use the sub-menu to select the number of the velocity pad.

MIXER/EFFECTS

Here you can make mixer or effect setting.

1 Mixer
The MIXER popup will appear.
Here you can adjust the volume and panning of the audio tracks and instrument parts.

2 Effects
The EFFECTS popup will appear.
Here you can make settings for the built-in MFX, Delay/Chorus and Reverb.

SYSTEM

Here you can make system setting for the MV-8000.

1 Global
The GLOBAL popup will appear.
Here you can make settings for the overall system of the MV-8000.

2 Pad/Panel
The SYSTEM PAD popup will appear.
Here you can make settings for the velocity pads, top panel buttons, knobs, and sliders.

3 MIDI
The MIDI popup will appear. Here you can make MIDI settings.

4 V-Link
The V-LINK popup will appear. Here you can make V-LINK settings.

5 System Info
The SYSTEM INFORMATION popup will appear.
Here you can view information about memory usage and the status of the installed options.

6 Slider
The SYSTEM ASSIGNABLE SLIDER popup will appear.
Here you can specify the functions assigned to the sliders.

7 R-BUS
The R-BUS popup will appear. Here you can make R-BUS settings.

8 VGA/Mouse
The VGA/MOUSE popup will appear.
Here you can specify the signal that will be sent to the external display,
and adjust the sensitivity of the mouse.

DISK/USB

Here you can make settings for the MV-8000's disk and for USB.

1 File Utility
The FILE UTILITY popup will appear. Here you can manage files by copying, moving, or deleting them.

2 Disk Utility
The DISK UTILITY popup will appear. Here you can check the disk and perform maintenance.

3 USB
The USB popup will appear.
This switch the MV-8000 to USB-connection mode, which lets you transfer data between the internal hard disk and your computer.

4 CD Player
The CD PLAYER popup will appear. Here you can play back an audio CD.

MASTERING

Here you can mixdown your completed song to a two-track master, and create an audio CD.

1 Mixdown Mode
A confirmation message will appear. Turns mixdown mode on/off.

2 Mastering
The MASTERING popup will appear.
Here you can use the mastering tool kit to master an audio file.

3 Create Audio CD...
The CUE SHEET popup will appear.
Here you can specify the song order in which the audio files will be written to the CD-R/RW disc.

4 Audio File List
The AUDIO FILE LIST popup will appear.
Here you can audition or delete mixdown data or mastering data.

All Popup Close button

This button closes all popup windows that are currently open in the screen.

Song Number/Song Name

This shows the number and name of the currently-loaded song

Operation section

Quick Tour

The following pages explain the most important operations in VGA mode. Please take this quick tour in order to get a feel for using VGA mode to operate the MV-8000.

Preparations

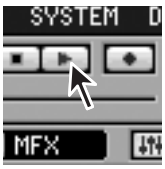
Load a project that contains data, such as “MVDEMO_SONG”.

● Playback and changing the time location

1

Click the Play button.

The song will begin playing.



2

Click a desired point on the song position bar.

The song playback position will move to the location on which you clicked.

3

In the current time display area, click the measure, beat, or tick field.

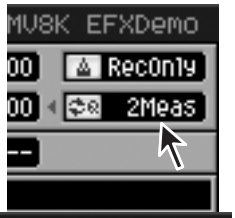
The numerical display will turn blue; now you can edit the value. The song playback position will change when you move the mouse wheel to increase or decrease the value.

● Loop playback

1

Click the Loop Quick Set Length indicator.

A list will appear; click the number of measures you want to use (e.g., 2Meas).



2

Click the Loop Quick Set button

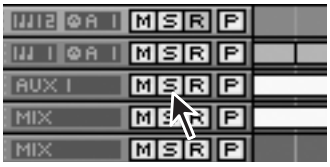
Loop playback will be enabled.

● Solo Play

1

Click the Solo button.

The Solo button will turn light blue. Only the light blue tracks will play. When you click once again, solo will be defeated (the button will go dark).



MEMO

This quick tour explains mainly MIDI tracks and instruments, but the same explanations also apply to audio tracks and audio phrases.

MEMO

Loading a project – In the menu bar, click “PROJECT”; in the list that appears, click “Load Project...”

MEMO

You can also drag the knob (handle) of the bar.

MEMO

Playback will loop for the number of measures you specified in step 1.

2

Click the All Track Solo Off button.

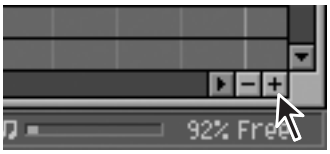
All solo settings will be defeated.

● Display-related functions

1

Click the zoom button.

The dimension of the play list's horizontal axis (time axis) will change.



2

Click the note event icon in the View Filter icons.

Of the events displayed in the play list, this switches MIDI note events between displayed and hidden.

● Selecting and adding tracks

1

Click the Track Name of the MIDI Track.

The color of the track will change, and it will become the current track.

When you strike a pad, the patch will sound according to the Output Assign parameter of the current track.

2

Right-click the Track Name of the current Track.

A list will appear; click "Add MIDI Tracks... ." The ADD MIDI TRACKS popup will appear, and click Execute.

A MIDI track will be added, and will become the current track.

● Recording and Undo

Preparations

- If looping is turned off, click the Loop button.
- If the sequencer is stopped, click the Play button.

1

Strike the pads to rehearse your recording.

It's a good idea to practice before you begin recording.

2

Click the Record button.

Recording will begin. Strike the pads to perform.

3

Click the Undo button

Cancel the results of an recording (Undo). The Undo button will blink.

4

Click the Undo button again.

The content you erased by Undo will be recovered (Redo). The Undo button will lit (light blue). Undo and Redo will alternate each time you click.

MEMO

In the same way, you can click to switch audio events between displayed and hidden.

?

Current Track – This refers to the track that is currently selected as the target of your operations.

MEMO

If there's no sound, try clicking the pad bank button to change the pad bank. Alternatively, try a different track.

MEMO

Loading a project – In the menu bar, click "PROJECT"; in the list that appears, click "Load Project..."

MEMO

The loop region will be recorded repeatedly.

MEMO

When you execute Undo, the recording state will be defeated, and you will return to playback.

● Play Quantize

1

Click the display of the Quantize Type.

The list will appear. The result will depend on the Quantize Type. The parameters at right let you specify the effect in greater detail.

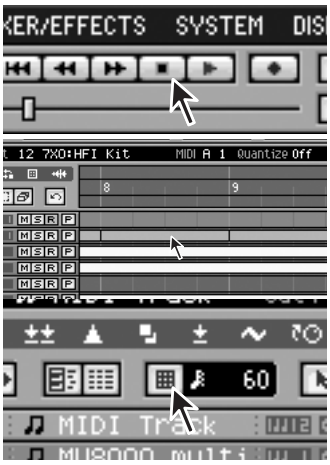
● Editing the name of a track

1

Double-click The Track Name of current track.

The EDIT TRACK NAME popup will appear. Click a key on the keyboard to edit the name of the track. Then click OK.

● Editing an event



1

Click the Stop button.

Recording/playback will stop.

2

Drag and drop an event.

The event will move.

3

Click the Snap button.

Snap mode will be switched on/off. In Snap mode, the mouse pointer will always be located at fixed intervals. When dragging and dropping an event, this lets you ensure that the event will always be aligned to the beginning of a measure (or whatever interval you specify).

4

Double-click an event.

A popup window will appear, allowing you to edit the selected event in greater detail.

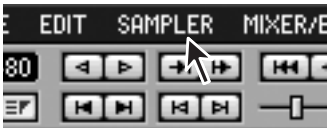
5

Specify the parameters, then click ⊠.

6

The popup will close.

● Edit the sound



1

Click “Sampler” on the menu bar.

A list will appear.

2

Move the mouse cursor (i.e., point) to “Quick Edit.”

Another list will appear.

3

Click the partial name you want to edit.

The PARTIAL EDIT popup or AUDIO PHRASE EDIT popup will appear.

MEMO

This operation only modifies the way in which the data is played back. This means that you can always defeat the effect simply by turning this “Off”.

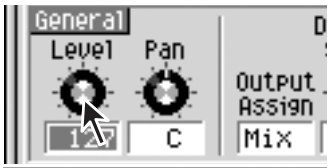
MEMO

To edit a value, move the mouse pointer to it and use the left button to drag it upward or downward.

4

Drag the knob whose value you want to edit.

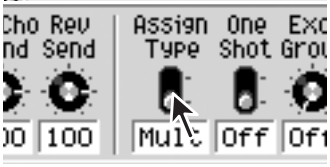
The knob will turn, and the parameter value will change according to the distance to which you drag.



5

Click the switch.

The switch indication will change, and the parameter value will change accordingly.



6

Click the All Popup Close button.

All of the popups will close.

This completes the Quick Tour.

Functions we didn't discuss here can also be controlled in the same way.

Using the mouse to edit sequence data

● Selecting a region that you want to edit, and executing Move

Here's how to select a region of data recorded in a track, and move it to another time location or another track.

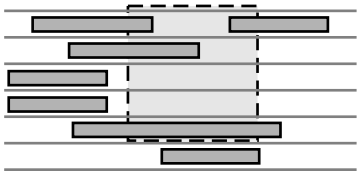
1

Click the Arrow button

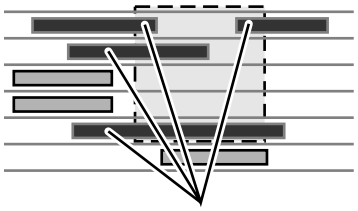
Now you can use Arrow mode to make a selection.

2

Drag over the region you want to select.



When you drag to specify a region like this



all data falling within the specified region will be selected.

3

In the menu bar, click "EDIT" (or right-click) to display a popup menu.

4

Click the "Move... ."

The MOVE popup will appear. Use the To parameter to specify the move-destination.

5

Click the Execute **.**

The Move operation will be executed.

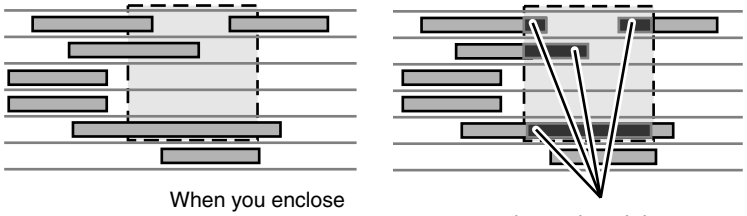
● Using drag & drop to execute the Move operation

1. **Click the Arrow button or Range button.**
2. **Drag the region you want to edit.**
3. **Point the selected region.**
4. **Drag and drop the region at the desired destination.**

While dragging, the mouse pointer will change to . When you drop the data you were dragging, it will be moved to the location of the mouse pointer. The mouse pointer will return to .

● Using the Range Tool to select a region

When you click the Range button, the mouse pointer will change to . When using the Range tool, only the portion included in the region will be selected for the operation.



When you enclose a region like this

the enclosed data will be selected.

● Using the Eraser Tool to delete a data

When you click the Eraser button, the mouse pointer will change to . You can delete data by clicking it with the Eraser tool.

Using the mouse to edit a MIDI track (PIANO ROLL EDIT screen)

● Select the region you want to edit, and execute the move operation

Here's how to select a region of recorded note events in the piano roll display, and move them to another time location or to other note numbers.

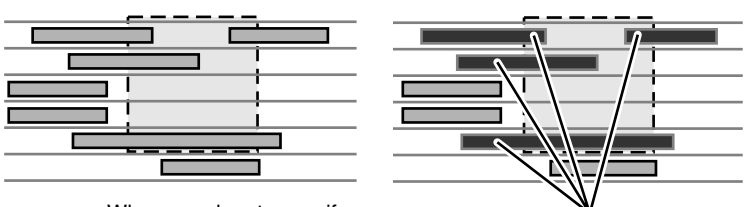
1

Click the Arrow button.

Now you can use Arrow mode to make a selection.

2

Drag over the region you want to select.



When you drag to specify a region like this

all data falling within the specified region will be selected.

3 **Click the [Command].**

The popup menu will appear.

4 **Double-click the "Move... ."**

The MOVE popup will appear. Use the To parameter to specify the move-destination.

5 **Click the [Execute].**

The Move operation will be executed.

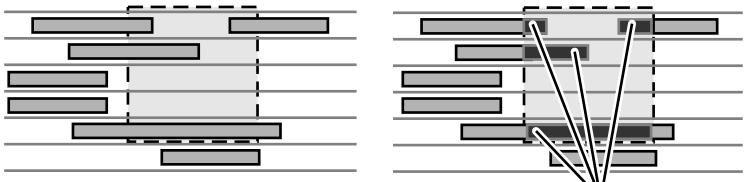
● Using drag & drop to execute the Move operation

1. **Click the Arrow button or Range button.**
2. **Drag the region you want to edit.**
3. **Point the selected region.**
4. **Drag and drop the region at the desired destination.**

While dragging, the mouse pointer will change to . When you drop the data you were dragging, it will be moved to the location of the mouse pointer. The mouse pointer will return to .

● Using the Range Tool to select a region

When you click the Range button, the mouse pointer will change to . When using the Range tool, only the portion included in the region will be selected for the operation.



When you enclose a region like this

the enclosed data will be selected.

● Using the Eraser Tool to delete a data

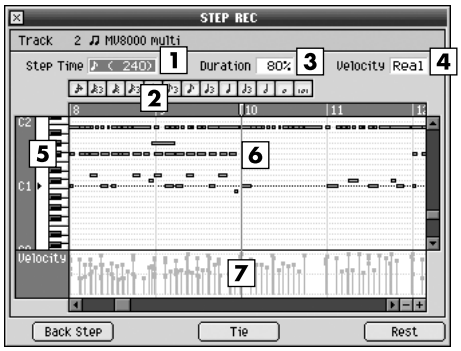
When you click the Eraser button, the mouse pointer will change to . You can delete data by clicking it with the Eraser tool.

MEMO

You can Copy data by holding down [SHIFT] while you drag and drop the data.

Step Recording

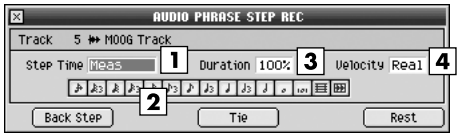
● Step recording a MIDI track (STEP REC screen)



	Explanation
1 Step Time	Specifies the note value of the notes you will input.
2 Step Time button	Click this button you specify the note value of the notes you will input.
3 Duration	Specifies the actual length of the note, as a percentage of the note value you specified for Step Time.
4 Velocity	Specifies the strength of the note.
5 Note number (Keyboard)	The note numbers (keys) are shown from bottom to top. Since the actual pitches correspond to the note numbers, the displayed location of the note tells you the pitch.
6 Piano Roll	This shows the note events. The horizontal axis is time, and the vertical axis is note number (pitch). you can change the note number or time location by moving the displayed note event.
7 Velocity View	Indicate the velocity of the note event. The velocity is shown as a pair with the note event; a longer bar indicates a stronger velocity.

	Explanation
Back Step	Reverts the preceding input.
Tie	Connects (extends) the event at the current time to the next step.
Rest	Inputs a rest (silence).

● Step recording an Audio track (AUDIO PHRASE STEP REC screen)



	Explanation
1 Step Time	Specifies the length of the audio events you will input.
2 Step Time button	Click this button you specify the length of the audio events you will input.
3 Duration	Specifies the actual length of the audio event, as a percentage of the length you specified for Step Time.
4 Velocity	Specifies the strength of the audio event.

	Explanation
Back Step	Reverts the preceding input.
Tie	Connects (extends) the event at the current time to the next step.
Rest	Inputs a rest (silence).

Changes in Sampling and Importing

Sampling

The sampling procedure and specifications have been changed. The changes are as follows.

- The SAMPLING screen will appear immediately when you press [SAMPLING].

  The SAMPLING screen will appear without the SAMPLING MENU screen being displayed first. This allows you to begin recording immediately. Check the sample assignments in the RESULT screen before you make settings.
- The number of samples divided by the Auto Divide function has changed from 16 to 96.
- You can now choose the sample preview (audition) method in the RESULT screen.

1

Press SAMPLING **.**

The SAMPLING screen will appear.

2

Set the parameters for sampling.

- **Sample Type**

  Specifies the number of channels that will be sampled.

Range	Explanation
Mono	Monaural (one channel)
Stereo	Stereo (two channels)

- **Input Select**

  Selects the input source for sampling or recording.

Range	Explanation
Analog	Analog input from the PHONO connectors or MIC/LINE connectors.
Coaxial	Coaxial digital input
Optical	Optical digital input
R-BUS	Digital input from R-BUS (channels 1 and 2)

- **Start Trigger**

  Specifies how sampling will begin.

Range	Explanation
Manual	Sampling will be started manually.
Level	Sampling will be triggered by the input level.
Pad	Sampling will begin when you strike a pad.
Play	Sampling will begin when you play back the sequencer.

- **Level**

  Specifies the response level when using the input level to start sampling.

  Range: -36, -24, -18, -12, -8, **-4** dB

- **Pre Sample Time**

  This specifies the duration of sound from before the sampling start time that will be included in the recorded sample.

  Range: **0**, 20 40, 80, 160, 320, 640, 1000 ms

- **Stop Trigger**

  Specifies how sampling will stop.

Range	Explanation
Manual	Sampling will be stopped manually.
Beat	Sampling will stop after the number of beats specified by the Length parameter.
Time	Sampling will stop after the time specified by the Length parameter.

- **Beat/Time**

  Specifies the time after which sampling will stop when Stop Trigger parameter is Beat or Time.

  Range: Beat 1–**8**–20000

  Time 000:01–**000:02**–100:00 (minutes : seconds)

- **Auto Divide**

  The Auto Divide function detects regions of silence within the sample, and divides the sample into several samples at these points.

  Range: **Off**, On

MEMO

A maximum of 96 samples can be divided.

- **Gap Time**

  Silences of a duration longer than the specified time will be considered as silence. The Gap Time parameter is valid if Auto Divide parameter is on.

  Range: **0.5**, 1.0, 1.5, 2.0 sec

- **Auto Emphasis**

  Automatically pre-emphasis processes after sampling.

  Range: **Off**, On

- **Auto Normalize**

  Automatically normalizes the level after sampling.

  Range: **Off**, On

3

F5

Press (Start).

"Now Sampling.." message will appear, and starts sampling.

4

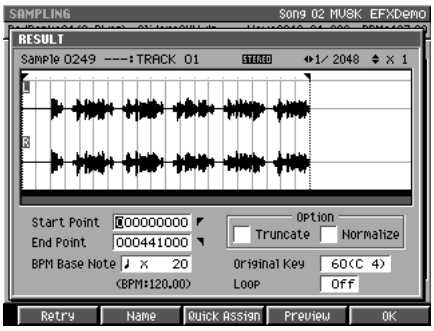
F5

Press (Stop).

Stops sampling. The RESULT screen will then appear.

MEMO

RESULT (MULTIPLE) popup will appear when Auto Divide parameter is on.



5

Set the parameters for adjusting.

- **Start Point / End Point**

  Specify the points at which the sample will start playing and stop playing. The Start Point - End Point region is highlighted.

  Range: 000000000.000–The end of sample

- **BPM Base Note**

  Draws measure and beat lines on the displayed sample.

  Range: 𝅘𝅥𝅯, 𝅘𝅥𝅮, 𝅘𝅥(initial value), 𝅗𝅥, 𝅝 / x 1–**x 4**–x 65535

- **Original Key**

  Specifies the basic pitch. When you play this key, the sample will sound at its original pitch (the pitch at which it was sampled).

  Range: 0 (C -)–**60 (C 4)**–127 (G 9)

- **Truncate**

  Deletes the portions of the sample before the Start Point and after the End Point.

  Range: **Off**, On

- **Normalize**

  Raises the overall level of the sample without allowing the maximum level to be exceeded.

  Range: **Off**, On

- **Loop**

  Specifies how [F4 (Preview)] will operate. You can also make setting of loop playback when you assign the sample to pad as a Partial or an Audio Phrase.

Value	Explanation
Off	The sample will audition once from the Start Point to the End Point.
On	The sample will repeatedly audition from the Start Point to the End Point.

- **F buttons**

F button	Explanation
F1 (Retry)	Discards the displayed sample will be discarded, and retries the sampling operation. The SAMPLING / RE-SAMPLING screen will appear.
F2 (Name)	Displays the EDIT SAMPLE NAME popup, where you can edit the sample name.
F3 (Quick Assign)	Displays the SELECT QUICK ASSIGN popup.
F4 (Preview)	Auditions the currently-highlighted sample. To hear auditioning, hold down [F4 (Preview)].
F5 (OK)	The RESULT popup will close. If Truncate or Normalize are turned on, these operations will be performed before closing.

You can use the [PREVIEW FROM] and [PREVIEW TO] buttons to audition the region (the side at which the cursor is located) near the Start Point or End Point.

Preview	Explanation
TO (To)	Playback sample from a point slightly earlier (Preview Length) than the current editing point.
FROM (From)	Playback sample for a short time (Preview Length) from the current editing point.

6 Press F5 (OK).

The RESULT popup will close.

MEMO

The BPM is displayed below the BPM Base Note. The displayed BPM value is calculated from the BPM Base Note setting and the playback length of the sample.

HINT

If you want to use the sampled data as an audio phrase or patch, press [F3 (Quick Assign)] to get the SELECT QUICK ASSIGN popup window.

Importing

The import procedure has been improved, allowing you to collect samples more quickly. The changes are described below.

- Press [IMPORT], then IMPORT screen will appear.

  The IMPORT screen will appear without the IMPORT MENU screen being displayed first. This allows you to import files immediately.
- More types of files can now be imported.

  Akai MPC2000/2000XL and S1000/S3000 program files and sound files can be loaded.
- Multiple files can now be imported at once.

  This allows you to collect audio material more quickly.

MEMO

The RESULT (MULTIPLE) popup screen does not appear when multiple files of below are imported.

- SMF (Standard MIDI File)

  Screen returns to IMPORT screen after when import process is completed.

- Roland S-700 series Patch
- Akai MPC2000/2000XL Program
- Akai S1000 Program
- Akai S3000 Program

  The ASSIGN TO PART/LIBRARY popup will appear.

- Roland S-700 series Partial

  The ASSIGN TO PARTIAL popup will appear.

- You can now choose the sample preview (audition) method in the RESULT popup.
- A BPM display has been added to the RESULT popup window.

  You can specify the BPM (tempo) of the imported sample.

Importing the WAV or AIFF files

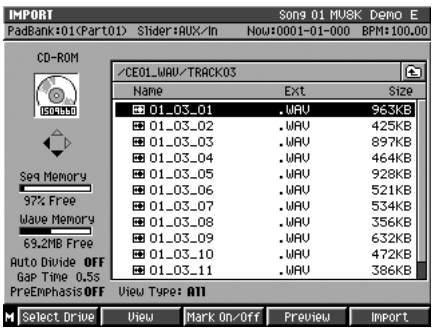
1

Insert the disk (floppy disk or CD-ROM) containing the file you want to import into the drive.

2

Press IMPORT **.**

The IMPORT popup will appear.



MEMO

You cannot create a patch simply by loading Akai MPC2000/2000XL program files (.PGM) alone. The sound files (.SND or .WAV) must also be present in the same folder as the program file.

?

Akai program files are analogous to the MV-8000's patches.

3 **Press F1 (Select Drive).**

The SELECT DRIVE popup will appear.

4 **Use CURSOR to select the disk containing the WAV/AIFF file you want to import, and press F5 (Select).**

The contents of the disk will be displayed.

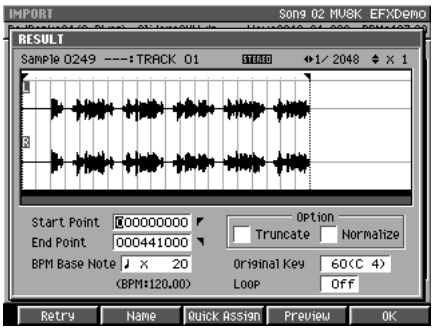
5 **Use CURSOR to select the WAV/AIFF file you want to import.**

- **F buttons**

F button	Explanation
F1 (Select Drive)	Displays the SELECT DRIVE popup, letting you switch the drive form which to select files.
F2 (View)	Here you can limit the type of the file that will appear in the IMPORT screen.
F3 (Mark On/Off)	Turns the check mark on/off for a file.
F4 (Preview)	Auditions the currently-highlighted file. To hear auditioning, press [F4 (Preview)].
F5 (Import)	Imports the selected or check marked file(s).

6 **Press F5 (Import).**

The data will be imported, and the RESULT popup window will appear.



7 **Specify the parameters.**

- **Start Point / End Point**

  Specify the points at which the sample will start playing and stop playing. The Start Point - End Point region is highlighted.

  Range: 000000000.000–The end of sample

- **BPM Base Note**

  Draws measure and beat lines on the displayed sample.

  Range: ♪, ♪., ♩(initial value), 𝅗𝅥, 𝅝 / x 1–**x 4**–x 65535

- **Truncate**

  Deletes the portions of the sample before the Start Point and after the End Point.

  Range: **Off**, On

HINT

By using [F3 (Mark On/Off)] to assign a mark to files you want to import, you can import multiple files in a single operation.

HINT

By pressing [MENU] and selecting "All Mark" you can select or de-select all files on the list.

When you import from an audio CD, the SETUP TIME popup window will appear. For details, refer to "Importing an audio from an audio CD (The SET TIME popup)" (p. 36).

MEMO

The BPM is displayed below the BPM Base Note. The displayed BPM value is calculated from the BPM Base Note setting and the playback length of the sample.

- **Normalize**

  Raises the overall level of the sample without allowing the maximum level to be exceeded.

  Range: **Off**, On

- **Original Key**

  Specifies the basic pitch. When you play this key, the sample will sound at its original pitch (the pitch at which it was sampled).

  Range: 0 (C -)–**60 (C 4)**–127 (G 9)

- **Loop**

  Specifies how [F4 (Preview)] will operate. You can also make setting of loop playback when you assign the sample to pad as a Partial or an Audio Phrase.

Value	Explanation
Off	The sample will audition once from the Start Point to the End Point.
On	The sample will repeatedly audition from the Start Point to the End Point.

- **F buttons**

F button	Explanation
F1 (Retry)	Discards the displayed sample will be discarded, and retries the sampling operation. The SAMPLING / RE-SAMPLING screen will appear.
F2 (Name)	Displays the EDIT SAMPLE NAME popup, where you can edit the sample name.
F3 (Quick Assign)	Displays the SELECT QUICK ASSIGN popup.
F4 (Preview)	Auditions the currently-highlighted sample. To hear auditioning, hold down [F4 (Preview)].
F5 (OK)	The RESULT popup will close. If Truncate or Normalize are turned on, these operations will be performed before closing.

You can use the [PREVIEW FROM] and [PREVIEW TO] buttons to audition the region (the side at which the cursor is located) near the Start Point or End Point.

Preview	Explanation
TO (To)	Playback sample from a point slightly earlier (Preview Length) than the current editing point.
FROM (From)	Playback sample for a short time (Preview Length) from the current editing point.

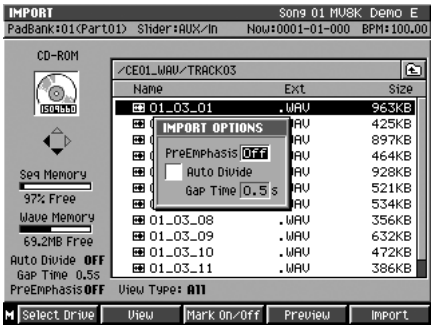
8 **Press F5 (OK).**

The RESULT popup will close.

HINT

If you want to use the imported data as an audio phrase or patch, press [F3 (Quick Assign)] to get the SELECT QUICK ASSIGN popup window.

If you press [MENU] ➜ select "Import Options" in step 5, the IMPORT OPTIONS popup window will appear.



- **Pre Emphasis**

  Specify whether emphasis processing will be applied when you import a music data file.

Range	Explanation
Off	Emphasis processing will not be applied to the imported data.
On	Emphasis processing will be applied to the imported data.

- **Auto Divide**

  The Auto Divide function detects regions of silence during sampling, and divides the sample into several samples at these points.

  Range: **Off**, On

- **Gap Time**

  When Auto Divide is On, this parameter specifies the length of the silent regions that will be detected.

  Range: **0.5**, 1.0, 1.5, 2.0 sec

MEMO

The amount of time required to execute the emphasis.

MEMO

The high frequency range of the inputted sample will be boosted when Pre Emphasis is on.

MEMO

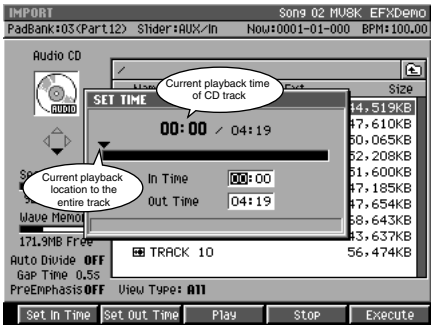
If you are importing multiple files, the Auto Divide settings are not used.

MEMO

A maximum of 96 samples can be divided.

● Importing an audio from an audio CD (The SET TIME popup)

When you import audio from an audio CD, the SET TIME popup window will appear following step 6 of “Importing” (p. 32).



- **In Time/Out Time**

  Specify the start time and end time within the track you selected.

Parameter	Explanation
In Time	Specify the start time within the track you selected. (Units are minutes:seconds)
Out Time	Specify the end time within the track you selected. (units are minutes:seconds)

Operation buttons	Explanation
F1 (Set In Time)	While auditioning the CD, sets the In Time to the current location.
F2 (Set Out Time)	While auditioning the CD, sets the Out Time to the current location.
F3 (Play)	Auditions the region between the In Time and Out Time.
F4 (Stop)	Stops auditioning.
F5 (Execute)	Imports (loads) the region between the In Time and the Out Time, and displays the RESULT screen. Continue to step 7 of “Importing” (p. 32).
TO (PREVIEW TO)	Auditions five seconds of sound ending at the parameter where the cursor is located (In Time or Out time).
FROM (PREVIEW FROM)	Auditions five seconds of sound starting at the parameter where the cursor is located (In Time or Out time).

MEMO

The SET TIME popup window will appear if one CD track is being imported.

Importing the Standard MIDI Files

1

Insert the disk into the drive which you want to import the SMF(s) from a disk (floppy disk or CD-ROM).

2

Press IMPORT **.**

The IMPORT screen will appear.

3

Press F1 **(Select Drive).**

The SELECT DRIVE popup will appear.

4

Use CURSOR **to select the disk containing the SMF you want to import, and press** F5 **(Select).**

The selected folder will show the contents of the disk.

5

Use CURSOR **to select the SMF you want to import.**

- **F buttons**

F button	Explanation
F1 (Select Drive)	Displays the SELECT DRIVE popup, letting you switch the drive form which to select files.
F2 (View)	Here you can limit the type of the file that will appear in the IMPORT screen.
F3 (Mark On/Off)	Turns the check mark on/off for a file.
F4 (Preview)	Auditions the currently-highlighted file. To hear auditioning, press [F4 (Preview)].
F5 (Import)	Imports the selected or check marked file(s).

6

Press F5 **(Import).**

The SMF will be imported in the current project as a New Song. The Song name will automatically be the first twelve characters of the SMF file name.

HINT

By using [F3 (Mark On/Off)] to assign a mark to files you want to import, you can import multiple files in a single operation.

HINT

By pressing [MENU] and selecting "All Mark" you can select or de-select all files.

Importing from various CD-ROM libraries

You can import data from sound libraries created for devices other than the MV-8000.

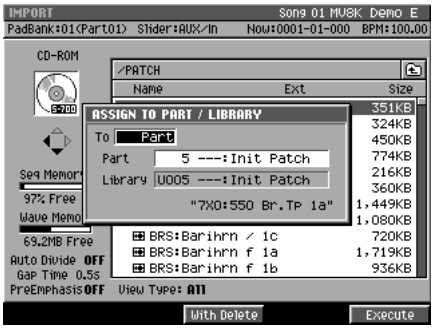
Format	Filename extension
Roland S-700 series patch file	-
Akai MPC2000/2000XL program file	.PGM
Akai MPC2000/2000XL sound file	.SND
Akai S1000 program file	.A1P
Akai S1000 sound file	.A1S
Akai S3000 program file	.A3P
Akai S3000 sound file	.A3S
Wave file	.WAV
AIFF file	.AIF
Audio CD	-

● Importing a Patch

1

Press F5 (Import) in "Importing" (p. 32) step 6.

The ASSIGN TO PART/LIBRARY popup will appear.



2

Specify the parameters.

- **To**

Specify the type of MV-8000 data into which the imported patch will be converted.

Value	Type of resulting data
Part	Use to a patch for an instrument part.
Library	Convert to a patch library sound, and save.

- **Part**

If the To parameter is set to "Part," specify the part number in which the new patch will be created.

Range: 1–16

- **Library**

If the To parameter is set to "Library," specify the library number in which the new patch will be created.

Range: 1–128

- **F buttons**

F buttons	Explanation
F3 (With Delete)	Deletes the samples used by the specified part or library patch (Delete Patch), and then imports the data.
F5 (Execute)	Imports the patch to the specified location.

MEMO

Some imported data may not be reproduced correctly.

MEMO

In addition to importing the sound library data listed in the table at left, you can also import Standard MIDI Files (SMF extension .MID) and convert them to MV-8000 songs.

MEMO

You cannot create a patch simply by loading Akai MPC2000/2000XL program files (.PGM) alone. The sound files (.SND or .WAV) must also be present in the same folder as the program file.

?

Akai program files are analogous to the MV-8000's patches.

MEMO

The data on an Akai MPC2000/2000XL or S1000/S3000 CD-ROM is organized into proprietary units called "partitions." On the MV-8000, these will appear as folders named PARTITION A, PARTITION B, and so on.

MEMO

When Akai MPC2000/2000XL or S1000/S3000 program files or sound files are converted, the category name will be "AK" and the patch name will be the first twelve characters of the program file name.

3 F5

Press (Execute).

Imported data will be converted.

● Importing multiple files at once

When selecting files, you can assign marks to the files you want to import, and then import all of these files in a single operation.

CURSOR

1. Use to move the cursor which you want to import the file.

F3

2. Press (Mark On/Off).

A check mark will be assigned or removed each time you press this.

F5

3. Press (Execute).

The files with a check mark will be imported.

MEMO

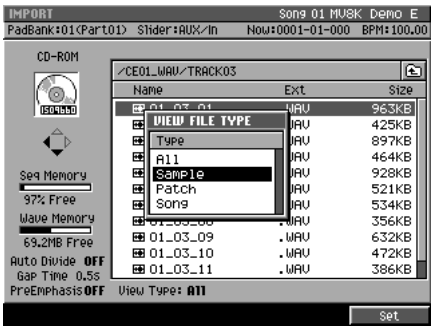
You cannot import different types of files simultaneously.

HINT

By pressing [MENU] and selecting "All Mark" you can select or de-select all files.

● Viewing only specific types of file

Press [F2 (View)] in "Importing the WAV or AIFF files" (p. 32) step 5, the VIEW FILE TYPE popup will appear. You can select the kind of files that will be shown in the list.



- **Type**

  Select the kind of files that will be shown in the list.

Range	Explanation
All	All files will be shown.
Sample	• Windows Wave file • AIFF file • Akai MPC2000/2000XL sound file (.SND) • Akai S1000 sound file (.A1S) • Akai S3000 sound file (.A3S) will appear.
Patch	• Akai MPC2000/2000XL program file (.PGM) • Akai S1000 program file (.A1P) • Akai S3000 program file (.A3P) • MV-8000 patch (.MV0) will appear.
Song	• Standard MIDI File (.MID) will appear

MEMO

Roland S-700 series data (samples, partials, patches) will all be displayed, regardless of how the Type parameter is set.

MEMO

If you change the Type setting when check marks have already been assigned to files, all check marks will be cleared.

Check multiple samples you have captured

The RESULT (MULTIPLE) popup appears when multiple samples are captured as a result of sampling or import process. On the RESULT (MULTIPLE) popup, following operations can be done.

- Edit sample name
- Preview samples
- Assign multiple samples to pads at one time
- Delete multiple samples at one time

1. Wave Display

Display waveform of the sample selected on sample list.

2. Sample List

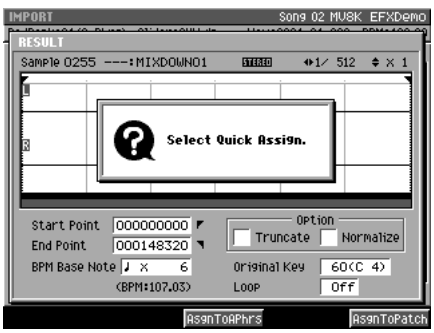
Display captured samples as list. Below the list, number and total size of captured samples are displayed.

- **F buttons**

F button	Explanation
F1 (Retry)	"Retry sure?" message will appear. Press [F5 (YES)] to delete captured sample.
F2 (Name)	The EDIT SAMPLE NAME popup will appear. You can edit the name of sample selected on sample list.
F3 (Quick Assign)	The SELECT QUICK ASSIGN popup will appear. Assign captured multiple samples to pads at one time.
F4 (Preview)	Auditions the currently-highlighted file in the sample list.
F5 (OK)	The RESULT (MULTIPLE) popup will close.

Press [F5 (OK)] when you complete to edit sample name or preview the sample. The RESULT (MULTIPLE) popup will be closed.

If you like to assign captured samples to pads as partials or audio phrases, press [F3 (Quick Assign)]. The SELECT QUICK ASSIGN message will appear.



F buttons	Explanation
F3 (AssignToAphrs)	The AUDIO PHRASE QUICK ASSIGN (MULTIPLE) popup will appear. The multiple samples will assign to the specified pads as audio phrase.
F5 (AssignToPatch)	The PATCH QUICK ASSIGN popup (MULTIPLE) will appear. The multiple samples will assign to the specified pads as patch.

Quick Assign

Assigning a sampled sound a patch (partial)

You can assign the sampled data to specified a partial of a patch.

1 F3

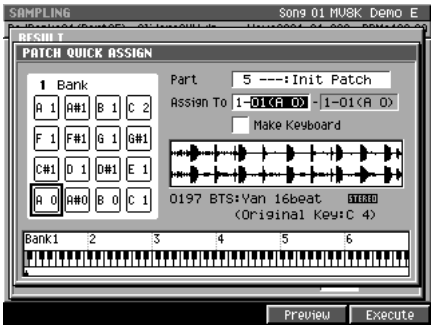
Press (Quick Assign) in “Sampling” (p. 29) step 6 or “Importing” (p. 32) step 8.

The SELECT QUICK ASSIGN popup will appear.

2 F5

Press (AsgnToPatch).

The PATCH QUICK ASSIGN popup will appear.



3

Specify the Part (part number) which you want to assign a sample.

4

Specify the Assign To parameter which you want to assign a sample.

5 F5

Press (Execute).

A sample will assign to the specified velocity pad as a partial.

Assigning a sampled sound an audio phrase

You can assign the sampled data to specified an audio phrase.

1 F3

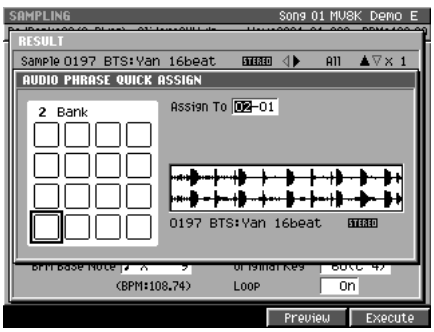
Press (Quick Assign) in “Sampling” (p. 29) step 6 or “Importing” (p. 32) step 8.

The SELECT QUICK ASSIGN popup will appear.

2 F3

Press (AsgnToAPhrs).

The AUDIO PHRASE QUICK ASSIGN popup will appear.



HINT

If the Make Keyboard setting is checked, you can make key follow (pitch) assignments. In this case, you also need to specify the assignment range.

3 **Strikes the**  **which you want to assign a sample.**

VELOCITY PADS

4 F5

Press **(Execute).**

A sample will assign to the specified velocity pad as an Audio Phrase.

Assigning a patch (partial) by chopping a sample

Here's how you can divide a sample at the desired points and assign them to partials.

1 F3

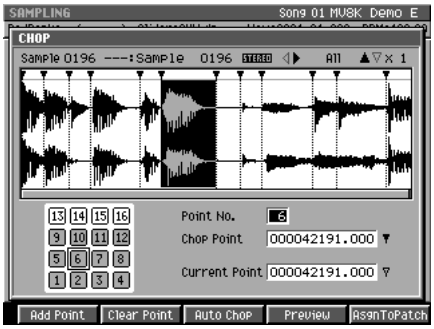
Press **(Quick Assign) in "Sampling" (p. 29) step 6 or "Importing" (p. 32) step 8.**

The SELECT QUICK ASSIGN popup will appear.

2 F1

Press **(Chop).**

The CHOP popup will appear.



3

Specify the Current Address parameter.

The sample will be divided at the Current Address you specify.

4 F1

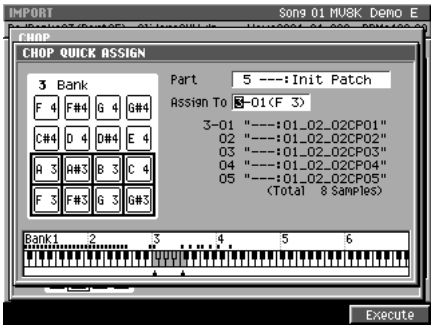
Press **(Add Point).**

A new dividing point with current address will be created. If you want to assign additional dividing points, repeat step 4.

5 F5

Press **(AsgnToPatch).**

The sample will be divide at the time location(s) you specified. CHOP QUICK ASSIGN popup will appear.



6

Specify the Part parameter (part number) and the Assign To parameter (velocity pads) which you want to assign the divided sample(s).

MEMO

You can assign up to 95 points (i.e., divide the sample into 96 pieces).

MEMO

If you attempt to overwrite the pads that has partial, "Overwrite sure?" message appears. If you want to overwrite, press [F5 (YES)]. Or press [F1 (No)] to cancel assignment.

HINT

If you want the dividing points to be determined automatically according to certain conditions, press [F3 (Auto Chop)]. The AUTO CHOP popup will appear. For details on the parameters (conditions) you can set, refer to the AUTO CHOP popup.

HINT

The divided samples assigned to the partial in the key follow zero (no pitch).

7 F5

Press (Execute).

The divided sample(s) will assign to the specified pads as partials of the part.

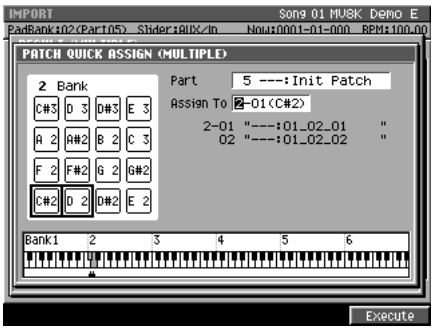
Assign multiple samples as partials

Assign multiple samples you have captured on sampling or import process to the pads as partials.

1 F5

Press (AsgnToAPatch) when the SELECT QUICK ASSIGN popup is displayed.

The PATCH QUICK ASSIGN (MULTIPLE) popup will appear.



2

Specify the Part parameter which you want to assign the part number of the instrument.

3

Specify the Assign To parameter which you want to assign the pad bank number and pad number.

4 F5

Press (Execute).

The sample will assign to the specified pads as audio phrase.

MEMO

If you attempt to overwrite the pads that has partial, "Overwrite sure?" message appears. If you want to overwrite, press [F5 (YES)]. Or press [F1 (No)] to cancel assignment.

Assign multiple samples as audio phrases

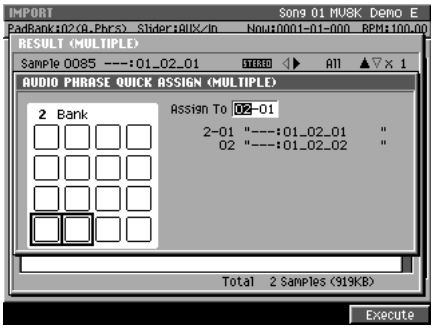
Assign multiple samples you have captured on sampling or import process to the pads as audio phrases.

1

F3

Press (AsgnToAPhrs) when the SELECT QUICK ASSIGN popup is displayed.

The AUDIO PHRASE QUICK ASSIGN (MULTIPLE) popup will appear.



2

Specify the Assign To parameter which you want to assign the pad bank number and pad number.

3

F5

Press (Execute).

The sample will assign to the specified pads as audio phrase.

MEMO

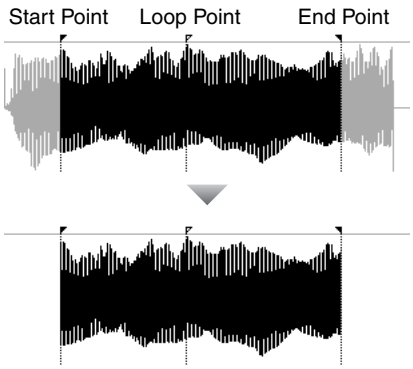
If you attempt to overwrite the pads that has audio phrase, "Overwrite sure?" message appears. If you want to overwrite, press [F5 (YES)]. Or press [F1 (No)] to cancel assignment.

Changes in Sample Edit

Truncating

Use the Truncate operation to delete unwanted portions of a sample.

By deleting unnecessary portions (e.g., regions of silence at the beginning and end) of the sample data used by a partial or audio phrase, you can reduce the amount of space occupied by the data, and use memory more efficiently.



NOTE

You can't use the Undo function to bring back a truncated sample.

Truncating a sample used by a partial's SMT

?

SMT=Sample Mix Table

1 **Press** INSTRU-MENTS **.**

The INSTRUMENTS screen will appear.

2 **Move the cursor to the part number whose sample you want to edit.**

The part number will be highlighted.

3 **Press** F5 **(Patch Edit).**

The PATCH EDIT screen will appear.

4 **Strike** VELOCITY PADS **of a partial that you want to truncate.**

5 **Press** F5 **(Partial Edit).**

The SAMPLE EDIT screen will appear.

6 **Press** F1 **(Sample).**

The SAMPLE EDIT screen will appear.

HINT

you can use [SHIFT]+cursor button to zoom-in or zoom-out the waveform display.

7 **Specify the SMT parameter to select the SMT (1–4) you want to truncate.**

8 **Set the Start Point parameter and End Point parameter.**

The Truncate operation will apply to the region between the beginning of the sample and Start Point, End Point and end of the sample.

HINT

You can use [PREVIEW TO] and [PREVIEW FROM] to audition the sound immediately before and after the current point. This lets you verify that you've set the start and end points correctly.

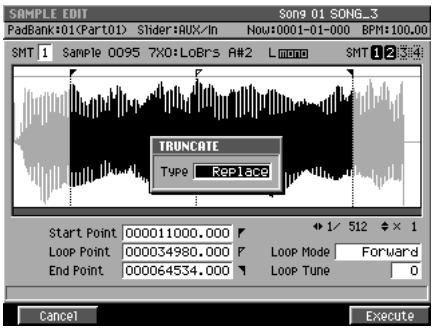
9 **Press** F5 **(Command).**

The SELECT SAMPLE EDIT COMMAND popup will appear.

10

Move the cursor to Truncate and press ENTER.

The TRUNCATE popup will appear.



11

Set the Type parameter to specify how truncate will be executed.

You can choose one of the following two types.

Type	Explanation
Replace	The sample being edited will be modified directly.
Duplicate	A new truncated sample will be created, and exchanged for the current sample of the partial.

12

Press F5 (Execute).

The Truncate operation will be executed.

Executing Truncate with Type set to "Replace" may affect how another partial, audio phrase, or audio event sound. Refer to "If a message like the following appears."

NOTE

You can't use the Undo function to bring back a truncated sample.

Truncating a sample used by an audio phrase

1

Press AUDIO PHRASES.

The AUDIO PHRASES screen will appear.

2

Strike VELOCITY PADS of an audio phrase that you want to truncate.

3

Press F5 (Edit).

The AUDIO PHRASE EDIT screen will appear.

4

Set the Start Point parameter and End Point parameter.

The Truncate operation will apply to the region between the beginning of the sample and Start Point, End Point and end of the sample.

5

Press F5 (Command).

The SELECT SAMPLE EDIT COMMAND popup will appear.

HINT

you can use [SHIFT]+cursor button to zoom-in or zoom-out the waveform display.

HINT

You can use [PREVIEW TO] and [PREVIEW FROM] to audition the sound immediately before and after the current point. This lets you verify that you've set the start and end points correctly.

6

Move the cursor to Truncate and press ENTER.

The TRUNCATE popup will appear.

7

Set the Type parameter to specify how truncate will be executed.

You can choose one of the following two types.

Type	Explanation
Replace	The sample being edited will be modified directly.
Duplicate	A new truncated sample will be created, and exchanged for the current sample of the audio phrase.

8

Press F5 (Execute).

The Truncate operation will be executed.

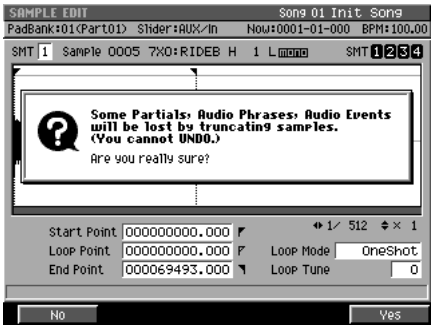
HINT

Executing Truncate with Type set to “Replace” may affect how another partial, audio phrase, or audio event sound. Refer to “If a message like the following appears.”

NOTE

You can’t use the Undo function to bring back a truncated sample.

● If a message like the following appears



This message is displayed when all of the following conditions apply.

- The Truncate Type is set to "Replace."
- The Sample to be truncated is being used by other data (i.e., other partials, audio phrases, or audio events).
- The portion to be deleted by the Truncate function is used by other data.

In this case, you can take one of the following actions.

- Execute the Truncate operation anyway.

  Press F5 (Yes).

- Truncate the sample for only the target data.

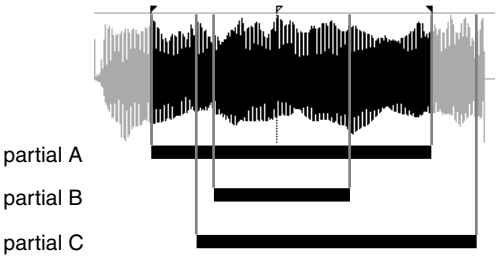
  Press F1 (No) to cancel the operation, change the truncate Type parameter setting to "Duplicate," and execute the Truncate operation once again.

- To cancel the truncate procedure.

  Press F1 (No).

This message is displayed for the following reason.

(The explanation here uses the example of executing Truncate on a sample used in common by partials A, B, and C, with the Truncate Type set to "Replace.")



If you truncate the sample of partial A as shown in the diagram, a portion of the sample used by partial C will be deleted. (Partial B is not affected.)

This means that partial C will no longer sound as it did before truncation.

When you execute a Truncate operation that would affect the sound of a partial (or other data) in this way, the MV-8000 is designed to delete the data that is affected (partial C will be deleted)**.**

The message displayed above is warning you that "the data whose sound is affected by this operation will be deleted."

If you want to truncate partial A but preserve the state of partial C, execute Truncate with the Type set to "Duplicate."

MEMO

If you execute Truncate with the Type set to "Duplicate," a new sample will be created. This will consume more memory.

Added the AUDIO PHRASE SAMPLE EDIT screen

You can now move from the AUDIO PHRASE EDIT screen to the AUDIO PHRASE SAMPLE EDIT screen. This lets you adjust the playback point while watching a large waveform display.

1 AUDIO PHRASES

Press .

The AUDIO PHRASES screen will appear.

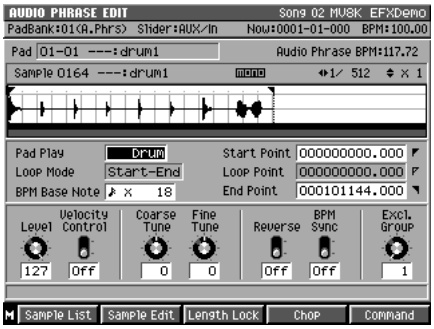
2 VELOCITY PADS

Strike of an audio phrase that you want to edit.

3 F5

Press (Edit).

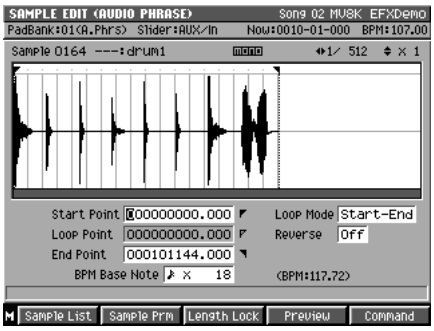
The AUDIO PHRASE EDIT screen will appear.



4 F2

Press (Sample Edit).

The AUDIO PHRASE SAMPLE EDIT screen will appear.



5

Specify the Start Point, Loop Point and End Point parameters.

Deleting the sample along with the partial (Delete Partial)

You can delete a sample at the same time that you delete a partial.

1 **Press** INSTRU-MENTS **.**

The INSTRUMENTS screen will appear.

2 **Use** CURSOR **to select the part of the partial that you want to delete.**

The selected part number (the current part) will be highlighted.

3 **Hold down** DELETE **, and strike** VELOCITY PADS **the for the partial you want to delete.**

A confirmation message of "Delete partial on Pad ##-##. Are You Sure?" will appear. (##-## are the pad bank number and pad number.)

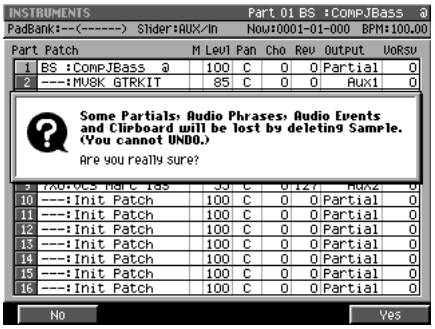
F button	Explanation
F1 (No)	Cancels the operation (The partials and sample will remain).
F3 (Assign Only)	Deletes the partial (the sample will remain).
F5 (Yes)	Deletes the partials and sample used by that partial.

NOTE

You can't use the Undo function to bring back a deleted partial or sample.

● Deleting a sample that's used by more than one partial / audio phrase / audio event

When press [F5 (Yes)] in step3, the sample you are about to delete is used by another partial, audio phrase, and/or audio event, the following message will appear.



(One or more other partials, audio phrases, and/or audio events will be lost if you delete this sample. Are you sure you want to delete?)

F button	Explanation
F1 (No)	Cancels the operation (the partials and the sample will remain).
F5 (Yes)	Deletes the partials and the sample used by that partial.

NOTE

You can't use the Undo function to bring back a deleted sample.

Deleting the sample along with the audio phrase (Delete Audio Phrase)

You can delete a sample at the same time that you delete a audio phrase.

1 **Press** AUDIO PHRASES **.**

The AUDIO PHRASES screen will appear.

2 **Hold down** DELETE **, and strike the for the audio phrase you want to delete.** VELOCITY PADS

A confirmation message of "Delete Audio Phrase on Pad ##-##. Are You Sure?" will appear.
(##-## are the pad bank number and pad number.)

F button	Explanation
F1 (No)	Cancels the operation (The audio phrase and sample will remain).
F3 (Assign Only)	Deletes the audio phrase (the sample will remain).
F5 (Yes)	Deletes the audio phrase and sample used by that audio phrase.

NOTE
You can't use the Undo function to bring back a deleted audio phrase or sample.

● Deleting a sample that's used by more than one partial / audio phrase / audio event

When press [F5 (Yes)] in step2, the sample you are about to delete is used by another partial, audio phrase, and/or audio event, the following message will appear.

(One or more other partials, audio phrases, and/or audio events will be lost if you delete this sample. Are you sure you want to delete?)

F button	Explanation
F1 (No)	Cancels the operation (the audio phrase and the sample will remain).
F5 (Yes)	Deletes the audio phrase and the sample used by that audio phrase.

NOTE
You can't use the Undo function to bring back a deleted sample.

Deleting the sample along with the patch (Delete Patch)

You can delete a sample at the same time that you delete a patch.

1 **Press** INSTRU-MENTS **.**

The INSTRUMENTS screen will appear.

2 **Use** CURSOR **to select the part of the patch that you want to delete.**

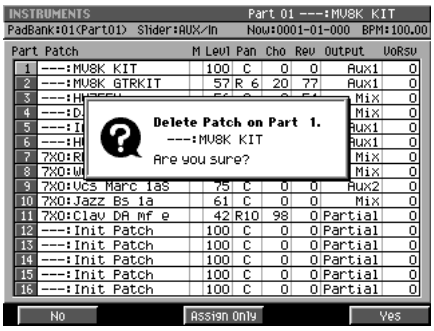
The selected part number (the current part) will be highlighted.

3 **Press** MENU **.**

The MENU popup will appear.

4 **Use** CURSOR **to select the "Delete Patch" then press** ENTER **.**

A confirmation message of "Delete Patch on Part ##. Are You Sure?" will appear. (## is a part number.)



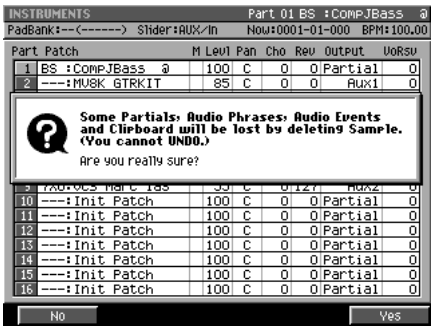
F button	Explanation
F1 (No)	Cancels the operation (The patch and sample will remain).
F3 (Assign Only)	Deletes the patch (the sample will remain).
F5 (Yes)	Deletes the patch and sample used by that patch.

NOTE

You can't use the Undo function to bring back a deleted patch or sample.

● Deleting a sample that's used by more than one partial / audio phrase / audio event

When press [F5 (Yes)] in step4, the sample you are about to delete is used by another partial, audio phrase, and/or audio event, the following message will appear.



(One or more other partials, audio phrases, and/or audio events will be lost if you delete this sample. Are you sure you want to delete?)

F button	Explanation
F1 (No)	Cancels the operation (the patch and the sample will remain).
F5 (Yes)	Deletes the patch and the sample used by that patch.

NOTE

You can't use the Undo function to bring back a deleted sample.

● Differences between Optimizing and Deleting Samples

Deleting samples by optimizing

The Optimize operation automatically finds samples that are not used by any song in the current project, and deletes them.

This makes it a quick way to reduce the amount of memory being used.

However, since you cannot choose the samples that are deleted, samples that are not assigned to any materials will be deleted unconditionally.

For example, this means that samples you might be intending to use later will also be deleted.

Deleting samples together with material (partials, audio phrases, patches)

If you use the Delete Partial, Delete Audio Phrase, or Delete Patch operations to delete samples at the same time, only the samples used by those materials will be deleted.

This means that samples not assigned to any material will not be deleted.

In addition, the MV-8000 will check whether the samples you are attempting to delete are being used by any other song in the current project, and will display a warning if such a sample is found.

Assigning a partial to pads in a pitched scale (Set Chromatic)

You can set scales to a partial assigned on pads. Just like performance on keyboard, you can perform partials on pads with scales.

1 **Press** INSTRU-MENTS **.**

The INSTRUMENTS screen will appear.

2 **Use** CURSOR **to select the part that you want to set scales to a partial.**

The selected part number (the current part) will be highlighted.

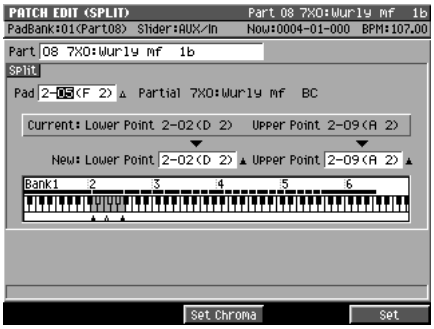
3 **Press** F5 **(Patch Edit).**

The PATCH EDIT screen will appear.

4 **Press** F3 **(Split).**

The PATCH EDIT (SPLIT) screen will appear.

On this screen, you can assign currently selected partial to the pad within specified instruments part.



5

Select pad bank No. and pad No. where the partial (the partial you like to set scale) is assigned under Pad parameter.

You will see the area of partial assignment to pads in Current Lower Point and Upper Point.

6

Set the area of pads where you like to set partials with scales under New Lower Point and Upper Point parameter.

7

Press F3 (Set Chroma).

Within the area specified under New Lower Point and Upper Point parameter, partials with chromatic scale will be assigned.

MEMO

Partials assinged between Current Lower Point and Upper Point will be re-assigned to the area between New Lower Point and Upper Point (So, those will be deleted from original area).

MEMO

[F3 (Set Chroma)] is an additional function to [F5(Set)]. With this function, you can set partial to pad with chromatic scale. If you set different scales on a partial on pad and set other pads sequentially, you can perform like a keyboard.

F button	Explanation
F3 (Set Chroma)	Change Pitch KF (Partial Edit SMT screen) parameter of partials to [Norm (chromatic scale)] and assign partials to pads.
F5 (Set)	Not change Pitch KF (Partial Edit SMT screen) parameter of partials, and assign partials to pads.

MEMO

Patials will be assigned to pads in the pad bank that is specified under New Lower Point and Upper Point parameter.

MEMO

Press [F5 (Set)] if you like to assign with current scale (without setting chromatic scale).

MEMO

You can adjust the scales of assigned partials under Coarse and Fine parameters in the PARTIAL EDIT screen.

MEMO

You can change Pitch KF of partials in the PARTIAL EDIT (SMT) screen.

MEMO

If you try to assign new partial to the pad where another partial is already assigned, the pad assignment will be overwritten with the new

Changes in recording and editing sequences

Selecting a region quickly (Quick Region)

The Quick Region function lets you quickly select an editing region for the current track (SEQUENCE EDIT screen) or current note (PIANO ROLL EDIT screen).

1 **Press** SEQUENCE **.**

The SEQUENCE screen will appear.

2 **Press** F5 **(Seq Edit) or** F4 **(PianoRoll).**

When you press F5 (Seq Edit), the SEQUENCE EDIT screen will appear. When you press F4 (PianoRoll), the PIANO ROLL EDIT screen will appear.

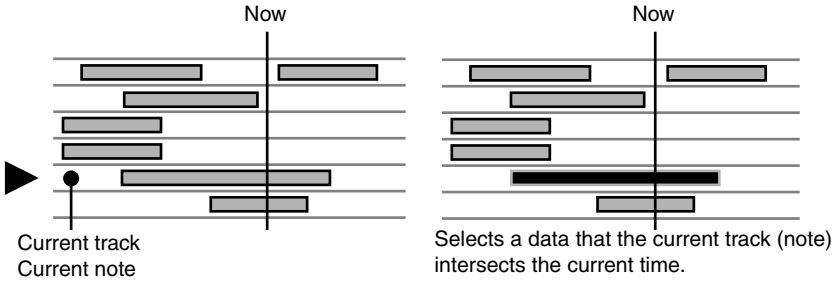
3 **Move the cursor to a track (or note) that contains the events you want to region-select, making it the current track (current note).**

4 **Move the time so that the current time intersects the events you want to region-select.**

This determines the events that will be edited.

5 **Press** F4 **(Quick Rgn).**

The events will be highlighted and selected.



The selected region in the SEQUENCE EDIT screen

● When the current track is a MIDI track

From the beginning to the end of the current measure of the current track will be selected (i.e., one measure).

● When the current track is an Audio track

If there is an audio event at the current time in the current track, that single audio event will be selected. The length selected will be the single audio event located at the current time. If there is no audio events at the current time in the current track, from the beginning to the end of the current measure will be selected.

the selected region in the PIANO ROLL EDIT screen

If there is a note event at the current time in the current note (Target), a length corresponding to the duration of the note event will be selected.

If there is not a note event at the current time in the current note (target), a length corresponding to the STEP TIME will be selected.

MEMO

You can't execute Quick region on more than one track (note). However, after using Quick Region to select a region, then press [F2 (All Track Sel)] or [F2 (All Note Sel)], you can select that region across all tracks (notes).

Initiate recording when a note message is received

In the RECORDING PARAMETER screen, you can now choose “Wait Note” as the Count In setting.

If you set Count In to “Wait Note,” the MV-8000 will begin recording as soon as any of the following actions occur.

- Receive a note message

  (i.e., play a note on a keyboard or other device connected to MIDI IN)

- Strike 

.

- Press 

.

MEMO

If you use Wait Note in the audio track, you should set the Rec Mode parameter is Event.

Step-recording for the length of an audio phrase

In the AUDIO PHRASE STEP REC screen, “Phrase” has been added as a choice for the Step Time parameter.

If you set the Step Time to “Phrase,” the length of the recorded audio event will be the length of the audio phrase.

Combining multiple MIDI tracks into one (Merge Tracks)

This command combines the performance data from multiple adjoining MIDI tracks into one track. This is convenient when you have run out of MIDI tracks, or if you recorded several drum tracks separately and want to combine them into a single track.

MEMO

Audio track data cannot be merged.

1 **Press** SEQUENCE **.**

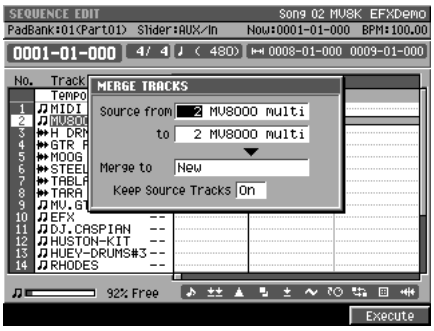
The SEQUENCE screen will appear.

2 **Press** MENU **.**

SEQUENCE MENU popup will appear.

3 **Use** CURSOR **to move the cursor to "Merge Tracks" then press** ENTER **.**

The MERGE TRACKS popup will appear.



4 **Specify the parameters.**

- **Source From**

  Specify the track number of the first track you want to merge.

  Range: 1–**Current track**–136

- **Source To**

  Specify the track number of the end track you want to merge.

  Range: 1–**Current track**–136

- **Merge To**

  Specify the destination in which the merged data will be placed.

Range	Explanation
New	A new track will be created, and the merged data will be placed in it.
1–136	The merged data will be placed in the track whose number you specify.

- **Keep Source Tracks**

  This specifies whether the tracks specified by Source From/To will be kept.

Range	Explanation
Off	Delete the performance data specified from Source From track to Source To track.
On	Remain the performance data.

5 **Press** F5 **(Execute).**

The Merge Track operation will be executed. The performance data of the MIDI tracks between Source From and Source To will be combined and placed in the Merge To track.

Extracting specific note events (Split Notes)

This lets you extract only specific note events from a track, and move them to a specified other track.

For example, if you have an entire drum performance recorded in a single track, you can use this command to extract just the snare drum notes and place them on a different track.

1 **Press** SEQUENCE **.**

The SEQUENCE screen will appear.

2 **Press** F5 **(Seq Edit).**

The SEQUENCE EDIT screen will appear.

3 **Use** F1 **(Track Sel) or** F2 **(All Track Sel) to select the track(s) from which you want to extract note events.**

A selection symbol is displayed for the selected tracks.

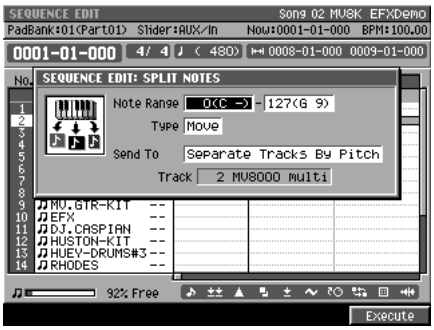
4 **Use** F3 **(Rgn In/Out) or** F4 **(Quick Rgn) to select the region of time from which you want to extract note events.**

5 **Press** F5 **(Command).**

The SELECT SEQUENCE EDIT COMMAND popup will appear.

6 **Use** CURSOR **to move the cursor to "Split Notes" then press** ENTER **.**

The SPLIT NOTES popup will appear.



7 **Specify the parameters.**

- **Note Range**

  This specifies the range of note numbers that will be extracted.

  Range: 0 (C -)–127 (G 9)

- **Type**

  This specifies what will happen after the note events are extracted from the original track.

Range	Explanation
Move	The notes specified by Note Range will be moved from the original track to the destination track. The corresponding note events will be deleted from the original track.
Copy	The notes specified by Note Range will be copied from the original track to the destination track. The notes of the original track will remain unchanged.

MEMO

You cannot extract data from audio tracks.

HINT

This is a convenient way to apply Play Quantize to only the hi-hat.

HINT

If you set the larger value at the left-hand cursor than the value at the right-hand cursor, the SPLIT NOTES operation will be executed for the note number other than you set at the Range parameter.

- **Send To**

  This specifies how the extracted note events will be recorded.

Range	Explanation
Separate Tracks by Note	A separate track will be created for each note.
One Track	The extracted note events will be placed in the copy-destination track you specify at the Track parameter.
One New Track	The extracted note events will be placed in a newly created track.

- **Track**

  In case of the Send To is "One Track," this specifies the track number in which the extracted note events will be placed.

  Range: 1–**Current Track**–136

8 F5

Press (Execute).

The Split Notes operation will be executed.

MEMO

If you use the Send To "One Track" setting to place the extracted data in a track that already contains data, the extracted data will be combined with the existing data in the destination track.

HINT

If you want to separate drum notes into individual tracks, use the Send To "Separate Tracks By Note" setting.

Inserting blank measures at the specified time (Insert Measure)

Here's how to insert blank measures at the specified measure location.

1 Press SEQUENCE .

The SEQUENCE screen will appear.

2 Press F5 (Seq Edit).

The SEQUENCE EDIT screen will appear.

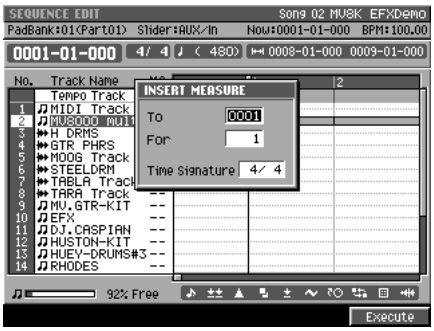
3 Use ◀◀ or ▶▶ to move the current time you want to insert blank measures.

4 Press MENU .

SEQUENCE MENU popup will appear.

5 Use CURSOR to move the cursor to "Insert Measure" then press ENTER .

The INSERT MEASURE popup will appear.



6 Specify the parameters.

- **To**

  Specify the insert-destination measure number.

  Range: 0001–**measure number of the current time location**–9999

- **For**

  Specify the number of blank measures you want to insert.

  Range: **1**–9999

- **Time Signature**

  Specify the time signature of the measures you want to insert.

  Range: **Same time signature as the preceding measure**, 1–32 / 2, 4, 8, 16

7 Press F5 (Execute).

The Insert Measure operation will be executed.

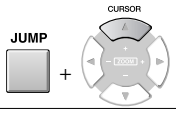
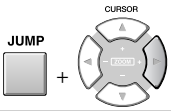
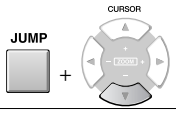
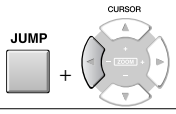
MEMO

You can specify the time signature of the inserted measures.

MEMO

When you insert measures, the settings of the tempo track will change correspondingly

Using shortcuts to execute editing commands

Shortcut	Function
	Deletes the selected event (Erase).
	Moves the selected event to the current time location (Move).
	Copies the selected event to the current time location (Copy&Paste).
	If an audio event exists at the current time location, displays the AUDIO EVENT PARAMETER popup (valid only in the SEQUENCE EDIT screen.

MEMO

Editing command shortcuts are valid in the SEQUENCE EDIT screen and the PIANO ROLL EDIT screen.

Using shortcuts to switch the step time

Function	Step Time	Function	Step Time
SHIFT + 1 ABC	(30)	SHIFT + 6 PQR	(240)
SHIFT + 2 DEF	(60)	SHIFT + 7 STU	(320)
SHIFT + 3 GHI	(80)	SHIFT + 8 VWX	(480)
SHIFT + 4 JKL	(120)	SHIFT + 9 YZ!	(960)
SHIFT + 5 MNO	(160)		

MEMO

[SHIFT]+a numeric key function is valid in the STEP REC screen, the AUDIO PHRASE STEP REC screen, the SEQUENCE screen and the SEQUENCE EDIT screen.

Changes in Mixdown and Mastering

Mixdown

1 **Press MASTERING .**

The MASTERING MENU screen will appear.

2 **Press F1 (Mixdown) or use CURSOR to select the "MIXDOWN MODE" icon then press ENTER.**

If Mixdown mode is off, the display will ask "Enter Mixdown Mode. Are you sure?"

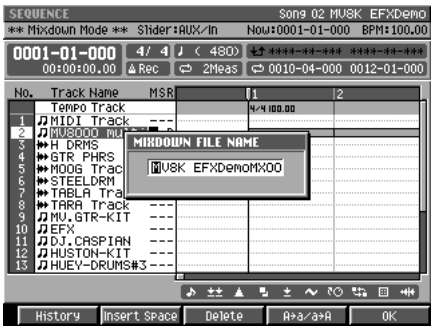
F-button	Action
F1 (No)	Cancels the procedure, and returns to the MASTERING MENU screen.
F5 (Yes)	Turns Mixdown mode on. You will go to the SEQUENCE screen, which will indicate "** Mixdown Mode **." Continue to step 3. 

3 **Turn MASTER (MIN–MAX) to MAX.**

This lets you mixdown without reducing the volume.

4 **Press REC (STEP REC).**

The EDIT MIXDOWN FILE NAME popup will appear.



5 **Specify a filename.**

A default filename is assigned automatically. You can change this if desired.

6 **Press F5 (OK).**

The REC indicator (red) will blink, and the MV-8000 will be in mixdown-standby.

7 **Press PLAY.**

Mixdown will begin. REC indicator (red) and PLAY indicator (green) will lit.

HINT

You can start the mixdown from any time location. Simply move the current time to that point, and then start the mixdown.

MEMO

If Mixdown mode is on, the display will ask "Exit Mixdown Mode. Are you sure?"

HINT

If you mix down without setting the MASTER knob to MAX, the volume will be lower. You should leave this knob at MAX unless you are creating a fade-in or fade-out.

HINT

If you operate the mixer or effects during mixdown, your changes will be reflected in the mixdown data.

MEMO

If you press [EXIT] in step 6, the EDIT MIXDOWN FILE NAME popup window will close without entering standby mode.

MEMO

If you specified mixdown filename is onto a MIXDOWNTR folder that already contains setting, "That name already exists. Overwrite?" message will appear.
If you press [F1 (No)], you can edit filename again.
If you press [F5 (Yes)], the previous data will be overwritten.

8

To stop the mixdown, press STOP.

Mixdown will end, and the mixdown file will be saved in the MIXDOWNTR folder ([REC] and [PLAY] indicator will be dark).

"Mixdown finished. Go to Mastering?" message will appear.

F-button	Action
F1 (No)	You will return to the SEQUENCE screen.
F3 (Exit Mixdown)	The Mixdown Mode will turn off, the SEQUENCE screen will appear.
F5 (Yes)	You will go to the MASTERING screen.

Mastering

1

Press MASTERING.

The MASTERING MENU screen will appear.

2

Press F2 (Mastering). Alternatively, select the MASTERING icon and press ENTER.

The SELECT AUDIO FILE / SELECT MASTERING SOURCE popup will appear.

3

Move the cursor to the file that you want to master, and press F5 (Execute).

The MASTERING screen will appear.

4

Turn MASTER (MIN / MAX) to MAX.

This lets you mastering without reducing the volume.

HINT

If you mastering without setting the MASTER knob to MAX, the volume will be lower. You should leave this knob at MAX unless you are creating a fade-in or fade-out.

5 **Press** REC. STEP REC

The EDIT MASTERING FILE NAME popup will appear.

6

Specify a filename.

A default filename is assigned automatically. You can change this if desired.

7 **Press** F5 **(OK).**

The REC indicator (red) will blink, and the MV-8000 will be in mastering-standby.

8 **Press** PLAY.

Mastering will begin you selected file in step 3. REC indicator (red) and PLAY indicator (green) will lit.

9 **To stop the mastering, press** STOP.

Mastering will end, and the mastering file will be saved in the MASTERTR folder ([REC] and [PLAY] indicator will be dark).

"Mixdown finished. Go to CD Burning?" message will appear.

F-button	Action
F1 (No)	You will return to the MASTERING screen.
F5 (Yes)	You will go to the CUE SHEET screen.

MEMO

If you press [EXIT] in step 7, the EDIT MASTERING FILE NAME popup window will close without entering standby mode.

MEMO

If you specified mixdown filename is onto a MASTERTR folder that already contains setting, "That name already exists. Overwrite?" message will appear.
If you press [F1 (No)], you can edit filename again.
If you press [F5 (Yes)], the previous data will be overwritten.

MEMO

If you operate the mastering effects during mastering, your changes will reflected in the mastering data.

HINT

If playing reaches to the end of selected file in step3, mastering will stop automatically.

Using the MV-8000 in Multitimbre Sampler Mode

In Multi Timbre Sampler mode, the MV-8000's instruments function as a multi-timbral sound module. And the performance data from the velocity pads is transmitted as MIDI messages (MIDI OUT A/B, R-BUS).

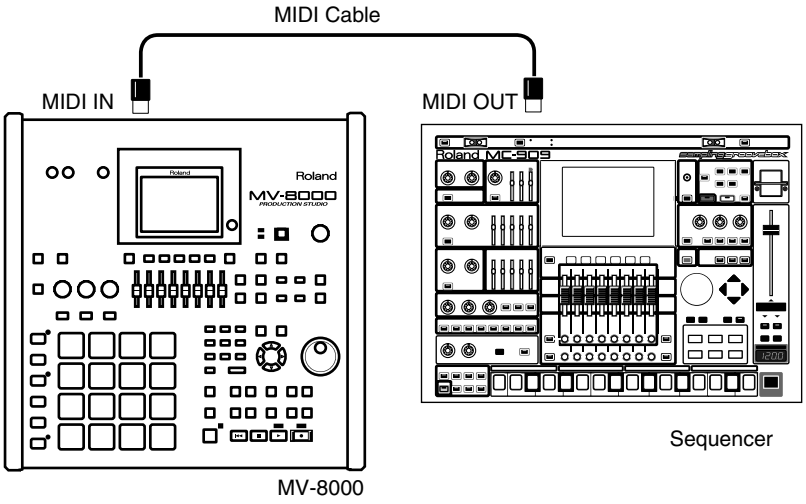
Certain limitations apply when Multi Timbre Sampler mode is on. For details, refer to "Performance Data Flow and Limitations in Multi Timbre Sampler Mode" (p. 68).

Playing the MV-8000 from an externally-connected sequencer

Here's how the MV-8000 can function as a multi-timbral sound module receiving multiple channels of MIDI performance data from an externally-connected MIDI sequencer.

1

Connect the MV-8000's MIDI IN connector to your MIDI sequencer's MIDI OUT.



2

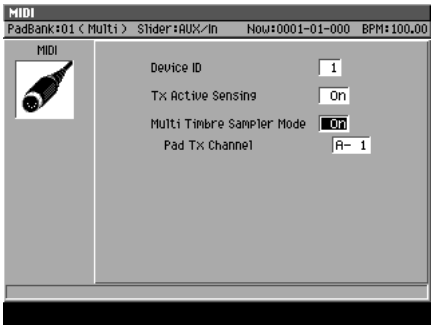
Press SYSTEM **.**

The SYSTEM MENU screen will appear.

3

With the cursor located in the upper row of icons, press F3 **(MIDI). Alternatively, you can select the MIDI icon and press** ENTER **.**

The MIDI screen will appear.



4

Turn the Multi Timbre Sampler Mode parameter On in the MIDI screen.

This setting lets the MV-8000 receive performance data from your external MIDI sequencer, so that the MV-8000's instruments will play.

5

Press SEQUENCE .

The SEQUENCE screen will appear.

6

Start playback on your external sequencer.

The MV-8000's instruments will play the performance data being sent from your external MIDI sequencer.

MEMO

Multi Timbre Sampler Mode is available only while the following screens are displayed.

- SEQUENCE screen
- INSTRUMENTS screen
- EFFECTS screen
- MIXER screen

Recording your velocity pad performance on an externally-connected sequencer

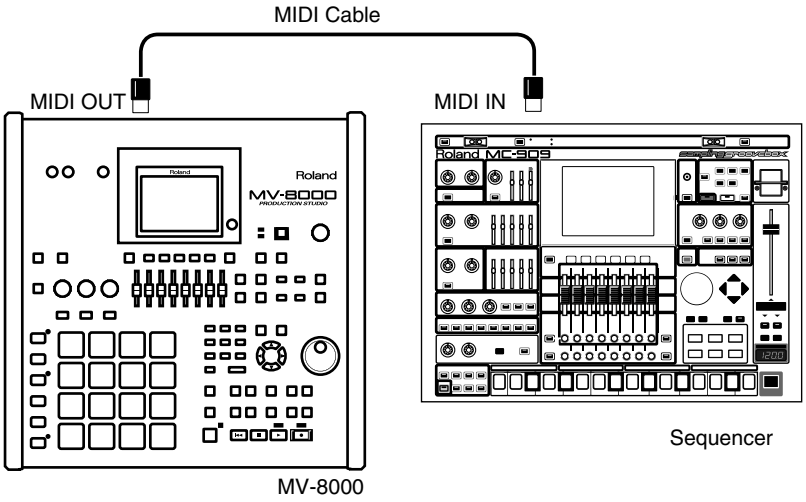
If you turn Multi Timbre Sampler Mode on, your playing on the MV-8000's velocity pads will be transmitted as MIDI messages. This means you can record your performance on an externally-connected sequencer.

MEMO

You can't record performance data on the MV-8000's own internal sequencer while Multi Timbre Sampler Mode is on.

1

Connect the MV-8000's MIDI OUT connector to your MIDI sequencer's MIDI IN.



2

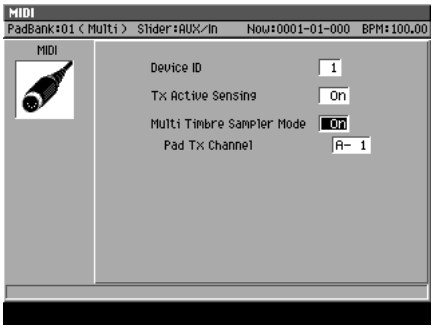
Press SYSTEM .

SYSTEM screen will appear.

3

With the cursor located in the upper row of icons, press F3 **(MIDI). Alternatively, you can select the MIDI icon and press** ENTER .

The MIDI screen will appear.



4

Turn the Multi Timbre Sampler Mode parameter On in the MIDI screen.

With this setting, your playing on the velocity pads will be transmitted from the MIDI OUT connector.

5

Set the Pad Tx Channel parameter.

This specifies the MIDI OUT connector and channel used to transmit your playing on the velocity pads.

Range	Explanation
A- 1	Transmit a MIDI data from MIDI OUT A, channel 1.
:	:
A-16	Transmit a MIDI data from MIDI OUT A, channel 16.
B- 1	Transmit a MIDI data from MIDI OUT B, channel 1.
:	:
B-16	Transmit a MIDI data from MIDI OUT B, channel 16.
R- 1	Transmit a MIDI data from R-BUS, channel 1.
:	:
R-16	Transmit a MIDI data from R-BUS, channel 16.

6

Press SEQUENCE **.**

SEQUENCE screen will appear.

7

Start recording on your external sequencer, and play the velocity pads.

Your velocity pad performance will be recorded on the external sequencer.

MEMO

You can set the Pad Tx Channel parameter only if Multi Timbre Sampler Mode is on.

MEMO

Value R- 1–R-16 is displayed when MV8-OP1 is installed.

MEMO

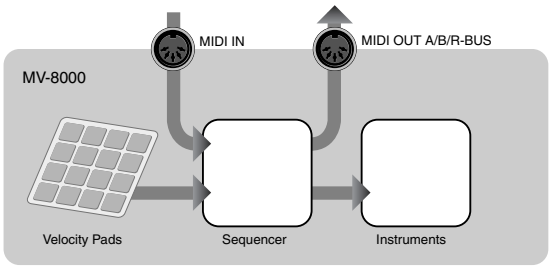
Your playing on the velocity pads can be transmitted as MIDI data while the following screens are displayed.

- SEQUENCE screen
- EFFECTS screen
- MIXER screen

● Performance Data Flow and Limitations in Multi Timbre Sampler Mode

As shown below, the performance data flow differs depending on the Multi Timbre Sampler Mode setting in the MIDI screen.

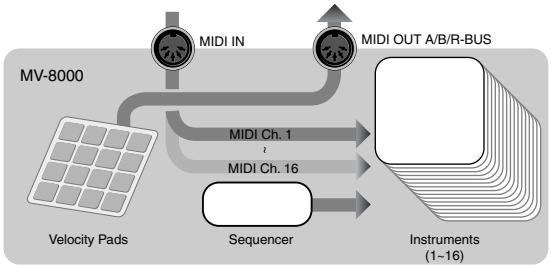
When Off (normal)



Performance data received at MIDI IN or from the velocity pads is sent to MIDI OUT and/or plays the MV-8000's instruments according to the Output Assign parameter and Output Assign MIDI parameter of the current track.

When On

The MV-8000 will operate in the following way.



- **Operate as a multi-timbral sound module**

  Performance data received at MIDI IN is sent to the instruments. Instrument part 1 receives MIDI channel 1, instrument part 2 receives MIDI channel 2, etc., ... and instrument part 16 receives MIDI channel 16.

- **Transmit performance data from the velocity pads as MIDI messages**

  The performance data from the velocity pads is transmitted from the MIDI output (MIDI OUT A/B connector, R-BUS connector) and channel specified by the Pad Tx Channel parameter in the MIDI screen.

● Limitations when Multi Timbre Sampler Mode is On

- Performance data from the velocity pads cannot be sent to the internal sound generator.
- Performance data cannot be recorded on the MV-8000's internal sequencer.
- Multi Timbre Sampler Mode is available only while the following screens are displayed.
  - •SEQUENCE screen
  - •INSTRUMENTS screen (performance data from the velocity pads is not transmitted)
  - •EFFECTS screen
  - •MIXER screen

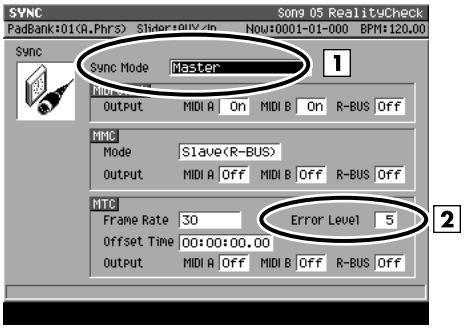
MEMO

The correspoindence between the incoming MIDI channels and the instrument part played by each channel is fixed. You cannot change this correspondence.

Synchronized operation with external devices (Slave)

Additional parameters in the SYNC screen

Sync Mode parameter and Error Level parameter have been added to the SYNC screen.



1. Sync Mode

This specifies the mode of operation when synchronizing an external device and the MV-8000.

Range	Explanation
Master	The MV-8000 will operate using its internal clock (Master).
Slave-MIDI (MIDI)	The MV-8000 will receive MIDI Clock messages via its MIDI IN connector, and operate as a slave.
Slave-MIDI (R-BUS)	The MV-8000 will receive MIDI Clock messages via its R-BUS connector, and operate as a slave.
Slave-MTC (MIDI)	The MV-8000 will receive MTC messages via its MIDI IN connector, and operate as a slave.
Slave-MTC (R-BUS)	The MV-8000 will receive MTC messages via its R-BUS connector, and operate as a slave.
Remote (MIDI)	The MV-8000 will receive Start, Stop, and Continue messages via its MIDI IN connector for remote control.
Remote (R-BUS)	The MV-8000 will receive Start, Stop, and Continue messages via its R-BUS connector for remote control.

2. Error Level

Range: 0–**5**–10 (the checking interval will be longer for larger values)

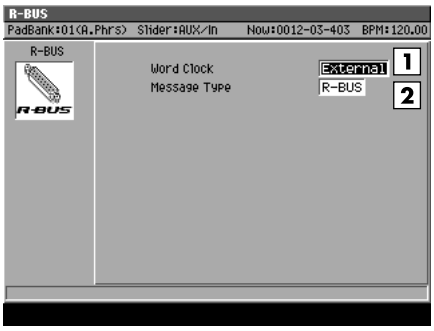
This specifies the interval at which the MTC reception status is checked when Sync Mode is set to Slave-MTC (MIDI) or Slave-MTC (R-BUS).

MEMO

The MV-8000 monitors the reception status, and will halt synchronized operation if it detects that a communication problem has occurred. Higher values make the MV-8000 more patient with problems in the time code, giving it more time to recover before canceling synchronization.

Added the R-BUS screen.

This screen lets you make R-BUS settings when the MV8-OP1 (sold separately) is installed.



The screen contains the following parameters.

1. Word Clock

This setting specifies the word clock that the MV-8000 will use when digital audio is being transferred over an R-BUS connection between an external device and the MV-8000.

Setting	Explanation
Internal	The MV-8000 will use its own internal clock.
External	The MV-8000 will use the clock from the external device connected via R-BUS.

2. Message Type

This specifies the type of messages that will be used for communication between R-BUS devices when the MV-8000 is connected to an external device via R-BUS.

R-BUS device connected to the MV8-OP1	Setting	Explanation
VS-series unit (or similar) with an R-BUS connector	**R-BUS**	Use this setting for transferring digital audio via R-BUS, or when using MMC or MTC synchronization between R-BUS devices.
MV-8000 DIF-AT24	MIDI	Use this setting if the DIF-AT24 (sold separately) is connected to the MV8-OP1 and you're using the MIDI IN/OUT connectors of the DIF-AT24, or when you're connecting two MV-8000 units.

MEMO

The Word Clock parameter was located in the GLOBAL screen.

MEMO

If the DIF-AT24 is connected and you're using the MIDI OUT connector of the DIF-AT24, set Message Type to "MIDI." With a setting other than "MIDI," the MIDI device connected to the DIF-AT24's MIDI OUT connector will not operate correctly.

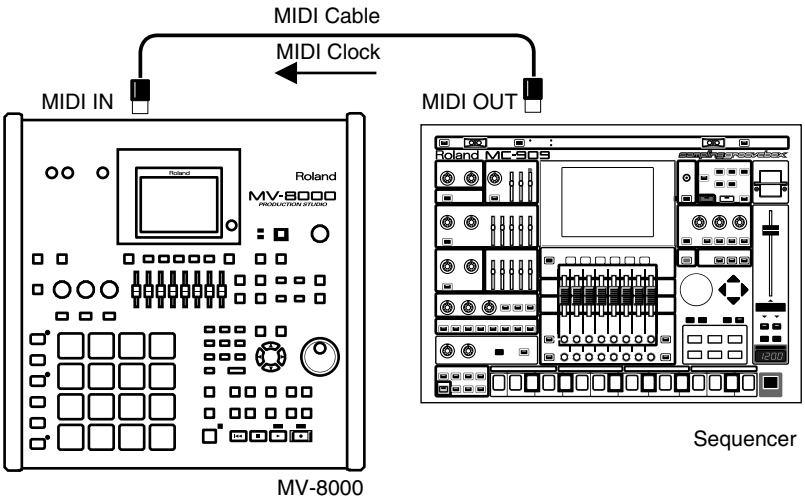
Receive and synchronize to MIDI Clock

MIDI Clock messages from an externally connected sequencer or recorder ("master device") can be received by the MV-8000, causing the MV-8000 to operate in synchronization as a slave device.

The example given below is a setup in which a sequencer is the master device, and the MV-8000 receives MIDI Clock messages at its MIDI IN.

1

Connect your sequencer to the MV-8000.



2

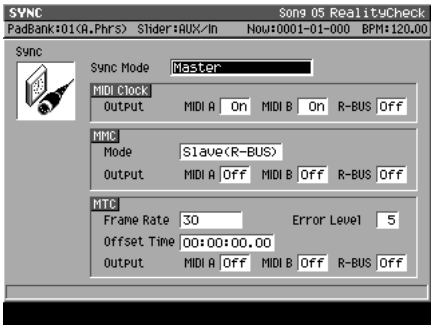
Press SETUP **.**

The SONG SETUP MENU screen will appear.

3

With the cursor located in the upper row of icons, press. Alternatively, select the SYNC icon and press.

The SYNC screen will appear.



4

Set the synchronization parameters.

Here you will set parameters to specify how MIDI Clock synchronization will occur. Refer to the table below, and make the appropriate settings on the MV-8000 and on the externally connected master device (the sequencer or recorder that is transmitting the synchronization signals). For details on how to make settings on your master device, refer to its owner's manual.

Parameter	Setting	Settings on the externally connected master device
Sync Mode	Slave-MIDI (MIDI)	Set the device so that it will transmit MIDI Clock messages (Master).

MEMO

When the MV-8000 is operating as a synchronization slave, the synchronization signals can be received through either the MV-8000's MIDI IN connector or the MIDI IN connector of the DIF-AT24. However, you must set the Sync Mode (p. 69) to specify the connector through which the synchronization signals are to be received.

For an explanation of the other parameters, refer to the MV-8000 Owner's Manual SYNC screen.

MEMO

When synchronized as a MIDI Clock slave, "Wait Note" of the Count In setting is not available.

5

Play back the master device.

Press the PLAY button on the master device; the MV-8000 will begin running in synchronization.

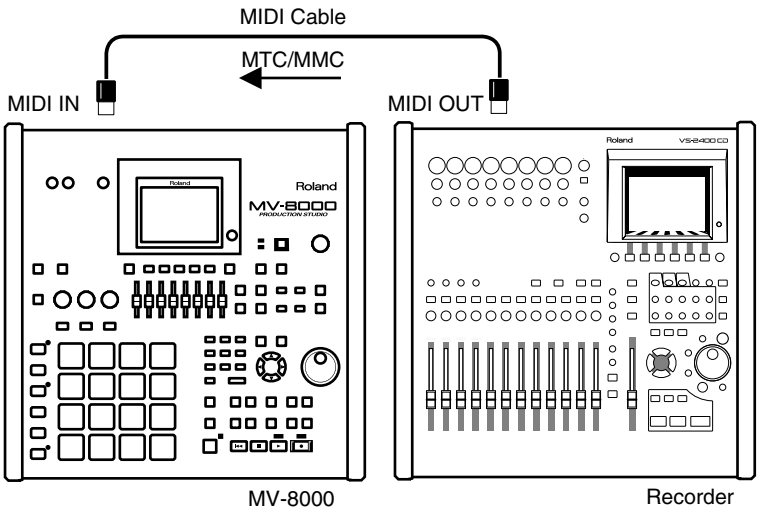
Receive and synchronize to MTC

MTC messages from an externally connected sequencer or recorder ("master device") can be received by the MV-8000, causing the MV-8000 to operate in synchronization as a slave device.

The example given below is a setup in which a recorder is the master device, and the MV-8000 receives MTC messages at its MIDI IN.

1

Connect your sequencer or recorder to the MV-8000.



2

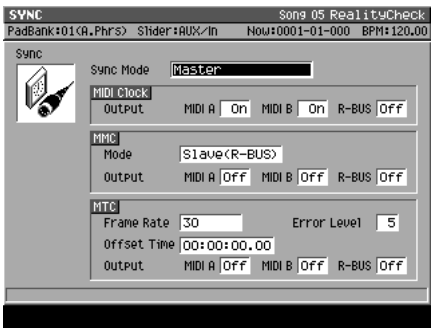
Press SETUP **.**

The SONG SETUP MENU screen will appear.

3

With the cursor located in the upper row of icons, press. Alternatively, select the SYNC icon and press.

The SYNC screen will appear.



HINT

The example here also shows how to make settings to use MMC remote control from the externally connected device.

?

MTC=MIDI Time Code

?

MMC=MIDI Machine Control

MEMO

When the MV-8000 is operating as a synchronization slave, the synchronization signals can be received through either the MV-8000's MIDI IN connector or the MIDI IN connector of the DIF-AT24. However, you must set the Sync Mode (p. 69) to specify the connector through which the synchronization signals are to be received.

MEMO

During synchronized playback as an MTC slave, there may be cases in which a track containing a long audio event drifts out of playback synchronization with other tracks. This occurs because MTC synchronization is not able to adjust the playback speed of an audio event, and is not a malfunction.

MEMO

When synchronized as a MTC slave, loop playback and count-in recording are not available.

4

Set the synchronization parameters.

Here you will set parameters to specify how MTC synchronization will occur. Refer to the table below, and make the appropriate settings on the MV-8000 and on the externally connected master device (the sequencer or recorder that is transmitting the synchronization signals). For details on how to make settings on your master device, refer to its owner's manual.

Parameter	Setting	Settings on the externally connected master device
Sync Mode	Slave-MTC (MIDI)	Set the device so that it will transmit MTC messages (Master).
MTC Frame Rate	Same as the frame rate setting of the master device.	For details on how to make settings on your master device, refer to its owner's manual.

5

Set the MMC parameters.

Here you will make settings to allow MMC remote control from the externally connected device.

Refer to the table below, and make the appropriate settings on the MV-8000 and on the externally connected master device (the sequencer or recorder that is transmitting the synchronization signals). For details on how to make settings on your master device, refer to its owner's manual.

Parameter	Setting	Settings on the externally connected master device
MMC Mode	Slave (MIDI)	Set the device so that it will transmit MMC messages (Master).

6

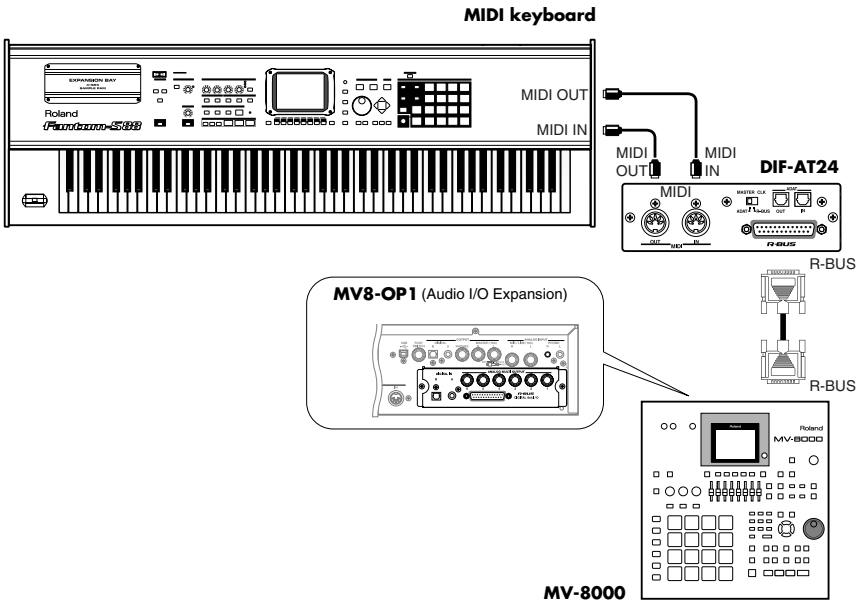
Play back the master device.

Press the PLAY button on the master device; MMC messages will be transmitted to the MV-8000, and the MV-8000 will begin running. Then MTC messages will be transmitted from the master device, causing the MV-8000 to synchronize with the MTC data.

Use the MIDI IN connector of the DIF-AT24

You can now use the MIDI IN connector of the DIF-AT24 (sold separately) to input MIDI data into the MV-8000.

You can add an additional MIDI IN/OUT connector by connecting the DIF-AT24.



Changes in the others

Directly selecting a pad bank ([PAD BANKS]+Pad 1–16)

You can switch pad banks by directly specifying a number.

1 **Hold down [PAD BANKS], and strike [VELOCITY PADS] (1–16) that corresponds to the desired pad bank.**

The pad bank will switch. You can switch between pad banks 1–6 for instruments, or between pad banks 1–16 for audio phrases.

MEMO

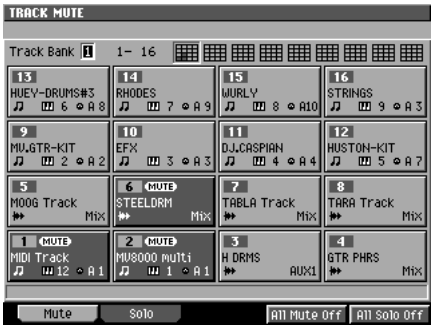
You can't use this method to switch to audio phrase pad banks 17–32. Press [PAD BANKS] and use the VALUE dial or the numeric keys to specify the bank number.

Using the velocity pads to switch Track Mute and Solo

Here's how to use the velocity pads to switch Mute (silenced) and Solo settings on/off for a track.

1 **Hold down [SHIFT], and press [PAD BANKS].**

The TRACK MUTE screen will appear.



2 **Press [F1] (Mute) to switch the mute setting of a track, or press [F2] (Solo) to switch the solo setting.**

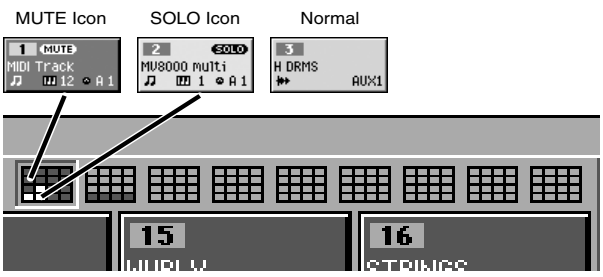
The TRACK MUTE screen will appear if you press [F1 (Mute)]. The TRACK SOLO screen will appear if you press [F2 (Solo)].

3 **Use value dial or [DEC] / [INC] to set the Track Bank parameter.**

Track Banks divide tracks 1–136 into groups of sixteen tracks. Select the track bank containing the tracks you want to mute or solo.

4 **Strike [VELOCITY PADS].**

The track corresponding to the velocity pad you struck will be muted or soloed. Muted tracks are indicated by the "MUTE" icon, and the pad will be displayed in dark gray. Soloed tracks are indicated by the "SOLO" icon, and the pad is displayed in white.



MEMO

The velocity pads of pad banks 1–9 are displayed in miniature at the right of the Track Bank parameter to indicate the current mute and solo settings.

5 **Press EXIT to exit the TRACK MUTE screen or TRACK SOLO screen.**

The SEQUENCE screen will appear.

MEMO

You cannot record the operation of muting and soloing tracks to the sequencer.

Starting a new song with your favorite settings (User Track Template)

Your favorite settings such as the track structure or loop settings of a song can be stored on the hard disk as a "template" for recall any time you want to start creating a song with that structure.

MEMO

Only one user track template can be stored.

MEMO

Since the user track template is stored on the hard disk, it will be lost if you initialize (format) the hard disk.

Saving a User Track Template

1 **For the current song, create the structure that you want to save as a user track template.**

2 **Press** SEQUENCE **.**

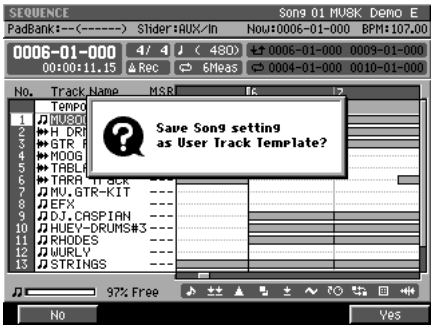
The SEQUENCE screen will appear.

3 **Press** MENU **.**

The SEQUENCE MENU popup will appear.

4 **Use** CURSOR **to select to "Save As User Template" then press** ENTER **.**

"Save Song setting as User Track Template?" message will appear.



F button	Explanation
F1 (No)	The user track template will not be saved. The SEQUENCE screen will appear.
F5 (Yes)	Things such as the track settings for the current song will be saved on the hard disk as a user track template.

Using a user track template to create a song

1

Press SETUP .

The SONG SETUP MENU screen will appear.

2

With the cursor located in the upper row of icons, press F3 (Create New). Alternatively, you can select the CREATE NEW SONG icon and press ENTER .

The CREATE NEW SONG screen will appear.

3

Set the Track Layout parameter to "User Template."

4

Press F5 (Execute).

A new song will be created according to the settings saved in the user track template.

Saving a song in SMF format (Save As SMF)

Here's how to save the current song in SMF (Standard MIDI File) format 1.
This allows a song created on the MV-8000 to be played or edited by sequencer or other software on a computer.

?

SMF=Standard MIDI File

1

Make the current song the song you want to convert to SMF format.

Select the Song you want to convert to SMF format, as the current song.

2

Press SETUP .

The SONG SETUP MENU screen will appear.

3

With the cursor located in the lower row of icons, press F2 (SaveAsSMF). Alternatively, you can select the SAVE AS SMF icon and press ENTER .

The SAVE SONG AS SMF screen will appear.

4

Use CURSOR to select a folder you want to save the SMF.

A folder will be highlighted.

5

Press F5 (Execute).

The SMF will be saved to specified folder and filename.

HINT

If you press [F4 (Make Folder)], the EDIT FOLDER NAME popup will appear. Where you can create a new folder inside the current folder.

HINT

If you press [F1 (Name)], the EDIT SMF FILE NAME popup will appear. Where you can edit the name of the saved as SMF.

Note regarding saving to SMF

Several limitations apply when you save a song in SMF format.

- **Only the current song can be converted**

  If you want to convert another song to SMF, you will have to switch the current song.
- **The save destination is limited to the hard disk.**

  You cannot save the resulting SMF data directly to floppy disk or CD-R/RW disc.
- **The data is saved in SMF Format 1.**

  You cannot save data in SMF Format 0.
- **Audio track data cannot be converted to SMF.**
- **MIDI channels assigned to the SMF-converted data are determined by the Output Assign parameter and MIDI parameter for each track of the song.**

  MIDI channels are assigned as follows.

Output Assign	(MIDI)	Assigned MIDI channel
Off	Off	1
1	A- 1, B- 1, R- 1	1
:	:	:
16	A- 16, B-16, R-16	16

The Output Assign parameter value takes priority when assigning MIDI channels.
For example, if Output Assign is 2 and MIDI Output is A-5, channel 2 will be assigned.
However, if Output Assign is Off and MIDI Output is A-5, channel 5 will be assigned.

HINT

You can copy the saved SMF from the hard disk to floppy disk in the FILE UTILITY screen. Also, you can transfer the saved SMF to the computer in the USB screen.

Viewing the PATCH LIBRARY popup in the INSTRUMENTS screen

In the INSTRUMENTS screen, simply moving the cursor to the Patch column will display the PATCH LIBRARY popup window.

1 **Press** INSTRU-MENTS **.**

The INSTRUMENTS screen will appear.

2 **Use** CURSOR **to select a part you want to select the patch.**

A part will be highlighted and switch the current part.

3 **Use** CURSOR **to move the cursor to the Patch column.**

The PATCH LIBRARY popup will appear.

Copy or move entire folders

When using the following commands in the FILE UTILITY screen, you can now perform operations on entire folders.
The procedure is the same as when performing the operation on an individual file.

- **Copy**
- **Move**

Changes in MIDI Filter parameter

Parameter	Before	After
PC	On	**Off**
Bank	On	**Off**

Changes in GLOBAL screen

Prevent the hard disk from being formatted (HD Format Protect parameter)

The HD Format Protect parameter lets you allow or prevent formatting of the hard disk. When you turn on the power of MV-8000, this will automatically be turned On. If the HD Format Protect parameter is On, it will not be possible to format the hard disk. If you want to format the hard disk, turn HD Format Protect to the "Off" setting.

1 **Press** SYSTEM **.**

The SYSTEM MENU screen will appear.

2 **Press** F1 **(Global).**

The GLOBAL screen will appear.

3 **Sets the HD Format Protect parameters.**

HD Format Protect	Explanation
Off	You will be able to format the hard disk. If you want to format the hard disk, select the "Off" setting.
On	You will not be able to format the hard disk. Normally, you should leave this at the "On" setting.

If you attempt to format the hard disk when the HD Format Protect parameter is On, a message of "Can't Format the Hard Disk. HD Format Protect is On." will appear.

Adjusting the volume of the entire sampler

You can adjust the playback volume of the entire sampler at the "Sampler Output Gain" parameter. Adjust the parameter when you feel that the playback volume of sampler is insufficient in spite of having adjust the level of partials and audio phrases.

1 **Press** SYSTEM **.**

The SYSTEM MENU screen will appear.

2 **Press** F1 **(Global).**

The GLOBAL screen will appear.

3 **Sets the Sampler Output Gain parameter.**

Range: **-12**, -9, -6, -3, 0 (dB)

MEMO

The playback volume of the sampler is set lower than the listening volume of sampling on the MV-8000, beforehand, to prevent the sound causing distortion by the polyphony and the setting of the filter on the sampler.

Memo

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